

# Campaign Guadalcanal

(August 6<sup>th</sup>, 1942 to January 23<sup>rd</sup>, 1943)

A Bolt Action Game Supplement



Marines resting on the beach at Betio Island.

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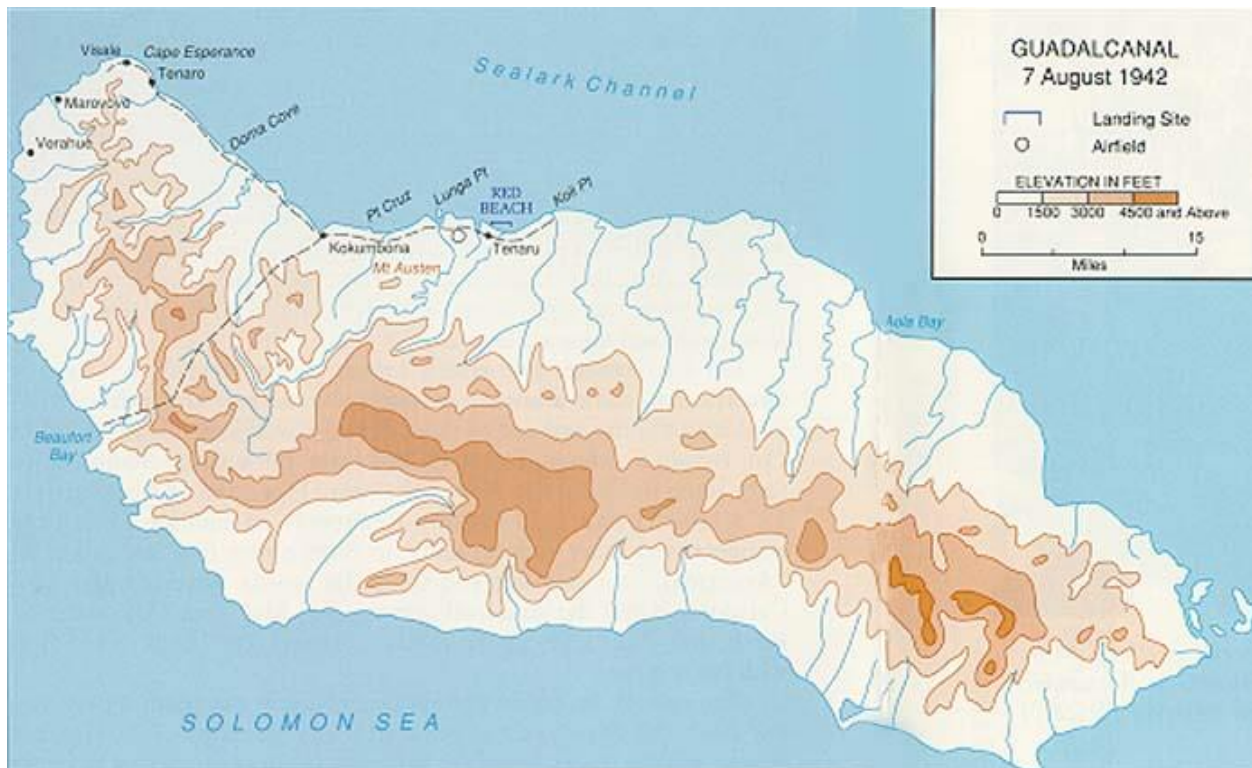
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## Guadalcanal

The Imperial Japanese Navy (IJN) had occupied Tulagi in May 1942 and had constructed a seaplane base nearby. In early July 1942, the IJN began constructing a large airfield at Lunga Point on nearby Guadalcanal. By August 1942, the Japanese had about 900 naval troops on Tulagi and nearby islands and 2,800 personnel (mostly construction crews) on Guadalcanal. These bases would protect Japan's major base at Rabaul, threaten Allied supply and communication lines, and establish a staging area for further advances. The Japanese planned to deploy 45 fighters and 60 bombers to Guadalcanal. In the overall strategy for 1942 these aircraft could provide air cover for Japanese naval forces advancing farther into the South Pacific.

The Allies decided to send a task force to capture what would be called Henderson Airfield. Under the cover of storms the Allied fleet approached Guadalcanal and, on the night of August 6<sup>th</sup> and the morning of the 7<sup>th</sup>, landed 11,000 Marines between Lunga Point (Lunga River) and Koli Point (Tenaru River) and an additional 3,000 Marines at Tulagi and two smaller islands nearby. While the Guadalcanal landings were virtually unopposed, the Marines on Tulagi had to fight bitterly for control of the island. Unfortunately for all of them a Japanese fleet attacked and damaged several Allied ships, forcing the fleet to leave on the evening of August 8<sup>th</sup> before they could finish unloading supplies and heavy equipment for the Marines.



Guadalcanal Island. The Tenaru is at the center top of the map. Mount Austen is southeast from there.

The Japanese countered the Allied move by assigning the IJA 17<sup>th</sup> Army under the command of Lieutenant-General Harukichi Hyakutake to recapture Guadalcanal. Most of Hyakutake's command were heavily involved in New Guinea so he selected the 35<sup>th</sup> Infantry Brigade under Major General Kiyotake Kawaguchi for the task. Unfortunately, Kawaguchi's units were spread out across the South Pacific. The first unit to reach Guadalcanal was a portion of the 28th Infantry Regiment commanded by Colonel Kiyonao Ichiki. On August 1<sup>st</sup> Ichiki landed 917 troops at Taivu Point, about 18 miles east of the Allied Lunga Perimeter.

### **Abbreviations**

AoJ = Armies of Imperial Japan book

AotUS = Armies of the United States book

BA II = Bolt Action, rule book, second edition

DitS = Duel in the Sun book

EiF = Empires in Flames book

IJA = Imperial Japanese Army

## Special Rules

### Terrain Special Rules

*Beach* – is clear ground.

*Creek* – (the Tenaru) is Shallow Water (see below). In addition, the creek is crocodile infested. Whenever a unit moves into or out of it, or inside it, moves roll a die: on a result of '1' remove one figure as a casualty to panicked crocs.

*Flare!* – (BA II p220).

*Jungle* – provides soft cover but gives no impediment to vision or movement. Heavy Jungle is rough ground; use the Limited Visibility rules (add 3" to distances), but as it is day time exclude Muzzle Flashes. For patches of Dense Jungle use the rule for Dense Terrain (BA II p52).

*Longest Day* – (BA II p220).

*Reduced Visibility* – (BA II p220).

*Ridges* – the sides of a ridge are very rough ground for infantry (Advance, no shooting; Assault, move 9"), and impassible for vehicles.

*Sandbar* – at the mouth of the Tenaru is Rough Ground for infantry and vehicles due to the soft sand.

*Shallow Water* – (EiF p118) is very rough ground. If a unit attempts a move from anywhere within or through the water it must be given a Run order but may only move 6"; it provides hard cover and it is impassable for vehicles and artillery.

**Dug-in:** (EiF p112) troops in foxholes, sandbags, sangars, trenches, berms, redoubts, and AT ditch sections have the following features:

*Cover* – provide hard cover to defenders and half-cover against HE (as if a unit is Down). Double the benefits if the unit is actually Down.

*Obstacle* – emplacements are impassable for wheeled and half-tracked vehicles, and obstacles for infantry and tracked vehicles.

*LOS* – Sunken works (foxholes, trenches, and redoubts) and the troops inside do not block LOS. Built-up works (barricades, berms, sangars, and sandbags) are built above ground level so they do block LOS.

*Hull Down* – dug-in vehicles count as having hard cover. When receiving an "Immobilized" damage result, use the "Crew Stunned" result instead.

*Hidden* – dug-in units can use the normal Hidden rules; they count as Down.

*Tank Assault* – dug-in units automatically pass their morale check when charged by tanks; they hunker down instead of moving aside. However, if a tank finishes its Assault move on top of dug-in models they are removed as casualties, and the unit must take the Morale Check for tank assault as normal.

*Point Values* – 2-3 man foxholes: 20 points/each; 3-4" barricades, sandbags, and trenches: 25 points/each; 5-6" berms, redoubts, and AT ditches: 40 points/each.

**Barbed Wire** – (DitS 54, 2 points/inch) barbed wire fences are obstacles to infantry and light vehicles. no impediment to half-tracked and tracked vehicles; remove a section when such a vehicle passes through. Infantry within 2" behind wire receives soft cover when targeted, but no penalty when shooting.

**Bunkers** – palm log, metal, coral, and concrete pillboxes provide varying degrees of cover and protection to defenders.

*Palm Log Pillboxes* – shooting at defenders: cover -3, damage +1; shooting at bunker: destroyed on penetration of 9+ armor, or 10 HE hits.

*Coral Pillboxes* – shooting at defenders: cover -3, damage on +1; shooting at bunker: destroyed on penetration of 10+ armor, or 11 HE hits.

*Note: at point-Blank range the difficulties of shooting at the defenders in a bunker is nulled.*

**Land Mines** – (*EiF* p115) cost 50 points each; if two are purchased a third may be a dummy (free). See more rules in the *EiF* book.

**Defensive Emplacement Costs** – in Attacker-Defender scenarios defending players must pay for Defensive Emplacements out of their point allowance. If none are selected the attacker normally receives 30% more points. See Dug-in rules below.

AT Ditches: 5pts/inch	Barbed wire: 1pt/inch
Foxholes: 20pts/each	Sandbags: 15pts/3-4" section
Trenches: ( <i>CNG</i> p123) 25pts/6"	Weapon Pit: ( <i>CNG</i> p123) 30pts/each
Log Pillboxes: ( <i>CNG</i> p123) 30pts/each	Coral Pillboxes: 40pts/each
Steel Pillboxes: 50pts/each	Masonry Pillboxes: 60pts/each
Concrete Bunkers: 75 pts each	Minefields: 50pts/6"x6" section
Tunnel Network: 50pts/each	

*One free Dummy Bunker/Pillbox or Minefield.*

### **US Army and Marine Special Rules**

*Canister* – (*Dave's Rule*) the American Light Anti-Tank Guns and Howitzers may fire canister: range 18" (long range penalty applies), LATGs 6 dice, LHs 9 dice, d6 pins.

*Fire and Maneuver* – (*AotUS* p20) on Guadalcanal the Marine units had M1903 bolt action rifles – they cannot use this rule. The U.S. Army units did have M1s; they do not suffer the -1 penalty to Advance and Fire.

*M2A4 Light Tank* – (100 points inexperienced, 125 points regular, use an M3 tank model): 1-37mm LATG, 3-30 cal. MMGs (1 hull 90° front, 1-hull 45° front/left, 1-hull 45° front/right), rivetted construction: all shots to rear and sides receive an additional +1 penetration.

*Modern Communications* – (*AotUS* p20) US units do not have a -1 penalty to enter the board from reserve; use basic morale instead.

*Stubborn* – (*BA II* p91) due to emphasis on discipline and training the US Marines are Stubborn.

### **Imperial Japanese Special Rules**

*Ambush Tactics* – (*AoJ* p14) any unit starting the game as Hidden (*BA II* p131) may start the game already in Ambush. Place an order die next to the unit.

*Banzai!* – (*AoJ* p14) if a unit is ordered to charge the closest visible enemy, the Order Test is automatically passed. They must try make contact with the target unit. Once a unit is ordered to Banzai it must continue until death or victory against the target unit.

*Death Before Dishonor* – (*AoJ* p14) every Japanese unit has the Fanatic special rule (*BE II* p90). In addition, infantry and artillery units automatically pass morale checks when assaulted by enemy tanks (note that artillery pieces are still destroyed as normal).

*Forward Deployment* – (BA II p131) in an Attacker/Defender scenario the Japanese player may include Infiltrator Units, Suicide AT Teams, and Suicide Sniper Teams as well as units described in the Setting Up Observers and Snipers rule.

*Japanese Infiltrators* – (EiF p111) in conditions of limited visibility, a squad or team that is given an Ambush order forces the closest enemy unit within 12” to make an order test. If fail, the target unit counts as having muzzle flashes. If pass, no effect. If a ‘12’ is rolled the target unit loses one figure, and if a ‘2’ is rolled the Japanese unit loses one figure.

*Suicide AT Teams* – (AoIJ p26) these single figures may be setup in a Forward Position; they carry one explosive charge. No morale check to Assault a tank. Upon contact with a vehicle remove the figure and apply an unmodified +8 penetration.

*Suicide Snipers* – (Dave’s rule) point cost per experience. These single figures may be setup in a Forward Position; they may begin the game hidden and in Ambush. Not having a scope, they do not use the Sniper rule but fire as regular units. Due to excessive cover, they receive a -2 cover when targeted. Once setup they may not move.

## **Opposing Forces**

The US Marine platoons must be chosen from the **1942-43 Guadalcanal Theater Selector** in the *AotUS* book p78. The Rifle squads are listed on page 26 of the same book. Players may use the US Marine Squad Early War as written or they may adhere to the D100 series of TO approved on January 10, 1942: 4 squads in a platoon, each squad should have up nine men with one BAR, and one squad may have two BARs. The US Army units are chosen from the same selector but the rifle squads must be taken from Inexperienced or Regular Infantry Squads (*AotUS* p23).

The Japanese platoons must be selected from **The Battle of Guadalcanal, 1942 Theater Selector** in the *AoIJ* book p45.

## **Scenarios**

A Meeting Engagement has equal forces, but in an Attacker/Defender scenario one player as an attacker, may have up to 30% more points, or, if the defender is Dug-in, defenses must be purchased with the player’s point allotment. Defending and Dug-in Platoons may have up to two of any type of Heavy Weapon from the appropriate selector guide.

**Attrition Points:** If the scenario allows for it; for each enemy unit destroyed the players receive:

- 0 points for a medic team, or suicide team
- 1 point for a weapon team or inexperienced rifle squad or softskin vehicle,
- 2 points for a command or FO team or regular rifle squad, or armored car,
- 3 points for a veteran rifle squad or a light tank.
- 4 points for a medium tank.

## **Scenario 1 – Battle of Alligator Creek** August 21, 1942

Just after midnight on August 21, Japanese General Ichiki's main body of troops arrived at the east bank of Alligator Creek and were surprised to encounter the Marine positions that distance from the airfield. Nearby U.S. Marine listening posts heard "clanking" sounds, human voices, and other noises before withdrawing to the west bank of the creek. At 0130 Ichiki's force opened fire with machine guns and mortars on the Marine positions on the west bank of the creek, and a first wave of about 100 Imperial soldiers charged across the sandbar towards the Marines.

Marine machine gun fire and canister rounds from the 37 mm cannons killed most of the Japanese soldiers as they crossed the sandbar. A few of the Japanese soldiers reached the Marine positions, engaged in hand to hand combat with the defenders, and captured a few of the Marine front-line emplacements. In addition, Japanese machine gun and rifle fire from the east side of the creek killed several of the Marine machine-gunners. A company of Marines, held in reserve just behind the front line, attacked and killed most, if not all, of the remaining Japanese soldiers that had breached the front-line defenses, ending Ichiki's first assault about an hour after it had begun.

At 0230 a second wave of about 150 to 200 Japanese troops again attacked across the sandbar and were almost completely wiped out. At least one of the surviving Imperial officers from this attack advised Ichiki to withdraw his remaining forces, but Ichiki declined to do so. As Ichiki's troops regrouped east of the creek, Japanese mortars bombarded the Marine lines. The Marines answered with 75mm artillery barrages and mortar fire into the Japanese areas. At about 0500, another wave of Japanese troops attacked, this time attempting to flank the Marine positions by wading through the ocean surf and attacking up the beach into the west bank area of the creek bed. The Marines responded with heavy machine gun and artillery fire along the beachfront area, again causing heavy casualties among Ichiki's attacking troops and causing them to abandon their attack and withdraw back to the east bank of the creek. For the next couple of hours, the two sides exchanged rifle, machine gun, and artillery fire at close range across the sandbar and creek.

**Opposing Forces:** This is an Attacker/Defender scenario; the US Marines are dug-in on the defensive. They must purchase foxholes and sandbag emplacements from their point allotment. They may also have one M2A4 tank. The IJA force may include up to two Type 95 Ha-Go tanks. Both sides may have an artillery FO (one barrage).

**Setup:** The game is designed for a 6'x4' table with a 4'x6" creek running across the center of the long width. On the north side of the board a 6" strip of beach runs down the long edge with a 6" strip of shallow water beyond that. The creek appears to disappear into the beach, at which point the sandbar is located. All the rest of the board is jungle. The Marine infantry and artillery have defensive cover including foxholes,

sandbag, and log emplacements. This is a night scenario. No pre-deployment, reserves, or outflanking in this scenario.

***Special Rules:***

Terrain Special Rules:

*Beach – p3, Creek p3, Dug-in – p3, Flare! – p2, Jungle – p3, Reduced Visibility – p3, Sandbar – p3, Shallow Water – p3.*

US Special Rules:

*Canister – p4, M2A4 Light Tank – p4, Stubborn – p4.*

Japanese Special Rules:

*Death Before Dishonor – p4, Banzai! – p4.*

***First Turn:*** The Marines are dug-in along the west bank of the Tenaru. They may be deployed anywhere on the west side of the river. They are firing flares throughout the battle.

The Japanese player may deploy anywhere on the east side of the river but at least 12" from the creek. Before the game starts the Marines are hit with a preparatory bombardment (*BA II* p132).

***Objective:*** The US Marines are protecting the airport behind them. The Japanese are trying to recapture the airport.

***Duration:*** The game will last six game turns.

***Victory:*** The player that scores two points more than the opponent wins; otherwise the game is a draw. Players add up attrition points for units destroyed (p5). The Japanese also receive 1 point for each unit that ends the game on the west side of the Tenaru; the Marines score one point for each Japanese unit on the board that doesn't.





The U.S. Marines are dug-in on the west bank of the Tenaru.



The Japanese silently approach the American lines through the jungle.

## **Scenario 2 – Battle of Coconut Grove** August 21, 1942

In spite of the heavy losses his force had suffered, Ichiki's troops remained in place on the east bank of the creek, either unable or unwilling to withdraw. At daybreak on August 21, the commanders of the U.S. Marine units facing Ichiki's troops conferred on how best to proceed, and they decided to counterattack. The 1st Battalion, 1st Marine Regiment, under Lieutenant Colonel Lenard B. Cresswell, crossed Alligator Creek upstream from the battle area, enveloped Ichiki's troops from the south and east, cutting off any avenue for retreat, and began to "compress" Ichiki's troops into a small area in a coconut grove on the east bank of the creek. Aircraft from Henderson Field strafed Japanese soldiers that attempted to escape down the beach and, later in the afternoon, five Marine M2A4 Light tanks attacked across the sandbar into the coconut grove. They swept the area with machine gun and canister cannon fire, and rolled over Japanese bodies, both alive and dead, of any soldiers unable or unwilling to get out of the way. When the tank attack was over, Vandegrift wrote that, "the rear of the tanks looked like meat grinders."

By 17:00 on August 21, Japanese resistance had ended. Colonel Ichiki was either killed during the final stages of the battle, or committed ritual suicide (seppuku) shortly thereafter, depending on the account. As curious Marines began to walk around looking at the battlefield, some injured Japanese troops shot at them, killing or wounding several Marines. Thereafter, Marines shot or bayoneted all of the Japanese bodies that they encountered, although about 15 injured and unconscious Japanese soldiers were taken prisoner. About 30 of the Japanese troops escaped to rejoin their regiment's rear echelon at Taivu Point. They reported by radio to HQ Rabaul that Ichiki's command had been wiped out. Disbelieving them, the Japanese Commanders decided to send thousands more reinforcements. The Battle was just beginning.

**Opposing Forces:** This game is played as a Meeting Engagement; therefore, points are equal. The US Marine platoon may have up to two M2A4 light tanks and the Japanese force may include up to two Type 95 Ha-Go tanks. The Americans may have one Air FO (one strike) and the Japanese may have an Artillery FO (one barrage).

**Setup:** The game is designed for a 6'x4' table oriented along the short width. The entire board is jungle. On one short end, the west side, Alligator Creek runs the entire short width. On the north long side runs a 6" strip of beach. The Japanese have their backs to the sea and Alligator Creek to their right flank; the Marines are attacking from the south. This is a daytime battle.

### **Special Rules:**

#### Terrain Special Rules:

*Beach – p3, Creek – p3, Jungle – p3, Sandbar – p3.*

US Special Rules:

*Canister – p4, M2A4 Light Tank – p4, Modern Communications – p4, Stubborn – p4.*

Japanese Special Rules:

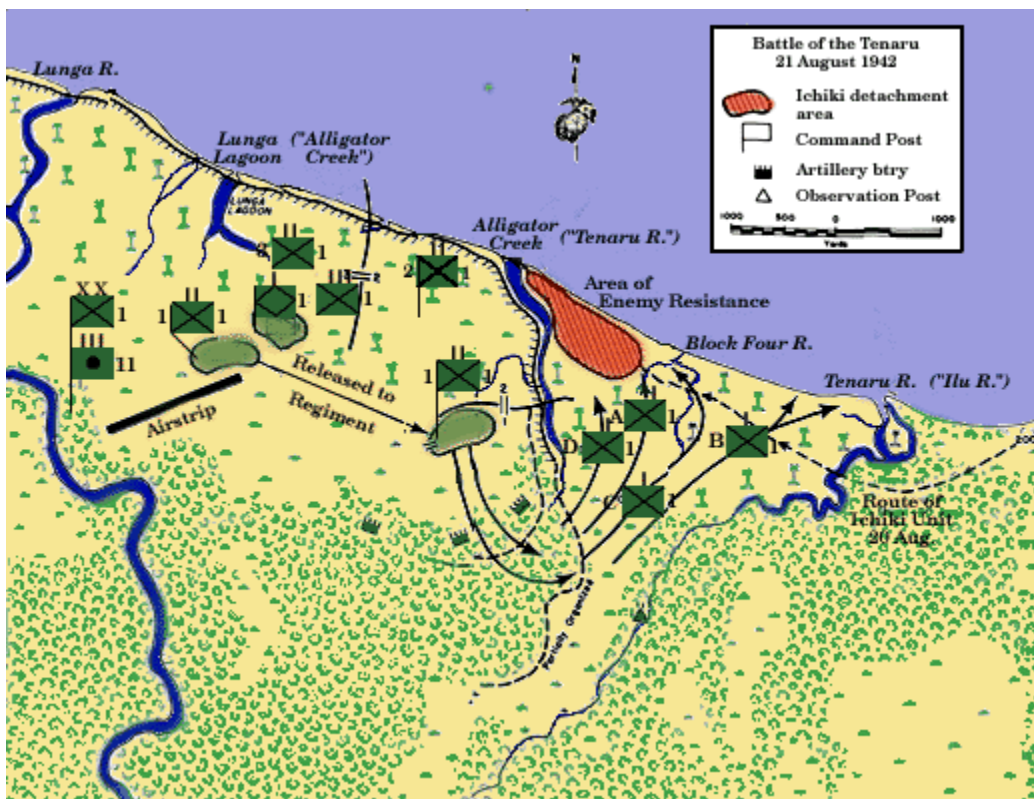
*Ambush Tactics – p4, Banzai! – p4, Death Before Dishonor – p4.*

**First Turn:** The Marines start the game within 12" of their friendly board edge. The Japanese start within 12" of the beach. The Marine infantry are the First Wave, the M2A4 tanks are the 2<sup>nd</sup> wave. The attack from reserve along the sandbar/beach.

**Objective:** The US Marines are intent on destroying the Japanese troops in front of them. The Japanese are still trying to recapture the airport.

**Duration:** The game will last six game turns.

**Victory:** The player that scores two points more than the opponent wins; otherwise the game is a draw. Players add up attrition points for units destroyed (p5).



Map of the battle of August 21.

### **Scenario 3 – Battle of Bloody Ridge** September 13, 1942

Native scouts reported to Colonel Merritt A. Edson that enemy forces were marshalling directly in front of his own troops on and around Hill 123. He had positioned his five Raider companies on the left side of the ridge and his three Parachute Companies on the east side. Para Companies A & C were understrength.

Raider Companies B & C were stretched in a skirmish line across the Battalion front with B covering the southern point of the ridge and C to their right. C Company's right flank was anchored on the Lunga River. The skirmish companies placed a single strand of wire along their front. Edson's orders were to protect Henderson Airfield. After a bombardment on the airfield beginning at 2100, General Kiyotake Kawaguchi's reinforced 35<sup>th</sup> Infantry Brigade attacked. The Japanese fired a flare in front of Company B then Kawaguchi's 1<sup>st</sup> Battalion led by Major Yukichi Kokusho attacked. The assault swerved into Company C's front and drove a wedge between C & B, pushing their flank platoons back. Then the Japanese made another breakthrough on C's right flank platoon, cutting them off. Then C Company retreated back to the ridge leaving the entire area between the Ridge and the Lunga River open. Unfortunately for the Japanese the attack stalled.

The next morning Marine artillery targeted the area in front of the lines, forcing the Japanese back into the jungle. The Raider Battalion attempted to resume their former positions but were unable to do it; they were low on ammunition. The 2<sup>nd</sup> battalion 5<sup>th</sup> Marines was brought into reserve and a battery was moved to directly support the Marine positions on the ridge. They didn't know it, but there were still 3,000 Japanese in front of them. The night was moonless and completely dark. At 2100 seven Japanese destroyers shelled the ridge. Kokusho's Battalion resumed their advance but were stopped by a supply dump of Marine rations which they stopped to eat. They didn't move again until 0300, advancing until they were stopped by the 2/5 battalion at the edge of the airfield.

Back at the ridge B Company was bent in a curve around the southern point of hill 123 in the center of the ridge with Edson's HQ directly behind them. Kawaguchi's Second Battalion under Major Masao Tamura was preparing to assault, when Marine Forward Observers spotted them and ordered a barrage on their location. But instead of breaking up, two of Tamura's companies immediately fixed bayonets and charged, supported by their own mortars. They collided with Raider Company B and Para Company B; the Raiders held but the Paras were forced back. Edson rallied his men and sent them back into positions along the ridge. The attacks resumed twice again under the light of parachute flares.

On September 14 Kawaguchi halted the attacks and moved his survivors to join with another battalion five days hike to the west at Matanikau.

**Opposing Forces:** This is an Attacker/Defender scenario with the US Marines dug-in on the defensive; they must purchase foxholes and sandbag emplacements from

their point allotment. The Japanese IJA reinforced platoon may not include vehicles. Both sides may have an artillery FO (one barrage).

**Setup:** The game is designed for a 6'x4' table oriented along the long sides with a ridge roughly in a V-shape from the center line to the Marine friendly table edge. The point of the ridge is located at the board centerline; 24" inside the "V" of the ridge is a rise known as Hill123, approximately 18" in diameter. The ridge and the hill are rocky, rough round; all the rest of the board is jungle. The Marine platoon has defensive cover including foxholes, sandbag, and log emplacements. This is a night scenario. No pre-deployment, reserves, or outflanking in this scenario.

***Special Rules:***

Terrain Special Rules:

*Dug-in – p3, Flare! – p3, Jungle – p3, Reduced Visibility – p3, Ridges – p3.*

US Special Rules:

*Stubborn – p4.*

Japanese Special Rules:

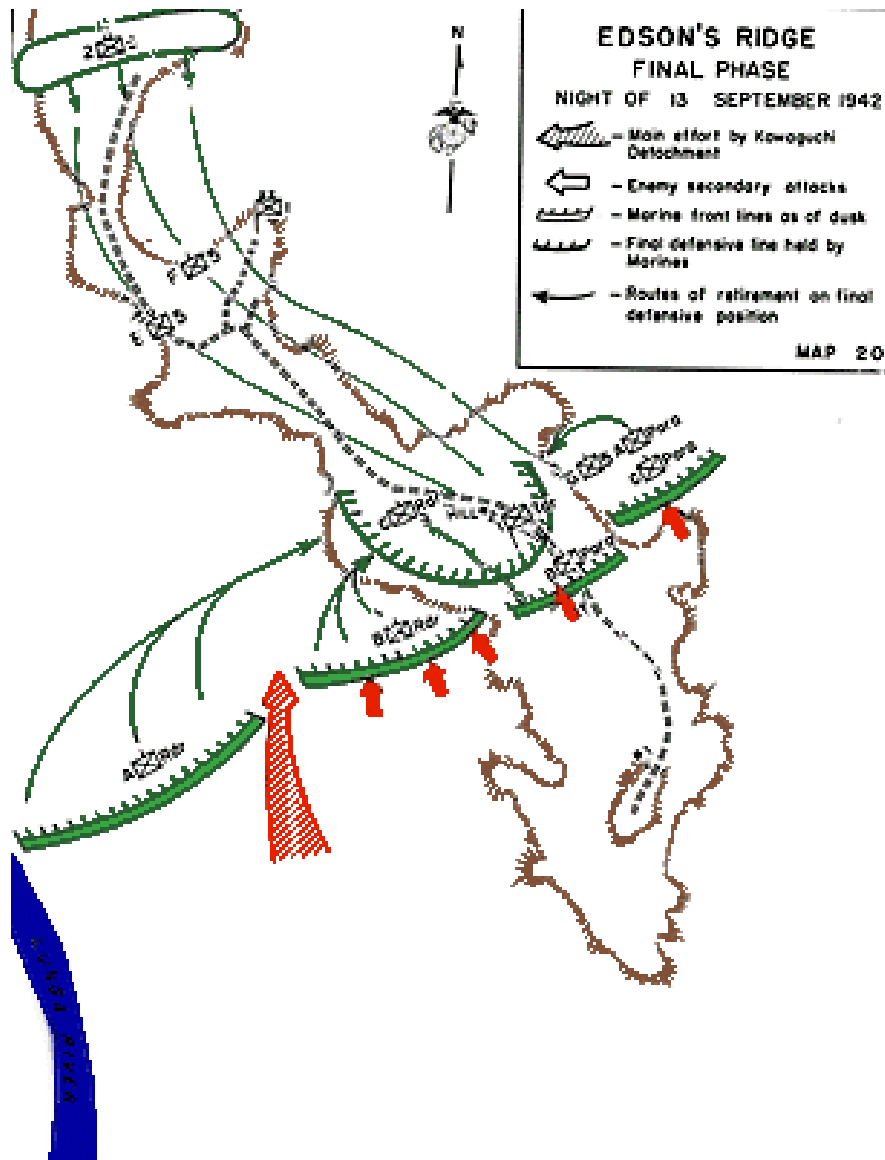
*Death Before Dishonor – p3, Banzai! – p3.*

**First Turn:** The game starts with a Preparatory (Naval) Bombardment (BA II p132) on the Marines. They are dug-in along the ridge and on hill 123, firing flares throughout the battle. The Japanese player may deploy anywhere up to 24" from their friendly board edge.

**Objective:** The US Marines are protecting the airport behind them. The Japanese are trying to recapture the airport.

**Duration:** The game will last six game turns.

**Victory:** The player that scores two points more than the opponent wins; otherwise the game is a draw. Players add up attrition points for units destroyed (p5). The Japanese also receive 1 point for each unit that ends the game on the ridge, and 2 points for each unit that makes it to Hill 123; the Marines score one point for each Japanese unit on the board that doesn't make it to the ridge.





## **Scenario 4 – Assault on the Matanikau River** October 6-9, 1942

At this point Marine commander Vandegrift wanted to secure the area to the east of the Lunga Perimeter between it and the Matanikau River. He knew that Kawaguchi's surviving troops had retreated there. Beginning on September 23<sup>rd</sup> he sent portions of three battalions to attack the Japanese concentration west of the Matanikau. They became surrounded by superior forces and had to be hastily evacuated by sea with heavy losses. On October 6, he sent three full battalions who ran into the Japanese newly arrived 2<sup>nd</sup> Division/4<sup>th</sup> Infantry Regiment under the command of General Masao Maruyama and Yumio Nasu. This time the Japanese were forced to retreat across to the east side of the Matanikau, which became the northern boundary between the two forces.

**Opposing Forces:** This is a meeting engagement so points should be equal. US Marine Infantry have moved into the Japanese held area (no artillery, no vehicles). The newly landed Japanese IJA reinforced platoon (Veteran) also have only infantry (no artillery, no tanks). Neither side may have an air or artillery FO.

**Setup:** This game is designed for a 6'x4' table oriented along the long sides. The entire board is jungle with a few patches of rough ground or Dense Jungle. This is a daytime scenario. The Japanese may have Forward Deployment and either side may choose to place up to half their units (round down) in Reserve.

### ***Special Rules:***

#### Terrain Special Rules:

*Jungle – p3.*

#### US Special Rules:

*Modern Communications – p4, Stubborn – p4.*

#### Japanese Special Rules:

*Ambush Tactics – p4, Banzai! – p4, Death Before Dishonor – p4, Forward Deployment – p4, Suicide Snipers – p5.*

**First Turn:** Both sides may deploy anywhere up to 18" from their friendly board edge. Play proceeds as normal.

**Objective:** The US Marines are expanding their defensive perimeter. The Japanese are trying hold their ground.

**Duration:** The game will last six game turns.

**Victory:** The player that scores two points more than the opponent wins; otherwise the game is a draw. Players add up attrition points for units destroyed (p5).

## **Scenario 5 – Counterattack on the Matanikau River** October 24, 1942

The boundary didn't last long. In early to mid-October the Japanese received 20,000 reinforcements. General Hyatake sent 7,000 men under Lieutenant General Masao Maruyama to attack the Lunga perimeter from the south, while almost 3,000 men under Major General Tadashi Sumiyoshi, supported by artillery and nine tanks, were to attack U.S. Marine positions at the Matanikau River as a diversion. The attack for both contingents was set for 1900 on October 23. Once again, Japanese Intelligence had failed to estimate the number of Americans on the island by less than half!

On October 12, Japanese engineers crossed the Matanikau upriver and began to build a 15-mile road over very difficult ground, which they called the "Maruyama Road," towards the southern edge of the Matanikau perimeter salient. On the 16<sup>th</sup> Sumiyoshi's Division began a trek along that road and were in position at their jump-off point by the 23<sup>rd</sup>. The Americans were still unaware of the approach of 10,000 attackers. Maruyama's men could not get to the perimeter in time for the 23<sup>rd</sup> so Hyatake postponed the attack to the 24<sup>th</sup>. However, Sumiyoshi's men at the Matanikau did not get the message so they attacked as ordered. The Marines repulsed the attack and destroyed the nine tanks.

**Opposing Forces:** This is an Attacker/Defender scenario with the US Marine reinforced platoon dug-in on the defensive; they must purchase foxholes and sandbag emplacements from their point allotment (no vehicles). The Japanese IJA reinforced platoon (Veteran) may include up to one Type 95 Ha-Go tank. Both sides may have an artillery FO (one barrage each).

**Setup:** The game is designed for a 6'x4' table oriented along the short sides. All of the board is jungle. The Marine platoon has defensive cover including foxholes, sandbag, and log emplacements. This is a daytime scenario. No pre-deployment, reserves, or outflanking in this scenario.

### ***Special Rules:***

#### Terrain Special Rules:

*Dug-in – p3, Flare! – p3, Jungle (heavy jungle) – p3.*

#### US Special Rules:

*Stubborn – p4.*

#### Japanese Special Rules:

*Death Before Dishonor – p4, Banzai! – p4.*

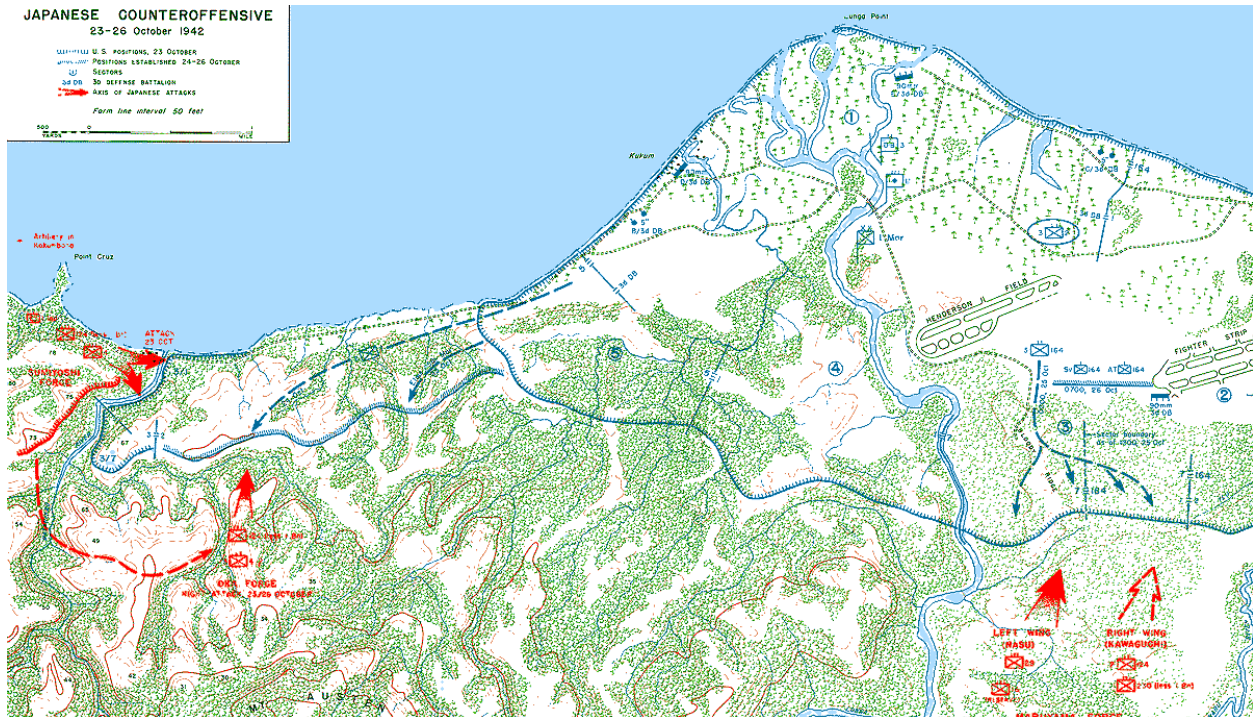
**First Turn:** The Marines are dug-in within 12" of their friendly board edge. The Japanese player may deploy anywhere up to 12" from their friendly board edge. Play proceeds as normal.

**Objective:** The US Marines are protecting the Matanikau salient. The Japanese are trying to capture the salient.

**Duration:** The game will last six game turns.



**Victory:** The player that scores two points more than the opponent wins; otherwise the game is a draw. Players add up attrition points for units destroyed (p5). The Japanese also receive 1 point for each unit that ends the game in the Marine setup zone, and the Marines score one point for each Japanese unit on the board that doesn't.



This map shows both Japanese advances to the Lunga Perimeter, one towards the Matanikau extension and the other towards the airfield.

## **Scenario 6 – Battle for Henderson Airfield** October 23-26, 1942

Maruyama's 7,000 troops made it to the Lunga Perimeter on the 24<sup>th</sup> and launched their gigantic attack as planned. The positions they attacked were defended by the 1/7 Marines under Lt. Col. Chesty Puller and the 3/164 Infantry commanded by Lt. Col Robert Hall. The assaults continued for two days. Small groups of Japanese broke through the lines but they were neutralized in a few days. Maruyama lost 1,500 killed while the Americans lost 60. Continued attacks near the Matanikau also failed. Hyakutake ordered his forces to retreat; half of Maruyama's survivors were to go to the upper Matanikau valley and the rest were pulled back east of the Matanikau. The Japanese 2<sup>nd</sup> Division was no longer a viable unit, except for defense.

**Opposing Forces:** This is an Attack/Defend scenario similar to "Bloody Ridge." Two US reinforced platoons: one platoon of US Marines and one of US Infantry are dug-in on the defensive; they must purchase foxholes and sandbag emplacements from their point allotment. They are opposed by two Japanese IJA reinforced platoons. Neither side can include vehicles. Each American platoon may have an artillery FO (one barrage).

**Setup:** The game is designed for two players per side on a 6'x4' table oriented along the short sides. The entire board is jungle. Since the attack began in the evening this is a Longest Day scenario. No pre-deployment, reserves, or outflanking.

### **Special Rules:**

#### Terrain Special Rules:

*Dug-in – p3, Flare! – p3, Jungle – p3, Longest Day – p3, Reduced Visibility – p3.*

#### US Special Rules:

*None*

#### Japanese Special Rules:

*Death Before Dishonor – p3, Banzai! – p3.*

**First Turn:** The Marines and the US Infantry are dug-in within 12" of their friendly board edge. They are firing flares after nightfall. The Japanese player may deploy anywhere up to 12" from their friendly board edge. Play proceeds as normal.

**Objective:** The US Marines and Infantry are protecting the airfield behind them. The Japanese are trying to capture it.

**Duration:** The game will last six game turns.

**Victory:** The player that scores two points more than the opponent wins, otherwise the game is a draw. Players add up attrition points for units destroyed (p5). The Japanese also receive 1 point for each unit that ends the game in the US setup zone, and 2 points for each unit that exits the US friendly edge; and the US players score 1 point for each Japanese unit on the board that doesn't make into their setup zone.

## **Scenario 7 – First Battle of the Mountain of Blood** December 15, 1942 to January 23, 1943

The Marine 1<sup>st</sup> Division was recalled off Guadalcanal for rest and resupply. The Army Major General Alexander Patch took over from Vandegrift on December 9. Patch's forces would eventually include the 2<sup>nd</sup> Marine Division (regiments 2, 6, & 8) the 25<sup>th</sup> Infantry Division (regiments 24, 27, & 35), and the 23<sup>rd</sup> "Americal" Division (regiments 164, 182, & 132), plus the independent 147<sup>th</sup> Regiment. Even before the "change of guard" was complete U.S. Army units began an attack on Japanese positions near Mount Austen beginning on December 18.

Mount Austen, called "Bear Height" by the Japanese and "Mount Mambulu" by the local Solomon Islanders, was a pocket of IJA troops that refused to retreat. The Japanese strongpoints included heights called the "Gallop Horse" (hills 50, 51, 52, & 53) and the "Seahorse" (hills 44, & 45), and the "Gifu," after Gifu Prefecture in Japan. It lay on the northeastern side of Mount Austen between hills 27 & 31.

Patch sent the 132<sup>nd</sup> Infantry Regiment to immediately seize the "Gifu." Colonel Leroy E. Nelson led with his 3<sup>rd</sup> Brigade under Lt. Colonel William C. Wright. The timetable he set did not allow his men time to bring in their heavy weapons but they did have artillery support from the 246<sup>th</sup> Field Artillery Battalion and the 2<sup>nd</sup> Battalion, 10<sup>th</sup> Marine Regiment Artillery). Wright and his men, with limited supplies and ammunition, advanced to the south of Hill 35 and started the climb to the summit. In front of them was the "Gifu," a ring of bunkers with interlocking lines of sight, supported by fox-holes and trenches, manned by 800 men commanded by Major Takeyoshi Inagaki. On the morning of the 18<sup>th</sup> the Japanese pinned down Wright's leading troops. The exhausted Americans could make no headway. Wright went forward to observe and was killed. The attack was stalled.

Nelson then sent the 1<sup>st</sup> Battalion to flank the defenders but since it was a defensive ring it could not be flanked. A very frustrated Nelson threw his 2<sup>nd</sup> battalion into another flanking march beyond the 1<sup>st</sup> Battalion but they only found more of the same. On the same day, the 2<sup>nd</sup>, Nelson was replaced by Lt. Col. Alexander M. George. The following day, the 2<sup>nd</sup> Battalion reached the summit of hill 27 to the south of the Gifu, captured a 75mm gun, and fought off six counterattacks. However, they expended most of their ammunition doing so. Reinforced by the rest of their battalion they were able to finally overcome the Banzai Charges. The 1<sup>st</sup> and 3<sup>rd</sup> battalions were also ordered to attack the ring and made some headway but the exhausted battalions were soon too spent to continue any forward movement. They were ordered to dig-in and hold. The assault was completely stalled.

**Opposing Forces:** This is an Attack/Defend scenario with one Japanese IJA reinforced platoon dug-in; they must purchase foxholes, sandbag emplacements, and log and coral pillboxes from their point allotment. They are attacked by one reinforced platoon of US Army Infantry (no heavy weapons). Due to low rations and rampant

illness, the Japanese are Regular (no Veterans). Neither side may include vehicles. The American platoon may have an artillery FO (one barrage).

**Setup:** The game is designed for one player per side on a 6'x4' table oriented along the short sides. All the rest of the board is jungle. The Japanese platoon has defensive cover as noted above. This is a daytime scenario. No outflanking.

***Special Rules:***

Terrain Special Rules:

*Bunkers – p3, Dug-in – p3, Jungle – p3.*

US Special Rules:

*Fire and Maneuver – p4.*

Japanese Special Rules:

*Death Before Dishonor – p4.*

**First Turn:** The Japanese are dug-in within 18" of their friendly board edge. The entire American player's forces must enter from off board from their friendly board edge, in the first turn. Play proceeds as normal.

**Objective:** The US Infantry must reduce the Japanese pockets of resistance on the island. The Japanese are trying to hold out until they can be reinforced.

**Duration:** The game will last six game turns.

**Victory:** The player that scores two points more than the opponent wins, otherwise the game is a draw. Players add up attrition points for units destroyed (p5). The US player also receives 1 point for each unit that ends the game in the Japanese setup zone; and the Japanese players score 1 point for each American unit on the board that doesn't make into their setup zone.

## **Scenario 8 – Battle of Galloping Horse Ridge** January 10-12, 1943

General Patch ordered the 2nd Marine Division to push westward from the Matanikau River along the coast while the 25th Division was sent to finish clearing out the defenses at Mount Austen and to secure the hilltops and ridges located around the inland forks of the Matanikau. The Americal Division (except for the 132<sup>nd</sup> Regiment) and the 147th Independent Regiment were assigned to guard the Lunga perimeter. Near Mount Austen there was a large series of hills and ridges called the “Galloping Horse” because it looked like one as seen on a map. General Collins sent the 35<sup>th</sup> Regiment to reinforce the 132<sup>nd</sup> at the Gifu, and he sent the 27<sup>th</sup> Regiment to capture the “Galloping Horse.” The two regiments were then supposed to link-up after reaching their objectives.

The “Galloping Horse” was held by 600 Japanese defenders under Major Haruka Nishiyama. They still believed they might have a chance to hold out until reinforcements arrived from Rabaul; but unknown to them the high command had already decided to pull them out. On January 10, the Americans launched a six-battalion bombardment and an airstrike by the Cactus Air Force, before the 3/27 advanced on the Galloping Horse. They quickly occupied the lightly defended Hill 57 and the completely undefended Hill 51, but were stopped 200 yards short of the summit of Hill 52. They called for air and artillery support against the hill. After which, they were able to capture the hill about 16:00, overrunning six Machinegun emplacements and 30 defenders.

The next day, January 11, the 3/27 was directed against Hill 53, but without adequate water supply the Americans literally wilted in the heat. The following day they tried again but were stopped by machinegun and mortar fire. A knoll on the “Horse’s Neck” appeared to be the key to the entire complex. It contained the machinegun and mortar emplacements that had stopped them.

The 2<sup>nd</sup> Battalion’s Executive Officer, Captain Charles W. Davis, volunteered to lead a team of four other men against the knoll. They crawled to within 10 yards of an enemy pillbox. The defenders saw them and threw two grenades which failed to explode. Davis and his men responded with eight of their own grenades. Davis advanced, firing his weapons and motioning for the others to follow. They had captured the knoll. When Americans from all sides could see them on top of the knoll, inspired by the sight, and with the help of water from a sudden rainstorm, they charged and cleaned out the rest of Hill 53 by noon. They counted 170 Japanese bodies; the Americans had suffered 100 killed. In total, the Japanese had lost 400 men in the entire area. Unseen, Nishiyama led his 200 survivors back to the Japanese lines. This action was featured in the movie, “Thin Red Line.”

**Opposing Forces:** this is a small unit Attacker/Defender scenario: one rifle squad of 12 US Army Infantry (Regular) led by a Captain instead of an NCO versus one Japanese IJA Platoon with 2 machinegun teams in palm log pillboxes, flanked by 2 six-

man squads dug-in in foxholes or trenches (four order dice). Due to low rations and rampant illness they are Regular (no Veterans). Neither side may include vehicles.

The American squad is composed of four teams of 3 figures each organized as a typical American squad. Each team is activated by a separate order die. Teams must remain within 3" of each other, forming a chain to the squad leader (the Captain) who may use a "Snap to" order (*BA II* p83). If any teams stray more than 3" away from another team that links them to the Captain, they lose his leader Morale and "Snap to" bonuses.

Each American team carries one hand grenade; Fire order: range 6", 3+ to hit (4+ through a door or window), if successful apply a light mortar hit. Other weapons in a team may target a separate enemy unit.

**Setup:** The game is designed for one player per side on a 6'x4' table oriented along the short sides. All the rest of the board is jungle. The Japanese are dug-in within 12" of their friendly board edge. The American player may deploy anywhere up to 12" from their own friendly board edge. The Japanese platoon has defensive cover as noted above. This is a daytime scenario. No outflanking.

**Special Rules:**

Terrain Special Rules:

*Dug-in – p3, Jungle – p3.*

US Special Rules:

*Fire and Maneuver – p4.*

Japanese Special Rules:

*Death Before Dishonor – p4,*

*Spotting Roll* - Before each turn after the first, the Japanese player must roll a single die. If the die roll is less than the current game turn, the Americans have been spotted and Japanese squads may be activated this turn. Otherwise, the Japanese units must be given Down orders. However, if the Americans Run or fire their weapons they are immediately spotted.

**First Turn:** Play then proceeds as normal.

**Objective:** The US Infantry must reduce the Japanese pockets of resistance on the island. The Japanese are trying to hold out until they are reinforced.

**Duration:** The game will last six game turns.

**Victory:** The player that scores two points more than the opponent wins, otherwise the game is a draw. Players add up attrition points for units destroyed (p5). The US player also receives 1 point for each unit that ends the game in the Japanese setup zone; and the Japanese player scores 1 point for each American unit on the board that doesn't.

## **Scenario 9 – Battle of Seahorse Ridge** January 10-14, 1943

The honor of assaulting “The Seahorse” went to 35<sup>th</sup> Regiment commanded by Robert C. McClure. The 25<sup>th</sup> Division’s Cavalry Reconnaissance Troop was attached to assist. McClure sent the 2/35 and the Recon Troop to relieve the 1/132 at the Gifu. They were to keep up the pressure on the Gifu and still maintain contact with the 3/182 on their right. The 3/35 was commanded by Lt. Col. William J. Mullen, Jr. They were to advance northeast from Hill 27 to capture Hills 43 and 44 that formed “The Seahorse”, followed by the 1/35 Battalion. It was a circuitous 7,000-yard route. On January 10 Mullen’s 3/35 launched the assault on Hill 43 from the south. They were ambushed by Japanese on their flank. The attackers were halted by two soldiers, William J. Fournier and Lewis Hall who manned a machinegun. Both Fournier and Hall were killed. They stopped for the night about 700 yards short of the summit. On the following day, they were joined by First Battalion and together, with artillery support, drove through several machinegun emplacements and took Hill 43 in the early afternoon and completed the capture of Hill 44 by nightfall. On January 12, they continued their advance to west, toward the “Gallop Horse” but after 600 yards, were stopped by a Japanese position on a narrow ridge. For two days, they tried to flank it and with the help of mortar and artillery, finally captured it. The Americans counted 558 Japanese dead.

**Opposing Forces:** This is an Attacker/Defender Scenario with one Japanese IJA reinforced platoon dug-in; they must purchase foxholes, sandbag emplacements, and palm log pillboxes from their point allotment. Due to low rations and rampant illness they are Regular (no Veterans). They are attacked by one Us Army reinforced platoon (Regular) of US Infantry is on the attack. Neither side may include vehicles. The American platoon may have an artillery FO (wo barrages).

**Setup:** The game is designed for one player per side on a 6’x4’ table oriented along the short sides. The entire board is jungle. This is a daytime scenario. No outflanking.

### ***Special Rules:***

#### Terrain Special Rules:

*Dug-in – p3, Jungle – p3.*

#### US Special Rules:

*Fire and Maneuver – p4, Grenades (above).*

#### Japanese Special Rules:

*Death Before Dishonor – p4.*

**First Turn:** The Japanese are dug-in within 12” of their friendly board edge. The American player may deploy anywhere up to 12” from their friendly board edge. Play proceeds as normal.

**Objective:** The US Infantry must reduce the Japanese pockets of resistance on the island. The Japanese are trying to hold out until they are reinforced.

**Duration:** The game will last six game turns.

**Victory:** The player that scores two points more than the opponent wins, otherwise the game is a draw. Players add up attrition points for units destroyed (p5). The US also receive 1 point for each unit that ends the game in the Japanese setup zone; and the Japanese players score 1 point for each unit on the board that doesn't make into their setup zone.



## **Scenario 10 – Second Battle of the Mountain of Blood** January 9 to January 23, 1943

With the capture of the “Sea Horse” the Japanese in the Gifu were now isolated from the rest of the 17th Army. In a last message over his field phone before the line was cut, Inagaki refused an order from Oka to abandon his position and attempt to infiltrate back to friendly lines, instead vowing that his command would “fight to the last”. Inagaki apparently refused the order because to do so would have meant leaving his sick and injured men behind. McClure sent the 2/35 Battalion to replace the 132<sup>nd</sup> Regiment at the Gifu on the 9<sup>th</sup>. By the 13<sup>th</sup> they had made no headway and had lost 57 casualties, not including those afflicted by malaria. On the 15<sup>th</sup> an attack by the entire battalion completely failed. McClure relieved the commander, Peters, with Major Stanley R. Larson who decided to completely surround the Gifu. On the 17<sup>th</sup> a tremendous hour and a half artillery barrage by twelve 155mm guns and thirty-seven 105s fired 1700 shells at the Gifu. After the bombardment Americans used a loudspeaker to ask the Japanese to surrender but only five turned themselves in. One soldier reported that his company had discussed the appeal but decided not to surrender because they were too weak to carry the wounded. They must have been very close to breaking. The next day, the 18<sup>th</sup>, the Battalion attacked again and, over the next two days, made some progress by destroying several pillboxes until a heavy rain halted the attack on January 20. On the 22<sup>nd</sup> they received three Marine M2A4 light tanks. At 1020 the tanks, protected by riflemen, reduced three bunkers and moved into the interior of the defensive ring. They continued to push through to another side and destroyed five more pillboxes from the rear. They had created a 200-yard gap in the line through which units of the 2/35 poured through.

That night Inagaki conducted a last-ditch charge with his remaining 100 or so men. They were completely wiped out. On the 23<sup>rd</sup> the Americans secured the remainder of the Gifu. Sixty-four men from the American 2/35 Infantry had been killed during the assaults on the Gifu between 9 and 23 January, bringing the total number of Americans killed in taking Mount Austen to 175. When it was over they counted the bodies of 431 Japanese.

***Opposing Forces:*** this is an Attacker/Defender scenario with one Japanese IJA reinforced platoon dug-in; they must purchase foxholes, sandbag emplacements, and log and coral pillboxes from their point allotment. Due to low rations and rampant illness they are Regular (no Veterans). One reinforced platoon of US Army Infantry is on the attack, they may include one M2A4 tank. The Japanese may not include vehicles. The American platoon may have an artillery FO (one barrage).

***Setup:*** This game is designed for one player per side on a 6’x4’ table oriented along the short sides. All the rest of the board is jungle. This is a daytime scenario. No outflanking.

### ***Special Rules:***

#### Terrain Special Rules:

*Dug-in – p3, Jungle – p3.*

#### US Special Rules:

*Canister – p4, Fire and Maneuver – p4, M2A4 Light Tank – p4.*

Japanese Special Rules:

*Death Before Dishonor – p3, Banzai! – p3.*

**First Turn:** The Japanese are dug-in within 12” of their friendly board edge. The American player may deploy anywhere up to 12” from their friendly board edge. Play proceeds as normal.

**Objective:** The US Infantry must reduce the Japanese pockets of resistance on the island. The Japanese are trying to hold out until they are reinforced.

**Duration:** The game will last six game turns.

**Victory:** The player that scores two points more than the opponent wins, otherwise the game is a draw. Players add up attrition points for units destroyed (p5). The US player also receive 1 point for each unit that ends the game in the Japanese setup zone and 2 points for each unit that moves off the Japanese friendly board edge. The Japanese players score 1 point for each American unit on the board that doesn't make into their setup zone.



A very well-concealed pillbox on Guadalcanal

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