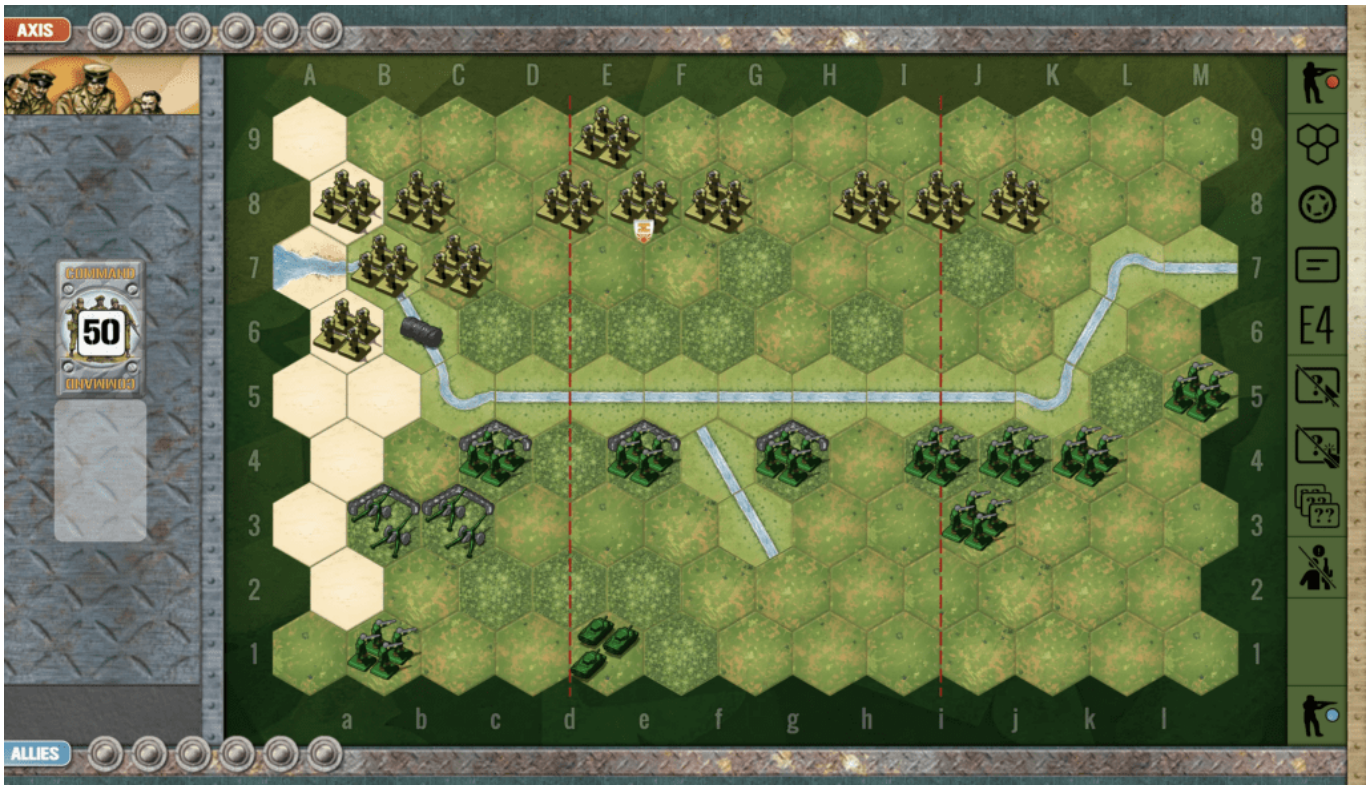
Tenaru



“Listen up! In August ‘42 on Guadalcanal, those Japanese under Colonel Ichiki thought they’d just waltz in and knock the Marines off their perch at Henderson Field. Hell, they didn’t know what they were walking into!

The Marines were **dug in deep** along the Ilu River, machine guns at the ready and artillery on call. When the Japanese hit the line, they slammed into a wall of hot lead and cold steel. All night those Marines fought like hell, and by dawn, the Japanese were stacked up like cordwood.

That wasn’t just another scrap, boys—**that was a message**. The Japanese learned the hard way that the U.S. Marines don’t back down, and we sure as hell don’t run. The Battle of Tenaru was the first big test on Guadalcanal, and the Marines passed it with flying colors.

That’s how you win a campaign, boys—**you dig in, you hold the line, and you don’t let the enemy push you back an inch!**”

~~ General Howitzer

6 VP’s



Card Balance:

5 – 5

Complexity:

3

Conditions:

Jungle



Location:

Guadalcanal

Year:

1942

Theater:

Pacific

Campaign:

Guadalcanal Campaign

Codename

Summary:

Objectives:

6 VP’s

Battlefield:

The primary strategic elements to consider in the Tenaru scenario is the navigable river going across the battlefield, and the beach hexes along one flank which allows for rapid troop movement. But the most formidable element of this scenario are the two American artillery units on the beach section.

Troops:

Allies – 9 Infantry, 1 Armor, 2 Artillery

Axis – 12 Infantry



Allied Strategy:

1. Use your Artillery at every opportunity. The enemy will be able to make rapid

progress along the beach, so you need to attack while you can.

2. You have one Armor, but it starts off in the back. You need to get it into play as soon as possible, so that you can attack the enemy forces from a distance and diminish their attack ability.

3. Do what you can to destroy at least one figure in every Japanese Infantry unit, in order to nullify the Seishin Kyoiku Principle advantage.

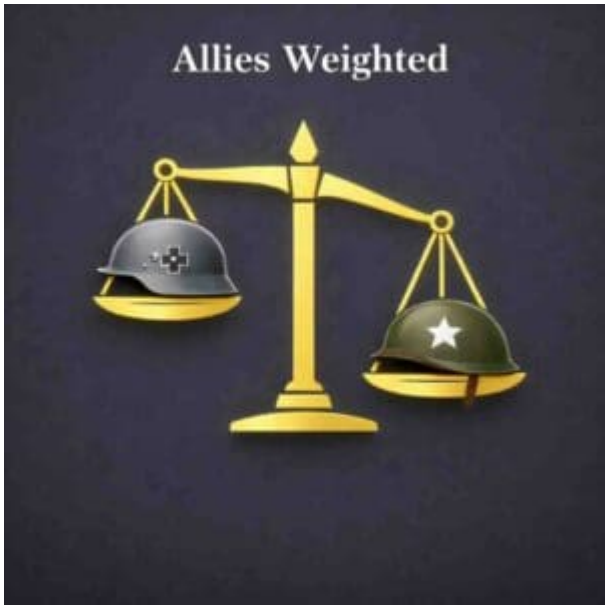


Axis Strategy:

1. Because this is a long scenario, you may need to consider destroying the American artillery near the beach. Fortunately, the beach allows for rapid progress of the Japanese infantry to its objectives.

2. However, it is possible for the Axis to win this scenario if they focus their energies to the left and center sections.

3. Take advantage of the Banzai War Cry, and the Seishin Kyoiku principle to rapidly attack and destroy the enemy.



Author:

Link:

General Howitzer / Battle Reports

Tenaru

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**72.73%**
Average medals per side
Allies**5.6**Axis**2.0**
Submitted AARs
33Games reported
Allied victories**24 · 72.7%**

Axis victories**9 · 27.3%**

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 Current 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→ — 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

Guadalcanal Campaign

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