

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

27 Games reported

Allied victories **14** · **51.9%**

Axis victories **13** · **48.1%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

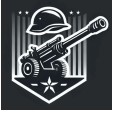
Allies 0 Axis 0 General 0

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.

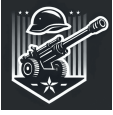


Campaigns featuring this scenario

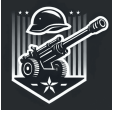
Explore the scenarios in each campaign, listed in campaign order.

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](#)
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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](#)



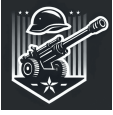
41. [\[Stalingrad\] Red Barricades Factory Complex→ — Open Scenario](#)
42. [Matanikau River→ — Open Scenario](#)
43. [Japanese Counterattack→ — Open Scenario](#)
44. [\[Iwo Jima\] The Meat Grinder→ — Open Scenario](#)
45. [Counter-attack on Mortain→ — Open Scenario](#)
46. [Bloody Ridge](#) Current scenario
47. [Roi→ — Open Scenario](#)
48. [Namur→ — Open Scenario](#)
49. [Gemenchek 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 Lanzasath→ — Open Scenario
11. Cabanatuan→ — Open Scenario
12. Assault at the Gifu→ — Open Scenario