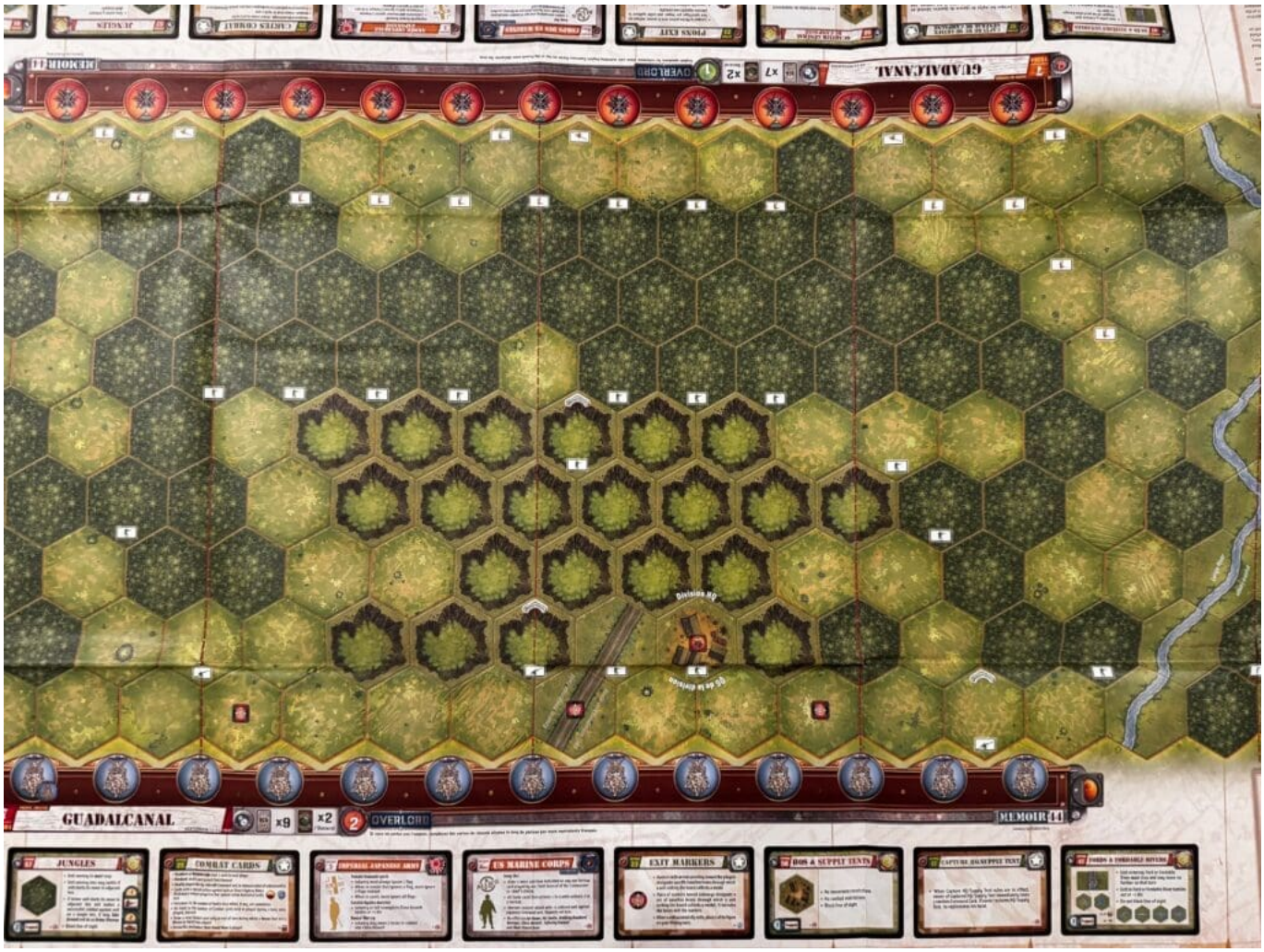
Guadalcanal

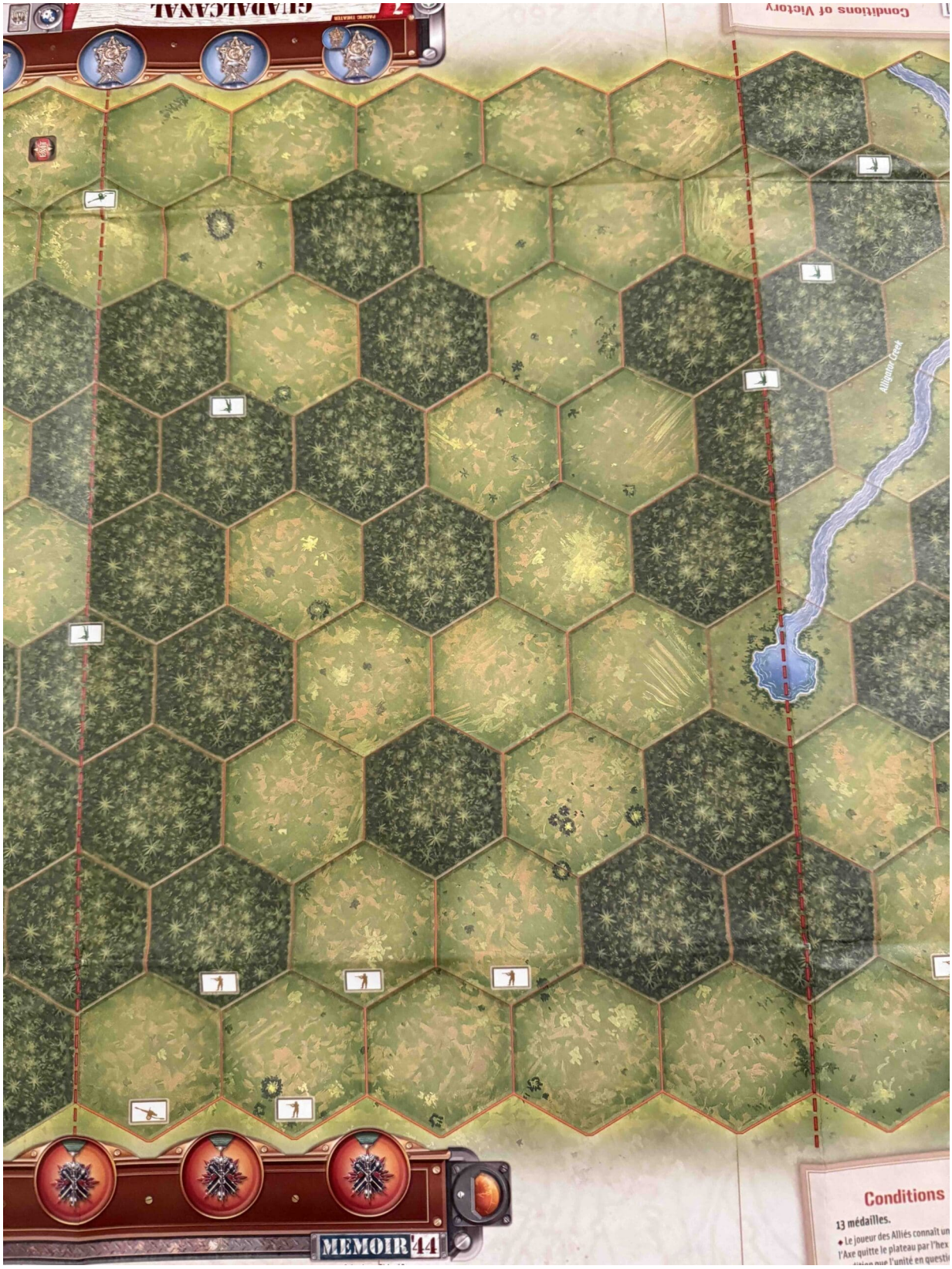


GUERRE DU PACIFIQUE
GUADALCANAL
12-14 SEPTEMBRE 1942
1942
x7
x2
/General
OVERLORD
English speakers: for reference, place your matching English Sum
CAPTURE DU QUARTIER GÉNÉRAL DE CAMPAGNE
Lorsque les règles de capture du Quartier Général de Campagne s'appliquent, si celui-ci est capturé, son possesseur initial perd immédiatement 1 carte de commandement. Dès que le possesseur initial reprend son Quartier Général de Campagne à l'ennemi, il pioche une carte.
QUARTIER GÉNÉRAL DE CAMPAGNE
Aucune restriction de mouvement
Aucune restriction de combat
Bloque la ligne de mire
PIONS EXIT
Lorsque la flèche pointe vers le joueur, indique un hex spécifique par lequel une unité quittant le plateau rapporte une médaille
Lorsqu'ils pointent l'un vers l'autre, indiquent un intervalle d'hex de bord de plateau par lequel une unité quittant le plateau rapporte une médaille
Lorsqu'une unité quitte le plateau entre les pions Exit (ou en passant par un hex où se trouve un pion Exit), elle remporte une médaille
EXIT
ALLIÉS

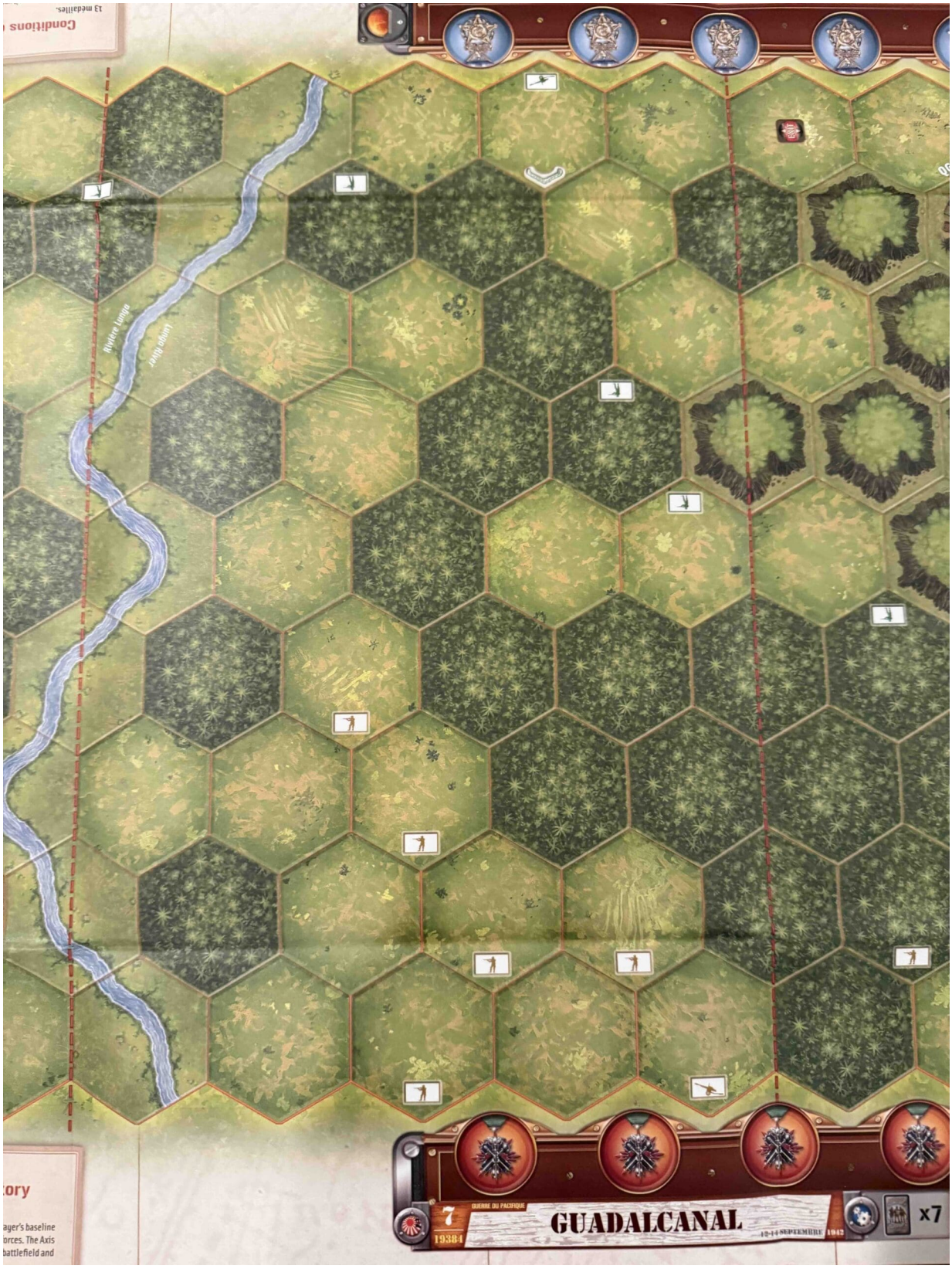
Guadalcanal_title

Alligator Creek
Alligator Creek
Conditions de victoire
Contexte historique

Guadalcanal_right2


Conditions
13 médailles.
Alligator Creek
MEMOIR 44
GUADALCANAL
Conditions of Victory

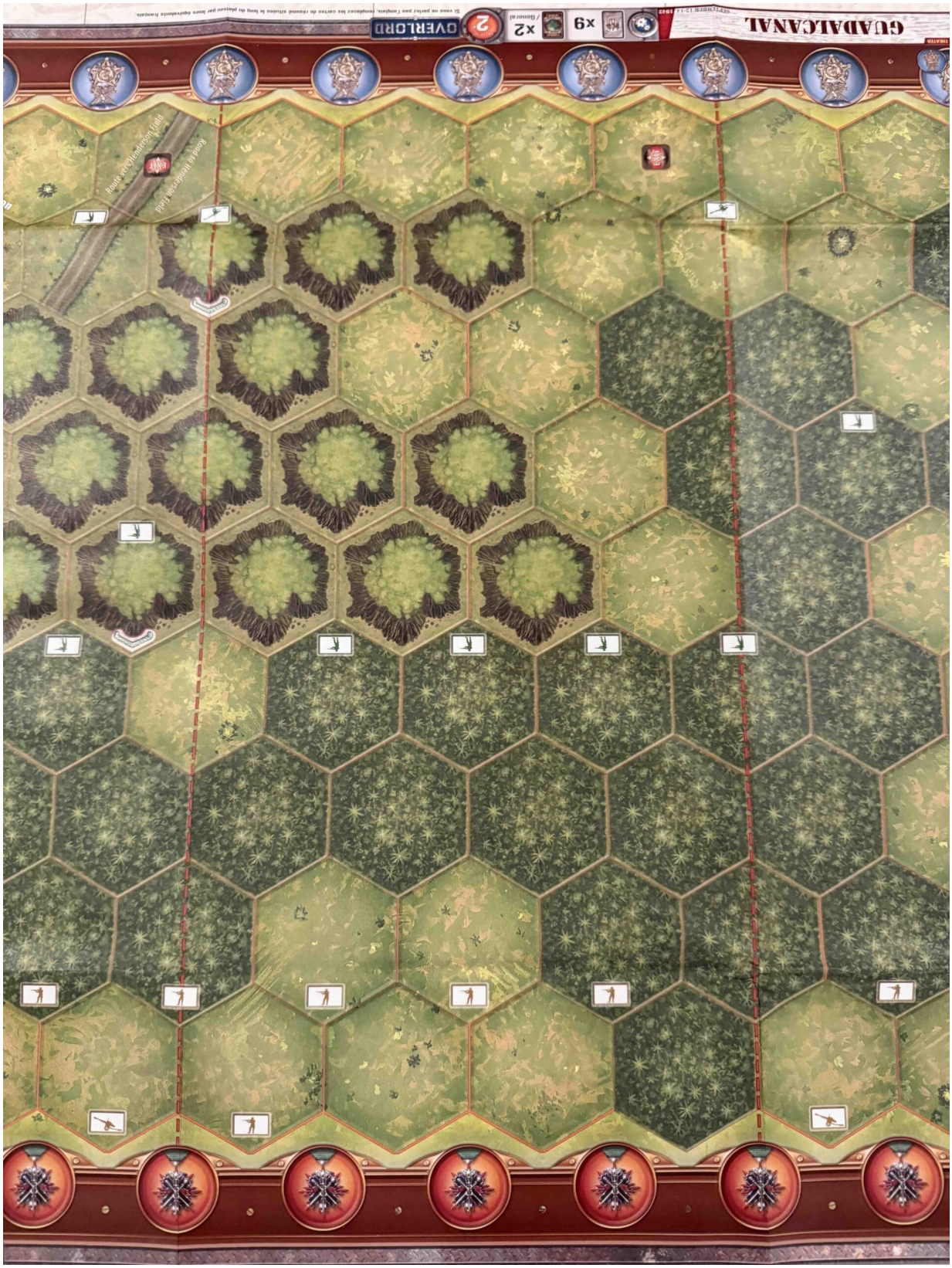
Guadalcanal_right1


GUADALCANAL
x7
7
19384
Rivière Lungo
Lungo River

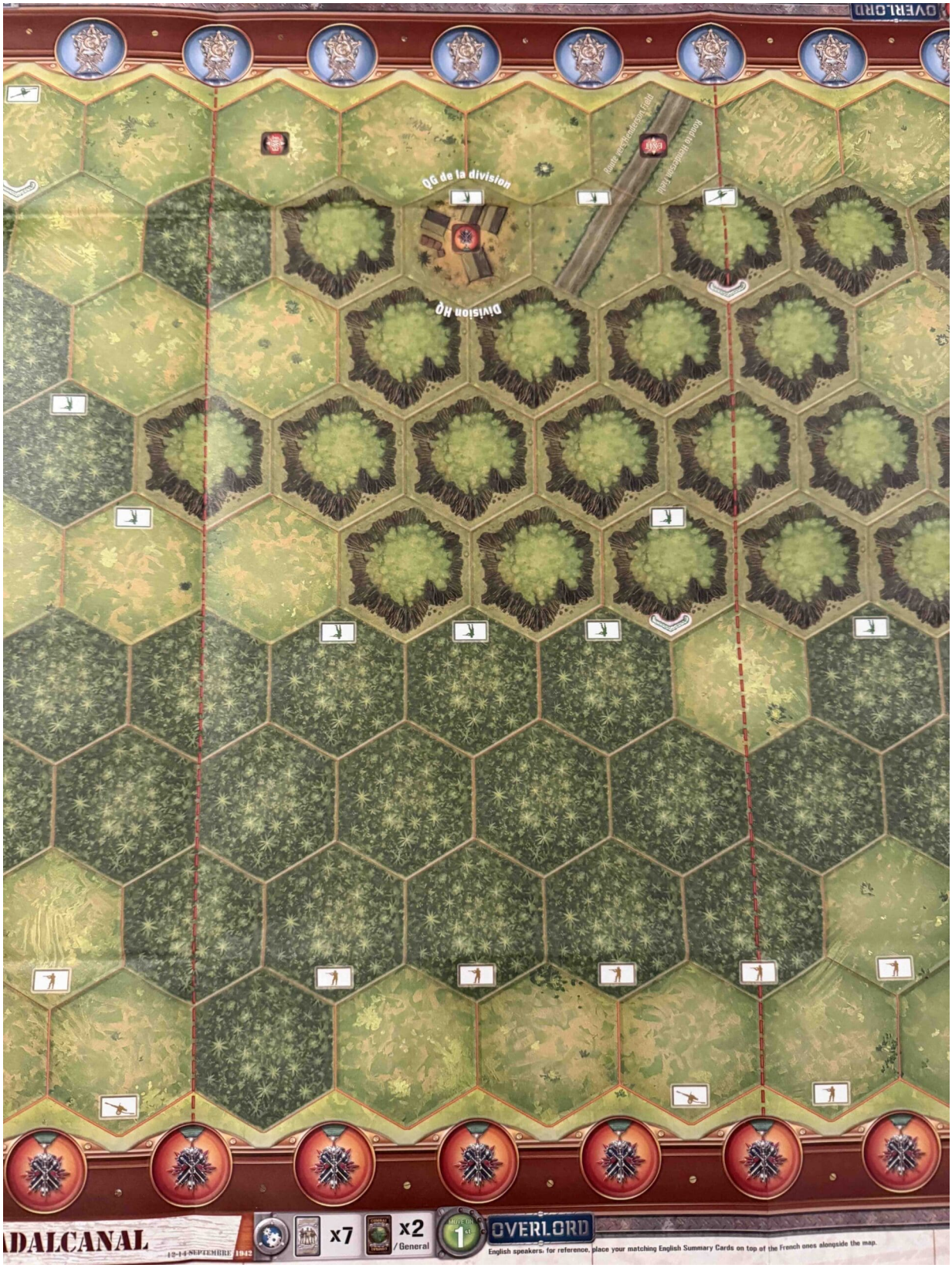
Guadalcanal_Left2

Contexte historique
Conditions de victoire
13 médailles.
Rivière Lunga
Lunga River
Historical Background
Japanese commander Kawaguchi planned to retake Henderson Field by moving his main force through the jungle and advancing from the south. But Col. "Red Mike" Edson had received reports of Kawaguchi's movement and positioned his troops in the jungle and along a series of grassy ridges south of Henderson Field. The Japanese attack began with a bombardment, followed by a powerful thrust that pushed the Marines back onto the ridge. The next day an attempt to drive the Japanese forces back failed. A strong effort by
Conditions of Victory
13 medals.
◆ The road hex with an Exit marker on the Allied player's baseline is a Sudden Death Objective Exit hex for the Axis forces. The Axis unit must start its turn on the road hex to exit the battlefield and claim a Sudden Death Victory.

Guadalcanal_Left1


GUADALCANAL
OVERLORD
x9
x2
Si vous ne parlez pas l'anglais, remplacez les cartes de résumé situées le long du plateau par leurs équivalents français.
Route vers Henderson Field
Road to Henderson Field

Guadalcanal_center2


OVERLORD
English speakers, for reference, place your matching English Summary Cards on top of the French ones alongside the map.
x2
/ General
x7
12-14 SEPTEMBRE 1942
DALCANAL
Division HQ
QG de la division

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

Codename:

Operation Watchtower

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

Winning as Allies

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 our their Seishin Kyoiku Doctrine.

2. Because of the special Rules, it is imperative that the Marines defende 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.

Winning as Axis

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.

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Guadalcanal [Overlord]

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**80.00%**
Average medals per side
Allies**11.5**Axis**6.5**
Submitted AARs
5Games reported
Allied victories**4 · 80.0%**
Axis victories**1 · 20.0%**

GeneralHowitzer recently won this battle.

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.