

ON THE KOKODA TRAIL



ASL SCENARIO 60



VICTORY CONDITIONS: The Japanese win if at the end of any Game Turn there are ≥ 23 points of Good Order Japanese units on whole hexes of board 34 on/between hexrows oT and oDD.

DENIKI, PAPUA NEW GUINEA, 9 August 1942: The Japanese held the north coast of eastern New Guinea; the Australians under Gen. MacArthur, the south. Between them loomed the rugged Owen Stanley mountain range, across which ran the Kokoda Trail from Port Moresby to Buna, forming the only practical north-south route on that end of the island. As Yokoyama Force pushed southward along the trail, the Allies' Maroubra Force strove to halt or at least delay it. The first clash came on July 23rd at Awala, where Papuan reconnaissance troops and an accompanying platoon of Australian militiamen were thrown back. After fighting a series of delaying actions, by early August the scattered elements of Maroubra Force had been forced back to prepared positions at Deniki, four miles south of Kokoda. There, having lost most of its native troops who had "gone bush", it was joined by the remainder of the militia battalion, thus uniting Maroubra Force for the first time. A three-company counterattack was then launched which recaptured Kokoda and its vital airfield—but this success proved short-lived when on the next day the Japanese assaulted Deniki.

BOARD CONFIGURATION:

BALANCE:

- Allied reinforcements enter on Turn 6.
- ⊙ One additional Allied squad (and all SW/SMC stacked with it) may use HIP.



37	34
Wd4	1

TURN RECORD CHART

⊙ ALLIED Sets Up First (see SSR 3) [121]	● 1	2	3	4	5 [⊙]	6	7	8	END
● JAPANESE Moves First [298]									

Elements of B and C Companies, 39th Battalion, and of the Papuan Constabulary [ELR: 3] set up on board 34 on/between hexrows L and P, and on board 37 on/south-of the diagonal hexrow 37L0-37FF10: {SAN: 3}

6 ² -4-8	4 ² -5-7	4-4-7	3-3-7	2-4-8	9-2	8-1	8-0	MMG 4-12	LMG 2-7	MTR 51 [2-11]	? 7 morale	Foxhole 5 OVR, OGA: +4 Other: +2
2	5	4	3					3	2	16	15	

D Company, 39th Battalion, and elements of the 1st Papuan Infantry Battalion enter on Turn 5 on/between hexes 34T0 and 34DD0:

6 ² -4-8	4 ² -5-7	3-3-7	2-4-7	9-1	LMG 2-7	dm MTR 50mm
5						

Elements of the 1st Battalion, 144th Infantry Regiment [ELR: 4] enter on Turn 1 in three groups (see SSR 3), with the elements of each group entering on/adjacent-to its recorded entry hex: {SAN: 5}

4 ² -4-8	4 ¹ -4-7	2-2-8	10-1	10-0	9-1	9-0	8-0	dm MMG 50mm	LMG 2-6	dm MTR 50mm
6	14	2						2	6	6

SPECIAL RULES:

- EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect.
- Place Overlay 1 on 34DD8-DD9 and Wd4 on 37X8-Y8. The path in 37X8 and 37Y9 still exists.
- Prior to the start of Allied setup, the Japanese player must secretly divide his entire force into three groups and record a *different* entry hex for each. The possible entry hexes are: 34I1, 34A5, 37Q10 and 37Y10. Each group must contain at least: six squad-equivalents, one leader, two LMG and two $\geq$ one group may enter in Column (E11.5).
- $\leq$ three Allied squads (and all SW/SMC that stack with them) may use HIP.
- The 3-3-7 squads are Papuans, and are considered Partisans. They have an ELR of 3, may neither Deploy [EXC: A20.5] nor make Entrenching Attempts, may not form (nor participate in) multi-Location FG, use *all* SW as Captured, and have their Inherent MF allotment increased by one. All Allied leaders are Australian (not Partisan), and rules for Allied Troops (A10.7) apply. Concealed Allied stacks are considered Papuan for MF/Straying purposes only if containing $\geq$ one Papuan MMC. Papuans are ignored for Battlefield Integrity purposes.

AFTERMATH: The 39th Battalion held a thin line of squad-sized outposts around Deniki. So dense was the vegetation that in some cases positions only fifty yards apart were effectively isolated from each other. Suddenly about two hundred Japanese attacked the perimeter and dozens of small firefights erupted, weaving a complex and confused tale typical of jungle warfare in New Guinea. In one notable act of heroism, an Australian Vickers MG crew kept some twenty Japanese from crossing a clearing, killing several and pinning down the rest. When the gunner was killed by a sniper, his mate took over and maintained the block for several more crucial minutes until he too was felled by sniper fire. Around 1330 hours, one Aussie company that had participated in the counter-attack on Kokoda emerged from the jungle and helped strengthen the perimeter. Later that afternoon the Japanese, unable to break the defenders' grip on the village, finally fell back to await reinforcements. Night settled quietly over the area. But the storm would break again on the 13th, and by the 14th the Australians would be in hasty retreat once more.