Bloody Ridge



September 1942—Guadalcanal. The place? A godforsaken jungle. The mission? Hold Henderson Field—or lose the whole damn island.

The Japanese came in hard, full of fire and fury, dead set on taking back that airstrip. And standing in their way? A thin line of ***Marine Raiders*** *and the* ***1st Marine Division****, led by* ***Colonel Merritt Edson****—a man who knew how to fight.*

They dug in on that ridge near the field, and when the sun went down, ***hell lit up.*** *The enemy came in waves, screaming, charging, trying to break our line with steel and guts. But Edson's boys? They* ***didn't break****. They held, bled, and threw everything back in the enemy's face.*

*For three nights it was chaos—****bayonets, grenades, bullets in the dark.*** *But when the smoke cleared,* ***Henderson was still ours****, and the ridge was soaked in blood—****American and Japanese alike****. That hill earned a new name—****"Bloody Ridge"****—and it damned well deserved it.*

*That stand turned the tide on Guadalcanal. It proved that the Japanese could be stopped. It proved that when the enemy thinks we'll break—**we dig in deeper**.*

That's the kind of fight I respect—outnumbered, outgunned, and still coming out on top.

~~ General Howitzer

6 VP's



Card Balance:

5 – 5

Complexity:

2

Conditions:

Jungle



Context:

Historical

Location:

Guadalcanal

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



Winning as 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.



Winning as 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.

Author.

URL

General Howitzer / Battle Reports

Bloody Ridge

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**51.85%**
Average medals per side
Allies—Axis—
Submitted AARs
27Games reported
Allied victories**14 · 51.9%**
Axis victories**13 · 48.1%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.

Campaigns featuring this scenario

Explore the scenarios in each campaign, listed in campaign order.

Campaign Book, Vol.2

1. Battle of Warsaw→ — Open Scenario
2. Slopes of Mount Austen→ — Open Scenario
3. Operation Frankforce→ — Open Scenario
4. Drop in the Night: 82nd→ — Open Scenario
5. The Coup de Main→ — Open Scenario
6. Cut of the Cotentin→ — Open Scenario
7. The Scottish Corridor→ — Open Scenario
8. The Charging Bull→ — Open Scenario
9. The Hedgerow Breach→ — Open Scenario
10. The Avranches Breakthrough→ — Open Scenario
11. Tigers Versus Kangaroos→ — Open Scenario
12. Take Falaise→ — Open Scenario
13. Tuchola Forest→ — Open Scenario
14. Bzura River→ — Open Scenario
15. Hel→ — Open Scenario
16. Tomaszow Lubelski→ — Open Scenario
17. Battle of Kock→ — Open Scenario
18. Luga Bridges→ — Open Scenario

19. Slim River→ — Open Scenario
20. Kota Bharu→ — Open Scenario
21. Ban Sadao→ — Open Scenario
22. Breaking the Jitra Line→ — Open Scenario
23. Gurun→ — Open Scenario
24. Kampar→ — Open Scenario
25. Bakri→ — Open Scenario
26. Tenaru→ — Open Scenario
27. Clearing Matanikau River→ — Open Scenario
28. Roi-Namur Landings→ — Open Scenario
29. Kwajalein→ — Open Scenario
30. Engebi Landings→ — Open Scenario
31. Guam Landings→ — Open Scenario
32. Orote Peninsula→ — Open Scenario
33. Landings at Peleliu→ — Open Scenario
34. Iwo Jima Landings→ — Open Scenario
35. Counter-Offensive on Okinawa→ — Open Scenario
36. The Rescue of Mussolini→ — Open Scenario
37. Umurbrogol Pocket→ — Open Scenario
38. Capture of Parry→ — Open Scenario
39. Medeera Pocket→ — Open Scenario
40. Singapore→ — Open Scenario

41. [Stalingrad] Red Barricades Factory Complex→ — Open Scenario
42. Matanikau River→ — Open Scenario
43. Japanese Counterattack→ — Open Scenario
44. [Iwo Jima] The Meat Grinder→ — Open Scenario
45. Counter-attack on Mortain→ — Open Scenario
46. Bloody Ridge Current scenario
47. Roi→ — Open Scenario
48. Namur→ — Open Scenario
49. Gemencheh Bridge→ — Open Scenario
50. Kepa Oksywska→ — Open Scenario
51. Szack→ — Open Scenario
52. Drop in the Night: 101st→ — Open Scenario
53. Coldstream Hill→ — Open Scenario

Guadalcanal Campaign

1. Slopes of Mount Austen→ — Open Scenario
2. Tenaru→ — Open Scenario
3. Clearing Matanikau River→ — Open Scenario
4. Matanikau River→ — Open Scenario
5. Bloody Ridge Current scenario

No Surrender Scenarios

1. Elsenborn→ — Open Scenario
2. St. Vith→ — Open Scenario
3. Bastogne→ — Open Scenario

4. Bloody Ridge Current scenario
5. Lunga Point→ — Open Scenario
6. Matanikau→ — Open Scenario
7. The Gifu→ — Open Scenario
8. The Sea Horse→ — Open Scenario
9. Hornet's Nest→ — Open Scenario
10. Peiper at Lanzarath→ — Open Scenario
11. Cabanatuan→ — Open Scenario
12. Assault at the Gifu→ — Open Scenario