

ISLAND WAR

Bloody Ridge

Turning Point on Guadalcanal, September 1942

EXCLUSIVE RULES

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[11.0] INTRODUCTION

Bloody Ridge is a simulation of the attempt by Japanese forces to retake the airfield at Lunga Roads, Guadalcanal, after the unopposed occupation of that field by U.S. Marines. The Marines were dependent upon control of the air, afforded by the airfield, for continued supply and reinforcement. The Japanese, who controlled the seas surrounding Guadalcanal, could have isolated and prevented the evacuation of the Marines had the airfield fallen into their hands.

[12.0] REINFORCEMENTS

GENERAL RULE:

Both Players receive reinforcements. The number and type of reinforcement units received is listed on the Turn Record/Reinforcement Track. These units appear during the Owning Player's Movement Phase of the Game-Turn next to which they are listed.

CASES:

[12.1] WHEN REINFORCEMENTS ARRIVE

Reinforcements arrive during the Movement Phase, after all units already on the map which are to move that Phase have been moved. Reinforcements may be moved normally during the Movement Phase in which they arrive. Reinforcements may not be **deliberately** withheld, and may not be brought into the game on some later Game-Turn. U.S. reinforcements **may** be delayed due to airfield effects (see case 12.4).

[12.2] WHERE REINFORCEMENTS ARRIVE

Japanese reinforcements may land on any coastal hex, or they may be placed on any hex on the east mapedge. U.S. units may land on coastal hexes between hexes 2003 and 3003, inclusive.

[12.21] On Coastal Hexes

Reinforcements may be placed in any Coastal hex in the specified area not occupied by an Enemy unit. Each reinforcement unit need only pay the cost for entering the terrain in the coastal hex; there is no additional cost for the landing. Any number of reinforcements may enter through the same Coastal hex.

[12.22] In Enemy Zones of Control

Reinforcements may arrive in an Enemy Zone of Control. However, if they do so they may move no farther than Movement Phase and must attack at least one Enemy unit to which they are then adjacent (see 7.1).

[12.23] On Mapedge Hexes

Units which are to enter on the mapedge may be placed in any hex in the first row of hexes at the mapedge. These units pay only the Movement Point cost for entering the hex at the mapedge (and all other hexes which they enter that Phase). They need not pay any additional Movement Points to enter, regardless of the number of units entering through the same hex.

[12.3] REINFORCEMENTS AND COMBAT

Reinforcements may engage in combat in the normal manner in the same Game-Turn that they arrive.

[12.4] AIRFIELD EFFECTS

If any hex of Henderson Field is occupied by a Japanese unit, no U.S. reinforcements can be brought into the game on that Game-Turn. Delayed reinforcements may land on the Game-Turn **following** that in which all airfield hexes are re-occupied by U.S. units.

[13.0] ARTILLERY

[13.1] FINAL PROTECTIVE FIRE

Only one Japanese or U.S. Artillery unit may apply FPF to a hex in a single Phase. There is no limit to the number of Barraging Artillery units which may attack a single Enemy hex.

[13.2] GROUND SUPPORT (OPTIONAL RULE)

[13.21] Each Player has a number of Ground Support Points available on each Game-Turn. This number is specified on the Turn Record/Reinforcement Track.

[13.22] Two of the Japanese Ground Support Points each Turn must be used in attacks against units in or adjacent to hex 2506, if they are to be used at all. The third may be used freely, according to the restrictions upon Ground Support.

[13.23] Ground Support Points may not be used as FPF, and may only be used against units in non-jungle, non-broken terrain hexes.

[13.24] Any and all U.S. units in or adjacent to hex 2506 on Game-Turn Seventeen are automatically attacked at +10 on the Combat Results Table. Thus, up to seven U.S. units may be automatically attacked at +10. This is the result of bombardment by the 360mm guns of Japanese battleships.

[14.0] VICTORY CONDITIONS

GENERAL RULE:

The Victory Conditions for all Scenarios are the same. The Japanese Player wins by occupying any two hexes of Henderson Field with any of his units at the end of any Japanese Combat Phase. Occupation is defined as having a unit physically in place in the hex. The U.S. Player wins the game by having avoided the fulfillment of the Japanese Victory Conditions at the end of the game.

[15.0] SCENARIOS

GENERAL RULE:

There are three Scenarios in **Bloody Ridge**. The first two simulate the two major Japanese land offensives on Guadalcanal. The third is a Campaign Scenario which links the period of the two offensives together.

The instructions for each Scenario include each Player's Initial Deployment, Special Rules in effect for each particular Scenario, and the length in Game-Turns of the Scenario.

PROCEDURE:

Place a unit of the specified type on each of the hexes listed for that type. Hex numbers are shown in parentheses following each unit's designation. Unit designations are provided for reference only; Players may ignore them.

CASES:

[15.1] SCENARIO I

[15.11] JAPANESE INITIAL DEPLOYMENT
Unit Type: 2-2-10. **Hexes:** 1/28 (2710), 3/28 (1907), 1/124 (2610), 2/124 (2810), 3/124 (3408).

Unit Type: 2-2-3/2-4. **Hex:** 37 (1806).

Unit Type: 1-1-3/1-6. **Hex:** 6 (3011).

Unit Type: 3-3-7/3-6. **Hex:** 1 (3409).

Unit Type: 2-2-14/2-6. **Hexes:** 1/10 (3508), 2/10 (3608).

Unit Type: 1-1-10. **Hex:** 7 (2711).

[15.12] U.S. INITIAL DEPLOYMENT

Unit Type: 2-3-10. **Hexes:** 1/1 (2603), 2/1 (3105), 3/1 (3108), 1/5 (2202), 2/5 (2607), 3/5 (1905), Comp (2608).

Unit Type: 2-2-15/2-6. **Hexes:** 2/11 (2806), 3/11 (2505).

Unit Type: 3-3-26/3-4. **Hex:** 5/11 (2305).

Unit Type: 3-2-8. **Hex:** 1 (2906).

Unit Type: 1-1-10. **Hex:** 1 (2307).

Unit Type: 1-1-26/1-1. **Hexes:** 1/3 (2402), 2/3 (2904).

Unit Type: 1-1-15/1-6. **Hex:** 1 (2405).

[15.13] SPECIAL RULES

1. The **Japanese** Player is the First Player. His Player-Turn is first in every Game-Turn.
2. This Scenario begins on Game-Turn One, and continues through, and including Game-Turn Seven.

[15.2] SCENARIO II

[15.21] JAPANESE INITIAL DEPLOYMENT

Unit Type: 2-2-10. **Hexes:** 1/29 (2511), 2/29 (2512), 3/29 (2611), 1/16 (2612), 2/16 (2513), 1/230 (2413), 3/16 (2613), 3/4 (0907), 1/4 (0807), 1/124 (0708), 2/124 (0709), 2/230 (2514).

Unit Type: 2-2-3/2-4. **Hex:** 45 (0806).

Unit Type: 1-1-3/1-6. **Hex:** 6 (2314).

Unit Type: 3-3-7/3-6. **Hex:** 2 (2315).

Unit Type: 1-1-8. **Hex:** 1 (0706).

Unit Type: 2-2-14/2-6. **Hexes:** 1/20 (2214), 2/20 (2115).

Unit Type: 3-3-24/3-4. **Hexes:** 2/4 (0506), 1/4 (0606).

Unit Type: 2-2-14/2-4. **Hexes:** 1/2 (0105), 2/2 (0205), 3/2 (0306).

Unit Type: 1-1-10. **Hexes:** 2 (2313), 19 (2414).

[15.22] U.S. INITIAL DEPLOYMENT

Unit Type: 2-3-10. **Hexes:** 3/7 (0808), 3/1 (1007), 1/5 (1706), 2/5 (1906), 3/5 (1907), 2/1 (2008), 1/1 (2309), 3/2 (2604), 2/7 (2105), 1/7 (2609).

Unit Type: 2-2-10. **Hexes:** 1/164 (3105), 2/164 (3108), 3/164 (2606).

Unit Type: 2-2-15/2-6. **Hexes:** 1/11 (1206), 2/11 (2806), 3/11 (2505), 3/10 (2003).

Unit Type: 3-3-26/3-4. **Hex:** 5/11 (2305).

Unit Type: 3-2-8. **Hex:** 1 (2706).

Unit Type: 1-1-10. **Hex:** 1 (2104).

Unit Type: 1-1-26/1-1. **Hexes:** 1/3 (2402), 2/3 (2904).

Unit Type: 1-1-15/1-6. **Hex:** 1 (2202).

[15.23] SPECIAL RULES

1. The **Japanese** Player is the First Player. His Player-Turn is first in every Game-Turn.
2. This Scenario begins on Game-Turn 21, and continues through, and including Game-Turn 27.

[15.3] SCENARIO III

[15.31] JAPANESE INITIAL DEPLOYMENT

(Same as 15.11)

[15.32] U.S. INITIAL DEPLOYMENT

(Same as 15.12)

[15.33] SPECIAL RULES

1. The **Japanese** Player is the First Player. His Player-Turn is first in every Game-Turn.
2. This Scenario begins on Game-Turn 1 and continues through, and including Game-Turn 27.

[16.0] GAME NOTES

[16.1] HISTORICAL NOTES

The first Japanese attempt to retake Guadalcanal was planned within days of the Marines' landing on August 7. The Japanese were conducting at this time a very promising, three-week-old campaign to cross to the south of the Owen Stanley Mountains in New Guinea and capture the strategic Port Moresby. Thus, there were in the adjacent Solomons Islands area a number of troops staging through; these included one of the two combat-ready infantry regiments available to Japanese planners with which to oppose the American landing on Guadalcanal (the 144th). However, after assessing the situation, this formation was

released for New Guinea (arriving on the 14th). The remaining infantry regiment available was the 28th, which had been earmarked for the ill-fated invasion of Midway in June and was, on August 7, enroute from Guam to the Japanese mainland. This destination was abruptly changed to Guadalcanal.

Upon arrival, the regiment's 2nd Battalion immediately set upon the five Marine battalions then at Lunga Point, and was decimated. With somewhat more moderation, the remainder of the regiment followed; the 1st Battalion on August 29, the 3rd on September 4.

Meanwhile, the Marines had completed the paving of the runway at Lunga Point, and "Henderson" Field became operational with two Marine squadrons on August 20. Although air operations were at first disappointing, their significance was not lost on the Japanese, who by now recognized the real threat posed by the American enclave. They planned a limited offensive, conducted by the 35th Brigade, then stationed in the Netherlands East Indies. Arrival of the brigade began at once: the 124th Regiment (Aug. 30, 31, Sept. 7), Engineers (Aug 31), Anti-aircraft, mortar and anti-tank battalions (Sept. 4, Sept. 7, and Aug. 30, respectively).

This offensive jumped off on September 12, when the forward elements of the 35th Brigade discovered elements of the Marine parachute Battalion, which was mauled in the ensuing action. However, the Japanese, insisting upon a frontal assault along the ridge, were stopped.

Following the battle of "Bloody Ridge," the Americans felt for the first time capable of expanding their perimeter. And with the arrival of the Seventh Marine Regiment, the operation, with the aim of forcing the main Japanese force beyond striking distance of the Lunga area, was begun. Although an outpost was established along the Matanikau River as a result of this operation, attempts to cross the river were repulsed with heavy losses. Further attempts on 7-9 October met with a similar fate, as the Japanese had planned a simultaneous crossing of the Matanikau from west to east. With the heavy losses incurred in these ill-advised offensives, the Marines were forced to consolidate their position and await the next Japanese move.

After the repulse of their 35th Brigade, the Japanese determined to send an entire division to Guadalcanal. This unit, the 2nd (Sendai), had begun its transfer (it also was based in the Netherlands East Indies) to Japanese bases in the Solomons in August. It was to approach to the south of the American perimeter through the rough terrain to the west.

The Japanese approach route made the movement of heavy weapons prohibitively slow, and most of these were simply abandoned along the way. Such was the Japanese faith in success. Despite the warnings of the 35th Brigade's commander (who was dismissed for his view that the main thrust should be to the east of Bloody Ridge), the Japanese command again opted for the frontal assault against the ridge position. Predictably, this attack met with no more success than the first, and the Japanese prepared to send still another division, the 38th, perhaps never understanding the problem before them.

But in any case, the bulk of the 38th Division was destroyed by dive bombers while enroute to Guadalcanal; by this time, American control of the air in the lower Solomons had become complete. The Japanese then realized that further reinforcement was unfeasible, and adopted the objective of delaying rather than defeating the Americans. The

Japanese forces, the last of which were evacuated in February, 1943, were remarkably effective in that role and had actually restricted the Americans to the relatively small area shown on the game map up until mid-January, 1943.

[16.2] PLAYERS' NOTES

SCENARIO I

Japanese Player: In this Scenario, you must avoid the obvious attack on Bloody Ridge, swing your forces to the west of the ridge, over the river, and drive for the airfield through the open terrain. It is to your advantage to sacrifice a few units to pin the main U.S. line. The units on your right wing should start working their way west, picking off any stray U.S. units as they go. The major weapon at your disposal is the ability to land reinforcements behind the U.S. line.

U.S. Player: You should attempt to establish a solid line of infantry while gathering units in the crucial area. The key to victory [even though final victory is control of the airfield] is in destroying the Japanese infantry. These are the heart of any attack, and once eliminated, the Japanese will be hurting for offensive punch.

SCENARIO II

Japanese Player: This Scenario presents a much different situation. You have more units of every type and would appear to have an even better chance of taking the airfield than in the First Scenario. This is a bit misleading. You will observe that the U.S. Player also has more units and has pushed his perimeter deeper into the jungle. Thus, you must defeat more Americans and cover a greater distance. To accomplish this you must avoid a set-piece battle and strive for maneuver and infiltration. Often, after the U.S. Player has poured his units into the main battle, you will find an opportunity to break through the U.S. left flank. While these things are going on you must also put pressure on the extended U.S. right, but this is usually countered with relative ease.

U.S. Player: Use your strength to bring the fight to the Japanese in the jungles, away from the airfield.

GENERAL

Avoid putting artillery in a position where Enemy infantry can move adjacent, thereby preventing the unit from firing Barrage or FPF. The Japanese Player can often run ashore, pinning a large number of artillery units if the U.S. Player is not careful with his beach defenses. A tactic which should be used whenever possible is to move adjacent to an Enemy line, concentrating your infantry against one or two units and using artillery to perform the necessary diversionary attacks. If the infantry are successful, the Enemy Player will find his line pinned for the Movement Phase and he will be forced to make attacks which might have unfavorable results for him.

DESIGN CREDITS

Game Design: **Kevin Zucker**

Physical Systems and Graphics:

Redmond A. Simonsen

Systems Design and Game Development:

Edward M. Curran

Production: **Manfred F. Milkuhn, Larry Catalano, Linda Mosca, Kevin Zucker.**