

Army Expansion Firefight 1 - The last Banzai

The Battle for Henderson Field: The Second Night

October 25th, 1942 - South of Henderson Field along Edson's Ridge.

General Situation: The veteran Japanese 2nd Infantry Division (the Sendai Division) have taken ground from the Marines but the cost has been high. Japanese litter the ground and Maruyama will not risk more of his soldiers lives without the cover of night. The Japanese soldiers who have broken through are on their own. They have taken a portion of the Marine's defensive line and prepare to defend against a counter attack. The Japanese must hold what they have gained and take the air field in their next attack. None of them will survive if they don't.

Lieutenant Colonel Lewis "Chester" Puller's 7th Marines have been reinforced by Lieutenant Colonel Robert Halls Army National Guard 3rd Battalion, 164th Infantry. The Japanese positions in the Marine parameter must be eradicated before night falls and the Japanese attack again. The Japanese are pressing in on all fronts and Edson's Ridge defenses cannot collapse! The U.S. soldier's will have no where to retreat if it does.

Historical Events: By the end of the first night, the Army National Guard had reinforced and mixed into the Marine's defensive line. The Japanese had taken a portion of the Marine parameter though and several pockets of Japanese soldiers had broken through. The lack of adequate battlefield awareness and Japanese doctrine to only press the attack under the cover of night meant that the forward Japanese positions could not expect reinforcements until the next nights attack began. The Marines and the National Guard took advantage of this and captured the positions back from the Japanese and spent the day hunting down pockets of Japanese behind their lines. The Marines and National Guard troops were also disentangled and the National Guard was placed east of the Marines. The U.S. troops had time to fortify there positions now that they new an attack was coming.

As expected the Japanese attacked again that night. Nasu's men along with Maruyama's reserves attacked Puller's Marines in the same way they had the night before. The storm of machine gun, artillery, mortar, and anti-tank gun cannister fire again thwarted the Japanese assaults. Soji's men on Nasu's right did not attack but chose instead to hold back and cover Nasu's flank in case of a U.S. flanking attack. Nasu was shot and later died. Several Japanese pockets again broke through but with no support were eliminated the next day. With the attack failed, the Japanese retreated back the way they came.

Lieutenant General Hyakutake's plan is commendable. The Marine's were heavily fortified along the Matinakau River and a Japanese attack there would most probably have failed. Attacking Edson's Ridge was not only completely unexpected by the Marines but there was also no second line of defense between the Marine lines and the airfield. If the Japanese had been successful, the U.S. soldiers, who were spread out all along the front, would have been without the artillery and air support that was so key to their defenses. The ships that brought supplies to the U.S. soldiers would have also been forced to pull back without the support of the planes from Henderson Field. It is probable that the loss of their central command and an enemy at their back would have caused enough confusion that the individual U.S. defensive lines would have surrendered. The Japanese execution of the attack was horrendous though. The individual commanders did not have adequate awareness of each others situation and the battle in general to be effective. With only Nasu's column attacking, the Japanese mass assault had inefficient weight to break the U.S. defenses. The greatest folly of all though was the command decision to attack the same place again. The Japanese had already lost the element of surprise so their only advantage against a dug in and prepared enemy was the U.S. commands uncertainty of where the Japanese would attack.

The Battle of Henderson Field was the last attempt by the Japanese to take the airfield. Afterwards, the Japanese only worked to consolidate their forces and prepare to evacuate the island while defending against the U.S. Army's and Marine's counter attacks.

This Firefight extends Guadalcanal Firefight 11 into the second night of combat. You must first play Firefight 11 before playing this Firefight. Place Control Markers in map 14 hexes E03, K03, Q04 and map 15 hexes E05, J04, P05. Place them in control of the player that ended Firefight 11 controlling them. If you choose to play this firefight without playing Firefight 11 first, the Japanese players choose one Control Marker to be Japanese Controlled and then the U.S. players choose one Control marker to be Japanese controlled.

Commanders: 4 **Initiative:** 1st U.S. on Round 1 **VP:** Japanese 1

CAP Allocation per Round: Each Japanese 4 CAPs +/- Bushido **Each U.S.** 7 CAPs

Action Cards: Shuffle all action and bonus cards 2-13. Each commander receives 1 card in Round 1 and 1 card each Round thereafter.

Hit Counter Piles: Mix 3 'No Hit' Counters into the Japanese Hit Counter pile.

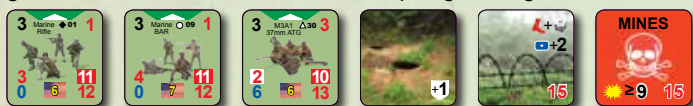
Map Setup: Maps 14 and 15 **Overlays:** Place Jungle 3 so that hex J3-01 is on hex 14-B11 and hex j3-02 is on hex 14-B10.



1st U.S. Force: 1st Battalion 7th Marines

Heavy Weapons: Before the Japanese players setup, place the units and defense counters below within 2 hexes of any Control Marker that starts the game in U.S. control. The mines may be placed hidden.

If the U.S. players control no Control Markers at the beginning of the game, the Units enter from the north map edge during the first Round.



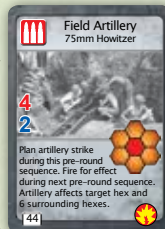
Orders: Take the holes in the line back from the Japanese and hold off their next attack.

Artillery (Weapon Card 44): At the beginning of each Round after Units set up, plot a 75 mm artillery strike from the North that lands at the beginning of the next Round.

Victory Points:

1 VP - Immediately, score 1 VP for each Japanese Unit that you eliminate.

1 VP - At the end of the game, score 1 VP for each control marker under U.S. control.



2nd U.S. Force: National Guard 3rd Battalion, 164th Infantry

Heavy Weapons: Enter during the first Round from the north map edge.



6x National Guard

1x MMG

1x M2 Mortar

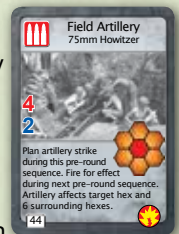
Orders: Reinforce the Marine Lines.

Artillery (Weapon Card 44): At the beginning of each Round after Units set up, plot a 75 mm artillery strike from the North that lands at the beginning of the next Round.

Victory Points:

1 VP - Immediately, score 1 VP for each Japanese Unit that you eliminate.

1 VP - At the end of the game, score 1 VP for each U.S. Unit from the 1st U.S. Force that is still alive.





1st Japanese Force: Infantry

1st Attack Survivors: Place any 2 of the Japanese Units listed below within 2 hexes of each Control Marker that starts the game in Japanese control. All remaining Units are placed anywhere south of row 09 on maps 14 or 15 at the beginning of the Round 2.



12x Infantry **2x Sniper**
(Card 62)

Orders: Survive the Marine counter attack and move onto Henderson Field.

Victory Points:

1 VP - At the end of each Round, score 1 VP for each control marker is under Japanese control.

Bushido Points:

+1 BP - Immediately when a Japanese Unit exits the North map edge, receive 1 BP.

-1 BP - Immediately, lose 1 BP each time a Control Marker is lost.



2nd Japanese Force: Heavy Weapons

1st Attack Survivors: Place any 1 of the Japanese Units listed below within 2 hexes of each Control Marker that starts the game in Japanese control. All remaining Units are placed anywhere south of row 09 on maps 14 or 15 at the beginning of the Round 2.



2x LMG **3x Grenade Discharger** **2x MMG**

Orders: Cover the infantry and take out the U.S. defenses.

Victory Points:

1 VP - Immediately, score 1 VP for each U.S. Unit that is eliminated.

Bushido Points:

+1 BP - Immediately, receive 1 BP for each U.S. Unit that is eliminated.

-1 BP - Immediately, lose 1 BP each time a Japanese Unit is eliminated.

Night Combat: Units use their normal ranges during all Rounds.

Round 1

Day

Initiative:

Artillery:

Round 2

Moonlit Night

Reinforce:

Artillery:

Round 3

Moonlit Night

Artillery:

Round 4

Moonlit Night

Artillery:

VP:

Firefight Ends

If the Japanese control no control markers at the beginning of the game, skip Round 1 completely and start the game at the beginning of Round 2 with the Japanese having initiative.



Both Japanese forces place their remaining unplaced units south of row 9 at the beginning of Round 2.

The U.S. may enter here and the Japanese may exit here.