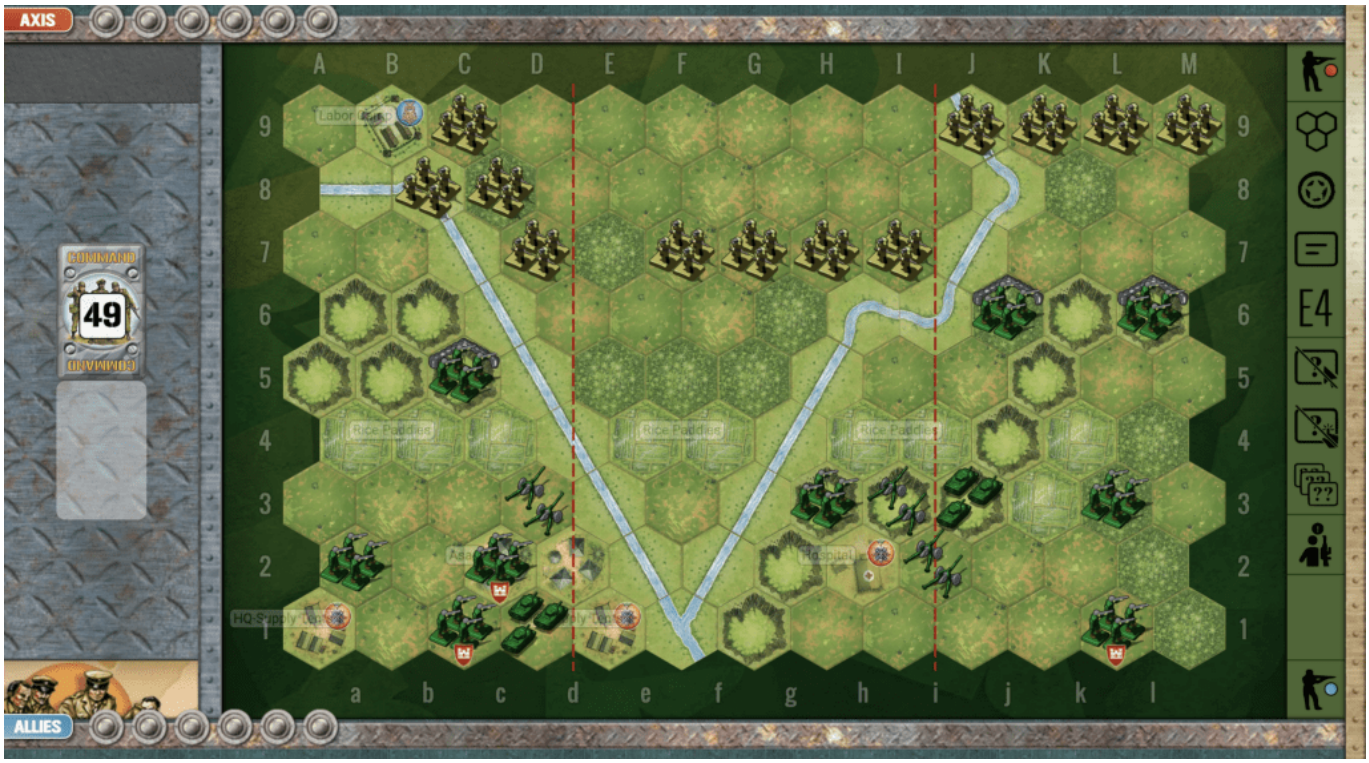
Japanese Counterattack



The “Japanese Counter-Attack” phase refers to the counteroffensives launched by Japanese forces in the Pacific Theater. One notable example occurred during the Battle of Guadalcanal, from August 1942 to February 1943. After U.S. Marines secured a critical airfield on Guadalcanal, known as Henderson Field, the Japanese launched multiple counterattacks to reclaim it. These counteroffensives, involving intense jungle fighting and night assaults, aimed to dislodge the U.S. forces from their foothold. The Japanese committed significant naval and infantry resources, but despite their efforts, they struggled to overcome the U.S. defenses and secure sustained supply lines.

The Japs threw in ships, men, and everything they could float or march—but it didn’t matter. Our defenses held like a steel wall, and without solid supply lines, their fight was doomed from the start. They came in hard, but we broke them harder.

~~ General Howitzer

6 VP’s

Card Balance:

Allies – 6

Axis – 5

Complexity:

4

Conditions:

Jungle

Location:

Guam

Year:

1944

Theater:

Pacific Theater

Campaign

Codename

Summary

The Japanese Counterattack takes place on the same battlefield as the Guam Landings, but the game mechanics are pretty much reversed.

Objectives:
Six VP’s, plus each side has a permanent Objective Medal hex which they can seek.

Battlefield:
Jungle with a V-shaped river cutting right through the map.

Troops:
Marines – 9 Infantry, 2 Armor, 2 Artillery.
Japanese – 12 Infantry.

Winning as Allies

1. With three artillery, and one armor, the Marines have more firepower than the Japanese. But the artillery is limited for much of the game by night visibility rules, which slowly improve throughout the game. So take your time to get your troops arranged, and your card management under control, to allow more daylight to help your attack and defense.

2. Your tank is stuck back in the left corner of the fight, so take advantage of the early turns to get it into play.

3. Remember that the Japanese practice the Seishin Kyoiku Doctrine. If they have all four units and are fighting at close combat, they role four! dice, not three. So during the game, one of the objectives the Marines need to practice is to take off at least one figure per hex. This will actually count as two in terms of reducing the Japanese firepower for subsequent attacks.

Winning as Axis

1. Big picture strategy for the Japanese forces is to quickly overwhelm a flank with infantry forces who are still fully intact so that you can use the Seishin Kyoiku Doctrine against the Marines. Because of the four! Allied artillery, the center section is kind of a kill box. So the best hope is to move down one of flanks as the cards dictate.

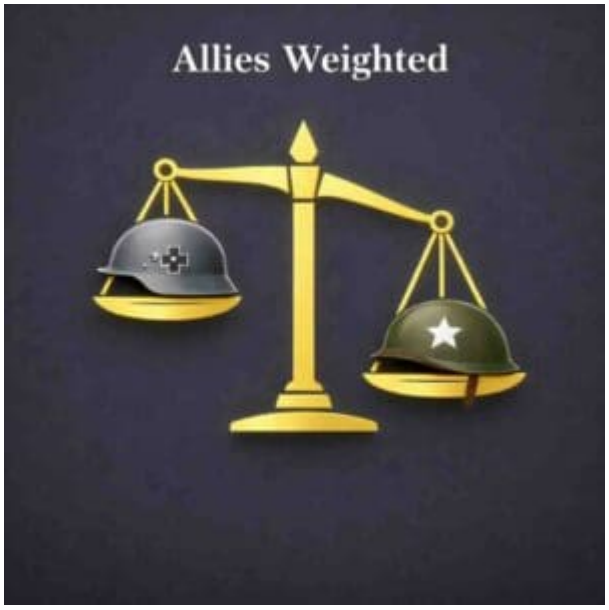
2. Night-time conditions are to your advantage because the Allies have so much firepower. Therefore your best attacks will be immediately, before the dice rolls enough stars to bring out the full ranged artillery attacks.

3. There are three Permanent Medal Objectives (HQ-Supply & Hospital hexes). These are deep in enemy territory, but should you get your hands on either Behind Enemy Lines or Infantry Assault cards, there is a possibility you could force your way in to them.

Battle Reports (percentage of Allied victories):

66%

(These are the historical records. For new stats, record your games in the poll to the right.)



Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Japanese Counterattack

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**64.86%**
Average medals per side
Allies**5.5**Axis**4.0**
Submitted AARs
37Games reported

Allied victories**24 · 64.9%**
Axis victories**13 · 35.1%**

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.

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 Current scenario
44. [Iwo Jima] The Meat Grinder→ — Open Scenario
45. Counter-attack on Mortain→ — Open Scenario
46. Bloody Ridge→ — Open 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

Pacific Theater

1. Slopes of Mount Austen→ — Open Scenario
2. Wake Island→ — Open Scenario
3. Guam Landings→ — Open Scenario
4. Matanikau River→ — Open Scenario
5. Japanese Counterattack Current scenario
6. The Meat Grinder [Iwo Jima]→ — Open Scenario
7. Sugar Loaf and Half Moon. [Okinawa]→ — Open Scenario
8. Peleliu Landings [Overlord]→ — Open Scenario

Marianas & Palau Islands

1. Guam Landings→ — Open Scenario
2. Landings at Peleliu→ — Open Scenario
3. Umurbrogol Pocket→ — Open Scenario
4. Japanese Counterattack Current scenario