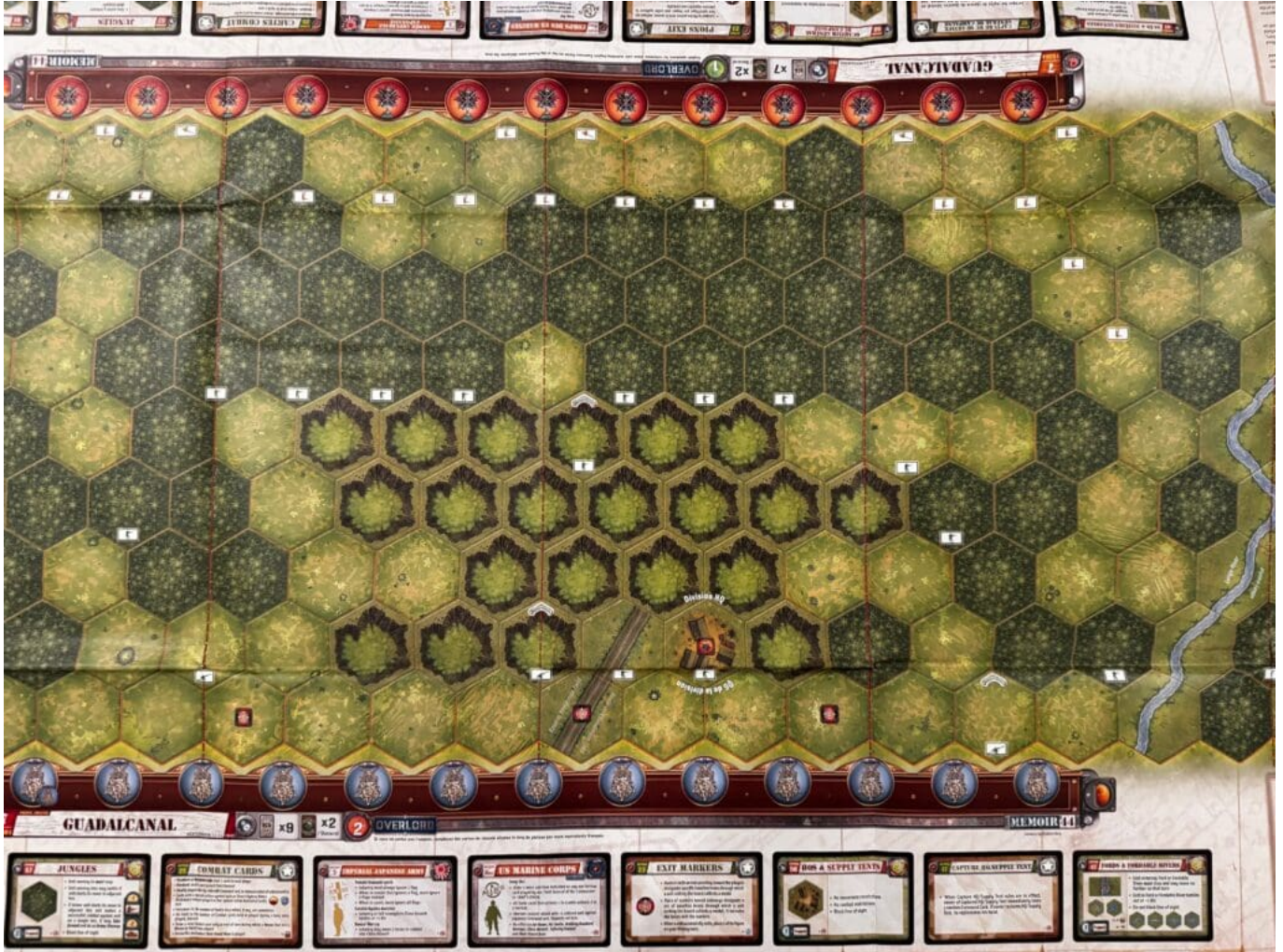




Guadalcanal



The **Battle of Guadalcanal** (August 7, 1942 - February 9, 1943) was a pivotal campaign in the Pacific Theater of World War II. It marked the first major Allied offensive against Japanese forces and centered around the island of Guadalcanal in the Solomon Islands.

The campaign began with U.S. Marines landing on Guadalcanal to seize the partially constructed airfield (later named **Henderson Field**) that the Japanese were building. Holding the airfield was critical for controlling sea lanes between the U.S. and Australia.

Despite harsh jungle conditions, supply shortages, and strong Japanese resistance, the Allies



eventually secured the island. The Japanese suffered heavy losses in troops, ships, and aircraft, and their ability to conduct large-scale offensive operations in the Pacific was significantly diminished.

The victory at Guadalcanal marked a turning point in the Pacific War, shifting the strategic initiative to the Allies and beginning the long campaign of “island hopping” toward Japan.

13 VP's



Card Balance:

Allies - 9

Axis - 7

Complexity:

5

Conditions:

Jungle

Context:

Historical

Location:

Guadalcanal Island

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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