

# CONFLICT OF HEROES

## GUADALCANAL Firefight Book



Campaign design by Gunter Eickert and Dean Halley



# The Guadalcanal Campaign - Historical Introduction

## The Big Picture

The United States Navy anticipated fighting a war with Japan long before the attack on Pearl Harbor. It assumed that a massive naval battle would take place in the Pacific. In preparation, it developed a contingency plan called 'Plan Orange', which relied on a Navy structured around battleships. But the attack on Pearl Harbor shocked the United States Navy into accepting what the Japanese already knew - aircraft, not battleships, ruled the seas.

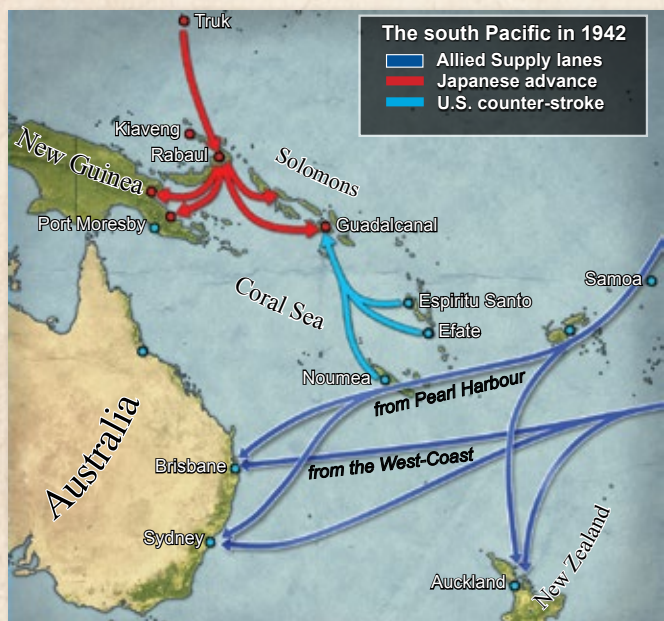
The Japanese Imperial Navy boasted eleven aircraft carriers in 1941, while the United States had seven. However, aircraft carriers had their limitations, because they were expensive to build, they could be sunk, and they required enormous logistical support. Airfields, built on the many islands of the Pacific, could control the sea around them, were efficient, and proved to be much less expensive to construct. While aircraft carriers became the wild cards that drove the offensive in the Pacific War, airfields provided strategic and operational stability. Most of the islands invaded by both sides were selected for their existing airfields or because they were an ideal location for a new airfield. Guadalcanal was no exception.

Japanese ships caught the U.S. fleet completely by surprise. They sank and damaged several U.S. ships while only taking moderate damage to two of their own ships. The lopsided Japanese victory came to be known as the Battle of Savo Island. As bad as the Battle of Savo Island was for the U.S. Navy, it created even worse repercussions for the Marines on Guadalcanal.

## The U.S. Navy Withdraws From Guadalcanal

The Japanese attack on Pearl Harbor, combined with President Roosevelt's policy of "Europe first" for men and materials, left the U.S. Pacific Fleet in 1942 without the ships it needed to adequately defend the supply lines to Australia, much less mount an invasion in the South Pacific. The U.S. Navy preferred to wait for new ships to be built in the United States before attacking Japan. The commanding senior officers of the Pacific Fleet considered supporting Guadalcanal to be too risky and were very reluctant to sacrifice their remaining transports and warships.

The Japanese air strikes on August 7th and 8th and the Battle of Savo Island only reinforced this pessimistic view. On August 9th, before the Marines could unload most of their supplies, the U.S. invasion fleet withdrew to the Islands of Espiritu Santo and New Caledonia, 150 miles south of Guadalcanal. The U.S. fleet was now out of the range of Japanese planes flying from Rabaul and were 'safe' from any accidental contact with the Japanese Combined Fleet. But the Marines were left stranded with few supplies. The U.S. fleet did periodically send quick 'hit and run' supply ships to the Marines or would sally forth to engage the Japanese Combined Fleet whenever it ventured too close to Guadalcanal. However, for the most part, the Marines on Guadalcanal were left to wonder where their own Navy was and to fend for themselves as they watched Japanese ships bring supplies and enemy reinforcements to the island.



## The Island of Guadalcanal

Australia was the only large Pacific landmass still held by the Allies in June 1942 and they needed it as a staging area for the eventual U.S. led counterattack. The Japanese knew this, but lacked the resources to conquer it. Instead, the Japanese attempted to isolate Australia from the United States by cutting the supply lines between them. To achieve this, the Imperial Japanese Army invaded New Guinea and the Imperial Japanese Navy began constructing an airfield at Lunga Point on Guadalcanal. With both islands controlled, the Japanese would be able to interdict Allied shipping.

The airfield on Guadalcanal was almost complete before the U.S. military learned of its existence, and out of desperation the poorly trained and equipped 1st Marine Division and its attached units were ordered to seize it.

The Japanese High Command did not anticipate a U.S. counterattack in the Pacific until 1943, so the only military forces on the island were 2,200 Korean and Okinawan construction workers and 490 Japanese naval troops. These men were on Guadalcanal to build an airfield, not to fend off an American invasion.

## The Invasion of Guadalcanal

A U.S. invasion fleet of 80 ships arrived undetected by the Japanese at Guadalcanal, on the morning of August 7th, 1942. Landing operations were preceded by a short bombardment that surprised the garrison at the airfield and caused them to panic and flee into the jungle. As a result, the 1st and 5th Marines were able to easily capture the undefended airfield the next day.

Immediately after the Americans invaded, the Japanese responded with air strikes from their base at Rabaul and a bold nighttime attack during the early morning hours of August 8th by a task force of eight cruisers and destroyers. The air strikes did very little damage, but the



## The Marines Dig In

The sudden exodus of the U.S. Navy from Guadalcanal left the 1st Marine Division short on heavy equipment, barbed wire, hand tools, sandbags, food, water, and ammunition, with no idea when or if it would be resupplied or reinforced. Major General Vandegrift, commander of the 1st Marine Division, expected the Japanese to make a counter landing at any time, so he focused his Division's efforts on preparing for it. The Marines finished the airfield with captured Japanese equipment, named it Henderson Field after a Marine pilot that had been killed at Midway (Maj. Lofton Henderson). They supplemented what supplies they did have with captured Japanese food stocks, went on reduced rations, and dug in around the airfield. The Marines sarcastically called Guadalcanal "Operation Shoestring" because of the dire supply situation.

A Japanese counter landing at Lunga Point never came. Japanese supply lines were overextended and the Japanese Army was preoccupied with its efforts in New Guinea. The Army viewed Guadalcanal as a Japanese Navy problem, so it was reluctant to dilute its efforts in New Guinea by helping the Navy. Only an intervention by Imperial General Headquarters (IGHQ) finally convinced the Japanese Army to dispatch 6,200 troops to Guadalcanal to retake it from the Marines. During the week it took the Japanese to respond, the Marines worked furiously to finish the airfield and fortify their positions around it.

With the retreat of the U.S. fleet from Guadalcanal and aerial reconnaissance of the airfield, the Japanese assumed the majority of Marines had joined the U.S. Navy retreat. They were confident they could



overcome any remaining Allied force and did not expect to find 11,000 stranded Marines on the island. The Japanese had been victorious time and again over larger Allied armies during the previous seven months and they expected that success to continue at Guadalcanal. The U.S. South Pacific Fleet had already proven that it did not want to stay and fight and the Japanese thought the Marines would do the same.

The first 1,000 reinforcing Japanese Army troops landed on Guadalcanal on August 18th and, without waiting for the remaining 5,000 troops to arrive, confidently attacked the Marines on August 21st along Ilu River (The Battle of Tenaru or Alligator Creek - Firefight 3). It was a classic Pacific War battle including night combat, Banzai charges, and Japanese fighting to the last man. The Japanese lost at the Ilu River, but the tone for combat on the island was set for the next four months.

The Battle of Tenaru marked the end of the two week window that the Japanese had for a quick and easy re-conquest of Guadalcanal. For on August 20th, a U.S. escort carrier was able to deliver 19 F4F Wildcat fighters and 10 SBD Dauntless dive bombers to the newly completed airfield. The arrival of the planes completely turned the tables on the Japanese, making Guadalcanal a U.S. base from which U.S. planes could interdict Japanese shipping, instead of the other way around. The Japanese spent the next four months attempting to re-take the airfield with an ever-increasing number of troops, aircraft, and ships, while the Americans on Guadalcanal were hard pressed to survive the onslaught.

### The Battle in the Air

Henderson Field was the key to the Battle of Guadalcanal. The Japanese needed to take it back to bolster their defensive perimeter around Japan and the U.S. needed it to keep Australia from becoming isolated. The Marines protected the airfield and its aircraft, but in return they relied on these same aircraft to protect them. The Marines defending the airfield would have been overrun by a flood of Japanese reinforcements if the planes at Henderson Field had not kept the Japanese ships restricted to night time troop landings. The planes also provided vital recon and land combat support on Guadalcanal and protected the Marines from Japanese air raids that threatened to damage the airfield and compromise the Marines' defenses. The Marines in turn held back the torrent of Japanese troops that were arriving on Guadalcanal every night from retaking the airfield.

Both sides lacked the full resources needed to fight the battle and combat plans were often hastily executed. Lieutenant General Harukichi Hyakutake tried to subdue Henderson Field with land, air, and naval attacks staged from the Japanese base at Rabaul 550 miles away. The Japanese pilots never managed a knockout punch at Henderson

Field, but they came close by conducting 65 air raids on the airfield by the end of October. The Henderson Field pilots (nicknamed the Cactus Air Force after the code name for Guadalcanal) were down to a handful of operational planes on more than one occasion, but they always managed to hold out until replacement planes and pilots arrived to continue support of the Marines. In the end, it was just enough.

### The Turning Point

Determined Japanese attacks like 'The Battle of Edson's Ridge' (Firefight 5 - Bloody Ridge) nearly broke through the Marines' defensive perimeter around Henderson Field. Each assault was larger than the last and was supposed to result in the final Japanese conquest of the island. But many of the assaults were uncoordinated and instead resulted in huge Japanese losses. The last and largest assault came at the end of October at 'The Battle for Henderson Field' (Firefights 10, 11, and 12). After the failed battle, the Japanese attempted to send more reinforcements to the island in November to initiate further attacks. But these troops never made it ashore because of the early November 'Third and Fourth Naval Battles of Savo Island', won by the U.S. Navy.

The U.S. Navy's victories cleared all of the Japanese ships from the waters around Guadalcanal, which allowed American reinforcements to flood onto the island. The resulting imbalance of forces doomed any chance the Japanese had of retaking Guadalcanal. All that the remaining Japanese forces on the island could do was hold on until Imperial General Headquarters could evacuate them.

In early December, the U.S. Army took over operations from the Marines under the command of Major General Alexander Patch. Units of the U.S. Army, along with the 2nd Marine Division and the 2nd Raider Battalion, were no longer on the defensive and began the arduous task of driving the remaining Japanese from Guadalcanal once and for all.

### A New Fight

Conflict of Heroes: Guadalcanal covers the Marines' defense of Henderson Field. The final battle in the Firefight Book, 'The Battle of Henderson Field', is a natural breaking point because it marked the end of the Japanese offensive and the beginning of a U.S. Army presence on the island. From then on, the Japanese were fully on the defensive as they withdrew their surviving troops from the island.

Also available is the 'Guadalcanal Army Expansion' which covers Guadalcanal combat during November and December. It includes a counter sheet of Army, National Guard, Marine 2nd Raider, and Melanesian Police units.



# Commanders of Guadalcanal



## Lieutenant General Harukichi Hyakutake

Prior to WWII, Hyakutake served in Poland as the Japanese Resident Officer, in the Kwantung Army in China, and as the commander of the 78th Infantry Regiment. During Guadalcanal, he was the commander of the 17th Army based out of Rabaul and oversaw all operations in the Solomon Islands and New Guinea. As the conflict for Guadalcanal dragged out, he landed on Guadalcanal to personally oversee the Battle of Henderson Field.



## Lieutenant General Masao Maruyama

Maruyama was the military attaché for the Japanese embassy in the United Kingdom and then in India prior to WWII. This job led him to be in charge of British and U.S. military counter intelligence. His field command experience began in the Second Sino-Japanese War. He eventually led the 2nd Division and replaced Kawaguchi as the ranking commander on Guadalcanal. He oversaw the Japanese forces during the Third Battle of Matanikau and he led the main southern attack during the Battle of Henderson Field. The trail the Japanese had to cut out of the jungle to stage their attack on Henderson Field was known as the Maruyama Trail.



## Major General Kiyotake Kawaguchi

Kawaguchi was the commander of the 35th Infantry Brigade. He and his Brigade fought in Borneo and the Philippines where he was a vocal opponent to the 'revenge killings' of Philippine government officials stating, "Shooting defeated opponents in cold blood was a violation of the true Bushido." This gained him the ire of Colonel Masanobu Tsuji who sought to see Kawaguchi die in combat by having him sent to combat zones. Kawaguchi was sent to Guadalcanal where he replaced the deceased Colonel Kiyonao Ichiki and commanded the Japanese at the Battle of Edson's Ridge. He was also one of the commanders at the Battle of Henderson Field, but was relieved of command after he disobeyed orders by attempting to reposition his forces to attack a portion of the U.S. front that was less defended.

## Major General Tadashi Sumiyoshi

Sumiyoshi commanded field artillery during the Second Sino-Japanese War and commanded the 17th Army's heavy artillery on Guadalcanal. He was also in charge of assaulting the Marines at the mouth of the Matanikau at the beginning of the Battle of Henderson Field.

## Major General Yumio Nasu

Another veteran of the Second Sino-Japanese War, Nasu was under the command of Maruyama during Guadalcanal. He commanded during the 3rd Battle of Matanikau and was also one of the commanders during the Battle of Henderson Field where he was fatally wounded.

## Colonel Kiyonao Ichiki

In 1937, Ichiki was stationed in China. He initiated the battle that started the Second Sino-Japanese War, because he thought a soldier who did not report for duty was captured by the Chinese. At the start of WWII, Ichiki was put in command of the 28th Infantry Regiment. He and his command were to capture Midway Island, but the assault was called off after the Japanese Navy lost the naval Battle of Midway. When the U.S. captured Guadalcanal, Ichiki was the first to be sent to recapture the airfield. Thinking that the Marines were unaware of his troops and that the airfield was lightly defended, he attacked before all of his forces had arrived. It is unknown if he died in battle with the rest of his men or if he committed suicide in shame of his blunder. He was promoted posthumously to Major General.



## Major General Alexander Vandegrift

Before WWII, Vandegrift fought in the Banana Wars in the Caribbean participating in conflicts in Nicaragua, Mexico, and Haiti. He became commander of the 1st Marine Division in November 1941 and led the American forces on Guadalcanal during the most crucial and dire combat on the island from August until December. He received the Navy Cross and the Medal of Honor for his actions at Guadalcanal.



## Colonel Merrit Edson

After his deployment in France and Germany during WWI, Edson distinguished himself leading Marines in several engagements in Nicaragua during the Banana Wars. In 1941, he was put in command of the 1st Battalion, 5th Marines from which he hand-picked men that were then trained and formed into the 1st Marine Raider Battalion. His code name on Guadalcanal was 'Red Mike', since this was his nickname in Nicaragua based on his red beard. For his leadership at the Battle of Edson's Ridge, he was awarded the Medal of Honor. After the battle, he was put in command of the 5th Marines on Guadalcanal.



## Lieutenant Colonel Lewis Puller

Lewis Puller is the most decorated Marine in U.S. history. He first distinguished himself leading Marines in Haiti and Nicaragua during the Banana Wars. Puller and his 7th Marines arrived on Guadalcanal after the Battle of Edson's Ridge. He and his men were the primary Marine force that fought during the 2nd Matanikau offensive. Puller and the 7th Marines then successfully held off the largest Japanese force that attacked during the Battle of Henderson Field.



## Colonel Frank Goettge

During WWI, Goettge served with the 5th Marines in France and Germany. He then participated in the Banana Wars. Goettge was the 1st Marines' intelligence officer when they invaded Guadalcanal. Based on info gathered from a Japanese prisoner that the remaining Japanese forces on Guadalcanal were ready to surrender, he organized a patrol on August 12th, hoping to take the rest of the island without further fighting. Instead, he and all but three of his men were killed when their patrol was ambushed. His remains were never found.



## Colonel Akinosuka Oka

Prior to Guadalcanal, Oka fought in the Second Sino-Japanese War. At Guadalcanal, Oka was in charge of the Japanese defences during the Second Battle of the Matanikau and led an assault on the Marine's western perimeter during the Battle for Henderson Field. It is unknown if he died on Guadalcanal or was successfully evacuated in February with the rest of the Japanese troops.

## Colonel Toshinari Shoji

Shoji participated in the invasion of Java prior to Guadalcanal. He replaced Kawaguchi as the commander of the right column during the Battle of Henderson Field, but his troops got lost in the Jungle and failed to make contact with the enemy on the first night of combat.



We restricted our overview to the commanders of Guadalcanal. However, many Japanese and Allied men played pivotal and heroic rolls in the conflict. We encourage you to seek out their stories to gain further insight of this pivotal battle of WWII.

# Firefight 1 - Goettge's Patrol

August 12th, 1942 - West of Henderson Field between the Matanikau River and Point Cruz.

Japanese Field Notes of Lt. Soichi Shindo - "We were alerted by the sound of an approaching boat. From the edge of the jungle, we could see a large tank transporter stuck on a sandbar. Unable to free the boat, Americans began pouring from it, forming a defensive perimeter along the beach. They are leading a Japanese soldier around by a leash, like a dog. I have sent Yushin to bring the rest of our force. We will clear these Bajio from the island and kill the disgraced animal with them."


**General Situation:** The 5th Marines have captured a Japanese warrant officer named Tsuneto Sakado. He divulged that a group of demoralized Okinawan and Korean laborers and Japanese engineers from Henderson Field are in a camp west of the Matanikau River. Colonel Goettge, the intelligence officer who interviewed Sakado, has led a detachment of the 5th Marine Regiment to patrol the area and obtain the group's surrender. Goettge was warned by Colonel Whaling to land west of Point Cruz, but the patrol has accidentally landed east of the point where Japanese resistance is still reported. While Colonel Goettge is leading a group to recon the jungle, the remaining Marines have set up a defensive perimeter around the landing site and are attacked by a strong Japanese force led by Lt. Soichi Shindo.

**Aftermath:** Goettge's patrol landed in the middle of a moonless night and never advanced far from the beach landing site. The Japanese heard the landing craft engine struggle when it became stuck on a sandbar. As Goettge's recon unit left the beach, the waiting Japanese ambushed the Marines. Goettge was immediately shot down, but the two scouts with him made it back to the beach. Certain that the Japanese prisoner had led them into a trap, the Marines executed Sakado on the spot. The Marines were under fire throughout the night until dawn, when the last remaining Marine managed to escape. Of the twenty-five Marines in the patrol, only three survived by swimming four miles along the coast back to the Marine lines. The rescue force dispatched later that day found only a few remains of the lost Marines, including dismembered body parts. This was the first significant ground combat on Guadalcanal.

**Commanders:** 2 **Initiative:** Japanese on Round 1 **VP:** Japanese 1 **CAP Allocation per Round:** Japanese 5 CAPs U.S. 8 CAPs  
**Action Cards:** Play your first Firefight without Action or Bonus Cards. The Japanese do not lose CAPs.  
**Optional Cards:** After reading section 8.0 in the Rule Book, shuffle all Action and Bonus Cards 2-5. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.  
**Hit Counter Piles:** Mix 4 'No Hit' Counters into the Japanese Hit Counter Pile.  
**Map Setup:** Map 13






<b>Round 1</b> Initiative:  Reinforce: 	<b>Round 2</b> Reinforce: 	<b>Round 3</b>  LCP may depart	<b>Round 4</b> Firefight Ends
---	--	--	----------------------------------

Hex Type	Movement	Defense
Open	+0 AP	+0 DM
Kunai Grass	+1 AP	+0 DM
Palm Grove	+0 AP	+1 DM
Light Jungle	+1 AP	+2 DM
Heavy Jungle	+2 AP	+3 DM

 **U.S.: Colonel Goettge's Patrol**

**Beach Defenders:** Place on the map as listed.

**Scouts:** May enter along the southern edge at any time, during any Round.

				
2x Rifle I06, K05	1x BAR J06	1x LCP I04	2x Rifle	1x BAR


**Special Rules:** In this Firefight the Landing Craft Personnel (LCP) is only a marker, so it cannot take actions or be attacked. Starting on Round 3, the U.S. player may take an action to have the LCP depart, ending the Firefight.

**Orders:** Defend the landing site until the scouts have gathered enough information on the enemy and return to the boat.

**Victory Points:**




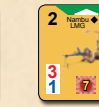
1 VP - At the end of each Round, score 1 VP for each Scout Unit that has **not** entered the board.

2 VP - When the LCP departs, score 2 VP for each Unit that is on or adjacent to the LCP, not including the LCP. Remove the Units and LCP from the map.

 **Japanese: Lt. Soichi Shindo's Forces**

**Ambushers:** Place on the map as listed.

**Enter Round 2:** Reinforcements enter along the eastern edge.

			
3x Infantry G08, I11, C10	1x MMG D08	2x Infantry	1x LMG

**Orders:** Eliminate all Marines before they can escape by boat back to the airfield.

**Victory Points:**

2 VP - Immediately, score 2 VP for each U.S. Unit that is eliminated.

4 VP - At the end of the game, score 4 VP for each U.S. Unit that has not entered the map or is still on the map.



U.S. Scouts enter here at any time

# Firefight 2 - Goettge's Retribution

## The First Battle of Matanikau

**August 19th, 1942** - West of Henderson Field at the mouth of the Matanikau River.

Letter found on a dead Marine - "I just saw my first dead body. We found one of the Marines from Goettge's patrol, Corporal Bainbridge. We just stumbled on his body lying in the jungle. I didn't know how I would feel being faced with death, but I just got angry. I don't know why I am telling you this. You must be worried about me. I just can't stop thinking about Bainbridge. We are about to set off again to attack the Japs that killed Bainbridge. I just wanted you to know that I am all right and that I love you."


**General Situation:** The Japanese forces that ambushed Goettge's patrol have fled to the village of Matanikau, west of Henderson Field. Two companies of the 5th Marines have been dispatched to capture the village. At the mouth of the Matanikau River, B Company is approaching Matanikau village from the east. L Company has crossed upriver over a fallen tree called 'One Log Bridge' and will simultaneously attack Matanikau village from the south. The Japanese are outnumbered and flanked, but remain confident that mass assault tactics, which had succeeded in China, will also lead to victory here.

**Aftermath:** Matanikau village was defended by Japanese soldiers, naval engineers, and laborers who were on the island to build an airfield, not to engage in combat. Their village perimeter fire was concentrated enough, though, to prevent B Company from crossing the deep Matanikau River. When L Company approached Matanikau village from the south, the Japanese Banzai charged them, anticipating a quick victory. Most of the Japanese soldiers were shot down before they could engage the Marines in hand to hand combat. While sixty-five Japanese soldiers died in the capture of the village, only four Marines were killed and eleven wounded. This was primarily because the Japanese had charged out of cover, instead of defending the village from cover. The Banzai charge worked for the Japanese for years in China and they thought it would be no different against the Marines. After capturing the village, more remains and severed body parts from Goettge's patrol were found. Both sides were quickly discovering that they did not understand their enemy. Though the battle had little impact on the rest of the campaign, it did reveal the difficulty of coordinating complex plans in the thick jungles of Guadalcanal.


**Commanders:** 2 **Initiative:** U.S. on Round 1 **VP:** U.S. 1 **CAP Allocation per Round:** Japanese 4 CAPs +/- Bushido **U.S.** 9 CAPs  
**Action Cards:** Shuffle all Action and Bonus Cards 2-12. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.  
**Hit Counter Piles:** Mix 4 'No Hit' Counters into the Japanese Hit Counter Pile.  
**Map Setup:** Map 13  
**Overlays:** Place Village 1 so that hex V1-01 is on hex C06 and hex V1-02 is on hex D07.  
 Place Hill 4 so that hex H4-01 is on hex E09 and hex H4-02 is on hex F10. During this Firefight, the Hill 4 overlay has no hill on hexes 1, 2, 3, and 5. Treat all hexes as if they were the same elevation as the rest of the map.  
 Place River 1 so that hex R1-01 is on hex K08 and hex R1-02 is on hex K09.  
 Place River 2 so that hex R2-01 is on hex M07 and hex R2-02 is on hex M06.

**Japanese: Imperial Navy Troops**


**Village Defenders:** Place on the map as listed.



**3x Infantry**  
R2-07, V1-3, V1-2



**4x Conscripts**  
G08, V1-11, V1-13, V1-18



**1x LMG**  
V1-22


**Orders:** Hold the village or die trying. Fight with such ferocity that they will fear to face us again.

**Victory Points:**  
**1 VP - Immediately**, score 1 VP for each U.S. Unit that is eliminated.  
**1 VP - Immediately**, score 1 additional VP for each U.S. Unit that is eliminated in close combat. This is cumulative with the 1VP for eliminating a U.S. Unit.

**Bushido Points:**  
**+1 BP - Immediately**, receive 1 BP for each Japanese Unit that is eliminated by a U.S. close combat or short range attack.  
**-1 BP - Immediately**, lose 1 BP for each U.S. Unit that moves onto any hex of the V1 overlay. This BP loss only applies the first time each Unit moves onto the overlay.

**Positive Bushido Bonus:** All Conscripts receive the benefits of Capability Card 68: "Embodened."

**Embodened**  
Increase Effectiveness



The Unit's cost to attack is decreased by 1. The Unit's Red Attack and Front Defense Value are each increased by 1.  
Players cannot choose this card.


68

**U.S.: 5th Marine Division**


**B Company:** Place on the map as listed. **L Company:** May enter on Round 1 along the southern edge on hexes B12 to J12.




**2x Rifle**  
O06, O07




**1x BAR**  
Q04



**3x Rifle**



**1x BAR**



**1x MMG**

**Orders:** Clear the last pockets of Japanese from the island. We gave them a chance to surrender. We will not make the same mistake again.

**Victory Points:**  
**1 VP - Immediately**, score 1 VP for each Japanese Unit that is eliminated.  
**2 VP - At the end of each Round**, score 2 VP if a U.S. Unit is on any hex of the V1 overlay.

**Round 1**

Initiative: 

Reinforce: 

VP: 

**Round 2**

VP: 

**Round 3**

VP: 

**Round 4**

VP:  

Firefight Ends

Hex Type	Movement	Defense
Open	<b>+0 AP</b>	<b>+0 DM</b>
Kunai Grass	<b>+1 AP</b>	<b>+0 DM</b>
Palm Grove	<b>+0 AP</b>	<b>+1 DM</b>
Huts	<b>+1 AP</b>	<b>+1 DM</b>
Light Jungle	<b>+1 AP</b>	<b>+2 DM</b>
Heavy Jungle	<b>+2 AP</b>	<b>+3 DM</b>
Deep River	<b>+5 AP</b>	<b>-1 DM</b>
Surf	<b>+2 AP</b>	<b>-1 DM</b>

E ↑



Matanikau River  
(Deep)

During this Firefight, the Hill 4 overlay has no hill. Treat all hexes as if they were the same 0 level elevation as the rest of the map.

L Company enters here on Round 1

# Firefight 3 - The Meat Grinder

## Battle of the Tenaru / Battle of Alligator Creek

August 21st, 1942 - East of Henderson Field at the Mouth of the Ilu River.

Colonel Ichiki's Orders - "I have received reports that Americans were spotted across a small river up ahead, farther from the airfield than we expected. Send a force of 100 men across the river to clear out the Americans so that the rest of the force can cross this last river and take the airfield."

**General Situation:** After the Marines landed and had taken Henderson Field, the U.S. fleet that transported them suffered a major defeat by the Japanese Navy. In response, Vice Admiral Fletcher pulled his ships from Guadalcanal before all Marine supplies could be unloaded. Because Japanese aerial reconnaissance shows little Marine activity at Henderson Field, the Japanese command believes that the retreating ships have taken most of the Marines with them, leaving only about 2,000 to hold the airfield. The Japanese have sent 6,200 reinforcements to recapture the airfield from the 11,000 Marines that are actually still there. 970 men of Colonel Ichiki's regiment are the first to arrive on the island. After being discovered by a Marine patrol, Ichiki has chosen to immediately advance on Henderson Field without waiting for the rest of the Japanese reinforcements, hoping to maintain the benefit of surprise and overrun the 'small defending force'. The Marines were alerted that the Japanese are advancing by Jacob Vouza, a local native scout (he crawled back to Marine lines after being tortured). He did not have an accurate enemy count. The Marines have finished fortifying a defensive perimeter along the Ilu River, mistakenly labeled the Tenaru River on Marine maps. (It was named Alligator Creek by the Marines because the Marines thought the crocodiles in it were alligators.) The Japanese have begun their attack at 1:30 a.m., hoping to use overwhelming force and the cover of night to their advantage.

**Aftermath:** Ichiki sent only 100 men storming across the sandbar at the mouth of the Ilu River, nicknamed the "Sand Spit." U.S. MG fire and 37mm anti-tank gun canister fire decimated most of the charging Japanese. In spite of severe losses, the Japanese rallied and overran the forward Marine defenses, but were then driven back by Marine reserves. Ichiki attempted to break through twice more that night, each time with more men, but both attempts met with disastrous failure. With the break of dawn, the 1st Battalion of the 1st Marine Reg crossed upriver, counterattacked, and surrounded the remaining Japanese in the coconut grove on the east bank. Wildcat fighter planes, having arrived at Henderson Field the day before, strafed the Japanese along the beach. Five M3 Stuart tanks supported the 1st Marines, attacking the Japanese with machine gun and canister fire, then driving over wounded Japanese who could not get away. Wounded Japanese, feigning death, fired at Marines as they walked by, so nearly all dead and wounded Japanese were bayoneted or shot on sight. Ichiki did not survive the battle. General Vandegrift later wrote that "the rear of the tanks looked like meat grinders."

**Commanders:** 2 **Initiative:** Japanese on Round 1 **VP:** Japanese 1 **CAP Allocation per Round:** Japanese 5 CAPs +/- Bushido **U.S.** 8 CAPs

**Action Cards:** Shuffle all Action and Bonus Cards 2-13. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.

**Hit Counter Piles:** Mix 4 'No Hit' Counters into the Japanese Hit Counter Pile.

**Map Setup:** Map 13

**Overlays:** Place Jungle 3 so that hex J3-01 is on hex C10 and hex J3-02 is on hex C09.

Place River 1 so that hex R1-01 is on hex I11 and hex R1-02 is on hex I10.

Place River 2 so that hex R2-01 is on hex I07 and hex R2-02 is on hex I06.



### Japanese: 2nd Battalion 28th Infantry Regiment

**First Wave:** Place on the map as listed.



**6x Infantry**  
J06, J07, K05,  
K06, K07, L06



**1x LMG**  
M11



**2x Mortar**  
L08, K05  
(Card 41)

'Card 41', in parentheses, allows the mortars to the left to use weapon card 41: Smoke.

**Second Wave:** At the beginning of Round 3, place anywhere east of the river that is at least 2 hexes away from the river.

**Third Wave:** At the beginning of Round 4, place anywhere east of the river that is at least 2 hexes away from the river. Place a Japanese control marker on Hex L07.



**5x Grenade Discharger**



**5x Infantry**



**1x MMG**



**1x Control**  
L07

**Orders:** Secure the west bank of the river so that the regiment can cross and recapture the airfield.

**Victory Points:**

**2 VP - Immediately,** score 2 VP for each U.S. Unit that is eliminated.

**3 VP - At the end of each Round,** score 3 VP for each control marker in Japanese control.

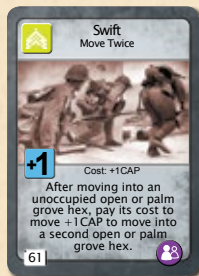
**Bushido Points (BP):**

**+1 BP - Immediately,** receive 1 BP for each Japanese Unit that reaches the west side of Alligator Creek.

**-1 BP - Immediately,** lose 1 BP for each Japanese Infantry Unit that does not start its activation as part of a group action.

**Positive Bushido Bonus:** All Japanese Units receive Capability Card 61: "Swift."

**Negative Bushido Penalty:** No Action Cards are received at the beginning of the Round.



### U.S.: 1st Marine Regiment

**2nd Battalion:** Place on the map as listed.



**2x Rifle**  
D07, R2-07



**1x BAR**  
R1-08



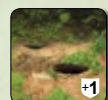
**1x HMG**  
C06



**2x ATG**  
D08, E04



**1x M2 Mortar**  
E07 (Card 40)



**4x H Def**  
C06, R1-08,  
E07, R2-07



**1x Bunker**  
E04



**1x Control**  
E04

**Company G Reserves:**

May enter on Round 2 along the western edge on hexes B1 to B12.



**3x Rifle**



**1x BAR**



**3x Rifle**



**1x BAR**



**1x MMG**

**Tank Platoon:** 2 M3A1 Stuart Tanks may enter on Round 5 along the western edge on hexes B1 to B12.



**F4F Wildcat:** May use Weapon Card 48 as an action once during Round 5.

**Orders:** Prevent the Japanese from crossing the River.

**Artillery (Weapon Card 45):** At the beginning of each Round, plot a 105 mm artillery strike that lands at the beginning of the next Round after any Japanese Reinforcements are placed.

**Victory Points:**

**1 VP - Immediately,** score 1 VP for each Japanese Unit that is eliminated.

**1 VP - At the end of each Round,** score 1 VP for each control marker in U.S. control.





E ↑


Tenaru River ↑

**Night Combat:** This Firefight begins during the night with a half-moon that is usually obscured by cloud cover. During Round 1, all Units have a maximum normal range of 2. At the beginning of Rounds 2 and 3, roll 1d6. All Units have a maximum normal range equal to the roll for the entire Round. Units may still fire at long range equal to twice the 1d6 roll. All other night combat rules apply (13.0). Starting on Round 4, dawn breaks and there is no longer a limit on ranges.

Hex Type	Movement	Tread Move	Defense
Open	+0 AP	+0 AP	+0 DM
Kunai Grass	+1 AP	+0 AP	+0 DM
Palm Grove	+0 AP	+2 AP	+1 DM
Light Jungle	+1 AP	+3 AP	+2 DM
Heavy Jungle	+2 AP	+4 AP	+3 DM
Shallow River	+3 AP	+5 AP	-1 DM
Surf	+2 AP	+2 AP	-1 DM

**Round 1**


Night

Initiative: 

VP:  

**Round 2**


Night

Reinforce: 

VP:  

**Round 3**


Night


Reinforce: 

VP:  

**Round 4**

Day


Reinforce: 

Reinforce: 

VP:  

**Round 5**

Day

Reinforce: 

VP:  

**Round 6**

Day

VP:  

**Firefight Ends**

U.S. Units may not cross to the east side of the river until Round 4.

Ilu River / Alligator Creek (Shallow)

Henderson Field ↓

U.S. Reserves enter here on Round 2 and U.S. Tank Platoon enters here on Round 5

U.S. Counterattack enters here on Round 4

# Firefight 4 - Edson's Lucky Raid

## Raid on Tasimboko

**September 8th, 1942** - East of Henderson Field at the village of Tasimboko just west of Taivu Point.

Dispatch to Henderson Field - "We have sighted Tasimboko village and have made contact with the Japanese. We have stumbled on supplies for a force much larger than was expected. We request reinforcements!"

**General Situation:** Col. Merritt Edson has received reports from Melanesian scouts that 200 to 300 poorly armed Japanese occupy the village of Tasimboko near Taivu Point. With this information, Edson has planned a hit and run raid on Tasimboko with the 1st Raider and 1st Parachute Battalions. Due to a lack of boats, the 1st Raiders have been shuttled ahead to Taivu Point, in the early hours of September 8th, and will be joined by the Paramarines and weapons squads later in the morning. They will attack from the east based on reports that the Japanese defenses are facing west toward Henderson Field.


It turns out Edson was mis-informed. Major General Kawaguchi's 35th Brigade and Colonel Ichiki's 2nd Echelon have landed on Guadalcanal with over 5,200 men. Luckily for Edson, Kawaguchi moved most of his forces inland on September 7th in preparation for an attack on Henderson Field, which he thinks is only defended by 2,000 Marines. He has left only 250 soldiers to defend his supply depot at Tasimboko and most of them pulled back into the jungle when the approaching boats were spotted.

**Aftermath:** It was pure luck that most of the Japanese had already departed for Henderson Field, leaving a force equal to the American's original estimated size. The Japanese depot guards also thought a large invasion was approaching, since they had been strafed by airplanes and had observed several large warships following Edson's transports. The Japanese decided it would be better to defend from the jungle further inland. However, the warships following Edson's transports had been there by pure coincidence and had nothing to do with Edson's operation. The Marines landed unopposed and encountered only isolated pockets of resistance as they approached the village. In the village, the Marines found neatly stacked rows of supplies including food, field guns, and ammunition, which they destroyed. They also found documents that tipped the Marines off about Kawaguchi's plans to attack Henderson Field. Overall, it was a minor engagement that resulted in 2 dead and 6 wounded Marines, and 27 confirmed Japanese deaths. The success of this raid left the Japanese short on provisions for the remainder of the campaign and provided the U.S. with vital intelligence about the coming offensive at Bloody Ridge.


**Commanders:** 2 **Initiative:** U.S. on Round 1 **VP:** Japanese 1 **CAP Allocation per Round:** Japanese 4 CAPs +/- Bushido **U.S.** 8 CAPs  
**Action Cards:** Shuffle all Action and Bonus Cards 2-13 and 30. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.  
**Hit Counter Piles:** Mix 2 'No Hit' counters into the Japanese Hit Counter Pile.  
**Map Setup:** Map 14  
**Overlays:** Place Village 1 so that hex V1-01 is on hex H08 and hex V1-02 is on hex H07. Place a Japanese control marker on hex V1-17.

**Japanese: Kawaguchi's 35<sup>th</sup> Brigade**


**Guard Detachment:** Place hidden anywhere on the map.




1x Infantry




1x MMG



1x 75 mm Mtn. Gun




1x Sniper (Card 62)



3x H Def

'Card 62', in parentheses, allows the above sniper to use capability card 62.

**8x Returning Guard:** If the Japanese control hex V1-17 at the beginning of the Rounds 2, 3, 4, and 5; they receive 2 Infantry Units that enter along the southern edge on hexes B11 to R12.



2x Infantry

Download the Guadalcanal Planning Maps from [www.AcademyGames.com](http://www.AcademyGames.com) to easily mark the position of hidden Units.


**Orders:** Protect the army's supplies!  
**Special Rules:** The Sniper Unit receives the 'Concealed Fire' Capability Card.

**Victory Points:**  
**1 VP - Immediately**, score 1 VP for each U.S. Unit that is eliminated.  
**3 VP - At the end of the game**, score 3 VP if the control marker in hex V1-17 is in Japanese control.

**Bushido Points:**  
**+1 BP - Immediate**, receive 1 BP for each Japanese Unit that is hidden at the end of each Round.  
**-1 BP - Immediate**, lose 1 BP for each Japanese Unit that is eliminated.  
**Negative Bushido Penalty:** Remove 1 'No Hit' counter from the Japanese Hit Counter Pile.


**U.S.: Edson's Forces**

**1<sup>st</sup> Raiders:** Place on the map as listed.




4x 1<sup>st</sup> Raider  
P04, P06, P09, Q07 (1 Card)

**Paramarines:** May enter on Round 3 along the eastern edge on hexes R01 to R12.



3x Paramarine  
(1 Card)



1x MMG

The 1st Raiders and Paramarines had special training the regular Marine squads did not receive. '1 Card' in parentheses allows the player to choose 1 capability card to assign to each of these Unit types during the Firefight's setup. A card applies to all the Units of a type (e.g. Paramarine).

**Orders:** Take the village and destroy the enemy supplies before they realize the actual scale of the attack.

**Air Support (Weapon Card 48):** The U.S. player receives Weapon Card 48. The player may use the card once each Round as an action.

**Victory Points:**  
**1 VP - Immediately**, score 1 VP for each Japanese Unit that is eliminated.  
**3 VP - At the end of the game**, score 3 VP if the control marker in hex V1-17 is in U.S. control.

Hex Type	Movement	Defense
Open	+0 AP	+0 DM
Kunai Grass	+1 AP	+0 DM
Palm Grove	+0 AP	+1 DM
Huts	+1 AP	+1 DM
Light Jungle	+1 AP	+2 DM
Heavy Jungle	+2 AP	+3 DM
Path	+0 AP	Terrain

**Round 1**

Initiative: 

**Round 2**

Reinforce: 

**Round 3**

Reinforce: 

Reinforce: 

**Round 4**

Reinforce: 

**Round 5**

Reinforce: 

VP:  

**Firefight Ends**

U.S. Paratroopers enter here on Round 3.

E ↑

Coast ←



Japanese Returning Guard enter here on Rounds 2, 3, 4, and 5.

# Firefight 5 - Bloody Ridge

## Battle of Edson's Ridge

**September 13th, 1942** - Directly south of Henderson Field along the east bank of the Lunga River.

Japanese Field Diary - "My battalion arrived to our designated attack position late because of the darkness and jungle. We could hear fighting to our right. When we moved to provide support we ran into American Baijo not more than 20 paces ahead who opened with machine gun fire. I watched my men get shot down around me. Those of us that remained charged forward, overrunning the Baijo position. They retreated to the ridge, but my unit was so disorganized after the engagement that we were not able to press the attack. I hope we fare better during tomorrow night's attack."

**General Situation:** Based on information gathered from his successful raid on Tasimboko, Edson is convinced the Japanese will attack Henderson Field from the south but is unable to convince Vandegrift of the threat. Edson still manages to get his 1st Raiders and the Paramarines positioned on the southern perimeter of Henderson Field to recuperate from their raid on Tasimboko. Edson has dug in his troops on a ridge and the swampy land that lays between the ridge and the Lunga River.

Maj. Gen. Kawaguchi has split his 35th Brigade into three forces on the east, west, and south perimeter of Henderson Field. The attack had been planned for the evening of September 12th, but the difficulty of jungle operations have caused most battalions to arrive to their staging areas late and disorganized. The Japanese commanders do not know where they are in relation to the enemy or each other. Contact has been made at the ridge south of the airfield and all elements are pressing the attack separately!

**Aftermath:** The Battle of Edson's Ridge, or 'Bloody Ridge', came very close to being a Japanese victory. The fighting spanned two nights with the first Japanese assault focused on the land between the ridge and the river. The Marines there were overrun and pushed back to the ridge. The Japanese were not able to press the attack further because of the disordered state of battle.

The Marines failed to retake the lost ground during the day, so Edson moved his defenses further north on the ridge and artillery was positioned to support him. Vandegrift also ordered the 2nd Battalion, 5th Marines to reinforce Edson, but they were not able to arrive until after the second night. The Japanese attacked the ridge that night again from the south and west. The Marines routed and began to retreat, but Edson and his company commanders forced

**Commanders:** 2 **Initiative:** Japanese on Round 1 **VP:** Japanese 1 **CAP Allocation per Round:** Japanese 5 CAPs +/- Bushido **U.S.** 10 CAPs

**Action Cards:** Shuffle all Action and Bonus Cards 2-13 and 30. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.

**Hit Counter Piles:** Mix 2 'No Hit' Counters into the Japanese Hit Counter Pile.

**Map Setup:** Maps 14 and 15

**Overlays:** Place Hill 1 so that hex H1-01 is on hex 15-O06 and hex H1-02 is on hex 15-N06.

Place Hill 2 so that hex H2-02 is on hex 14-D01 and hex H2-03 is on hex 14-E01.

Place Hill 3 so that hex H3-01 is on hex 14-O02 and hex H3-02 is on hex 14-N02.

Place Swamp 1 so that hex S1-01 is on hex 14-P12 and hex S1-02 is on hex 14-P11.

Place Jungle 1 so that hex J1-01 is on hex 14-H08 and hex J1-02 is on hex 14-H07.

Place Jungle 4 so that hex J4-01 is on hex 14-P09 and hex J4-02 is on hex 14-H10.



the withdrawing troops back into line to form a final defensive horseshoe around Edson's command hill at the northern side of the ridge. Throughout the attack, the Japanese came at the Marines in the pitch black night in waves. The Marines thinned the ranks of each wave with grenades, rifle, and machine gun fire, but they were low on ammunition and were frequently forced to engage in hand to hand combat. Edson was reported by his company commanders to be standing directly behind the front line during the entire engagement, directing his men and encouraging them to hold! The ridge is often called Edson's Ridge in recognition of Edson's valiant role in holding it and also Bloody Ridge for the fierce carnage that took place there.

Japanese fragments did make it through to Henderson Field, but the engineers at the airfield were able to fend them off. Since Edson held the ridge, the Japanese at the airfield did not receive the reinforcements that they were waiting for before they attempted another assault on the engineers. The two diversionary attacks on the east and west sides of the airfield also failed. General Kawaguchi squandered his opportunity of surprise by splitting his 6,200 men, which were already outnumbered, into three separate attacks. It is likely the General's plan would have worked had Edson not moved his 1st Raiders and the Paratroopers to the lightly defended southern perimeter.



### Japanese: Kawaguchi's 2<sup>nd</sup> Battalion 4<sup>th</sup> Infantry and 1<sup>st</sup> Battalion 124<sup>th</sup> Infantry

**Attackers:** May enter on Round 1 along the southern edge. You may not group move more than 3 Units onto the map with each action. Each turn that Japanese Units will enter the map, roll 1d6 after you choose which Units will enter. For this Turn, Units must enter on a hex that is covered by the entrance area that corresponds with the rolled number. The darkness and thick jungle proved too much for the Japanese command. Company Commanders lost track of their troops' positions and a coordinated attack was impossible. This did not deter the Japanese though, who pressed the attack with every opportunity.



**12x Inf.** (1 Card) **3x Grenade Discharger** (1 Card) **1x Sniper** (Card 62) **2x Mortar** (Card 41)

**Orders:** Take the Ridge and then Henderson Field.

**Naval Gunfire (Weapon Card 47):** At the beginning of Round 1, plot a Naval Gunfire strike that lands at the beginning of the next Round.

**Victory Points:**

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

**2 VP - Immediately,** score 2 VP when a Japanese Unit exits the northern map edge.

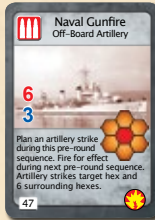
**Bushido Points:**

**+1 BP - At the end of each Round,** receive 1 BP for each control marker in Japanese Control.

**-1 BP - Immediately,** lose 1 BP for each control marker in U.S. control when a Japanese Unit exits the northern map edge.

**-1 BP (Optional) - Immediately when a Japanese Unit is eliminated,** the Japanese player may choose to lose 1 BP in order to place the eliminated Unit, on its Spent side, within 1 hex of the nearest Japanese control marker. The U.S. player still receives 1 VP for eliminating the Unit. If the Japanese BP is below 0 or if the Japanese do not control any control markers, then the Unit cannot be placed.

**Positive Bushido Bonus:** Add 1 No Hit counter to the Japanese Hit Counter Pile.



Hex Type	Movement	Defense
Open	+0 AP	+0 DM
Kunai Grass	+1 AP	+0 DM
Palm Grove	+0 AP	+1 DM
Light Jungle	+1 AP	+2 DM
Heavy Jungle	+2 AP	+3 DM
Path	+0 AP	Terrain
Hill (Uphill)	+1 AP	(20.2)
Steep Hill (Uphill)	+2 AP	(20.2)
Swamp	+2 AP	+1 DM
Water	-	-

**Break:** There were several breaks in the fighting when one side broke off their attack and pulled back. Between Rounds that have "Break" listed between their Round spaces below, the listed side must move all their Units that are within 1 hex of an enemy towards their own side until each Unit is at least 2 hexes from all enemy Units. Japanese Units must move south and U.S. Units must move north.

**Night Combat:** This Firefight spans two pitch black nights. During a Round labeled 'Night', Units only have LOS of 1 hex. A player may extend the LOS of a Unit by paying 1 CAP per hex. During Rounds labeled 'Day', there is no LOS limit.



### U.S.: Southern Parameter Ridge Defense

**1st Raiders and 1st Paratroopers:** Place on the map as listed.



**3x 1st Raider**

15-D03, 15-D05, 15-E02, 14-N09, H3-08, H3-18 (1 Card)



**3x Paratrooper**

15-D08, 15-I07, H1-07 (1 Card)



**6x Control Marker**

15-E05, 15-J04, 15-O04, H1-09, H2-06, H3-12

**Heavy Weapons:** Place hidden anywhere on Maps 14 and 15.



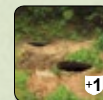
**2x BAR**



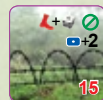
**2x HMG**



**1x M1 Mortar** (Card 40)



**4x H Def**



**2x Wire**

**2nd Battalion 5th Marines:** May enter on Round 3 along the northern edge.



**4x Rifle**

Download the Guadalcanal Planning Maps from [www.AcademyGames.com](http://www.AcademyGames.com) to easily mark the position of hidden Units and Artillery.

**Orders:** Hold the ridge and keep the Japanese from reaching Henderson Field.

**Special Rule:** The U.S. player receives Event Card 1 at the beginning of the Firefight. The Event Card may be discarded at the end of any Round to place all 1st Raider Units that have been eliminated back onto the map. Each Unit must be placed within one hex of a U.S. control marker and may be placed with a Hasty Defense counter if any are available. Since these Units are removed from the CAP track, the U.S. player receive back any CAPs lost as a result of their elimination. The Japanese still retain the VP for having eliminated the Units.

On the second night of battle, the Marines began a full retreat. It was only through the leadership of Edson and his Company Commanders that the Marines were pulled back into a defensive line at the end of the ridge where they held!

**Artillery (Weapon Card 45):** At the beginning of Rounds 3 and 4, plot a 105 mm artillery strike that lands at the beginning of the next Round.

**Victory Points:**

**1 VP - At the end of each Round,** score 1 VP for each control marker in U.S. control.



**Round 1**  
Night  
Initiative:   
Plot Art.:   
VP:

**Round 2**  
Night  
VP:

**Round 3**  
Day  
Reinforce:   
Plot Art.:   
VP:

**Round 4**  
Day  
Plot Art.:   
VP:

**Round 5**  
Night  
VP:

**Round 6**  
Night  
VP:

**Round 7**  
Night  
VP:   
**Firefight Ends**

Jap. Break

U.S. Break

# Firefight 6 - Iron Coffins

September 13th, 1942 - East of Henderson Field along the Ilu River.

Dispatch to Henderson Field - 'We have successfully fended off a night attack by the Japanese. I have sent light tanks to mop up any remaining Japanese and scout for the location of their artillery. We have not heard anything back...'

**General Situation:** As Kawaguchi attacks Bloody Ridge, Major Mizuno is leading the Kuma Battalion (2nd Battalion, 28th Infantry), which had arrived too late for Ichiki's attack at the Battle of the Tenaru, to attack the Marines' eastern perimeter near the Ilu River. The 3rd Battalion, 1st Marines have set a defensive line in the jungle at the edge of an open field they have burned down and strewn with barbed wire. The Kuma Battalion has successfully pushed forward and engaged the Marines, but has not managed to overrun the defensive perimeter despite the fierce hand-to-hand fighting.

Thinking that the Japanese threat has been exhausted, the Marine 1st Tank Battalion has been sent to scout the enemy and mop up any Japanese they find. The Japanese are lying in wait with anti-tank weaponry prepared for the next night's attack!

**Aftermath:** The fighting on the first night was the heaviest with further light and unsuccessful attacks by the Japanese on the 15th and 16th. The Marines thought that the Japanese battalion could be cleared out with a swift counter attack. The Marines employed six light tanks to pursue the Japanese and their unknown amount of artillery. The tank attack was initially successful, but quickly turned when two tanks were destroyed by 37mm anti-tank fire, two others were damaged, and a fifth tank fell into the Ilu River, drowning its crew. Without the support of Marine Rifle squads, some of the defeated tank crews were overrun and killed.

**Commanders:** 2 **Initiative:** U.S. on Round 1 **VP:** Japanese 1 **CAP Allocation per Round:** Japanese 4 CAPs +/- Bushido **U.S.** 4 CAPs  
**Action Cards:** Shuffle all Action and Bonus Cards 2-13 and 30. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.  
**Hit Counter Piles:** Mix 3 'No Hit' Counters into the Japanese Hit Counter Pile.  
**Map Setup:** Maps 15 and 16  
**Overlays:** Place Jungle 1 so that hex J1-01 is on hex 15-J07 and hex J1-02 is on hex 15-I07.  
 Place Jungle 3 so that hex J3-01 is on hex 15-D12 and hex J3-02 is on hex 15-C12.  
 Place Hill 2 so that hex H2-01 is on hex 16-I07 and hex H2-02 is on hex 16-H07.  
 Place Swamp 1 so that hex S1-01 is on hex 16-L05 and hex S1-02 is on hex 16-K05.

**Japanese: Kuma Battalion**

**Intelligence:** Place Japanese control markers as listed.

**Control**

**1x Control Marker**  
15-E04, 15-O04,  
16-E02, 16-O04,  
H2-5

**Kuma Battalion:** Place hidden anywhere on map 15 or 16.

**4x Infantry**

**2x 37mm Gun**

**1x LMG**

**1x Sniper (Card 62)**

**Reinforcements:** When a control marker is captured by the U.S., place 1 Infantry anywhere on map 15 or 16.

**5x Infantry**

**Orders:** Prevent the U.S. from uncovering intelligence.  
**Victory Points:**  
**2 VP - Immediately**, score 2 VP for each U.S. Unit that is eliminated.  
**1 VP - At the end of the game**, score 1 VP for each control marker that is still on the board, whether it is in Japanese or U.S. control.  
**Bushido Points:**  
**+2 BP - Immediately**, receive 2 BP for each U.S. Unit that is eliminated.  
**-1 BP - As an action**, lose 1 BP to move a hidden Japanese unit to any hex that is not adjacent to an U.S. Unit. May not use if your Bushido is negative.

Download the Guadalcanal Planning Maps from [www.AcademyGames.com](http://www.AcademyGames.com) to easily mark the position of hidden Units.

**U.S.: 1st Tank Battalion**

**Light Tanks:** Enter along the northern map edge.

**3x Stuart**

**Orders:** Scout the location and composition of the remaining Japanese forces and eliminate any resistance.  
**Special Rules:** U.S. Units may move any number of control markers in the same hex with themselves. Control Markers may be picked up and dropped off by multiple Units.  
 The control markers represent intelligence notes that need to be gathered and taken back to the Marine lines.  
**Victory Points:**  
**1 VP - Immediately**, score 1 VP for each Japanese Unit that is eliminated.  
**2 VP - Immediately**, score 2 VP when a control marker is moved off of the northern map edge.

Hex Type	Foot Move	Tread Move	Defense
Open	+0 AP	+0 AP	+0 DM
Kunai Grass	+1 Ap	+0 AP	+0 DM
Palm Grove	+0 AP	+2 AP	+1 DM
Light Jungle	+1 AP	+3 AP	+2 DM
Heavy Jungle	+2 AP	+4 AP	+3 DM
Shallow River	+3 AP	-	-1 DM
Path	+0 AP	+0 AP	Terrain
Swamp	+2 AP	-	+1 DM
Hill (Uphill)	+1 AP	+1 AP	(20.2)
Steep Hill (Uphill)	+2 AP	-	(20.2)

**Round 1**

Initiative:

**Round 3**

**Round 4**

VP:

Firefight Ends

E ↑

Ilu River  
(Shallow)

Marine Defensive Line ←

U.S. 1st Tank Battalion enter and exit here.



# Firefight 7 - Costly Encounter

## The Beginning of the Second Battle of the Matanikau

**17:00 September 24<sup>th</sup>, 1942** - Southwest of Henderson Field and southeast of the Matanikau River on the north-eastern slope of Mount Austen. Japanese message to Colonel Oka - "Fighting has erupted near us on Mount Austen. We are moving in to provide support until we receive further orders."

**General Situation:** With their defeat at Lunga Ridge, Kawaguchi's remaining force has retreated to the western bank of the Matanikau River and the village of Kokumbona where they have prepared defenses. Kawaguchi has assigned the 124<sup>th</sup> Infantry Regiment, commanded by Colonel Akinosuka Oka, to defend the Matanikau River. Major General Vandegrift believes there are only 400 Japanese remaining there, but the Japanese at the river have been reinforced to 4,000 men. The Marines have also been reinforced with 4000 men of the 7<sup>th</sup> Marine Regiment and Vandegrift now feels he has enough men to keep Henderson Field defended and mount an attack on the Japanese at the Matanikau River. Lieutenant Colonel Puller's newly arrived 1<sup>st</sup> Battalion, 7<sup>th</sup> Marines have been chosen to start the offensive and will later be joined by the 5<sup>th</sup> Marines. Puller and his men are now climbing the north-eastern slope of Mount Austen and have surprised a small group of Japanese. The nearby Japanese 2<sup>nd</sup> Battalion, 124<sup>th</sup> Infantry have heard the fighting and are moving to engage the Marines.

**Aftermath:** The 7<sup>th</sup> Marines were assigned to start a series of operations to mop up the remaining Japanese west of the Matanikau. They encountered Japanese at Mount Austen, east of the Matanikau, where both sides suffered heavy losses. Colonel Oka ordered his men to disengage from the battle and the 7<sup>th</sup> Marines held off pressing the attack to get their wounded back to Henderson Field. The 7<sup>th</sup> Marines were reinforced by the 5<sup>th</sup> Marines and the 1<sup>st</sup> Raiders but failed to cross the river during their initial attempts at 'One Log Bridge' and then at the mouth of the river. The battle plan that developed was very similar to that used successfully at the First Battle of the Matanikau: the Raiders would cross the Matanikau river up stream at 'One Log Bridge' and attack Matanikau village from the south. The 5<sup>th</sup> Marines would then support them by attacking at the mouth of the Matanikau River. Three companies of the 1<sup>st</sup> Battalion of the 7<sup>th</sup> Marines would land west of Point Cruz to prevent a Japanese retreat. Unfortunately, the battle plan did not work and the Mount Austen engagement was the beginning of the Marines' worst defeat on Guadalcanal.

**Commanders:** 2 **Initiative:** U.S. on Round 1 **VP:** Japanese 1 **CAP Allocation per Round:** Japanese 4 CAPs +/- Bushido **U.S.** 7 CAPs

**Action Cards:** Shuffle all Action and Bonus Cards 2-13 and 30. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.

**Hit Counter Piles:** Mix 1 'No Hit' Counter into the Japanese Hit Counter Pile.

**Map Setup:** Map 14

**Overlays:** Place Hill 1 so that hex H1-01 is on hex M09 and hex H1-02 is on hex M08.  
Place Hill 2 so that hex H2-01 is on hex J07 and hex H2-02 is on hex K06.  
Place Hill 3 so that hex H3-01 is on hex G05 and hex H3-02 is on hex F06.  
Place Jungle 3 so that hex J3-01 is on hex E02 and hex J3-02 is on hex D02.



### Japanese: Oka's 2<sup>nd</sup> Brigade 124<sup>th</sup> Infantry

**Lookouts:** Place on the map as listed.



**2x Infantry** H1-3, H2-5  
**1x Gren Dis** H1-9  
**1x MMG** H3-17  
**1x Control** H3-17  
**1x Bunker** H3-17

**Reinforcements:** May enter along the western edge on Round 1.



**3x Infantry** **1x LMG**

**Orders:** Protect our vantage point at the top of Mount Austen and prevent the Americans from crossing the Matanikau.

**Victory Points:**

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

**2 VP - At the end of each Round,** score 2 VP if the control marker in hex H3-17 is in Japanese control.

**+1 BP - Immediately,** receive 1 BP for each U.S. Unit that is eliminated with a close combat attack.

**-1 BP - At the end of each Round,** lose 1 BP for each hidden U.S. Unit.

**Positive Bushido Bonus:** Add 1 No Hit counter to the Japanese Hit Counter Pile.



### U.S.: Puller's 1<sup>st</sup> Battalion, 7<sup>th</sup> Marines

**Forward Company:** Must be placed hidden on the map east of column 5 and north of row K.



**3x Rifle** **1x BAR** **1x MMG**

Download the Guadalcanal Planning Maps from [www.AcademyGames.com](http://www.AcademyGames.com) to easily mark the position of hidden Units.

**Orders:** We have caught a group of Japanese unawares. Capture the top of Mount Austen so we can launch our attack east of the Matanikau across 'One Log Bridge'.

**Special Rules:** Rifle Units receive the 'Driven' Capability Card.

**Victory Points:**

**1 VP - Immediately,** score 1 VP for each Japanese Unit that is eliminated.

**2 VP - At the end of each Round,** score 2 VP if the control marker in hex H3-17 is in U.S. control.

Hex Type	Movement	Defense
Open	+0 AP	+0 DM
Kunai Grass	+1 AP	+0 DM
Palm Grove	+0 AP	+1 DM
Light Jungle	+1 AP	+2 DM
Heavy Jungle	+2 AP	+3 DM
Path	+0 AP	Terrain
Hill (Uphill)	+1 AP	(20.2)
Steep Hill (Uphill)	+2 AP	(20.2)

### Round 1

Initiative:

VP:

### Round 2

VP:

### Round 3

VP:

### Round 4

VP:

Firefight Ends



Japanese 2nd Battalion, 124th Infantry may enter here

N ↑

Coast ↑

The U.S. player must setup hidden east of column 5 and north of row K.

Mount Austen

Control



# Firefight 8 - Race for Rescue

## The End of the Second Battle of the Matanikau

**September 27th, 1942** - West of the Matanikau River between Point Cruz and the village of Kokumbona.

Marine Flag Signals to American destroyer offshore - *'Enemy numbers much larger than thought. Facing overwhelming enemy mortar and sniper fire. Request immediate evacuation and fire support!'*

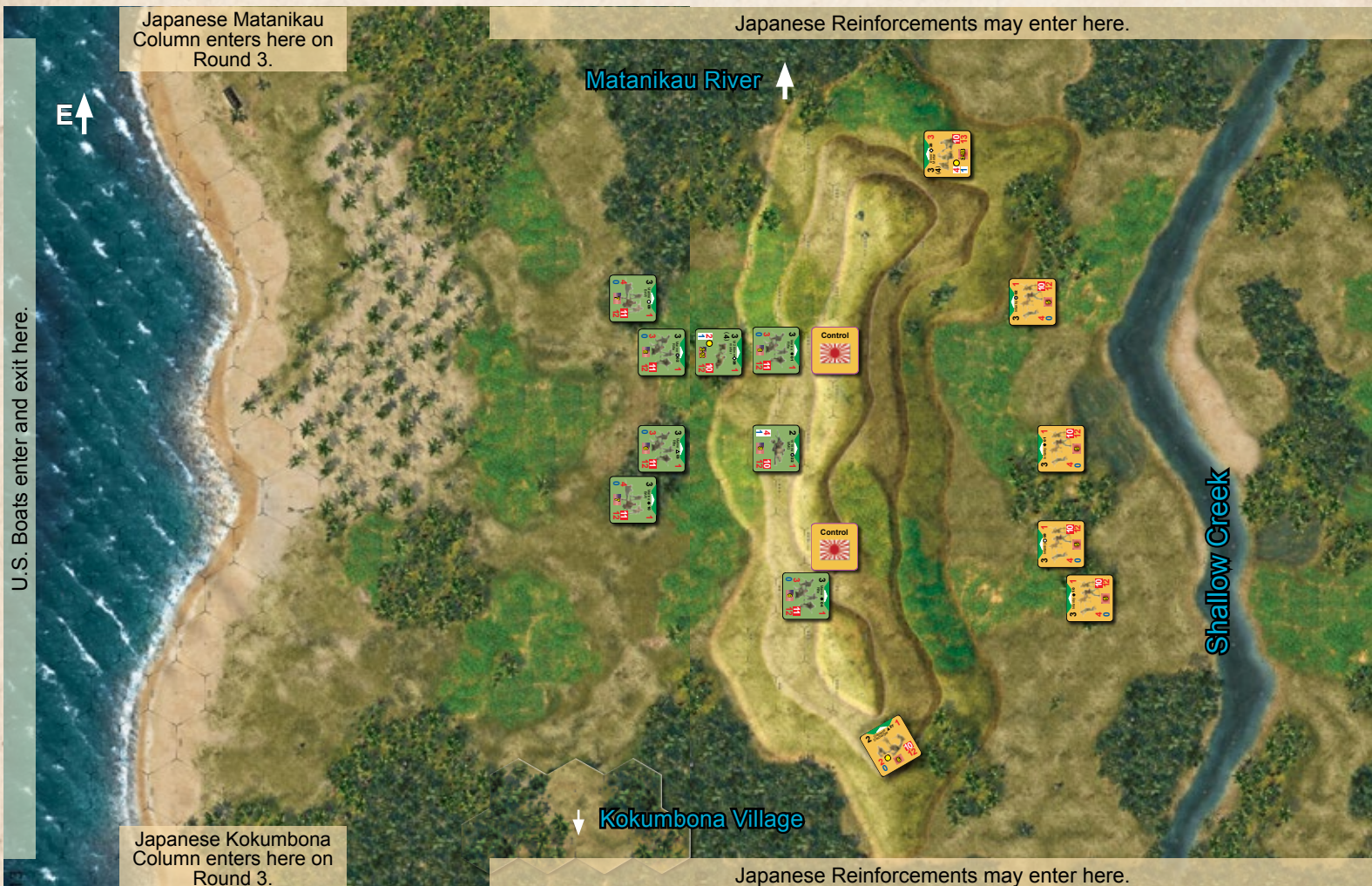
**General Situation:** With the knowledge that the Japanese were more organized than initially thought, Maj Gen Vandegrift has committed the 5th Marines (now commanded by the recently promoted Edson) and Griffith's 1st Raiders to support the 7th Marines after their fight at Mount Austen. The 1st Raiders will cross the Matanikau at 'One Log Bridge' while the 5th Marines attack at the mouth of the river.

Vandegrift has received a message from the Raiders and believes that they have crossed the river at 'One Log Bridge' and are engaging the Japanese. Hoping to cut off any Japanese retreat from the Matanikau River, Puller's 1st Battalion, 7th Marines, commanded by Major Rogers, has been sent to make an amphibious landing near Kokumbona to support the attack on Matanikau village with an attack from the west. They have landed, but have been met with unexpectedly overwhelming Japanese numbers and mortar fire. With their landing craft departed and no radio, their only hope of rescue is to try to signal the destroyer USS Monssen for help from the top of the ridge!

**Aftermath:** The Raiders did not make it across the river and took heavy losses in their attempt. Their message to Henderson Field was misunderstood, leading Vandegrift to believe they had crossed and were engaged with the Japanese on the west bank. Thinking this, three companies of Puller's 1st Battalion, 7th Marines were sent on their amphibious envelopment. Once landed, they left their boats and proceeded inland. Upon reaching the ridge nearest the coast, they came under heavy fire and were trapped on top of the ridge. They were surrounded, outnumbered, and outgunned with no radio to call for help. They resorted to spelling "HELP" with their undershirts which a plane from Henderson Field spotted. The Marines were then able to coordinate their rescue with the destroyer USS Monssen by flag signal. To do this, Sergeant Robert Raysbrook had to stand exposed on top of the ridge while under fire from the Japanese. Boats were sent and the USS Monssen was able to create a corridor through the Japanese by laying down heavy fire, which the Marines used to escape.

During the Second Battle of the Matanikau, the Marines made the same blunders the Japanese made over the previous month. They underestimated enemy numbers and battle readiness and failed to organize their forces with clear communications. Reusing the same plan of engagement for both the First and Second Battles of Matanikau revealed that the Marine command could be as uninventive in its tactics as the Japanese were at Alligator Creek. The incident caused tension among the U.S. commanders as they blamed each other for the mistake. However, the men of the 7th Marines showed tremendous ingenuity and bravery in their successful escape from such a blunder.

**Commanders:** 3    **Initiative:** U.S. on Round 1    **VP:** U.S. 1    **CAP Allocation per Round:** Each Japanese 0 CAPs +/- Bushido    **U.S.** 8 CAPs  
**Action Cards:** Shuffle all Action and Bonus Cards 2-13. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.  
**Hit Counter Piles:** Mix 1 'No Hit' Counter into the Japanese Hit Counter Pile.  
**Map Setup:** Maps 13 and 16  
**Overlays:** Place Jungle 3 so that hex J3-01 is on hex 13-C11 and hex J3-02 is on hex 13-C10.





### 1st Japanese Force: Oka's 124th Infantry Regiment

**Ambush:** Place on map 16 as listed.

**Reinforcements:** May enter on Round 1 from the eastern edge along hexes 13-S09 to 16-S11.



2x Inf.  
J07, M06



1x Mortar  
P05



2x Infantry



1x Grenade Discharger

**Matanikau Column:** May enter at the beginning of Round 3 along the eastern edge along hexes 13-R03 to 13-R06.



4x Infantry



1x Sniper  
(Card 62)

**Orders:** Trap the Marines and do not let any of them escape.

**Victory Points:**

**2 VP - Immediately**, score 2 VP for each U.S. Unit that is eliminated, including LCPs.

**Bushido Points:**

**+1 BP - Immediately**, receive 1 BP for a Japanese Unit that is closer to the northern map edge than any Landing Party Unit. This BP is immediately lost when a Japanese Unit is no longer closer.

**-3 BP - Immediately**, lose 3 BP if the 1st Japanese Force has lost more Units than the 2nd Japanese Force. These BP are immediately gained back if the 1st Force no longer has more casualties. If the 1st and 2nd Forces are tied, neither loses the BP.



### 2nd Japanese Force: Kokumbona Garrison

**Ambush:** Place on map 16 as listed.

**Reinforcements:** May enter on Round 1 from the western edge along hexes 13-A09 to 16-A11.



2x Inf.  
G07, H07



1x Gre. Dis.  
D04



2x Infantry



1x Sniper  
(Card 62)

**Kokumbona Column:** May enter at the beginning of Round 3 along the western edge along hexes 13-A03 to 13-A06.



4x Infantry



1x Grenade Discharger

**Orders:** Trap the Marines and do not let any of them escape.

**Victory Points:**

**2 VP - Immediately**, score 2 VP for each U.S. Unit that is eliminated, including LCPs.

**Bushido Points:**

**+1 BP - Immediately**, receive 1 BP for a Japanese Unit that is closer to the northern map edge than any U.S. Landing Party Unit. This BP is immediately lost when a Japanese Unit is no longer closer.

**-3 BP - Immediately**, lose 3 BP if the 2nd Japanese Force has lost more Units than the 1st Japanese Force. These BP are immediately gained back if the 2nd Force no longer has more casualties. If the 1st and 2nd Forces are tied, neither loses the BP.



### U.S.: 3 Companies of the 1st Battalion 7th Marines

**Landing Party:** Place on the map 13 as listed.



4x Rifle  
13-J12, 13-L12,  
16-G02, 16-L02



2x BAR  
13-I11,  
13-M11



1x MMG  
16-J2



1x M2 Mortar  
16-L01

**Special Rule:** If either of the control markers are in U.S. control at the end of a Round, the U.S. player may choose to remove one of the control markers that he controls.

The Marines had no radio, so they needed time at the top of the ridge to communicate by flag with the destroyer to arrange shore bombardment and their rescue.

**Rescue Boats:** May enter from the northern map edge at the beginning of the Round after **both control markers** have been removed.



3x LCP

**Orders:** Hold the ridge until rescue can be arranged.

**Air Support (Weapon Card 48):** The U.S. player receives Weapon Card 48. As an action, the player may use the card once each Round.

**Naval Gunfire (Weapon Card 47):** After the first control marker has been removed, the U.S. player receives Event Cards 1 and 2 at the beginning of each Round. As an action, the player may discard one of the Event Cards to have Naval Gunfire immediately land from the north edge of the map.

**Victory Points:**

**2 VP - Immediately**, score 2 VP for each Landing Party Unit that exits the northern edge of the map.

**1 VP - Immediately**, score 1 VP for each Japanese Unit that is eliminated.

Hex Type	Movement	Defense
Open	+0 AP	+0 DM
Kunai Grass	+1 AP	+0 DM
Palm Grove	+0 AP	+1 DM
Light Jungle	+1 AP	+2 DM
Heavy Jungle	+2 AP	+3 DM
Shallow River	+3 AP	-1 DM
Hill (Uphill)	+1 AP	+1 DM
Steep Hill (Uphill)	+2 AP	(20.2)
Swamp	+2 AP	(20.2)

Round 1

Initiative:

Round 2

Round 3

Reinforce:

Round 4

Round 5

Round 6

Firefight Ends

# Firefight 9 - Break Out

## The Third Battle of the Matanikau

**October 7th, 1942** - West of Henderson Field along the eastern bank of the Matanikau River. 150 meters from the coast.

Message from Lieutenant Ito to Major General Nasu - *"The Americans have surprised our patrols and attacked in force. The patrols have withdrawn to our prepared defenses, but I do not think we will be able to hold if they fire artillery on us. Request immediate support at the mouth of the Matanikau."*

**General Situation:** After Major General Kawaguchi's failed attack on Henderson Field, the commander of the 17th Army, Lieutenant General Harukichi Hyakutake, is beginning to plan his next assault. Lieutenant General Maruyama and his 2nd Infantry Division landed on Guadalcanal at the beginning of October. Along the Matanikau River, Maruyama has replaced the 124th Infantry under Colonel Oka with three battalions of the 4th Infantry Regiment under Major General Nasu. The Japanese have started preparing defenses on the eastern side of the river, from which artillery will be able to bombard Marine positions around Henderson Field. The 3rd Company, 1st Battalion, 4th Infantry Regiment, led by Lieutenant Ito, is to defend the eastern bank and the mouth of the river so that the rest of the Japanese forces can cross in preparation for their attack on Henderson Field.

Vandegrift is still determined to wipe out the Japanese threat that remains west of the Matanikau. With Japanese forces building up, he hopes to keep the Japanese off balance and keep Henderson Field protected by launching an immediate attack. The Marines again settle on the same general plan that was used in the last two battles along the river. The 5th Marines will attack across the sandbar at the mouth of the river, while the 7th and 2nd Marines, along with support from Marine Scouts and Snipers (the Whaling Group), will cross upstream at 'One Log Bridge' and attack north. Unlike the previous defeat, these five battalions will be coordinated in a cohesive attack with planned air and artillery support.

The 5th Marines have unexpectedly run into the Japanese on the eastern bank, so they move to surround the Japanese who have prepared a defensive line.

**Aftermath:** The Marines left Henderson Field on the morning of the October 7th. The 7th and 2nd Marines reached 'One Log Bridge' by nightfall but the 5th Marines encountered Ito's men. Patrols of the Japanese contingent fought the Marines but were forced to retreat to a stretch of prepared defenses along the eastern bank of the Matanikau River. The Marines had them surrounded but the Japanese were able to repulse several attacks. Both sides took heavy losses. During the night, the daring Japanese silently slipped through a gap in the 5th Marine lines and

**Commanders:** 2   **Initiative:** U.S. on Round 1   **VP:** Japanese 1   **CAP Allocation per Round:** Japanese 4 CAPs +/- Bushido   **U.S.** 9 CAPs  
**Action Cards:** Shuffle all Action and Bonus Cards 2-13 and 30. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.  
**Hit Counter Piles:** Mix 1 'No Hit' Counter into the Japanese Hit Counter Pile.  
**Map Setup:** Maps 14 and 16  
**Overlays:** Place Hill 2 so that hex H2-01 is on hex 16-K09 and hex H2-02 is on hex 16-J10.  
 Place Swamp 1 so that hex S1-01 is on hex 14-M11 and hex S1-02 is on hex 14-M12.



**Night Combat:** At the beginning of Rounds 4 and 5, roll 2d6. All Units have a maximum normal range equal to the roll for the entire Round. Units may still fire at long range. All other night combat rules apply. Units use their default ranges on Rounds 1-3, labeled Day or Dusk.

surprised the 1st Raiders from behind at the mouth of the river. Fierce hand to hand combat in the dark ensued. There are conflicting reports on whether any Japanese were able to make it across the sandbar to the west side of the river or if they all perished in the attempt.

The 7th and 2nd Marines crossed the river at 'One Log Bridge' unopposed and reached ridges west of the Matanikau River on October 8th. Heavy rains slowed their progress and halted the Marines' attack. Major General Nasu only became aware of the Marine attack on the 8th and ordered his troops closer to the river to defend against the Marines. The Marines and Japanese were largely unaware of opposing maneuvers on the western side of river because of the heavy rain and the cover of night.

The Marines continued their attacks on October 9th. The 2nd Battalion, 7th Marines were able to reach the base of Point Cruz where they trapped a large Japanese force between them and the river. Further west, the 1st Battalion, 7th Marines also moved towards the coast and encountered another large Japanese force in a jungle ravine below their ridge position. Both of these trapped Japanese forces took heavy losses from well placed artillery, air, and mortar bombardment. Vandegrift had hoped to move the 5th Marines across the river as well and move them all the way to Kokumbona village where he wanted to establish a permanent garrison. However, he received intel from aerial recon and local coast watchers that a Japanese attack was imminent with the possibility of a coastal invasion. In order to keep Henderson Field adequately defended against the threat, he called off the attacks and ordered all the Marines back. In total, the Japanese 4th Infantry lost close to 700 soldiers, mostly as a result of the brutal artillery bombardment the two trapped Japanese forces endured.

Lieutenant General Harukiche landed on the island on October 9th, and the Third Battle of Matanikau proved to be a huge disruption to his plans. He had planned on attacking Henderson Field from the west with artillery support, but the loss of the east bank deterred him. Instead, the Japanese embarked on a grueling march through the jungle hoping to surprise the Marines from the south.

### Japanese: 3<sup>rd</sup> Company, 1<sup>st</sup> Battalion, 4<sup>th</sup> Infantry

**Matanikau Defensive Line:** Place on maps as listed.

**2x MMG**  
H2-05  
H2-06

**1x 81 mm Mortar**  
16-O04

**1x 70 mm Gun**  
H2-12

**1x Control Marker**  
H2-02

**3x Bunker**  
H2-05, H2-06,  
H2-12

**5x Hasty Defense**  
H2-04, H2-08, H2-09,  
H2-10, H2-11

*The Hasty Defenses placed during setup are never removed.*

**Matanikau Patrol:** Place hidden anywhere on map 14.

**4x Infantry**

**1x LMG**

**1x Grenade Discharger**

[Download the Guadalcanal Planning Maps from AcademyGames.com](#) to easily mark the position of hidden Units and Artillery.

**Orders:** Stay alive until night falls so that escape across the mouth of the Matanikau River becomes possible.

**Special Rule 1:** At the end of each Round, increase the number of 'No Hit' Counters in the Japanese Hit Counter Pile by 1.

**Special Rule 2:** Hasty Defense Counters are permanent and are never removed. All other Hasty Defense Rules apply (18.1.3).

**Victory Points:**

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

**2 VP - Immediately,** score 2 VP for each Japanese Unit that exits the northern map edge after Round 3.

**Bushido Points:**

**+1 BP - Immediately,** receive 1 BP for each Japanese Unit that successfully rallies.

**-2 BP - As an Action,** lose 2 BP in order to make a rally attempt with a Unit and move it 3 hexes closer to the control marker in hex H2-02. The Unit must move regardless of the result of the rally attempt. If the Unit is already within 3 hexes of H2-02, it moves into the hex. Units in close combat may be rallied this way and Units must move no matter what hit marker they have. If the Japanese Unit successfully rallies, it receives the +1 BP noted above.

### U.S.: 3<sup>rd</sup> Battalion 5<sup>th</sup> Marines

**Company L:** May enter on Round 1 along the eastern edge.

**4x Rifle**

**2x BAR**

**2x MMG**

**1x M2 Mortar**

**Company K:** May enter on Round 1 along the southern edge from hexes 16-B10 to 14-R01.

**2x Rifle**

**1x BAR**

**2x Rifle**

**1x BAR**

**Company I:** May enter on Round 2 along the northern edge from hexes 16-R12 to 14-B01.

**1<sup>st</sup> Raiders:** May enter on Round 4 along the northern edge from hexes 16-R12 to 14-B01.

**2x 1<sup>st</sup> Raider**  
(1 Card)

**Orders:** Surround the Japanese and ensure that none escape.

**Victory Points:**

**1 VP - Immediately,** score 1 VP for each Japanese Unit that is eliminated.

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

**1 VP - At the end of the game,** score 1 VP for each Japanese Unit that did not exit the northern map edge.

Hex Type	Movement	Defense
Open	+0 AP	+0 DM
Kunai Grass	+1 AP	+0 DM
Palm Grove	+0 AP	+1 DM
Light Jungle	+1 AP	+2 DM
Heavy Jungle	+2 AP	+3 DM
Path	+0 AP	Terrain
Rushing River	-	-
Hill (Uphill)	+1 AP	(20.2)
Steep Hill (Uphill)	+2 AP	(20.2)
Swamp	+2 AP	+1 DM

**Round 1**  
Day  
Initiative:

**Round 2**  
Day  
Reinforce:

**Round 3**  
Dusk

**Round 4**  
Night  
Japanese may exit  
Reinforce:

**Round 5**  
Night  
Japanese may exit  
**Firefight Ends**

# Firefight 10 - Rain of Death

## The Beginning of the Battle for Henderson Field

October 23rd, 1942 - West of Henderson Field at the mouth of the Matanikau River.

Message reply from Sumiyoshi to Hyakutake - "Your orders to delay the attack another 24 hours were received. Unfortunately, the attack has already begun. Our tanks are crossing the river now to overrun the Marine defenses."

**General Situation:** It is clear to Vandegrift that the Japanese are intent on attacking Henderson Field from the west along the coast. With the Japanese removed from their positions east of the Matanikau, the Marines have extended their perimeter to guard the sandbar crossing at the mouth of the Matanikau River. For the past few days, the 3<sup>rd</sup> Battalion, 1<sup>st</sup> Marines have repeatedly turned back light probing attacks at the mouth of the river. Japanese artillery has been steadily bombarding the Marine defenses and a Japanese tank column has again been spotted approaching to cross the sandbar.

Unbeknownst to the Marines, the Japanese main attack will come from south of Henderson Field, east of the Lunga River. Major General Sumiyoshi's attack along the coast from the west is only a diversionary attack. After two failed attempts to cross the river, Colonel Nakaguma's 4<sup>th</sup> Infantry Regiment and 9 tanks from the 1st Independent Tank Company are making the final push to take the eastern bank of the river.

**Aftermath:** The Japanese diversionary attack was supposed to begin at the same time as the surprise main attack from the south. However, Lieutenant General Hyakutake had to postpone the attacks several times because Lieutenant General Maruyama's troops were struggling through the miles of jungle to reach their staging points south of Henderson Field. Hyakutake delayed the attacks twice, but Sumiyoshi was unable to inform Colonel Nakaguma of the second delay before his troops were already committed to an attack on October 23<sup>rd</sup>.

The Marines had already repelled light probes by Japanese tanks in the previous days, so the 11th Marines had 10 batteries of artillery pre-plotted along the coastal road they knew the Japanese assault would use. The Japanese attack began with 9 tanks, only one of which made it through the artillery and anti-tank fire to cross the sandbar. The lone tank overran several foxholes, but its tread was damaged by a grenade. The tank was pursued into the surf, where it stalled and was destroyed by a tank destroyer half-track.

The Japanese tanks penetration was to be followed by an infantry attack, but U.S. artillery fire decimated the infantry that were massed along the coastal road. Marine patrols a few days later found several hundred dead Japanese along the road who had been struck by the artillery fire. Three more destroyed tanks were also found. A final attempt by Japanese infantry was made to cross the Matanikau a few hundred meters upriver, but this too failed.

**Commanders:** 2 **Initiative:** Japanese on Round 1 **VP:** Japanese 1 **CAP Allocation per Round:** Japanese 8 CAPs +/- Bushido **U.S.** 6 CAPs

**Action Cards:** Shuffle all Action and Bonus Cards 2-13. The Japanese commander receives 4 cards in Round 1 and 1 card in each Round thereafter. The U.S. commander receives 0 cards in Round 1 and 1 card each round thereafter.

**Hit Counter Piles:** Mix 2 'No Hit' Counters into the Japanese Foot Hit Counter Pile.

**Map Setup:** Map 13

**Overlays:** Place Village 1 so that hex V1-01 is on hex C06 and hex V1-02 is on hex D07.

Place Hill 4 so that hex H4-01 is on hex E09 and hex H4-02 is on hex F10.

Place River 1 so that hex R1-01 is on hex K08 and hex R1-02 is on hex K09.

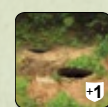

Place River 2 so that hex R2-01 is on hex M07 and hex R2-02 is on hex M06.

### U.S.: 3<sup>rd</sup> Battalion 1<sup>st</sup> Marines

**I Company:** Place anywhere east of the Matanikau River.

 3 Rifle 3 0 6 11 12	 3 Marine BAR 4 0 7 11 12	 2 HMG 4 1 12 10 12	 3 M1A1 ATG 2 6 6 10 13	 3 M1 Mortar 3 2 3 10 12
--	--	--	--	---

2x Rifle    1x BAR    2x HMG    1x ATG    1x M1 Mortar  
(Card 40)

 5 Hasty Defense 1	 2 Bunker 2 3 15	<a href="http://www.AcademyGames.com">Download the Guadalcanal Planning Maps from www.AcademyGames.com</a> to easily mark the position of Artillery.
--	---	---

**5x Hasty Defense**    **2x Bunker**

**Tank Destroyer:**  
May enter on Round 2 along the eastern edge on hexes R03 to R12.

 4 M3 GMC 5 4 10 12	<b>1x M3 GMC</b>
--	------------------

**Orders:** Hold the mouth of the river!

**Artillery (Weapon Cards 44 and 45):** At the beginning of each Round, before the Japanese player sets up any Units, plot a 105 mm and a 75 mm artillery strike. These strikes may be plotted on the map, or, starting on Round 2 each may target 3 Japanese Units in the Japanese Reinforcement Pool that have not entered the map. Units from the pool being targeted may not enter the board the turn they are being targeted. After the Japanese have set up their Units for the Round, all U.S. Artillery strikes are resolved immediately.

**Victory Points:**  
**1 VP - Immediately,** score 1 VP for each Japanese Unit that is eliminated.  
**1 VP - At the end of the game,** score 1 VP for each U.S. Unit in a Bunker or a Hasty Defense.

### Japanese: Colonel Nakaguma's Forces

**1<sup>st</sup> Independent Tank Company:** After the U.S. has setup, place anywhere west of the Matanikau River.

**4<sup>th</sup> Infantry Regiment Reinforcement Pool:** Each Round, starting on round 1, choose 3 Units and place them hidden on the west side of the river out of U.S. LOS.

 5 Ha-go 3 4 6 12 13	 4 Chi-ha 4 2 5 13 15	 3 Infantry 4 0 5 10 12	 2 Grenade Discharger 2 0 6 10 12	 3 81mm Mortar 4 0 3 10 13
---	---	--	--	---

2x Ha-go    2x Chi-ha    16x Infantry    3x Grenade Discharger    2x 81mm Mortar

[Download the Guadalcanal Planning Maps from www.AcademyGames.com](http://www.AcademyGames.com) to easily mark the position of hidden Units.

**Orders:** Divert the Marines' attentions and press their western defenses.


**Special Rule:** The game ends at the end of the Round if the Japanese has -5 or less BP.


**Artillery (Weapon Card 46):** Before the U.S. player sets up, plot two 15 cm artillery strikes. The artillery strikes land at the beginning of the first Round.


**Victory Points:**  
**1 VP - Immediately,** score 1 VP for each U.S. Unit that is eliminated.  
**1 VP - Immediately,** score 1 VP for each U.S. Defensive Counter removed from the map.  
**? VP - At the end of each Round,** score VP equal to the current Round number.

**Bushido Points:**  
**+1 BP - Immediately,** receive 1 BP for each Japanese Unit that reaches the eastern side of the river.  
**-1 BP - Immediately,** lose 1 BP for each Japanese Unit that is killed by U.S. artillery.  
**Positive Bushido Bonus:** For each positive BP choose and place 1 additional Unit from the Reinforcement Pool hidden onto the map.  
**Negative Bushido Penalty:** At the beginning of each Round, choose a Unit in your Reinforcement Pool and remove it from the game.

### Round 1


Initiative: 


Reinforce: 


Artillery: 

Dusk

### Round 2


Reinforce: 


Reinforce: 

Artillery: 

Night


### Round 3


Reinforce: 

Artillery: 

Night


### Round 4


Reinforce: 

Artillery: 

Night


### Round 5


Reinforce: 

Artillery: 

Night


### Round 6


Reinforce: 

Artillery: 

Night

### Round 7

Reinforce: 

Artillery: 

Night

**Firefight Ends**

**Night Combat:** This Firefight occurs at night. At the beginning of Rounds 2-7, labeled 'night,' roll 1d6. All Units have a maximum normal range equal to the roll for the entire Round. Units may still fire at long range. All other night combat rules apply. Units use their default ranges during Round 1, labeled 'Dusk.'

E↑

Matanikau  
Village

Hex Type	Foot Move.	Tread Move	Defense
Shallow River	+3 AP	+5 AP	-1 DM
Open	+0 AP	+0 AP	+0 DM
Kunai Grass	+1 AP	+0 AP	+0 DM
Palm Grove	+0 AP	+2 AP	+1 DM
Hut	+1 AP	+2 AP	+1 DM
Light Jungle	+1 AP	+3 AP	+2 DM
Heavy Jungle	+2 AP	+4 AP	+3 DM
Path	+0 AP	+0 AP	Terrain
Surf	+2 AP	+2 AP	-1 DM
Hill (Uphill)	+1 AP	+1 AP	(20.2)

# Firefight 11 - The Sendai Attack

## The Battle for Henderson Field: The First Night

**October 25<sup>th</sup>, 1942** - West of Henderson Field along the east bank of the Matanikau River, 150 meters from the coast.

Lt General Hyakutake's message to the Japanese base at Rabul on the evening of the 24<sup>th</sup> - "Shoji has captured the airfield."

**General Situation:** Since October 12<sup>th</sup>, Japanese engineers have been cutting a 48 km long path through the jungle and hills of Guadalcanal called the "Maruyama Road." Lt General Hyakutake has ordered Lt General Maruyama and his 2<sup>nd</sup> (Sendai) Division to traverse the "Maruyama Road" and envelope the enemy with a surprise assault from the south. His soldiers are to Banzai charge the wary enemy with unrelenting fury, until Vandegrift is forced to surrender. However, the Japanese soldiers are sick and exhausted. The 5,600 men have been walking single file along the muddy jungle trail carrying heavy weapons and artillery shells by hand since the 15<sup>th</sup>. Most of the extra equipment has been discarded by the tired men. Their slow progress has resulted in the initial attack date on the 18<sup>th</sup> to be pushed back several times, but they are finally in position on the evening of the 24<sup>th</sup>. The Japanese are in two columns and their points of attack have been carefully planned by Maruyama and his commanders. On the left, Major General Nasu will lead the 29<sup>th</sup> Infantry. Major General Kawaguchi (the Japanese commander at Bloody Ridge), who was to command the right column, was relieved of command when he refused to follow Maruyama's plan and began shifting his troops east where Kawaguchi believed the American defenses would be lighter. Colonel Toshinari Shoji has instead been given command of the 230<sup>th</sup> Infantry.

Vandegrift did not expect an attack from the south, so only 700 men of the 1st Battalion 7<sup>th</sup> Marines, commanded by Lt Colonel Lewis 'Chester' Puller, remained to guard the 2,300 meters of the southern perimeter that stretched from the Lunga River to the Tanaru River. The Marines have been surprised by the Japanese assault and Puller has called for reinforcements. Artillery has been deployed to target the ground in front of the the Marine lines, but no reinforcements are able to deploy before the Japanese come charging out of the dark! The 700 Marines and artillery are all that stand between the Japanese and Henderson Field.

**Aftermath:** The Japanese were exhausted, sick, and malnourished from their prolonged march along the wet and hot "Maruyama Road." The Japanese had very little mortar, artillery, or heavy weapons support, because most of these had been discarded by the soldiers along the way. Heavy rain on the evening of the 24<sup>th</sup> hindered and disorganized the two Japanese columns' advance on the barbed wire protected Marine lines. First contact was made before midnight, when Shoji's 1<sup>st</sup> Battalion was held off by the Marines. The rest of Shoji's 230<sup>th</sup> Infantry never made contact, because they advanced through the dark jungle in the wrong direction. However, it was incorrectly reported to Hyakutake that Shoji had taken Henderson Field.

Nasu's men attacked just after midnight with repeated Banzai charges through the dark rain at the center of Puller's line, but the waves of attacks were decimated by artillery and machine gun fire. The 3rd Battalion did overrun and capture a large stretch in the center of the Marine's defensive line, but no other battalions could get through to join them. Nasu decided to pull the rest of his troops back into the jungle and wait until the next night to attack. By dawn, Puller was reinforced by Lieutenant Colonel Robert Hall's National Guard 3rd Battalion, 164<sup>th</sup> Infantry who were arriving piecemeal throughout the morning. During the day, the Marines re-took their defenses from the 3rd Battalion and began preparing for the next Japanese assault.

This Firefight can be extended into the second night of combat by playing the Army Expansion's Firefight 1, which is available at AcademyGames.com. Record who controls each Control Marker at the end of the firefight and how many Japanese Units made it off of the northern map edge.

**Commanders:** 4 **Initiative:** 1st Japanese on Round 1 **VP:** Japanese 1

**CAP Allocation per Round:** Each Japanese 5 CAPs +/- Bushido **Each U.S.** 6 CAPs

**Action Cards:** Shuffle all Action and Bonus Cards 2-13. Each U.S. commander receives 1 card in Round 1 and 1 card each Round thereafter. The Japanese commanders receive no cards.

**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.

### 1<sup>st</sup> U.S. Force: 1<sup>st</sup> Battalion 7<sup>th</sup> Marines

**Heavy Weapons:** Place on the map 15 as listed.



1x HMG  
E06



1x M1 Mortar  
O05 (Card 40)

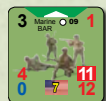


3x Control  
E05, J04, P05

**Company A:** Place anywhere on map 15 north of row 7 after the Japanese set up their Units.



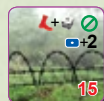
2x Rifle



1x BAR



1x MMG



3x Barbed  
wire

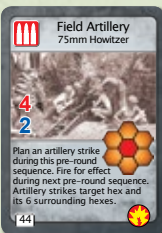
**Orders:** Hold the Japanese off until the National Guard 3rd Battalion, 164<sup>th</sup> Infantry can reinforce us.

**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 is eliminated.

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



### 2<sup>nd</sup> U.S. Force: 1<sup>st</sup> Battalion 7<sup>th</sup> Marines

**Heavy Weapons:** Place on the map 14 as listed.



1x HMG  
M05



1x M1 Mortar  
I03 (Card 40)



3x Control  
E03, K03, Q04

**Company B:** Place anywhere on map 14 north of row 7 after the Japanese set up their Units.



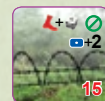
2x Rifle



1x BAR



1x MMG



3x Barbed  
wire

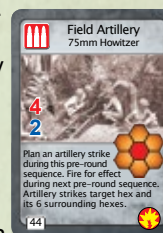
**Orders:** Hold the Japanese off until the National Guard 3rd Battalion, 164<sup>th</sup> Infantry can reinforce us.

**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 is eliminated.

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



**Night Combat:** This Firefight occurs at night. At the beginning of Rounds 1-2, labeled 'Dark Night,' Units only have a maximum normal range of 2 hexes. Units may still fire at long range. All other night combat rules apply. Units use their normal range during Rounds 3 and 4, labeled 'Moonlit Night.'

**Round 1**  
Dark Night

Initiative:

Artillery:

**Round 2**  
Dark Night

Reinforce:

Artillery:

**Round 3**  
Moonlit Night

Artillery:

**Round 4**  
Moonlit Night

Artillery:

VP:

**Firefight Ends**



## Japanese Objective Setup

Before players set up Units, the Japanese commanders shuffle Objective Cards 1 through 3 and each secretly takes one of them. Each commander's Objective Card specifies what numbered control marker on their map board that they are ordered to capture to gain Bushido.



### 1st Japanese Force: Nasu's Forces

**1st Wave:** Place anywhere on map 15 on or south of row 9.



**4x Infantry**  
(Card 69 & 1 Card)



**1x LMG**

Both Japanese commanders' Infantry Units receive Capability Card 69: Worn. Each Commander may also choose 1 additional capability card to assign to their veteran Infantry.

**2nd Wave:** May enter on Round 2 along map 15's southern edge.



**4x Infantry**  
(Card 69 & 1 Card)



**1x Grenade Discharger**



**1x Sniper**  
(Card 62)

**Orders:** Break the Marine defences and advance on Henderson Field.

#### Victory Points:

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

**1 VP - Immediately when a Japanese Unit exits the north map edge**, score 1 VP for each control marker under Japanese control.

#### Bushido Points:

**+3 BP - At the end of each Round**, receive 3 BP if the 1st Commander controls his objective. Reveal the Objective Card.

**-1 BP - As an action**, lose 1 BP to allow the 2nd Japanese player to draw an Action Card. May not use if your Bushido is below 0.



### 2nd Japanese Force: Shoji's Forces

**1st Wave:** Place anywhere on map 14 on or south of row 9.



**4x Infantry**  
(Card 69 & 1 Card)



**1x LMG**

**2nd Wave:** May enter on Round 2 along map 14's southern edge.



**4x Infantry**  
(Card 69 & 1 Card)



**1x Grenade Discharger**



**1x Sniper**  
(Card 62)

**Orders:** Break the Marine defences and advance on Henderson Field.

#### Victory Points:

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

**1 VP - Immediately when a Japanese Unit exits the north map edge**, score 1 VP for each control marker under Japanese control.

#### Bushido Points:

**+3 BP - At the end of each Round**, receive 3 BP if the 2nd Commander controls his objective. Reveal the Objective Card.

**-1 BP - As an action**, lose 1 BP to allow the 1st Japanese player to draw an Action Card. May not use if your Bushido is below 0.

Japanese may enter here on Round 2



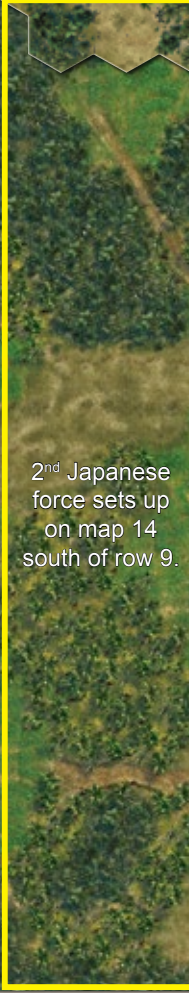
1st Japanese force sets up on map 15 south of row 9.



1st American force sets up on map 15 north of row 7

Japanese may exit here

Japanese may enter here on Round 2



2nd Japanese force sets up on map 14 south of row 9.



2nd American force sets up on map 14 north of row 7

Japanese may exit here

# Firefight 12 - Oka's Final Gambit

## The End of the Battle for Henderson Field

**October 25th, 1942** - West of Henderson Field along the eastern bank of the Matanikau River, 150 meters from the coast.

Major Coloney's message to HQ - *"The Japanese have taken the ridge overlooking the coastal road. We need any men you can spare to help us retake it, before the Japanese reinforce the position."*

**General Situation:** On October 19<sup>th</sup>, 1,200 men of the 124<sup>th</sup> Infantry, led by Colonel Oka, crossed the Matanikau River near Mount Austen to outflank the Marines defending the mouth of the Matanikau River. The Marines spotted the crossing column, but were not able to attack them with planes before the Japanese disappeared into the jungle.

Since Colonel Nomasu's failed diversionary attack at the mouth of the Matanikau River on the 23<sup>rd</sup>, the western perimeter has been quiet. The Marines know Oka's men are out there though and that they will be attacking the western perimeter from the south. The 2<sup>nd</sup> Battalion, 7<sup>th</sup> Marines, commanded by Colonel Herman Hanneken, has been positioned on a ridge just south of the coastal road that leads to Henderson Field, leaving Puller's 1<sup>st</sup> Battalion, 7<sup>th</sup> Marines alone to defend against Maruyama's unexpected attack near Edson's Ridge.

On the evening of the 25<sup>th</sup>, Oka's men emerge from the jungle and begin attacking the Marines. Hanneken has no artillery support, since all artillery is supporting Puller south of Henderson Field as he defends against the second night of Maruyama's attack!

**Aftermath:** Oka's men mounted several strong attacks on the left side of the line, defended by F Company, that were repulsed by machine gun fire. The machine gunners were eventually eliminated by sniper fire and the Japanese were able to take the left flank of the ridge from the Marines. Major Odell Conolly hastily gathered up a small group of men, including cooks, band members, and men from other Marine regiments to take back the lost ridge before the Japanese could reinforce it. Mortar fire suppressed the Japanese reinforcements and Major Conolly was able to take the ridge back permanently!

Lieutenant General Hyakutake ordered his defeated troops on all fronts to withdraw on the 26<sup>th</sup> of October. After they recovered their wounded in the night, the Japanese soldiers who had started the offensive so confidently retreated back the way they came, now wounded, sick, and hungry. Many of them succumbed to their wounds during the slow and difficult retreat. Oka's and Nasu's troops retreated back west of the Matanikau River. Colonel Shoji was ordered to take his men east of Henderson Field to Koli Point. The Marines had the grim job of quickly burying all of the Japanese dead. While the number of dead and wounded are not exactly known on both sides, it is estimated that during the Battle of Henderson Field the

**Commanders:** 2 **Initiative:** Japanese on Round 1 **VP:** Japanese 1 **CAP Allocation per Round:** Japanese 10 CAPs +/- Bushido **U.S.** 6 CAPs

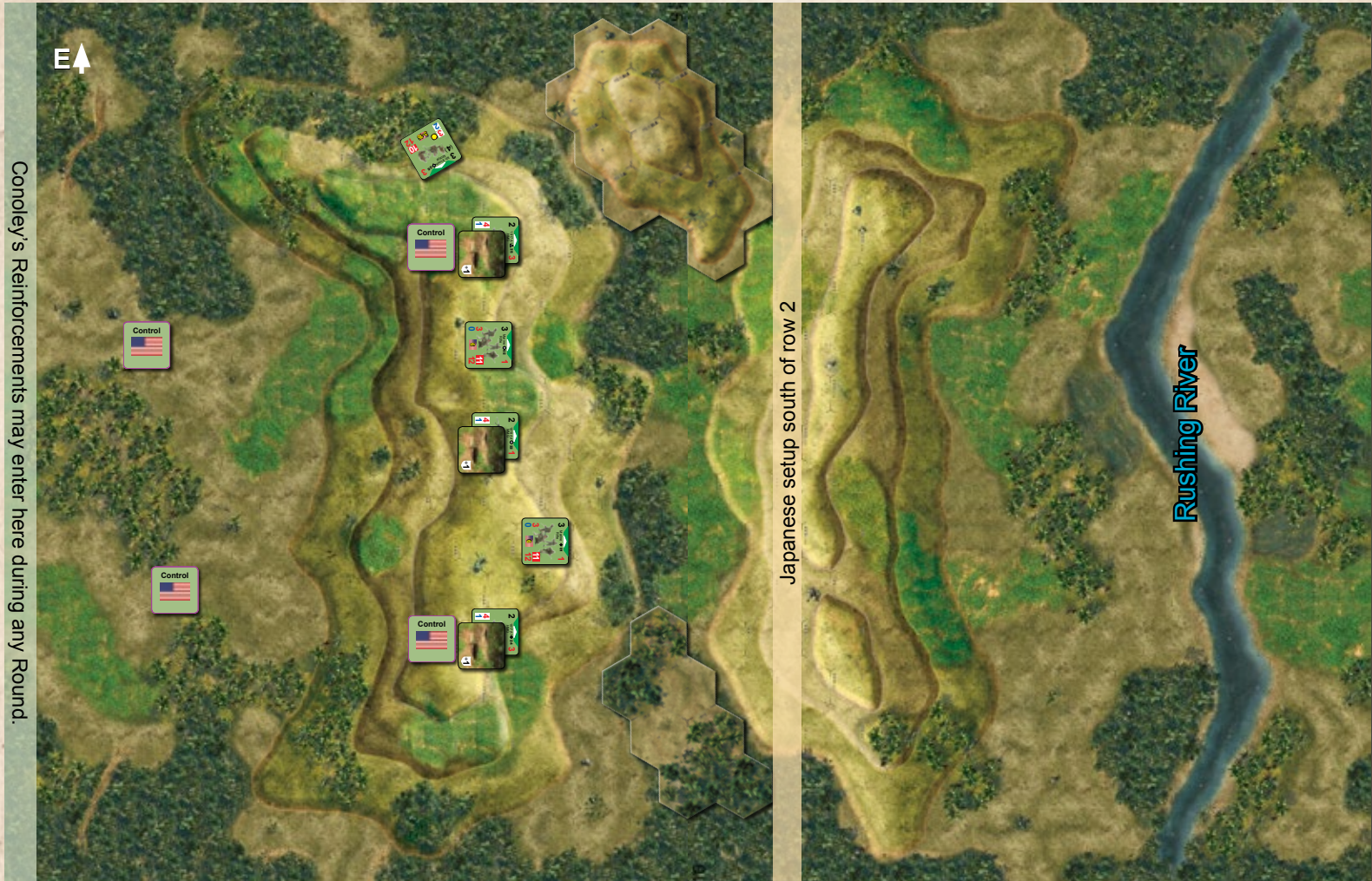
**Action Cards:** Shuffle all Action and Bonus Cards 2-13. Each commander receives 1 card in Round 1 and 1 card in each Round thereafter.

**Hit Counter Piles:** Mix 2 'No Hit' Counters into the Japanese Hit Counter Pile.

**Map Setup:** Maps 15 and 16

**Overlays:** Place Hill 2 so that hex H2-01 is on hex 15-C02 and hex H2-02 is on hex 15-D02.

Place Jungle 3 so that hex J3-01 is on hex 15-O01 and hex J3-02 is on hex 15-P01.



Americans suffered 300 dead or wounded, while the Japanese suffered around 3,500 lost, including General Nasu. The decimated Japanese 2nd Division was incapable of any further offensives and was on the defensive for the rest of the campaign.

The Japanese attack during the Battle for Henderson Field was not executed as planned. The attacks were launched on three separate nights instead of at the same time. The long and winding path of the "Maruyama Road" also resulted in most of the Japanese heavy equipment being discarded by the soldiers carrying it. If the Japanese had been able to attack the Marines from three different directions with the support of their heavy weapons, the spread out Marines may not have been able to respond quickly enough to prevent the Japanese from breaking through a section of their lines and overrunning the rest of the perimeter defenses from the rear.



### Japanese: Oka's 124<sup>th</sup> Infantry

**Attackers:** Place anywhere on map 16 south of row 2.



6x Infantry  
2x Sniper  
2x Grenade Discharger

**Orders:** Take the ridge and capture the mouth of the Matanikau River!

#### Victory Points:

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

**2 VP - At the end of each Round**, score 2 VP for each Control Marker under Japanese control.

#### Bushido Points:

**-1 BP - Immediately**, lose 1 BP for each eliminated Japanese Unit.



### U.S.: 7<sup>th</sup> Marines

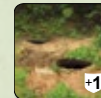
**F Company:** Setup as listed on map 15.



2x Rifle H04, L03  
1x MMG J04  
1x M1 Mortar D05 (Card 40)  
2x HMG F04, N04



4x Control Marker F05, H10, M09, N05



3x Hasty Def. F04, J04, N04

**Conoley's Reinforcements:** At the beginning of each round, recruit one of the Units below to add to your Reinforcement Pool. You cannot have more of each type of Unit than the number listed. You may choose to bring in the Units in your Reinforcement Pool on any turn but once the reinforcements are brought in, no more units can be recruited. When the first reinforcement enters, you receive one additional CAP at the beginning of each round for each Unit that you recruited into your Reinforcement Pool.



2x Rifle  
1x BAR  
1x MMG  
2x M2 Mortar

**Orders:** Defend the ridge at all costs!

#### Victory Points:

**1 VP - Immediately**, score 1 VP for each Japanese Unit that is eliminated.

**1 VP - At the end of each Round**, score 1 VP for each Control Marker under U.S. control.

Hex Type	Movement	Defense
Open	+0 AP	+0 DM
Kunai Grass	+1 AP	+0 DM
Light Jungle	+1 AP	+2 DM
Heavy Jungle	+2 AP	+3 DM
Path	+0 AP	Terrain
Rushing River	-	-
Hill (Uphill)	+1 AP	(20.2)
Steep Hill (Uphill)	+2 AP	(20.2)
Swamp	+2 AP	+1 DM

**Night Combat:** This Firefight occurs at night. All Units' ranges are unaffected but a Unit in Light or Heavy Jungle may not be attacked by a Unit farther than 1 hex away. Units in Light or Heavy Jungle that are illuminated by a flare may be attacked from farther than 1 hex away.

Round 1	Round 2	Round 3	Round 4	Round 5
Initiative:	VP:	VP:	VP:	VP:
VP:				<b>Firefight Ends</b>

Designing and developing this campaign took over three years of intense research and work. Special thanks to the following people who helped in the development of the game. We appreciate the numerous ideas, countless hours of historical research, and stimulating discussions.

Design: **Dean Halley, Gunter Eickert, Uwe Eickert**

Game Play and Editing: **Phillip James, James Palmer, Matt Dedrick, Bill Dickerson, Andrea Cantatore, Dario Cantatore, Dave Cheng, José Antonio Gómez Garrido, Bruce Graumlich, Joel Imhoff, Gray James, Dave Kimmel, Dage McNitt, Kenneth Ramslien, Zach Thompson**

### **Firefights and Game Supplements**

The latest version of the Firefight Book, additional Firefights, and Game Supplements can be found online at [www.AcademyGames.com](http://www.AcademyGames.com)

Online forums for quick answers about **Guadalcanal**:  
[www.boardgamegeek.com/boardgame/68076](http://www.boardgamegeek.com/boardgame/68076) or  
[www.facebook.com/groups/44778571393/](http://www.facebook.com/groups/44778571393/)



Academy Games  
2201 Commerce Drive  
Fremont, OH 43420 USA  
419-307-6531  
[www.AcademyGames.com](http://www.AcademyGames.com)