“The Duropa Plantation”

Buna, New Guinea — December 17th, 1942

For most of the summer and fall of 1942, Australian, New Zealand and American forces had driven the Japanese across the Kokoda Trail and towards the northern coast of New Guinea in the area of Buna-Gona. There, with their backs to the sea, the Japanese made their final stands. One such stand was on the northeastern beaches which were home to a large coconut plantation. The Duropa Plantation would be the scene of bitter fighting as the Allies drove the Japanese westward towards Buna. One of these Allied Forces, code-named “Warren Force” would be heavily engaged in pushing the Japanese out of the Duropa Plantation and beyond a new airstrip west of the Plantation. The men of the 3rd Battalion, 128th Regiment, 32nd Division would face a severe test as they pushed the forest of coconut trees.

VICTORY CONDITIONS: The US Player wins immediately upon completing 2 of 5 possible immediate victory conditions as per SSR 5. Any other result is a Japanese Victory.

Board Configuration:

38	73

Japanese Player sets up first	**1**	**2**	**3**	**4**	**5**	**6**	**7**
American Player moves first							

Elements of 229th Infantry Regiment, 3rd Battalion (ELR 5) (SAN 4) (Set up: on Board 38 and on Board 73 Hexes numbered 7 or greater)

20 2 4 2 3 2

6 2 2

38th Mountain Artillery (ELR 5) (Set up: see SSR 4)

3 3

Elements of 3rd Battalion, 128th Regiment, 32nd Division (ELR 3) (SAN 2) (Set up: enter on east edge of Board 73)

3 30 3 2 4 4

Special Rules/Notes:

1. EC are moderate with no wind at start.
2. PTO Terrain (G.1) is in effect, including light jungle (G2.1) (Exception: all roads exist)
3. The American Radio represents One Module of 80mm HE & Smoke OBA.
4. Japanese Artillery sets up HIP on any open ground hex of Board 38 south of row U. The guns must set up adjacent. These guns are firing as an OBA battery and will not target other American Units until such units move into the LOS of the guns. From that point forward, the Japanese guns may freely target American units with direct fire.
5. Victory Conditions: Prior to start, the American Player secretly records 2 of 4 possible victory conditions. If at any time during the game, these two chosen victory conditions are satisfied, the American Player wins immediately. Any other result, even the completing of unselected victory conditions prior to play results in a Japanese Victory. 1.)Capture or eliminate the Japanese 75* Gun Battery. 2.) Eliminate both Japanese Road Blocks. 3.) secure the airfield on Board 38 with no good order Japanese squads adjacent to any airfield hex. 4.) Clear the Road from 73Y1-73T3-73Y10-38Y1-38Z1-38Z5-38Z7-38Y10 with no good order Japanese units adjacent to any road hex. 5.) Capture all three Japanese Pillboxes.

Scenario GJ070

Aftermath: As the men of the 128th Infantry Regiment advanced, they were supported by M3 tanks of the 2/6th Armored Regiment. The Japanese defenses consisting of log pillboxes and trenches resisted fiercely and would succeed in knocking out several of the M3’s and inflicting over 160 casualties before falling back towards Buna.