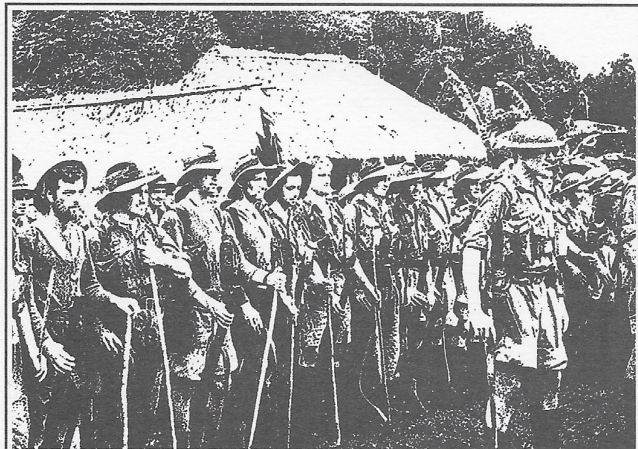


THE CHOCOS



ASL SCENARIO AP165

Scenario Design: Murray McCloskey & Andrew Rogers



VICTORY CONDITIONS: The Japanese win at game end by Controlling all hut hexes.

OIVI, NEW GUINEA, 26 July 1942: In late July, the Japanese South Seas Detachment landed on the east coast of New Guinea attempting to secure an overland route to the capital Port Moresby. A mixture of Australian militia and local militia were sent to delay this landing force. One such unit was led by Captain Sam Templeton who had a unique background. Reputedly starting his military career as a submariner in the Great War, the Irish-born veteran of the Spanish Civil War commanded a company of Australian militia in the opening of the Kokoda Track campaign. At Oivi, Templeton fought a rear-guard action which pitted the Australian militia troops, often derisively referred to as "chocolate soldiers" or "chocos," against veteran Japanese infantry.

BOARD CONFIGURATION:



	O5	37
X26	O2	

BALANCE:











- Add one MMG to the Australian OB.
- Exchange the MMG with an HMG in the Japanese OB.

TURN RECORD CHART

● AUSTRALIAN Sets Up First	1	2	● 3	4	5	END
● JAPANESE Moves First [0]						












Elements of B Company, 39th Battalion, Maroubra Force [ELR: 2] set up on/between hexrows D and L: {SAN: 4}




 1 4 ² -5-7	 2 4-4-7	 2 2-3-7	 9-1	 8-1	 7-0	 LMG IP 1 2-7	 MTR AP 2 51 [2-11]	 ? 7 morale	 Foxhole 5 OVR, OBA: +4 Other: +2
5	3					3		14	6



Elements of 144th Infantry Regiment, South Seas Detachment [ELR: 4] set up on/east-of hexrow C: {SAN: 3}

 E 4 ² -4-8	 1 4 ² -4-7	 2-2-8	 10-1	 9-0	 8-0	 MMG 3P 2 BT 11 4-11	 LMG IP 1 BT 11 2-6	 MTR 50* [1-16]*
4	5					3	2	

Enter on Turn 3 along the north or south edge:

 1 4 ² -4-7	 E 2-3-8	 8+1
2		

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect. Place overlays as follows: X26 on O5-P4; O2 on D5-E6; and O5 on E8-D8. For Flame Creation purposes, huts are considered wooden buildings (i.e., G5.6 is NA). Kindling (B25.11) is NA.

2. 2nd Line Australian MMC are *not* Stealthy (A25.44). The Australians may use HIP for ≤ one MMC (and any SMC/SW stacked with it).

3. Should the Australian at-start 9-1 (or, if Battle Hardened, 9-2) leader break [EXC: voluntary break; A10.41] and/or suffer a non-fatal wound, the Australian player may immediately replace that leader with a Good Order, unwounded, heroic 9-1 (or 9-2) leader. This replacement can occur only once.

4. Each Japanese mortar is considered to have s9 for its *first* Smoke To Hit attempt.

AFTERMATH: The Australian militia contained some determined soldiers and they did not melt under the pressure. Templeton deployed his Chocos astride the track to Kokoda village and its key airstrip. The Japanese attacked in the afternoon and began to encircle the Australians. The defenders withdrew into a tight perimeter on Oivi plateau. The Australians again put up a stout resistance, but towards dusk Templeton was captured inspecting the rear units and was subsequently executed. After dark the Australians and supporting local militias, now under Major W.T. Watson, broke out of the perimeter and headed towards Deniki, beyond Kokoda, as it was considered the easier route.