



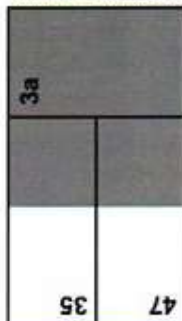
BOTTCHEER'S CORNER

SCHWERPUNKT SCENARIO SP190

SITUATION: BUNA VILLAGE, New Guinea, 5 December 1942: After resting for several days, the 32nd Infantry Division initiated its offensive to take Buna Village. The Japanese defenders, a mix of Army, Marine, and Naval units, were racked with disease, hunger, injuries, and were short of everything except ammunition. The attack soon ran into trouble when the entire battalion ran into rifle fire, machine guns, bunkers and trenches. Soon, the G Company commander was wounded, and he subsequently transferred command to Sergeant Bottcher. German born Sgt. Bottcher, a veteran and Major from the Spanish Civil War, led his troops forward - taking out some bunkers while bypassing others. A wrong turn by Bottcher resulted in his platoon being in a jungle cove just off the beach, effectively cutting the Japanese from supplies at the air strip and Buna Mission. Sgt. Bottcher fended off repeated counter attacks, and ambushed Japanese patrols (even turning captured machine guns against their previous owners). Unfortunately, Sgt. Bottcher was almost equally cutoff, with piecemeal reinforcements and supplies being low crawled in. But the U.S. victory was still secured. Bottcher and his troops held the narrow strip of beach for the rest of the day, and for several more days to come, cutting Buna Village from supplies and reinforcements. This led to the village's eventual capture. Sgt. Bottcher received two wounds, the DSC, and a field promotion to captain for his bravery and leadership at Buna Village.



MAP ORIENTATION:



(Board 3a and only hexrows V-GG on boards 35 & 47 are playable)

OPTIONS:

● Exchange any 3-3-6 for a 4-4-8.

☆ Exchange the 5-4-6 for a 6-6-7.

MISSION: The Allies win at game end if they have at least one unbroken MMC ≤ 3 hexes from 47FF6.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. PTO Terrain is in effect (G.1).
2. Place Overlay 1 on 35DD8-DD9. Treat all Brush as Marsh/Swamp (G7). Hills and the elevated road do not exist and are treated as level 0 terrain.
3. The board 3a river, and all 3a board land hexes north/west of the river are ocean. All board 3a water/ocean hexes adjacent to land hexes are Shallow Ocean (G13.4), all other board 3a water/ocean hexes are Deep Ocean. Treat 35GG1-GG7 as if the Palm Trees/Jungle/Open Ground encompasses the center dot.
4. The American 10-2 leader and any friendly units in its hex are considered stealthy. The 10-2 receives an additional -1 drm on his wound severity dr.

Scenario Design: Mike Augustine 091610.7

Source: Blakely, Major General H.W., *The 32nd Infantry Division In World War II* (Nashville: The Battery Press, 1957) pp. 88-92.

MISSION LENGTH

● JAPANESE SETS UP FIRST

☆ AMERICAN MOVES FIRST

1 2 3 4 5 6
☆ ● ☆ ● ☆ ● ☆ ● ☆ ● ☆ ●

Elements of Yasuda & Tsukioka Butai, 14th & 15th Construction Units, 144th Infantry Regiment and Kiowai Battalion set up on board 35 on/south of hexrow DD in hexes numbered ≤ 8.



{ELR: 3}
{SAN: 3}

4-4-8	4-4-7	3-4-7	3-3-6	2-2-8	9-1	MMG	LMG	50* MTR	?
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2

SNLF & IJA reinforcements enter turn 1 on the east edge.

3-4-7	3-3-6	8+1	LMG
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Reinforcements enter turn 1 on the west edge.

4-4-7	3-4-7	9-0	LMG
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Reinforcements enter turn 2 on the west edge.

4-4-8	3-4-7	8-0
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Reinforcements enter turn 4 on the east edge.

3-4-7	3-3-6
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2



{ELR: 3}
{SAN: 2}

Elements of 2nd Battalion, 126th Infantry, 32nd Division set up on/south of hexrow AA on board 47.

6-6-7	10-2	MMG	LMG Japanese	?
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3

6

Reinforcements enter turn 1 on the south edge:

6-6-6	5-4-6	8-1	MMG	?
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3

4

Reinforcements enter turn 3 on the south edge:

6-6-6	3-4-7	8-0	7-0	MMG	DC
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3