



# Bloody Ridge



The Battle of Bloody Ridge, also known as the Battle of Edson's Ridge, occurred from September 12 to 14, 1942, during the Guadalcanal Campaign in the Pacific Theater of World War II. It was a critical battle between U.S. Marine forces and the Imperial Japanese Army on Guadalcanal.

The Japanese launched a determined assault to recapture Henderson Field, a strategically vital airstrip held by the U.S. Marines. Colonel Merritt Edson's Marine Raiders and the 1st Marine Division defended a ridge near the airfield, enduring fierce nighttime attacks by superior Japanese forces.

Despite being outnumbered, the Marines held their ground, inflicting heavy Japanese casualties and securing Henderson Field. The victory was a turning point in the Guadalcanal Campaign, bolstering American morale and hindering Japanese efforts to retake the island. The ridge was later named "Bloody Ridge" in recognition of the intense and bloody fighting.



**6 VP's**



**Card Balance:**

**5 - 5**

**Complexity:**

**2**

**Conditions:**

Jungle



**Context:**

Historical

**Location**

**Year:**

**1942**



## **Theater:**

Pacific Theater

## **Campaign**

### **Summary:**

Bloody Ridge has a large series of hills in the center of the battlefield, occupied by the Marines who are defending against a vast hoard of Japanese attackers.

### **Objectives:**

6 VP's, plus the Japanese can target two hexes at the top of the battlefield representing Henderson field as Objective Medals.

### **Battlefield:**

Jungle with a series of bluffs in the center, controlled by the Marines.

### **Troops:**

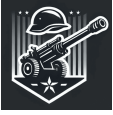
Marines, 10 infantry, 1 artillery

Japanese, 12 infantry, 1 artillery



### **Allies:**

1. One advantage you have as Allies is your artillery which is placed in the center of the battlefield, straddling the left and center sections.
2. Because the Marines are out-numbered, and behind sandbags, they have a primarily in a defensive role in this game, unless the cards cooperate. So do not rush out of your protection unless given a good reason by the cards and circumstances. And that's an order!
3. Because of the Seishin Kyoiku Doctrine, and the Banzai War Cry, you positively need to hit every full-power enemy hex unit at least once. This will reduce their attack from the



super-powered 4D attack. If not, they will overwhelm your forces.



**Axis:**

1. The Japanese have a numerical advantage. This fact, combined with the principles of Seishin Kyoiku, and the Banzai War Cry mean that you should rush forward as quickly as possible while your infantry units are still fully intact to get the extra attack dice provided.
2. You have an advantage on your left flank with your artillery and infantry. That is your probably best forward option. Watch out for the Marine artillery on your right flank.

**2**

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