

First Blood

The Guadalcanal Campaign



Avalon Hill Intercontinental Kriegspiel Society
Revised by Christian Holm Christensen

Original Credits

Game Developer:	Steve Llewellyn
Game Design:	Chester Hendrix
Map work:	Chester Hendrix
Counter Craft:	Chester Hendrix and Tom Hanover
Rules Typing:	Betty Spriggs
Rules Organization:	Chris Harrison
Playtesting:	Sieve Ball, Chris Harrison, Chester Hendrix, Steve Llewellyn, Ken Nied, Paul Nied, Bill Smook, Tom Thorsen, Richard Tucker
Rule Inquiries:	AHIKS Judge
Opponents:	AHIKS Match Coordinator
Research:	Bob Best, Joe Bukal, Anthony Daw, Chester Hendrix, Todd Hively, Kevin Kelly, Dennis Reilly, Ed Snarski
Charts and Tables:	Steve Llewellyn and Chris Harrison
Illustrations:	Tom Hanover

Photograph on front from Wikipedia.

Game mechanics

Period	WWII
Level	operational
Hex scale	0.5 km (0.3 miles)
Unit scale	battalion (11)
Turn scale	one third of a month
# turns	15
Unit density	medium
Complexity	2 of 10
Solitaire	8 of 10

This version all text, illustrations, graphics, and layout by Christian Holm Christensen.



Typeset in L^AT_EX by Christian Holm Christensen using the package wargame. The sources of this document and supporting material is available from Gitlab.
© 2022 Christian Holm Christensen. This work is licensed under CC BY-SA 4.0. Last updated 14th November 2024.

Preface

This document and supporting material represents a re-vamp of the classic wargame *First Blood* first published in the Avalon Hill Intercontinental Kriegspiel Society *Kommandeur* Volume 26 #6-magazine (AHIKS version). It was later republished in *Strategy & Tactics* magazine #178 by *Decision Games* (S&T version). The S&T version substantially changed the rules of the game.

This version is based in the AHIKS version, which is freely available for download [1], but *all* text, graphics, etc. is completely new, *except* for the historical summary by Steve Llewellyn.

This version differs from the AHIKS version in that

- The rules have been restructured. The original rules were organised according to *command* structure. That is, ground, naval and air command was separated into distinct sections. In this version, the organising principle is the game flow.
- The counters of the game have been redesigned. NATO symbology is used throughout, including for naval and air units, as well as air strip installations and activities.
- The board has been revamped. For example, entry points are no longer numbered but marked with faction symbology. Boxes for air strip status, work, and refuelling of USAF units have been introduced. Also, the board uses terrain graphics instead of iconography for jungle hex-sides and hexes. This change simplifies the rules somewhat.
- Some clean-up of description of the rules.

References

- [1] Avalon Hill Intercontinental Kriegspiel Society, *Kommandeur*, **Volume 26** #6, *First Blood* download.



Contents

1	Victory conditions	2
2	Components of the game	2
2.1	The board and map	2
2.2	Units and other chits	3
3	Initial setup	4
4	Turn sequence	4
5	Reinforcements	4
5.1	Attack upon entry	4
5.2	IJ Reinforcements	5
5.3	US reinforcements	5

6	Movement	5
6.1	Map movement	6
6.2	Zone of Control	6
6.3	Air strips	7
6.4	Stacking	7
6.5	IJ off-map movement	7
6.6	IJ Shore bombardments	8
6.7	IJ Air-to-air combat	8
6.8	US Ground support	8
7	Combat	8
7.1	Terrain effects on combat	9
7.2	Air strips	9
7.3	IJ Shore bombardment	10
7.4	US Air support for ground attack	10
7.5	Artillery	10
7.6	Combat resolution	10
7.7	Combat results	11
7.8	Advance	12
7.9	Retreats	12
7.10	Airfield bombardments	12
7.11	USAF unit refuelling	13
8	IJ Supply	13
9	IJ Strategic phase	13
10	US Engineering	13
11	USAF Mission allocation	14
12	Check for Victory	15

Rules

This game simulates the five month battle between Imperial Japanese and United States of American forces for the control of the island Guadalcanal, part of the Solomon Islands, in the Pacific Ocean. The game starts in the turn **Oct I** and runs for 15 turns until turn **Jan III**. Each turn is roughly 10 days.

In the following, and through out the rules, we will use ‘IJ’ or  to signify the Imperial Japanese faction, and ‘US’ or  to signify the United States of America faction. Rules that apply to only one faction are marked as such. Rules that apply to specific unit types are marked as such. Commentary on the rules are offered in indented paragraphs in *italics*.

§1 Victory conditions

The IJ faction wins the game if, by the end of a complete turn — including the US faction part — it has units on *any* completed air field hex (0709, 0708, and if the fighter strip has been constructed 0605, or 0705). If the end of the game is reached in turn **Jan III**, and the IJ faction has not already won, then the IJ faction wins if there are *any* IJ ground troops on *any* hex of the map. The US faction wins if it prevents these conditions. That is, if the US faction can keep IJ ground units from the air fields, eliminate all IJ ground units, and no IJ reinforcements are forthcoming, then the US faction wins.

§2 Components of the game

The game consist of this rule book, the playing board, and playing chits. In addition, a 6-side dice is needed.

§2.1 The board and map

The central part of the board is the map. The map is composed of hexagons of various kinds. Along the top is a turn track that is used to keep track of the game using the dedicated chit. Below the turn track, are 9 boxes — four for IJ, one for each of the air fields on the map, and three for US. The first four and latter three boxes are used to simulate naval and air combat and support. The two air field boxes are used to keep track of air strip status. Along the bottom of the map are four off-map movement boxes — A through D. These boxes are used to simulate IJ movement on the parts of Guadalcanal island that are not in the map.

The hexes of the board are of various kinds. These are summarised in Table 1, along with a summary of the consequences for movement.

Hex sides Movement into a hex has the same base cost. In *addition*, the traversed *hex side* of the hex









Hex side	Movement
 Clear	1 MF
 Beach	1 MF
 Rough	1 MF
 Jungle	+1 MF
 Ridge	+1 MF
 River	+2 MF
 Entry, Off-board	½ MF†
 Air strip	

Table 1: Terrain

moved *into* may impose additional costs. See also §6

Hex types For *combat* purposes, a hex containing *jungle* in its *centre* is considered a *jungle* hex (hexes 0908, 1008, and 0618 are *not* jungle for combat purposes, 0619 and 0620 *are*).

Clear These hexes represent open fields and the like. These hexes are easy to move into and provides little cover in combat.

Beach Similar to clear hexes, and provides no combat modifiers or movement penalties.

Jungle This is dense growth of trees and brush, making them hard to traverse, and providing additional defence. For *movement* purposes, the important part is the *hex side* moved over. If the target hex contains *jungle* on the hex side moved over, then *jungle* movement *must* be paid. For *combat* purposes, a hex is considered *jungle* if there is *jungle* in the *centre* of the hex.

Ridge Higher ground on the map. Moving up *or* down a hill or mountain is harder than traversing *clear* terrain. On the other hand, the higher ground provides a defensive advantage. For *movement* purposes, the important part is if unit crosses into the hex *over* a ridge hex side. Once on the hill, crossing to another adjacent higher ground does not incur a penalty.

River These are marked on the map *between* hexes, and affect movement and combat from *either* side. rivers are hard to cross and attackers crossing a river a vulnerable. Thus, when a unit moves across a river hex side, an additional penalty is incurred, and similarly a defensive advantage is obtained if *all* attackers are

on the other side of the river.

Note the bridge between 0909 and 0910. Crossing this hex side — in either direction — counts as crossing a clear hex side.

Air fields Four hexes on the map has an air strip installation marking. Two are 0709 and 0708 which constitute the Henderson air field. At the start of the game this air strip is fully operational. The other air field is 0605 and 0705. This is the location for a US planned fighter-plane air field. At the start of the game, the air field is *not* constructed (but may be latter on by engineering units).

Note, for the purpose of tracking repairs, construction (see 10), maintenance of USAF units (see 11), or air strip hex status, the US faction may choose to *either* use the hexes on the map, *or* use the corresponding status hexes in the top row of boxes on the board. Ground units must *never* be placed in the status hexes in the top row boxes. In the following, ‘air strip hex’, or ‘air strip status’, can be understood as *either* the on-map hex, *or* the corresponding status hex when it comes to engineering work and status markers. The on-map air strip hexes *must* be used by ground units (including engineering units).

Since one can potentially place a lot of chits on a single air strip — six USAF units, a ‘Oper’ marker, and three ground units for a total of 6 + 1 + 3 = 10 chits, it can be quite cumbersome to use the map hexes. Instead, the US faction can place USAF units or work or status chits in the status box where there is more room.

Setup border The map has a blue dashed line which indicates the area within the US may initially set up its units. It has no other effect on the game.

§2.2 Units and other chits

On the Imperial Japanese faction side, the available units consist of the Imperial Japanese Army (IJA), the Imperial Army Aviation Force (IJAAF), and the Imperial Japanese Navy (IJN). IJAAF and IJN units are used to simulate the naval and air part of the conflict and *does not* count as ground units. All IJA units are ground units.

On the United States of America side, the available units consists of United States Marine Corps (USMC), United States Army (USA), and United States Air Force (USAF). Both USMC USA are ground units, while USAF units are used to simulate the aerial aspect of the conflict. Table 2 summaries the different unit types.

All ground units have a number of elements as show in Figure 1.

Combat factor () CF The strength of a unit. This used when resolving combats — both *offensive* and *defensive*. A units combat factor may be modified

Example	Force	Description
	IJA	Ground unit
	IJAAF	Fighter and bomber
	IJN	Destroyer
	USMC	Ground unit
	USA	Ground unit
	USAF	Fighter, bomber, both

Table 2: Unit types

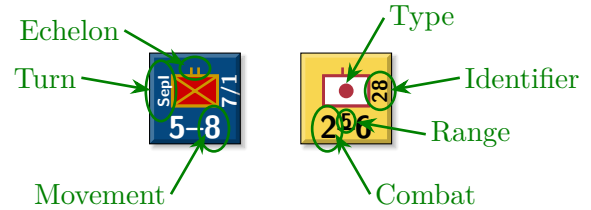


Figure 1: Elements of ground units

due to terrain.

Movement factor (MF) How mobile a unit is. A unit may expend these, once per turn, manoeuvring the unit around the board.

Range (artillery only) Range of artillery fire. This range *does* include the hex occupied by the unit.

Setup This indicates at which turn the unit becomes available. Units with no setup field are part of the initial setup. This has no other consequence for the game.

Identifier Historical identification of the units. These typically denote the parent regiment (the number before the slash) and battalion identifier. These have no significance for the game and are merely there for the historically interested¹.

Echelon The size of the unit. All ground units in *First Blood* are battalions (roughly 500 soldiers and supporting equipment).

Type The frame indicates the type of unit. These denoted using NATO symbology. The types are outlined in Table 3.

Other chits Included are 3 other types of counters. The counters marked ‘Dest’, ‘Dam’, and ‘Oper’ are for keeping track of the state of the 4 air field hexes, and indicate ‘Destroyed’, ‘Damaged’, and ‘Operational’, respectively. These chits should be placed on the air strip hexes in the top boxes, according to the current condition of the air strips. The counters with a stylised shovel and the number ‘1’ and ‘2’ are for keeping track of en-

¹Wikipedia has a rather long article on the Guadalcanal Campaign, including *Order of Battle* on both sides. The unit identifiers may in some cases help the players identify specific units and their commanding officers.

Type	Type
Infantry	Machine gun
Raiders	Airborne
Defence	Marines
Artillery	Mountain artillery
Defence	Motorised artillery
Armoured	Reconnaissance
Amphibious	Anti air
Anti tank	Engineer
Police	Labour

Table 3: Unit types

Type
Air strip status
Construction progress
Turn

Table 4: Other chits

gineering work on the air strip hexes. The counter '1' should be placed on an air strip hex the turn that work on that air strip is begun, and '2', on the second turn of work on the air strip. Once the air strip is fully constructed these counters should be removed from the map and an 'Oper' should be placed in the top box for that air strip hex. Finally, there is a chit to mark the current turn and faction on the board turn track. Ideally these chits are made double sided.

§3 Initial setup

Each faction places its units on the Order of Battle sheet for that faction.

- ★ US sets up first. The units in the US Order of Battle (OOB) chart with **At-start** are placed within the blue dashed boundary on the map. That is between the northern 02XX and southern 12XX rows *and* eastern XX02 and western XX15 columns, inclusive. That is, hex 0202 and 0212 are the south eastern and western, respectively, most possible hexes for US to set up. The units must be set up respecting the stacking rules (see §6.4) — that is, no more than three ground units per hex.

USAF units may be placed in

- hexes of Henderson air field,
- the USAF Combat Air Patrol (USAF CAP) box, or
- the USAF Ground Attack Attack box

- ☀ IJ places all **At-start** units in off-map movement boxes A or D. IJ is free to allocate units in any way. Note, the game starts with the IJ reinforcement phase of turn **Sep I**, which will make more units available.

Players may decide to put air strip chits as appropriate on the air strip hexes — either on the board on in the

IJ	
Reinforcements	\$5.2
Movement	\$6
Combat	\$7
Supply	\$8
Strategic	\$9
US	
Reinforcements	\$5.3
Movement	\$6
Combat	\$7
Engineering	\$10
Air	\$11
Check IJ victory	

Table 5: Turn sequence

status boxes on the top of the board. In that case, the two hexes of the Henderson air field (0709 and 0708) must have 'Oper' markers in them, and the two hexes of the fighter air field (0605 and 0705) must have 'Dest' markers in them.

§4 Turn sequence

The game runs for 15 turns, until IJ victory conditions, or until it is no longer possible for IJ to meet the victory conditions (§12). Every turn follows the same turn sequence. Since IJ are the aggressors launching an counter-offensive, it is IJ that starts every turn. The turn sequence is summarised in Table 5

The following sections will describe each step in more detail.

§5 Reinforcements

On some of the turns either IJ or US, or both, will receive reinforcements. The reinforcements are listed on the OOB of the respective faction. The exact method of reinforcement varies with the faction. Both factions have a number of entry points on the map, as shown in Figure 2. No more than four ground units may be placed on an entry point, and factions may only use their own entry points. Units cannot stay on entry points. Units that fail to enter the map by the end of the factions **combat** phase are eliminated. Enemy Zone of Control (ZOC, see §6.2) *does not* extend into entry points or off-map boxes.

§5.1 Attack upon entry

Units *cannot* enter the map from entry points (or off-board movement boxes) into hexes occupied by enemy ground units. Under specific circumstances, reinforcements may conduct **combat** to enter the board, but if the attack does not clear the hex from enemy units, then the reinforcement units are eliminated. The conditions under which this is permissible for each faction is described

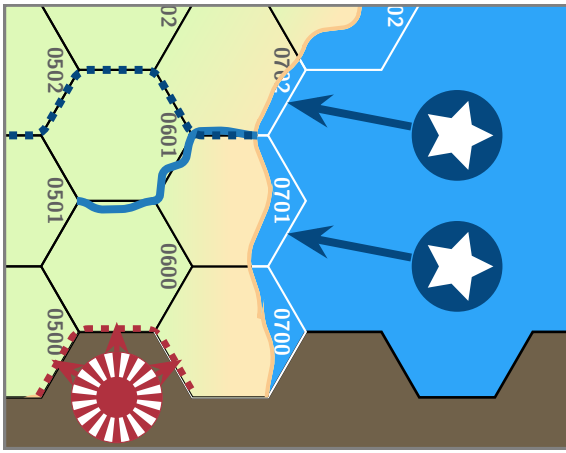


Figure 2: Entry points. The star on blue background (★) is a US entry point for reinforcements. The IJ sun in a circle near the bottom is an IJ entry point. A US unit landing on 0701 has the full movement allowance available to move further on the map. An IJ unit with 8 MF landing on 0600 has 4 MF for further movement into the map. The US unit can *only* enter on the indicated hex, while the IJ unit may enter *any* of the three hexes pointed to.

below. The defending units are doubled in strength in this case.

If the entry hex is cleared from enemy units, then the attacking ground units *must* enter that hex (and cannot do any other movement). If this results in over-stacking (see §6.4), then the controlling faction takes casualties until the stacking rules are met. The control faction decides on the eliminated units.

☀ §5.2 IJ Reinforcements

A IJ ground unit enter

- *either* on entry points on the east or west edge of the board (max 4 units per entry point),
- *or* in one of off-map movement boxes A or D, with no stacking limitations. Units should be placed in the middle part of the off-map movement box.

IJ units entering the map from *either* entry points *or* off-map movement boxes *must* spend half of their MFs to enter the first hex (when crossing the red dashed boundary, see also Figure 3). Reinforcements placed in movement boxes A or D *cannot*, however, move this turn.

IJ air units are placed in the IJAAF Reserve box. IJ naval units are placed either in the IJN Reserve or IJN Attack boxes. Note, at the end of the IJ strategic phase (see §9), units in the Attack boxes are removed from play, and naval and air units in the Reserve boxes *must* be moved to the corresponding Attack box.

This means that some planning at this point can prevent the needless loss of naval or air units for the IJ

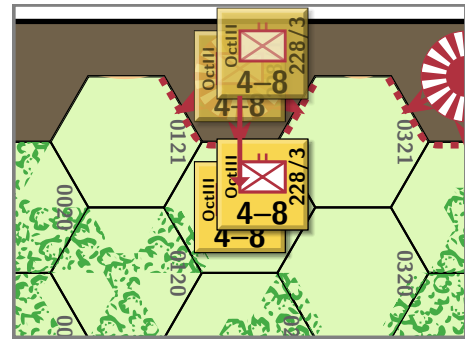


Figure 3: IJ units entering map. In the Oct III turn, 228/1 & 3 are placed in the south western entry point, and are moved to hex 0220. They now have 4 MF each to move further on to the map with.

faction. There are no limits to how many units can be placed in any of the IJ Reserve or Attack boxes.

If US ground units occupy all entry hexes, then reinforcements must be placed in off-map movement boxes A or D. If the US *also* occupies all entry hexes from off-map movement boxes, then IJ units may move to another box it has not already been in, or if that is not possible (see §6.5), then IJ may attack US units from the off-map movement boxes.

If IJ units attack from off-map movement boxes, then

- All defending units are doubled in strength
- Artillery units may attack with direct fire but *not* with artillery support.

★ §5.3 US reinforcements

US reinforcements enter on the US entry points. No more than 4 ground units may be placed on an entry point. US ground units *do not* expend MFs when moving onto the map, and thus have their full movement allowance to manoeuvre on the turn of entry. US air units are placed in the USAF Reserve box.

US ground units may attack on entry if, *and only if*, *all* entry hexes are occupied by enemy ground units. Artillery units on entry points *may not* participate in the attack, but can be taken as casualties. US bomber units in the USAF Ground Attack box may support such attacks (each adding a +1 bonus to the die roll).

This means that IJ may prevent rear attacks by occupying hexes 0701 and 0702 in the east, and hexes 0618 and 0619 in the west. Of course, if IJ only occupies one of these pairs of hexes, they can prevent further progress by the US by forcing a combat when the US reinforcements land.

§6 Movement

In each factions movement phase, all ground units may expend their movement factors (MF) on manoeuvring on the board. For example, the infantry and artillery

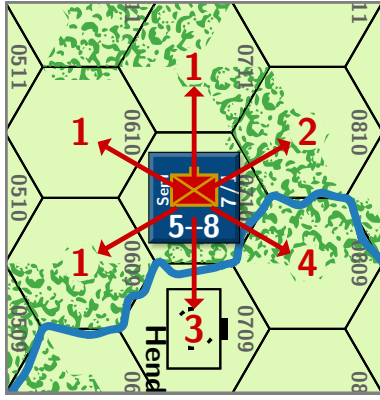


Figure 4: Example of movement. The unit in 0710 may move into 0809 by spending 4 MF (jungle(+1) and river(+2) hex side), 0709 costs 3 MF (river(+2) hex side), 0810 is 2 MF (jungle(+1) hex side), while 0711, 0610, and 0609 only costs 1 MF to move into (clear hex side).

units in Figure 1 have 8 MF and 6 MF, respectively.

§6.1 Map movement

Moving a unit into a hex always costs 1 MF. However, the *hex side* traversed in the *target* hex may impose additional MF cost. The hex side traversed on the source hex does not matter.

Clear, beach, rough Crossing over a hex side of either of these kinds do not cost extra MF.

Jungle Moving into a hex where the hex side traversed into contain *jungle* costs an additional 1 MF. This applies only *one* direction. I.e., if the hex moved *into* has *jungle* on the edge over which the hex is entered, then it costs +1 MF (see also Figure 4).

Ridge Moving into or out of a hex across a *ridge* hex side incurs an additional 1 MF cost. From the map, it is clear that this applies *both* ways — that is, moving up or down the ridge.

River Crossing a river always costs an additional 2 MF. That is, no matter what side of the river one comes from it is more difficult to move across. Note, the bridge between 0909 and 0910 which nullifies this additional cost (it only cost 1 MF to move between these two hexes).

Table 1 summarises the movement costs of different terrains, Figure 4 and 5 show examples of movement costs, and Table 6 gives some examples of movement costs.

§6.2 Zone of Control

Every ground unit on the map excerpts a *Zone of Control* (ZOC) into the 6 hexes adjacent to the hex occupied by the unit. Units *must* halt movement upon entering an enemy ZOC. Unit *cannot* move from one enemy ZOC hex to another enemy ZOC hex. It *must* first *disengage* by moving into a hex free of enemy ZOC, and *then* it can re-engage in another enemy ZOC hex.

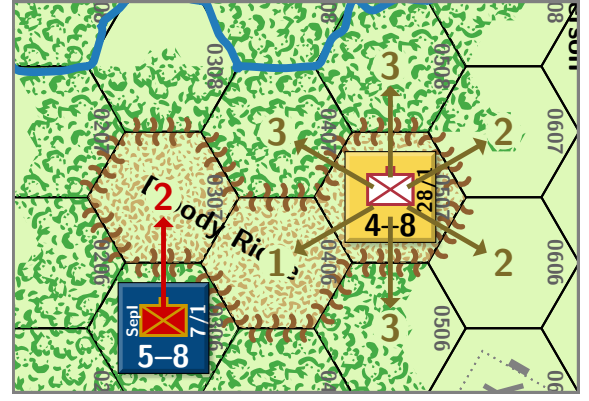


Figure 5: Example of movement. The IJ unit in 0507 can move to an adjacent hex (0406) on Bloody Ridge at 1 MF cost. Moving to any of 0508, 0506, or 0407 will cost 3 MF (jungle(+1) and ridge(+1) hex sides). If the IJ unit moves to either 0607 or 0606 it will cost 2 MF (ridge(+1) hex side). The US unit in 0306 can move onto the Bloody Ridge 0307 at 2 MF (ridge(+1) hex side).




From	To				MF Cost
0200	↔ 0301				1
0200	↔ 0201	+1			2
0400	↔ 0500			+2	3
0400	↔ 0501			+2	3
0400	↔ 0401	+1			2
0600	↔ 0601			+2	3
0401	↔ 0402			+2	3
0401	→ 0501			+2	3
0501	→ 0401	+1		+2	4
0503	↔ 0504				1
0503	→ 0603			+2	1
0603	→ 0503	+1		+2	1
0603	↔ 0703			+2	3
0703	↔ 0803			+2	3
0703	→ 0704	+1		+2	4
0704	→ 0703			+2	4
0405	→ 0406		+1		2
0406	→ 0405	+1	+1		3
0406	↔ 0307				1
0308	↔ 0309			+2	3
0308	→ 0208	+1		+2	4
0208	→ 0308	+1		+2	4
0208	↔ 0209	+1		+2	4
1009	→ 0910	+1		+2	4
0910	→ 1009			+2	4
0909	↔ 0910				1
0910	↔ 0809	+1		+2	4
0619	→ 0620			+2	3
0620	→ 0619	+1		+2	4

Table 6: Examples of movement costs

The presence of friendly units in an enemy ZOC does not negate the effect of the enemy ZOC. A units ZOC extends across rivers and ridges, but *not* into off-map movement boxes or entry points.

ZOC provides an effect defensive strategy. By placing units behind a river in such a way that their ZOC prevents the opponent from moving past the units, one can set up a strong defensive line. Strategic retreats into such a formation can indeed be advisable in the face of a strong offensive counter part.

Friendly units may occupy the same hex (within stacking rules — see §6.4) thus forming a *stack*. This does not change the ZOC of the units. That is, a stack of units excerpts a ZOC into the adjacent 6 hexes. Units may *never* occupy hexes occupied by enemy units.

Units may move through hexes occupied by friendly units or their ZOC, and thus *temporarily* ignore stacking rules (see §6.4).

✳️ 📦 §6.3 Air strips

If an IJ unit enters *any* air strip hex (📦 Henderson airfield 0708 and 0709, Fighter airfield 0605 and 0705) during its movement *or* as a consequence of advance after combat (see §7.8), then *immediately*

- *all* USAF units in the hex (either on the map or in the top-row boxes on the board) are eliminated,
- *any* engineering work (see 10) is disrupted, and
- the air strip is ‘Destroyed’ (place a 🗑️ marker in the correspond hex or status box).

This applies even if the IJ unit is forced to retreat or are eliminated in the US combat phase.

The air strip hexes are of vital importance to the US faction. For one, if the IJ occupies any air strip hex at the end of a complete turn, the IJ faction has automatically won the game. But even the IJ units are successfully removed from the hex, the US faction will have lost important air capability and left its ground troops more vulnerable to air strikes.

§6.4 Stacking

In map hexes up to three friendly *ground units* may occupy a single hex. This only applies at the end of the the movement phase. Thus, a friendly unit may move *through* a hex which is already at capacity. Note that USAF units *do not* count toward stacking limits, nor does game mechanics chits such as air strip or construction status chits.

Entry boxes can hold up to four ground units. It is not possible to move into entry boxes and thus it is not possible to move through these.

- ★ The number of air strip hexes currently in operation dictates how many USAF units can be in play (but *does not* effect the capacity of the USAF Reserve box).

Up to six USAF units *per operational* air strip hex are allowed in *total* in air strip hexes, and USAF CAP, and USAF Ground Attack boxes. There is *no* individual limitation on the number of USAF units in air strip hexes or the two boxes — what matters is the total number of USAF units.

There is *no limit* to how many USAF units that can be in the USAF Reserve box.

- ✳️ All IJ boxes can hold an infinite number of units. That is, IJAAF Reserve, IJAAF Attack, IJN Reserve, and IJN Attack boxes can hold as many units as the IJ faction wants.

IJ and US ground units may *never* occupy the same hex.

✳️ §6.5 IJ off-map movement

IJ ground units in the off-map movement boxes A through D may move between off-map boxes, at the cost of half the units MF of MFs per box moved. That is, a unit with 8 MF that moves from A to B will expend 4 MF. A unit with 6 MF moving between the same off-map movement boxes spend 3 MF.

IJ ground units in the off-map movement boxes *must* move every turn, *except* the turn the unit arrived in the box as **reinforcement**. If a unit is placed in an off-map movement box upon **reinforcement** it cannot move during that turn, including moving on to the map. By placing the **reinforcement** units in the middle of the off-map box, it can help the IJ faction as to which units are newly arrived and which must be moved during the turn. Units that are to be moved must move *at least* one box during a turn, *or* enter the map. Once a unit enters the map, it can move as regular map movement if it has available MFs.

Units can only move in *one* direction — either east or west. Another way of saying this is that a unit can never reenter an off-map movement box it has already been in. When moving units between off-map movement boxes, place them in the field of the movement box with the arrow pointing in the direction of movement. For example, if a unit moves from B to C, place it in the (sub)field of off-map movement box B pointing eastward. In this way, the IJ faction can keep track of which units moved in what direction and ensure that further off-map movement continues in that direction.

Units in the off-map movement boxes may move onto the map (hexes) by spending half their MF — *regardless* of the terrain of the hex entered. That is, a unit with a 8 MF *must* spend 4 MF to enter the map on the first hex. A unit with 6 MF must spend 3 MF for the same manoeuvre. The map boundary is marked with a red dashed border to remind the IJ faction of the movement cost.

IJ units may *never* re-enter off-map movement boxes from the map (hexes). US ZOC (see §6.2) does not ex-







At-tacker	Target	Casu-alty
	USAF CAP	
2× 	USAF CAP	
	USAF Ground Attack*	

Table 7: IJAAF missions.

* Only possible after clearing USAF CAP.

tend into the off-map movement boxes. IJ artillery units may not support ground unit attacks on the board, *except* in the special case of attack upon entry (see §5.1).

☀️🇯🇵 §6.6 IJ Shore bombardments

IJN units can support the IJA ground troops. Any IJN destroyer in the IJN Attack box, and *only* from that box, can do shore bombardment to help IJA units in combat. This is done by placing as many IJN destroyer units on to defending US ground units on the map. Each such IJN destroyer unit will give a +2 modifier to the ground attack die roll. Note, IJN destroyers *cannot* attack US ground units on its own. It can *only* support already existing ground attacks by IJA ground units. The destroyer units are eliminated after the combat has been resolved.

IJN units can only perform *one* action in a turn: *either* provide support to ground combat via shore bombardment *or* bombard air strip hexes (§7.10).

IJN units may also bombard air strip hexes during the IJ combat phase. Note, however, that IJN units may only support ground attacks from the IJN Attack box, while it may bombard air strips from both IJN Attack and IJN Reserve boxes. In the IJ strategic phase IJN units in the IJN Attack box are removed from play, and units in the IJN Reserve are moved to the IJN Attack box (see §9).

☀️🇯🇵 §6.7 IJ Air-to-air combat

During the IJ movement phase, IJAAF fighters or bombers from *either* IJAAF Reserve or IJAAF Attack boxes may engage in air-to-air combat with USAF units in the USAF CAP box.

- One IJAAF fighter eliminate one USAF fighter in the USAF CAP box. The IJAAF unit is also removed from play.
- Two IJAAF bombers eliminate one USAF fighter in the USAF CAP box. Both IJAAF bombers are removed from play.

If the IJ faction succeeds in emptying the USAF CAP box, thus clearing the skies of US patrols, it can go on to attack USAF units in the USAF Ground Attack box. *Only* IJAAF fighters may engage in air-to-air com-

bat with USAF bombers in the USAF Ground Attack box.

- One IJAAF fighter eliminate one USAF bomber in the USAF Ground Attack box. The IJAAF fighter is removed from play.

Note, IJAAF bombers *cannot* perform air strip bombing runs if there are any USAF units in the USAF CAP box (see §7.10).

This simulates the fight for air supremacy over Guadalcanal. The IJ faction must first ensure air supremacy by engaging in dog-fights with the USAF fighters conducting patrols over the battlefield. Once the IJ faction has gained air supremacy, it can start to suppress USAF support for ground combats, and start aerial bombardment of the air fields, thus ensuring that the US faction has less air support for the ground campaign.

🇺🇸🇦 §6.8 US Ground support

During the US movement phase, any bombers in the the USAF Ground Attack box may be placed on defending IJ units, thus lending air support to US ground units attack on those units. Any number of available bomber units may be placed on a single combat. Each bomber placed on a combat will add a +1 die roll modifier to that combat. Note that USAF bombers *cannot* initiate a ground attack on its own — it *must* support US ground units attacking. The bomber unit is returned to the USAF Ground Attack box after the combat has been resolved.

Once a USAF unit has flown a mission (either Ground Attack or Combat Air Patrol) it must return to an air-field. Here, it will sit idle for at least one turn before it can be activated again. This means that a USAF unit cannot fly missions on every turn, and while it is in the air fields it is vulnerable to artillery, air, or naval bombardment.

§7 Combat

In the combat phase, each faction declares and resolve ground combats, as well as bombardments. Ground combat happens between ground units, possibly with artillery, air, or navel support.

All air-to-air combat is resolved during the IJ movement phase, as explained in §6.7. In this game there is no naval battles. The IJN functions in a supporting role or as a means to eradicate the US air supremacy.

Combat *must* occur if enemy units are in adjacent hexes at the start of either factions combat phase. That is, if the faction in turn finds any of its ground units in enemy ZOC (see §6.2), then a combat *must* be resolved. All defending units in an attackers ZOC *must* be attacked. All attacking units in enemy ZOC *must* attack at least one hex. That is, the playing faction *cannot* choose to engage enemy units during the combat phase (in the

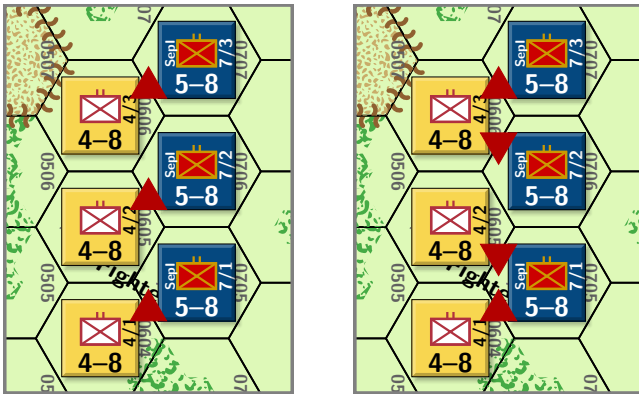


Figure 6: Example of dividing attacks. On the left, each US unit attacks each of their own IJ unit. In this case, all combats would have odds 1:1. On the right, the bottom US unit in 0705 attacks *two* units (0604 and 0605) at odds 1:2, while the two top US units combine strengths and attack the IJ unit in 0606 at odds 2:1. Note that the US faction *must* attack all IJ units, even if at unfavourable odds.

movement phase, a faction may choose to disengage).

If all defending units are adjacent and all defending units are adjacent to the attacking units, then the attacker may choose to attack into more than one hex. Figure 6 shows an example. Note that the attacking units *must* be adjacent to *all* defending units. An attack cannot be done *by proxy* via an intermittent hex, even if that hex is occupied by a friendly unit participating in the attack.

A unit may only participate in *one* combat per turn. Artillery units may *either* provide remote fire support to one combat *or* participate in a direct fire combat, *not* both. Artillery units *cannot* provide remote fire support to defending units, but may defend with direct fire i.e., if adjacent to the attacking units.

Stacked defending units i.e., units occupying the same hex, *must* be attacked as a whole. An attacker cannot attack some units in a stack in one combat and then the other units in a different combat.

Table 8 summarises the various modifiers for combat

§7.1 Terrain effects on combat

Different terrain provides support for the defending units. In a combat, it is the type of terrain occupied by the defending units that matters. It does not matter which type of terrain is in the hexes occupied by the attacking units. Figure 7 illustrates the effects of terrain on combat.

Clear These hexes have no effect on combat in-and-off themselves.

Beach beach hexes are considered as clear for combat purposes, *except* if there is jungle in the middle of the hex. In that case, it is considered jungle.

Defender hex	Defender CF	Die roll	Notes
			Beach (§7.1)
		-1	Jungle (§7.1)
	×2		River* (§7.1)
	×2		Ridge* (§7.1)
		+2	only (§7.3)
		+1	only (§7.4)
Odds 4:1 or better		+1	(§7.6)

*Only if *all* attackers on other side

Table 8: Combat modifiers

Jungle If *any* of the defending units are in a jungle hex, then one is subtracted from the combat resolution die roll (see §7.6). A hex is considered a jungle hex for combat *only* if it has jungle in the centre of it. That is, a hex may have jungle sides but no jungle terrain in the centre, in which case it *does not* count as jungle for combat purposes.

River If *all* attacking units, not including artillery units providing remote fire support, are on *one* side of a river and *any* defending units are on the *other* side of the river, then the CFs of individual defending units on the other side of the river are doubled.

Ridge If *all* attacking units, not including artillery units providing remote fire support, are on *one* side of a ridge and *any* defending units are on the *other* side of the ridge, then the CFs of individual defending units on the other side of the ridge are doubled.

Had the US faction, in the right-hand example of Figure 7, split its stack so that one unit would attack the IJ unit in 0506, and the two other units would attack in 0507, then the outcome may turn out better. Both combats would have odds 1:1 (5 versus 4 and 5 + 5 = 10 versus 2 · 4 = 8) but only the lower would suffer a -1 to the die roll.

§7.2 Air strips

If the IJ attacks an air strip hex in which a US engineer is doing construction (see 10), then that work is disrupted and all progress is lost. The engineering unit must restart the work at some later stage. Remove *any* progress marker in the hex or status box. Note that the engineering unit *must* still participate in the defence of the airstrip and can therefore *not* start work in the following US turn, even if it survives the combat.

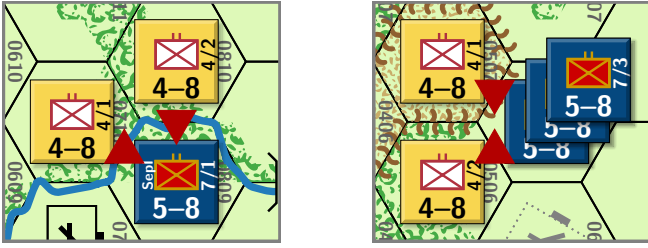


Figure 7: Examples of combat. Left: The two IJ units, with a combined strength of $4 + 4 = 8$ are attacking the US unit. Since both IJ units are on the other side of the river, the US strength is doubled to a total of 10. This means the final odds are 1:2. Furthermore, since the US unit is in a **jungle** hex, the IJ faction *must* subtract one from its die roll when resolving the combat.

Right: The US stack in 0606, with a combined strength of $5 + 5 + 5 = 15$ is attacking *both* IJ units in 0506 and 0507. Since the IJ unit in 0507 is behind a ridge its strength is doubled to $2 \cdot 4 = 8$, and thus the final defensive strength becomes $2 \cdot 4 + 4 = 12$, giving 1:1 odds. Since the IJ unit in 0506 is in a **jungle** hex, the US faction *must* subtract one from its die roll.

☀ §7.3 IJ Shore bombardment

If the IJ faction has allocated IJN destroyers to support ground attacks during its movement phase (see §6.6), then those combat receives a +2 to its die roll per IJN destroyer unit allocated to each combat. Once the destroyer unit has carried out its mission it is removed from play.

★ §7.4 US Air support for ground attack

If USAF bombers are assigned to provide combat support of a combat during the US movement phase (see §6.8), then for each USAF bomber allocated the US faction receives a +1 bonus to the combat resolution die roll.

USAF bomber units are returned to the USAF Ground Attack box after completing their missions.

§7.5 Artillery

Artillery units (see §2) have remote fire capabilities. *Remote fire* are attacks performed on non-adjacent hexes. That is, at least one hex is in between the artillery unit and the target unit.

The range of the remote fire capability is printed on the units between the CF and MF. If a unit does not have this number, it does not have remote fire capabilities.

The range is measured *including* the hex occupied by the artillery unit *and* the target hex. This is illustrated in Table 8. When attacking one or more enemy units in one or more hexes *all* hexes must be in range of the artillery unit.

The CF of an artillery unit providing remote fire support in an attack is added to the other unit's CF in the attack. However, artillery CF *cannot* constitute more than two

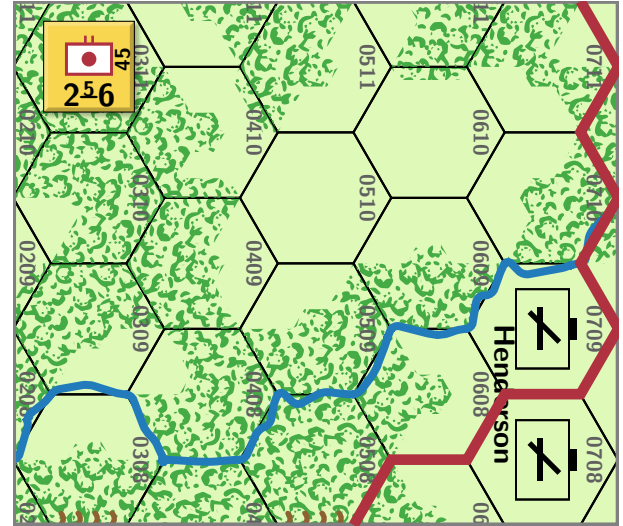


Figure 8: Range of artillery fire. The unit in 0311 has a range of 5, *including* the hex occupied by the unit *and* the target hex. The red line above indicate the range. The unit can bombard the western Henderson air strip hex, but *not* the eastern hex.

thirds of the total CF. Put in another way, the artillery CF cannot be more than twice that of the ordinary units participating in the attack.

Artillery units *cannot* attack enemy units by remote fire on their own. That is, to provide remote fire support other ground units *must* be adjacent to and attacking the target enemy unit. This is also implied by the above rule (two times nothing is nothing). Artillery units may attack *adjacent* enemy units with direct fire using their full CF. In that case, the artillery unit is the same as other ground units.

Note that artillery units providing remote fire support *cannot* be taken as casualties in combat and *does not* retreat if the attacker is forced to retreat.

The way the range is calculated is slightly different from many other war games. Often, the source hex is not counted.

Artillery units can also bombard air strip hexes with the intent of squashing the US air supremacy. However, an artillery unit may only participate in one action: either air strip bombardment or remote or direct fire ground combat.

§7.6 Combat resolution

All ground combats must be resolved in the **combat** phase. The combats can be resolved in the order of choosing by the attacking faction. However, one combat *must* be fully resolved, including retreats, before moving on to the next combat.

Ground combats are resolved using the following procedure

1. Add up all CFs of attacking units, including any artillery units supporting with remote fire. This is the

Die roll	Odds			
	1:2	1:1	2:1	3:1
1	AE	AE	A1	EX
2	AE	A2	A1	EX
3	A2	A1	EX	EX
4	A1	A1	EX	EX
5	A1	EX	D1	D1
6	EX	D1	D1	DE

Table 9: IJ Attack Table

Die roll	Odds			
	1:2	1:1	2:1	3:1
1	AE	AE	A1	EX
2	A1	A1	EX	EX
3	A1	EX	EX	D1
4	EX	EX	D1	D1
5	EX	DR	D1	DE
6	DR	D1	DE	DE

Table 10: US Attack Table

total offensive CF: A .

2. Add up all CFs of defending units in all hexes. Remember to double units behind rivers and ridges according to §7.1. This is the total defensive CF: D
3. Calculate the ratio of the total offensive CF to the total defensive CF to form the final combat odds.
4. If the odds are worse than 1:2, that is, the total defensive CF are more than twice the total offensive CF ($D > 2 \cdot A$), then the combat automatically results in the attacking units being eliminated. Note, this happens *before* any die roll.
5. If the odds are more than 3:1, that is the total offensive CF are more than 4 times larger than the total defensive CF ($A > 4 \cdot D$) then the odds are treated as 3:1 but with an additional +1 die roll modifier. These are the final odds of the combat: O . Note that odds are always rounded in the defenders favour.
6. Add up all die roll modifiers applicable to the combat (see Table 8). This is the total die roll modifier: M
7. Roll a single 6-sided dice and add the total die roll modifier. Results larger than 6 are treated as 6, and results smaller than 1 are treated as 1. This is the final die roll result: R
8. Cross reference the final combat odds (O) with the final die roll result (R) in the appropriate combat result table

☀ When the IJ faction attacks, use the IJ Attack Table (Table 9).

★ When the US faction attacks, use the US Attack Table (Table 10).

The indexed cell shows the result of the combat. The results are detailed in §7.7.

About calculating odds: Odds 1:2 means that the total defensive CF is between 3 and 1 times larger (both not inclusive) than the total offensive CF ($D < O < 3 \cdot D$). Odds 1:1 means that the total offensive CF is the same or less than twice the total defensive CF ($D \leq O < 2 \cdot D$). Odds 2:1 means that the offensive CF is two times or less than three times the total defensive CF ($2 \cdot D \leq O < 3 \cdot D$). And finally odds 3:1 means that the offensive bonus is three times or larger than the total defensive CF ($3 \cdot D \leq O$).

For example: If the total offensive CF is 12 and the total defensive CF is 7, 8, 9, 10, 11, or 12, then the odds are 1:1. If the defensive odds are between 13 and 24 the odds are 1:2. Total defensive CF of 5 or 6 gives odds of 2:1, while defensive CF of 4 results in 3:1. Lower defensive CF results in better odds but are resolved at 3:1 but with a +1 die roll modifier. If the total CF is 25 or larger the odds are 1:3 or worse, and the attackers are automatically eliminated.

Note that it is permissible to attack at odds 1:3 or worse, even if it is plain suicide. However, this allows a faction to “soak-off” — i.e., attack at poor odds to allow for better odds elsewhere — sacrificing the attacking units with no hope of survival. A cruel and harsh tactic, but one that may save the day.

§7.7 Combat results

The results in the attack tables are interpreted as follows:

AE — Attacker Eliminated All attacking units are eliminated, *except* artillery units providing remote fire support, supporting IJN destroyers, or USAF bombers (§7.5, 7.3, and 7.4).

A2 — 2 Attacker Eliminated Two attacking units are eliminated and remaining attacking units *must* retreat (see §7.9). Artillery units providing remote-fire support (§7.5) *cannot* be chosen as casualties and does not retreat.

A1 — 1 Attacker Eliminated One attacking unit is eliminated and remaining attacking units *must* retreat (see §7.9). Artillery units providing remote-fire support (§7.5) *cannot* be chosen as casualties and does not retreat.

EX — Exchange One attacking unit *and* one defending unit are eliminated. Any remaining defending units *must* retreat. Artillery units providing remote-fire support (§7.5) *cannot* be chosen as casualties.

DR — Defender Retreats All defending units retreat.

D1 — 1 Defender Eliminated One defending unit is eliminated. Remaining defending units retreat.

DE — Defender Eliminated All defending units are eliminated.

Eliminated units are removed from play. Remote-fire units, such as artillery providing remote-fire support (§7.5), IJN destroyers doing shore bombardment (§7.3), or USAF bombers providing air support (§7.4) cannot be taken as casualties.

The faction suffering elimination results (AE, A2, A1, EX, D1, or DE) chooses which units to eliminate. On retreat results (A2, A1, EX, DR, or D1), the retreating faction performs the retreat.

§7.8 Advance

If the result is DE (all defenders eliminated), then the attackers *may* advance into the hexes vacated. Normal ZOC (see §6.2) restrictions *does not* apply, and no MFs are spent on this manoeuvre.

Note the special case of on-entry attacks (§5.1). In that case, the attacking units *must* advance into the vacated hex on retreat results too (EX, D1, or DR).

§7.9 Retreats

If a combatant is required to retreat, it must move *one* hex away from the battle. A unit *cannot* retreat into hexes occupied by enemy units or unit enemy ZOC. This includes enemy ZOC containing friendly units. A unit *may not* retreat across a river *except* at the bridge between hexes 0909 and 0910, nor can it retreat off-map. If a unit has no viable retreat route, it is eliminated.

If retreating units would violate stacking rules (see 6.4), it *may* continue retreating until a hex with enough capacity is met. During this extended retreat, normal retreat rules apply e.g., may not enter enemy ZOC, cross rivers, or move off-board. If the retreating faction cannot find a viable extended retreat route or opts not to do further retreat, then the unit is eliminated.

☀ §7.10 Airfield bombardments

The IJ faction may during its combat phase choose to use remote fire units to bombard air strip hexes. The units that can participate in these actions are artillery units, IJN destroyers, or IJAAF bombers.

All engineering work in an air strip hex being bombarded is stopped, and must be started all over. Remove *all* engineering work progress markers from the air strip hex or status box.

☐ **Artillery** Artillery units may bombard the Henderson or fighter airfield, if the latter has been constructed. Bombardment is done by the IJ faction declaring so. The artillery unit must be in range of the air strip hex to be bombarded.

Note, artillery units can only perform *one* action during a combat phase: *either* remote-fire support (§7.5) or direct-fire in ground combat, *or* bombardment of airfields.

One artillery unit eliminates one US air unit (fighter or























At-tacker	Target	Casu-alty	Com-bat
			
			
			
			
		-	+2
			
			
		-	CF

Table 11: IJ bombardments.

*Bomber missions only possible if USAF CAP is empty.

†Damage or destruction of air strip hexes only after all USAF units on hex are eliminated. ‡IJN ground support can *only* happen from IJN Attack.

bomber) in the bombarded air strip hex or corresponding hex in the status box. If there are no US air units to eliminate, then the air strip field becomes ‘Damaged’. Note that as long as there are USAF units in the hex it is not possible to damage the air strip it self. If the air strip is already damaged, then the bombardment has no further effect, other than to disrupt engineering units working in the air strip hex.

US ground units present in the bombarded air strip hex are *not* effected by the bombardment.

Ground artillery units cannot destroy air strips. However, they can pave the way for other units (IJAAF bombers or IJN destroyers) to destroy the air strip.

US units in the air strip hexes are not effected by artillery bombardment of the air strip it self. Of course, if the IJ faction has ground units up against the US ground units in the air strip hex, then the artillery may provide regular remote fire support to that combat.


⊕ **Naval** IJN destroyers in *either* the IJN Reserve *or* the IJN Attack box may bombard air strip hexes. IJN units can only perform *one* action in a turn: *either* provide support to ground combat via shore bombardment (§7.3) *or* bombard air strip hexes.

One IJN destroyer eliminates one air unit in the bombarded air strip hex, or corresponding hex in the status box. If there are no USAF units in the air strip hex (or status hex), then bombardment by a destroyer ‘Destroys’ the air strip in that hex. Note, the air strip hex must *first* be empty of all USAF units before it can be destroyed.

Ground units in the air strip hex are *not* effected by naval bombardment of the air strip hex, *except* engin-

eeing work stops and must start all over.

Once the destroyer unit has completed its mission it is eliminated.

 **Aerial** IJAAF bombers *cannot* fly air strip bombardment missions as long as there are USAF fighters in the USAF CAP box. IJAAF bombers may attack a single air strip hex. One bomber destroys *one* USAF unit in the air strip hex. If there are no more US air units in the hex, then IJAAF bombardment by a bomber ‘Destroy’s the air strip.

At the end of its mission, the IJAAF bomber is eliminated.

Consider the following scenario: The US has one fighter in the USAF CAP box and one bomber in the USAF Ground Attack box. IJ has two fighters in the IJAAF Attack box and one bomber in the IJAAF Reserve box. One of the IJ fighters combat the US fighter in the USAF CAP box, and both units are eliminated. The last IJ fighter can likewise eliminate the USAF bomber in the USAF Ground Attack box, thus denying US ground forces air support. Since IJ has established air supremacy via emptying USAF CAP, it can now deploy its bomber unit against the air strip hexes. Suppose the US has two air units in the two air strip hexes of Henderson airfield. The IJAAF bomber may now eliminate one of these units. Had the US faction placed both units in a single hex of Henderson air field, then the IJ faction could have chosen between eliminating an USAF air unit, or destroyed the open air strip hex in Henderson air field.

§7.11 USAF unit refuelling

Any USAF unit that was allocated to fly a mission, whether bombers supporting ground attacks or fighters flying patrols, *must* be returned to their respective boxes: USAF Ground Attack for USAF bombers, and USAF CAP for fighters (though they never really left).

All USAF units face-down on an air strip hex (or corresponding status hex in the boxes on the top-row of the board) are flipped face-up. These USAF units have been refuelled and are ready for missions in the following turn (including IJAAF air-to-air combat — see §6.7).

In the US Air phase, the air capacity of the US faction will be resolved and USAF units allocated for missions during the following turn (see §11).

§8 IJ Supply

During the Guadalcanal campaign, the IJ forces suffered from lack of supplies. In the IJ Supply phase the IJN faction must roll a 6-sided dice. On a roll of 4, 5, or 6, the IJ faction *must* remove *one* ground unit from the board. The loss can be taken from the map (hexes) or from the off-map movement boxes. Alternatively, the IJ

faction may charge an IJN destroyer to do a supply run and remove one naval unit from the IJN Reserve box.

§9 IJ Strategic phase

After the combat and Supply phases of the IJ turn, comes the strategic phase.

Naval and air Units in the IJN Attack and IJAAF Attack boxes, respectively, are removed from play. Naval and air units in the IJN Reserve and IJAAF Reserve boxes are moved to the IJN Attack and IJAAF Attack boxes, respectively. This is the *only* way IJ naval and air units move between the two respective boxes.

This implies that IJ naval and air units can at most be on the board for two turns — one turn in the Reserve box and another turn in the Attack box. If IJ naval or air units have not been charged with any mission in those two turns, they are simply removed from play.

Note that the IJ faction decides on reinforcements which box the naval and air units enter play in. Thus, if the IJ faction decides to put an air unit, say, in the IJAAF Attack box on reinforcement, then that unit is active on the board for only one turn.

Since IJAAF units may conduct missions from either box (see 6.7), it makes little difference which box the units are placed in on reinforcements, save for the flexibility to hold off attacks.

IJN destroyers can only support ground combat from the IJN Attack box, and thus it matters more which box the naval units are placed in.

The end of the IJ strategic phase marks the end of the IJ turn, and the US faction takes over on its turn.

§10 US Engineering

US engineer units are regular ground combat units, but have the capability to repair and construct air strips. The manoeuvre like any other ground unit. However, during the US engineering phase an engineering unit may perform repairs or on the air strip hex that it occupies.

As noted in the beginning of these rules (see §2) one can potentially stack a lot of chits in the map air strip hexes. It is therefore recommended to use the off-map status hexes in the top-row boxes for keeping track of engineering work and USAF unit maintenance.

In the following, ‘air strip hex’ can be understood as either the on-map hex, or the corresponding status hex when it comes to work and status markers — not for ground units.

To perform engineering work, the engineering unit *must* start its turn in the air strip hex, and *cannot* have

- moved during the turn, including retreats as a result of IJ attacks,
- taken part in a combat, *either* as an defender *or* at-

tacker, or

- been in an air strip hex bombarded by IJA artillery, IJN destroyers, or IJAAF bombers.

When an engineer unit declares to do work on an air strip hex, place a ‘1’ work counter (see Table 4) on the air strip hex. On the next turns US engineering phase that work has been completed. Replace the ‘1’ work mark with a ‘2’ work counter if appropriate. On the following US engineering phase the second part of the work will be completed.

A ‘Damaged’ air strip is repaired in *one* turn. That is, from when the repair is declared in a US engineering phase and until the next US engineering phase, the air strip hex remains ‘Damaged’ and *cannot* be utilised by USAF units.

A ‘Destroyed’ air strip is repaired, or a new air strip is constructed in *two* turns. That is, from when the repair or construction was declared in a US engineering phase until the next-to-next US engineering phase, the air strip hex is considered ‘Destroyed’ and *cannot* be utilised by USAF units.

When an engineer unit start construction or repair of a ‘Destroyed’ air field it must complete two consecutive turns of work. The air strip hex does not go through an intermittent state of ‘Damaged’ in such cases.

It is therefore vital for the US faction to protect its engineering units from ground or bombardment attacks if it is to maintain any kind of air capability, and thus protect its ground units from IJ bombardments.

Once an air strip hex has been successfully repaired or constructed, it becomes fully operational. For the fighter air field hexes (0605 and 0705), place an ‘Oper’ air strip marker (see Table 4) in the hex. Every operational air strip hex can support USAF units, even if the full air field (Henderson in 0708 and 0709, and Fighter in 0605 and 0705) is not fully operational.

Only *one* engineering unit may perform work on an air strip hex at a time. Additional engineering units in the air strip hex *does not* affect the time needed to perform the work.

Optional Allow *any* two US ground units to operate as a single engineering unit for the purposes of air strip repairs or construction.

♣ ♠ §11 USAF Mission allocation

USAF units need one turn on the air strip hexes (or corresponding status hexes in top-row boxes) for refuelling and maintenance.

First, the US faction determines the current USAF capacity. The air capacity is determined by how many air strip hexes are fully *operational*. For each *operational* air strip hex the US can have up to six (6) *active* USAF

units. An *active* USAF unit is a face-up *or* face-down unit in

- air strip hex (or corresponding status hex),
- USAF CAP, or
- USAF Ground Attack.

USAF units that are not eliminated and exceeds this capacity *must* be placed in the USAF Reserve box. USAF units may remain in the USAF Reserve box for any duration. The US faction decides which units are put into Reserve.

Any USAF bomber unit that was allocated to support for ground combat *must* be placed *face-down* on an air strip hex (or status hex). That is, all USAF bomber on the map *or* in the USAF Ground Attack box *must* be inverted on an air strip hex. This is regardless of whether the bomber unit actually performed a sortie or not.

Any USAF fighter allocated to fly a patrol mission *must* be placed *face-down* on an air strip hex (or status hex). That is all USAF fighter units in the USAF CAP box *must* be inverted on an air strip hex.

If the US has more air capacity than currently active USAF units, then reinforcements USAF units from the USAF Reserve box may be made active.

Any face-up USAF unit may now be allocated for air missions during the next turn (including IJAAF air-to-air combat — see §6.7). This is done by placing the fighter units in the USAF CAP box and bomber units in the USAF Ground Attack box. The US faction may decide to *not* allocate a unit for duty in the following turn. Such units *must* be put in the USAF Reserve box.

The rules for USAF missions, refuelling and so on may seem a bit complicated. The important thing to keep in mind is that the US faction allocates USAF units for the next turn at the end of its turn. The other thing to keep in mind, is that any USAF unit that flew a mission during the current turn must refuel in the following turn. Refuelling takes up capacity in the air fields and thus limits the number of missions that can be flown in the next turn.

Air capacity is tightly linked to the number of operational air strip hexes on the map. Since there can be up to four operational air strips up to 24 USAF units may be active (not in the Reserve box) at any point. Of course, if the IJ faction succeeds in destroying most air strips, then the US possibility to fly air missions becomes severely limited. Without aerial patrols or air support for ground combat it becomes harder for the US ground troops to win battles and are more vulnerable to IJ bombardments.

§12 Check for Victory

At the end of the US faction turn, the players check if the IJ victory conditions are met (see §1). That is

- If there are *any* IJ ground units in *any* air field hex, it is an automatic victory for the IJ faction.
Note, the Fighter airfield hexes (0605 and 0705) does *not* count until they have been constructed.
- If the turn is Jan III and there are *any* IJ units on the map (not off-map movement boxes), then it is a victory for the IJ faction.
- If the turn is Jan III and none of the above conditions have been met, then it is a US faction win.

If, at some point during the game, it is obvious that the IJ faction cannot meet its victory conditions, then the two factions may decide to stop the game and declare the US faction the victor. This can happen, for example, if all IJ ground units have been eliminated from Oct III or later. The IJ faction will receive no ground unit reinforcements after this point, and if all have been eliminated then it is impossible for the IJ faction to meet its goals. Besides, the game would quickly become boring after all IJ ground units have been eliminated.



Destroyer



A6M2 Zeke



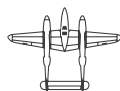
D3A2 Val



G4M1 Betty



F4F Wildcat



P38 Lightning



P400 Aircobra



TBF Avenger



SBD Dauntless

Historical summary

By Steve Llewellyn

On August 7, 1942 at 0910 hours the ramp of an American Landing Craft Infantry banged down in the surf of 'Beach Red' 6,000 yards east of Lunga Point on an obscure island in the Solomon Islands chain called Guadalcanal.

The men of the 1st Marine Division who ran up the beach that morning had no idea they were beginning a bloody, six-month battle that would be the first United States victory on the ground in the Pacific theatre in the Second World War.

As America's first ground offensive in the Pacific, the invasion of Guadalcanal was a clumsy affair. Alarmed by the discovery that Japan was building an airfield on the island that could cut Australia off from North America, Chief of U.S. Naval Operations Admiral Ernest King ordered the 19,000 men of the 1st Marine Division to be rushed to Guadalcanal from New Zealand. The invasion force was assembled in such haste that the Marines had only enough food for 60 days and enough ammunition for 10 days of heavy fighting.

But despite that everything went well at first. Major-General Alexander Vandegriff's men met little opposition on the beach and seized the critical airfield three miles inland within 36 hours. It would eventually be called Henderson field in honor of Marine pilot Major Lotton Henderson who was killed at the Battle of Midway two months earlier.

But the Marines' good fortune did not last long. On the evening of August 8, Rear-Admiral Frank Fletcher decided to withdraw the three aircraft carriers that were providing air cover for Vandegriff's transports. Later that same night, a Japanese cruiser task force sank one Australian and three American cruisers in the waters near Guadalcanal.

The naval battle would come to be known as the Battle of Salvo Island and it was the first of a series of clashes to decide the control of the sea around Guadalcanal. In the next six months the United States would lose two aircraft carriers, seven cruisers and 14 destroyers while the Japanese lost one aircraft carrier, two battleships, four cruisers and 11 destroyers.

The transports fled the next day taking with them 3,000 Marines who had not had time to disembark and much of the division's ammunition and heavy artillery. Another 6,000 men of the 1st Marine Division were dug in on Tulagi Island 20 miles away.

The 10,000 Marines on Guadalcanal were on their own. The campaign was a race between the Marines and the U.S. Army and the Japanese Imperial Army to concen-

trate enough force to defeat each other. The difficulties of gathering those troops were compounded by the alien and hostile environment of the jungle on Guadalcanal.

Back on the island, the Marines ate Japanese rice and used Japanese construction equipment to finish the airfield which would be critical to the ultimate control of the seas around Guadalcanal. But the day before the first 12 Douglas Dauntless dive-bombers and 19 Grumman Wildcat fighters arrived, the Japanese launched their first counter-attack.

On August 20, 1,000 soldiers led by Colonel Kiyono Ichiki attacked Marine positions on the left flank at the mouth of the Ilu River. But the Japanese underestimated the American strength, a mistake they would repeat several times in the campaign. Thinking there were only about 2,000 Marines on the island, Ichiki's men attacked in three waves and were mowed down by the 2nd Battalion of the 1st Marine Regiment. More than 800 Japanese were killed and Ichiki committed suicide.

The Japanese brought more soldiers to Guadalcanal on destroyers that travelled only at night to avoid the planes on Henderson Field and by September 12 had assembled a force of 3,000 men. Major-General Kawaguchi attacked from the south across a hill that became known as Bloody Ridge because of the intense fighting on the slopes.

Colonel Merritt "Red Mike" Edson's elite Raider battalion and parachute battalion bent under the assault, suffering 40 dead and 103 wounded, but did not break. Kawaguchi was not so fortunate and lost 600 killed and 600 wounded in two nights vicious fighting.

On October 9, the Japanese made a third and final attempt to drive the Marines into the sea when Lieutenant-General Harukichi Hyakutake gathered a new force of 20,000 men plus heavy artillery and planned to strike at the American centre and right simultaneously. but the terrible terrain made exact co-ordination between the two columns impossible and they attacked 24 hours apart.

That might not have been fatal except the Marines had received their own reinforcements in the weeks before the attack. More Marines and the U.S. Army's 164th Regiment brought American strength on Guadalcanal up to 23,000 soldiers. In addition, a second airstrip was built for fighter planes.

Hyakutake attacked and was slaughtered on the American defences.

On December 9, the battle and jungle weary 1st Marine Division was withdrawn and in its place were the American Division and the 25th Division, both army forma-

tions, and the 2nd Marine Division for a total of 50,000 men under Major-General Alexander Patch.

Hyakutake had less than half that number and a critical shortage of supplies left his men weak and sick.

In January of 1943, Patch fought his way down the length of the island, overrunning Hyakutake's headquarters on the 23rd of that month. The Japanese managed to evacuate 13,000 soldiers by night and the campaign ended on February 8, 1943.

In total, the United States lost 5,600 casualties of which 1,500 were killed while the Japanese lost an estimated 24,000 dead.

Turn sequence

IJ	
Reinforcements	\$5.2
Movement	\$6
On-map	\$6.1
Off-map	\$6.5
Shore bombardment	\$6.6
Air-to-air	\$6.7
Combat	\$7
Ground attacks	\$7
Shore bombardment	\$7.3
Airfield bombardment	\$7.10
Supply	\$8
On die roll results of 4,5, or 6, remove 1 unit	
Strategic	\$9
Remove IJAAF, IJN units from Attack, move IJAAF, IJN units from Reserve to Attack	
US	
Reinforcements	\$5.3
Movement	\$6
On-map	\$6.1
Air support	\$6.8
Combat	\$7
Ground attacks	\$7
Air support	\$7.4
Refuelling	\$7.11
Engineering	\$10
Repair, construct air strips	
Air	\$11
Determine air capacity, allocate flight missions	
Check IJ victory	\$12

IJ Attack Table

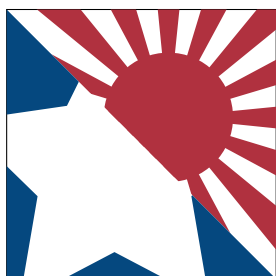
Die roll	Odds			
	1:2	1:1	2:1	3:1
1	AE	AE	A1	EX
2	AE	A2	A1	EX
3	A2	A1	EX	EX
4	A1	A1	EX	EX
5	A1	EX	D1	D1
6	EX	D1	D1	DE

US Attack Table

Die roll	Odds			
	1:2	1:1	2:1	3:1
1	AE	AE	A1	EX
2	A1	A1	EX	EX
3	A1	EX	EX	D1
4	EX	EX	D1	D1
5	EX	DR	D1	DE
6	DR	D1	DE	DE

- AE Attacker eliminated
 A2 Attacker loses 2 units and retreats
 A1 Attacker loses 1 unit and retreats
 EX Attacker & defender loose 1 unit each, defender retreats
 DR Defender retreats
 D1 Defender loses 1 unit and retreats
 DE Defender eliminated

First Blood



Combat modifiers

Defender hex	Defender CF	Die roll	Notes
			Beach (§7.1)
		-1	Jungle (§7.1)
	×2		River* (§7.1)
	×2		Ridge* (§7.1)
		+2	☀ only (§7.3)
		+1	★ only (§7.4)
Odds 4:1 or better		+1	(§7.6)

* Only if all attackers on other side

Units

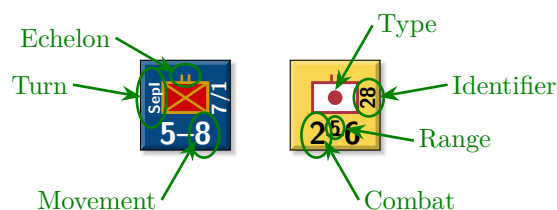
Example	Force	Description
	IJA	Ground unit
	IJAAF	Fighter and bomber
	IJN	Destroyer
	USMC	Ground unit
	USA	Ground unit
	USAF	Fighter, bomber, both

Unit types

Type	Type
Infantry	Machine gun
Raiders	Airborne
Defence	Marines
Artillery	Mountain artillery
Defence	Motorised artillery
Armoured	Reconnaissance
Amphibious	Anti air
Anti tank	Engineer
Police	Labour

Other chits

Type
Air strip status
Construction progress
Turn



Terrain

Hex side	Movement
	1 MF
	1 MF
	1 MF
	+1 MF
	+1 MF
	+2 MF
	½ MF†

† ☀ only