

A TOUGH NUT TO CRACK

ASL SCENARIO ASLUG3

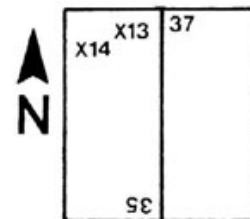


GIROPA POINT, 3 MILES EAST OF Buna, New Guinea, 1 January, 1943: General MacArthur, furious at the perceived inability of his commanders to crack the Japanese fortified positions surrounding Buna, relieved his top field officers and placed General Eichelberger in command. MacArthur's last words to Eichelberger were "Capture Buna or don't come back alive!" Eichelberger's predecessors and his Australian counterparts had run into a "tough nut to crack". The Japanese had put together a fortified position around a coconut plantation on Giropa Point, just east of Buna, that had held against repeated allied assaults. General Wooten, the Australian Area Commander, was awaiting fresh troops from the AIF 18th Brigade and armor support from Milne Bay before resuming the attack on January 1st. Eichelberger, in an attempt at grabbing the glory, threw two companies of the 128th Regiment, 32nd Division at the Japanese. They were almost immediately stalled and came under such intense fire that the unit was unable to support the Australian attack scheduled for the next morning.

BOARD CONFIGURATION:

HANDICAP:

- J3: Use J2 and delete one DC from the Japanese OB.
- J2: Use J1 and delete one HMG from the Japanese OB.
- J1: Increase game length to 10 turns
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- ⊙ A1: Exchange on Japanese HMG for a .50 cal HMG.
- A2: Use A1 and reduce the number of AFV's in the Australian OB to four (4).
- A3: Use A2 and change "12" to "15" in the Victory Conditions.



VICTORY CONDITIONS: The Australians win immediately by exiting 12 squad equivalents off the north board edge. Each building location controlled by the Australians and each Pillbox eliminated/controlled by the Australians reduces the number of squad equivalents needed by one; each AFV eliminated increases the number of squad equivalents needed by one.

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	END
⊙ AUSTRALIAN Moves First										

Remnants of the 18th Army [ELR: 3] set up concealed north of hexrows 35H and 37Z. [SAN: 5]

4 ⁺ 4-8	4 ⁺ 4-7	3-4-7	2-2-8	10-1	4-1	8-1	8-0	1-4	8-14	4-11	50-15-10	20-1-12
2	7	4	8	2			2	2	4	2	3	2

?				
7 morale	2+3+5	1+3+5	Trench OVL OBA: +4 Other: +2	Foxhole 5 OVL OBA: +4 Other: -2
16	6	6	6	6

Elements of 2/9th Battalion, AIF 18th Brigade [ELR: 3] set up south of hexrows 35H and 37Z [SAN: 3]

4 ⁺ 5-8	4 ⁺ 5-7	2-2-8	8-2	8-1	8-1	8-0	1-4	8-14	4-11	50-15-10	20-1-12	30-1	Radio
7	9	2		2			2	4	2	4			

18 37LL 2/4/2
6

Scenario Design: Gary Fortenberry
Conversion to PDF: LLMC Studios

Special Rules:

- EC are Wet, with a Mild Breeze from the north at start. PTO terrain (G.1) is in effect, including Light Jungle. All buildings are ground level only, Tunnels are NA. The ground is considered soft for Bog purposes. Kindling fires is NA.
- Place O overlays as follows: X14 on 35AA4-Z3, and X13 on 35BB7-CC7.
- Four of the 1+3+5 Pillboxes and one of the 2+3+5 Pillboxes must be set up on-board (i.e., non-HIP) at start; their contents, if any, may use HIP normally via the application of either G1.631/G1.632. Only one Pillbox/Foxhole counter may set up per hex.

- The Australians receive one module of 88 mm OBA which may fire HE or Smoke.

AFTERMATH: The Australians jumped off after a brief artillery barrage and with the armor in the lead soon ran into the line of Japanese pillboxes. With the help of the armor, the Australians were able to crack the heretofore impregnable Japanese defenses. The Stuarts were used as battering rams to knock holes in the pillboxes through which the infantry would place a jury rigged demolition charge and a can of petrol. The ensuing explosion and fire would usually be enough for the Japanese holed-up in the fortifications. Two hours after the assault began, the lead Australian elements had reached the beach.