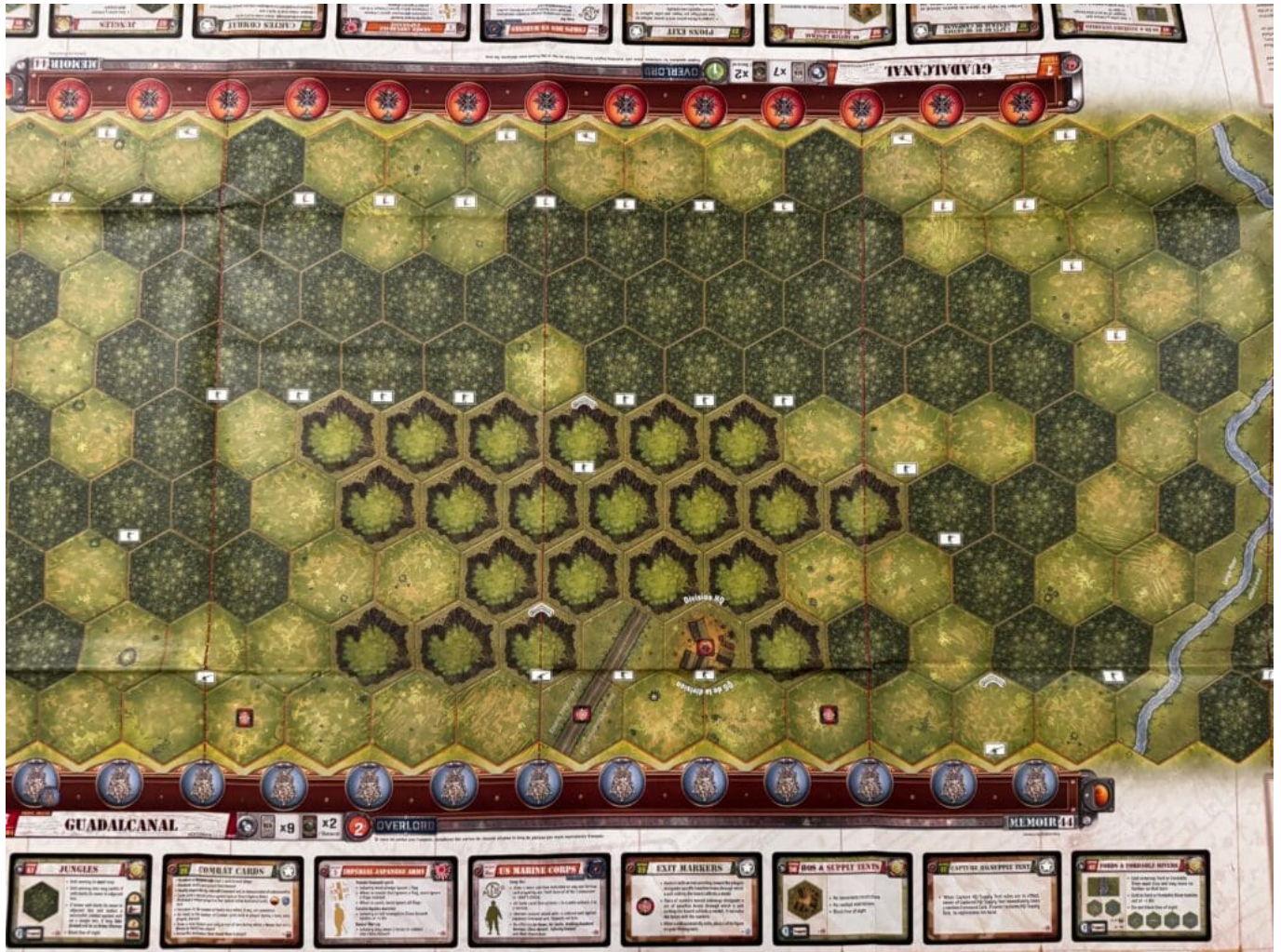




Guadalcanal

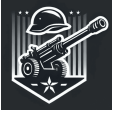




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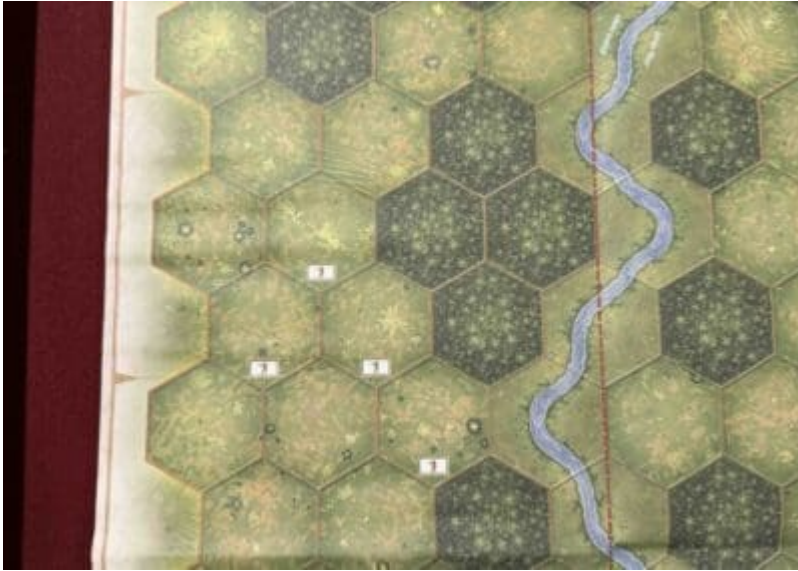
Guadalcanal_right2



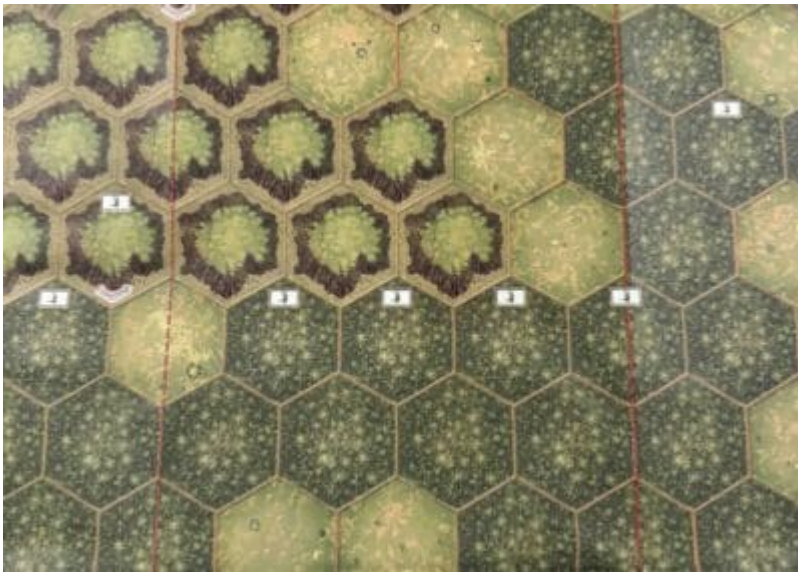
Guadalcanal_right1



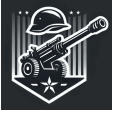
Guadalcanal_Left2



Guadalcanal_Left1



Guadalcanal_center2



Guadalcanal_center1

Guadalcanal. August '42 to February '43. The place where the tide started to turn in the Pacific—and where the United States Marine Corps showed the world exactly what American grit looks like.

The Japanese thought they were building themselves a nice little airfield to dominate the Solomon Islands and choke off our lifeline to Australia. Big mistake. We hit that island hard, landed the **U.S. Marines**, and made damn sure that airstrip—**Henderson Field**—was going to fly our planes, not theirs.

It wasn't a cakewalk. It was **jungle rot, mud, bugs, no sleep, and short supplies**. The enemy threw everything they had at us—infantry assaults, air raids, naval bombardments. But we held. We bled. And we broke them.

By the time it was over, the Japanese were down thousands of men, ships, and planes. They'd lost their shot at controlling the Pacific, and we took the initiative. From then on, it was **our war to win**, and we were going to take it island by island, all the way to Tokyo.

Guadalcanal wasn't just a battle—it was a message: The United States doesn't back down. We plant our flag, we dig in, and we don't leave until the job's done.



~~ General Howitzer

13 VP's



Card Balance:

Allies - 9

Axis - 7

Complexity:

5

Conditions:

Jungle

Context:

Historical

Location:

Solomon Islands

Year:

1943

Theater:



Pacific

Campaign:

Guadalcanal Campaign

Summary:

This is an Overlord game, so make use of the Jungle Command cards, two per side.

Objectives:

13 Medals including Territorial Control, and Exit Row medals and a sudden death hex all for the Japanese.

Terrain:

Jungle terrain with a 21-hex hill in the center which is a majority-control objective for one medal.

Troops:

Allies - 21 Marine Infantry, 3 Artillery

Axis - 24 Japanese Infantry, 3 Artillery

Special Rules:

1. Majority Temporary Territorial Control - whomever controls most of the 21-hill hexes gains 1 Medal
2. Exit Row Medals - to any Japanese forces that exit
3. Sudden Death Hex - to any Japanese forces that maintain control of the hex at the start of their next turn, total win for the Japanese



Allied Strategy:

1. Big Picture Plan when defending against the Japanese onslaught, is to reduce every full-power unit by at least one hit in order to cancel out their Seishin Kyoiku Doctrine.
2. Because of the special Rules, it is imperative that the Marines defend the center section, and prevent the Japanese forces from overwhelming the hill, to gain that point; or exiting out the back, to get those points, or most importantly, never let them gain access to the sudden death hex.



Axis Strategy

1. Big Picture Strategy for Axis; while the flanks provide an excellent attack possibility, if you have the cards, they should always be considered secondary to your primary objective of overwhelming the 21-hex hill and gaining all the extra win points associated with it, and the exit hexes, and the sudden death hex.
2. When given the opportunity on your flanks, move your forces towards the central section to continue to put pressure on the enemy and eventually overrun his position.

1

[BR - Guadalcanal](#)

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