

GUADALCANAL – THE BATTLE FOR HENDERSON FIELD

PLAYER AID

Guadalcanal – The Battle for Henderson Field has been designed to give the player control over various play options. The player can ‘mix and match’ these options in any combination. For example, the player may choose to use the Regular Difficulty Level for determining the number of Moves and Actions given in the USMC Counter Phase, but the Veteran Difficulty Level for all other aspects of the game. Similarly, the player may choose the Boot Difficulty Level for most aspects of the game, but select the Elite Difficulty Level to determine Fog of War, Event and Tactics cards.

To customize the game, select the Difficulty Levels and any Optional Rules you prefer to use before starting the game.

SELECT DIFFICULTY LEVEL

DIFFICULTY LEVELS

BOOT	REGULAR	VETERAN	ELITE
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DEPLOYMENT (p.13)

LOCATION	RIFLES COUNTERS				SUPPLY TOKENS				SUPPRESSION TOKENS			
Matanikau River Mouth	3	2	1	0	5	4	3	2	-	-	-	-
Matanikau Log Bridge	3	2	1	0	5	4	3	2	-	-	-	-
Southern Lunga Perimeter	4	3	2	1	7	6	5	4	-	-	-	-
Any Combat Sector	-	-	-	-	-	-	-	-	16	14	12	10

USMC Rifles counters can be placed in any Combat Position or the Reserves box of the designated Combat Sector. Suppression tokens can be placed in any number of Combat Sectors.

PURCHASING ADDITIONAL USMC COUNTERS (p.14)

14 points	12 points	10 points	8 points
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Use these points to purchase additional USMC and Weapon counters. Additional USMC and Weapon counters can be placed in any Combat Position or the Reserves box of any Combat Sector.

CHOOSE VARIANT PLAY OPTIONS

FOG OF WAR CARDS (OPTIONAL) (6.1)

BOOT	REGULAR	VETERAN	ELITE
2	4	6	8

Shuffle the selected number of Fog of War cards into the USMC Operation Card deck.

EVENT CARDS (OPTIONAL) (6.2)

Choose the Difficulty Level – (R) Regular, (V) Veteran, or (E) Elite – and draw three Event cards of the appropriate Difficulty Level. Those Event cards remain in play for the duration of the game.

TACTICS CARDS (OPTIONAL) (6.3)

BOOT	REGULAR	VETERAN	ELITE
1	2	3	3 + 1 if '5-6' on 1d6

Draw a number of IJA Tactics cards at the beginning of the *IJA Card and Counter Phase*, depending on the Difficulty Level selected. Those Tactics cards remain in play until the start of the following *IJA Card and Counter Phase*.

VARIANT IJA DECKS (OPTIONAL) (6.4)

Shuffle the Variant IJA cards into the IJA deck, then draw a number of cards for each Wave as indicated in the table below. Discard the remaining cards without looking at them. Draw and resolve the cards in each Wave deck as normal.

WAVE #	# VARIANT CARDS	# CARDS IN WAVE DECK (EXCLUDING THE BANZAI CARD)
1	4	8
2	8	16
3	8	16
4	6	12

EPIC BATTLE (OPTIONAL) (6.5)

Add the following number of Variant IJA cards to each Wave deck. Do **not** remove any IJA cards. This will increase the number of cards in each Wave. Note that Fog of War cards are a mandatory addition to balance the challenge of the USMC Card Phase, but the player can select Event and Tactics cards as normal.

DIFFICULTY LEVEL	#ADDITIONAL VARIANT CARDS IN EACH WAVE	# FOG OF WAR CARDS IN USMC DECK
Veteran	+2 / Wave	+6
Elite	+4 / Wave	+8

SURPRISE (OPTIONAL) (6.6)

After deploying all USMC counters, place an IJA Infantry counter in the entry Attack Position of each Combat Sector. Thereafter, play the game as normal.

CO-ORDINATED ATTACK (OPTIONAL) (6.7)

Do not draw 3 IJA cards each turn during the IJA Card and Counter Phase. Instead, roll 3d6 and consult the table below to determine how many IJA cards to draw and resolve during that turn. Resolve all cards as normal, including any Banzai card drawn.

#IJA Cards Drawn and Resolved (3.0)	BOOT (3d6)	REGULAR (3d6)	VETERAN (3d6)	ELITE (3d6)
1	3	3 – 4	3 – 4	3 – 4
2	4 – 7	5 – 8	5 – 7	5 – 6
3	8 – 13	9 – 12	8 – 11	7 – 10
4	14 – 17	13 – 16	12 – 16	11 – 15
5	18	17 – 18	17 – 18	16 – 18

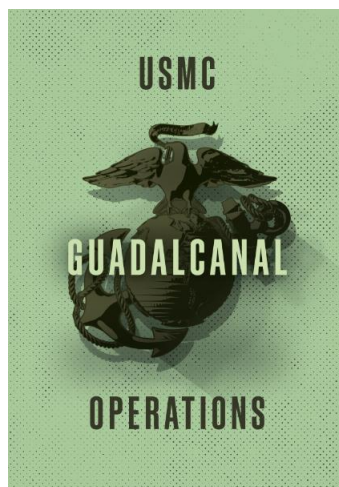
ALL QUIET ON THE GUADALCANAL FRONT (BOOT LEVEL ONLY – OPTIONAL) (6.8)

After resolving a Banzai card (with the exception of the Wave 4 Banzai card), do not draw any additional IJA cards for the remainder of that turn if you would otherwise do so. Move directly to the *USMC Counter Phase*.

BOOT CARDS

Discard and resolve a Boot card at any time during the game, then remove that card from the game.

DIFFICULTY LEVEL	# BOOT CARDS DRAWN
Boot (I)	5
Boot (II)	4
Boot (III)	3



SEQUENCE OF PLAY

SEQUENCE OF PLAY

- **USMC Operations Card Phase (2.0):** (1) Draw a number of USMC Operations cards as determined by the Difficulty Level (2.1). (2) If required, discard one of those cards. (3) Choose and resolve one action from each remaining card.
- **Imperial Japanese Army Card and Counter Phase (3.0):** Draw and resolve three Imperial Japanese Army cards one at a time.
- **USMC Counter Phase (4.0):** As determined by the Difficulty Level (4.0), Move up to six USMC counters, then take up to six Actions with USMC counters.

Repeat the Sequence of Play until the Wave 4 Banzai card has been resolved and the game ends. Refer to 5.0 to check the Victory Conditions.

USMC OPERATIONS CARD PHASE (2.0)

After selecting and discarding the required number of Operations cards as determined by the Difficulty Level selected (see below), choose and resolve one Action from each remaining card.

Actions from different cards can be combined in the same turn. For example, you may select the *Land Supplies* action from a Task Force 62 card and then the *Send Supplies* action from a 1st Marine Division HQ card to distribute those Supply Tokens to different Combat Sectors.

Number of USMC Operations Cards Drawn and Used per Turn by Selected Difficulty Level

USMC Cards	BOOT	REGULAR	VETERAN	ELITE
DRAWN	5	4	4	3
DISCARDED	1	0	1	0
USED	4	4	3	3

Task Force 62 (Location #3) (2.6)

- **Land Supplies:** Place up to six Supply Tokens in the Supply box on the Henderson Field section of the game board.
- **Repair:** Remove a Disrupted Token from Location #3.

1st Marine Division HQ (Location #18) (2.7)

- **Send Supplies:** Remove up to six Supply Tokens from the Supply box on Henderson Field and place those Supply Tokens in a Supply box in any combination of Combat Sectors.
- **Send Reinforcements:** Spend up to six points on any combination of USMC counters and/or Weapon counters. Place those counters in a Reserves box in any combination of Combat Sectors or in the Colonel Oka's Attack box. Place a Reinforcement Token on those counters. Those counters cannot Move or take an Action until the following turn.
- **Repair:** Remove a Disrupted Token from Location #18.

COMAIRSOPAC (Locations #4 - #6 & #9 - #14) (2.8)

- **Ready Wildcat F4F, SBD – Bomber or SBD – Patrol:** Place a Wildcat F4F, SBD – Bomber or SBD – Patrol Token on the relevant Location (#4 - #6 & #9 - #14).
- **Repair:** Remove a Disrupted Token from Location #4 - #6 or #9 - #14.

11th Marine Regiment (Locations #7 & #8) (2.9)

- **Ready Artillery:** Remove one Supply Token from the Supplies box on Henderson Field. Place an Artillery Token on Location #7 or #8. See Forward Observer and the Barrage Action (4.1.7) to use readied Artillery Tokens.
- **Repair:** Remove a Disrupted Token from Location #7 or #8.

Division Intelligence (D-2) (Location #17) (2.10)

- **Establish Comms:** Place a Comms Token on Location #17 on Henderson Field *or* place a Comms Token in the Command Post box in one Combat Sector. Establishing Comms between Division Intelligence and a Combat Sector grants an extra Move and Action to be used in that Combat Sector (only) each turn (4.0.3). Establishing Comms is also necessary to use the Request Reinforcements action in a Combat Sector (4.1.6).
- **Repair:** Remove a Disrupted Token from Location #17.

Cactus Air Force (Wildcat F4F) (Locations #4, #6, #9 & #10) (2.11)

- **Ready Wildcat F4F:** Place a Wildcat F4F Token on Location #4, #6, #9 or #10.
- **Repair Wildcat F4F:** Remove a Disrupted Token from Location #4, #6, #9 or #10.

Cactus Air Force (SBD – Bomber) (Locations #5, #11 & #12) (2.12)

- **Dive Bomb:** Remove one or more SBD – Bomber Tokens from Henderson Field. For each Token, make one dive bombing attack against the *Yura*. For every Token roll 2d6. For every additional Token beyond one, add a cumulative +1 bonus to **each** roll of 2d6. If the modified result is '10' or '11' place a Hit Token on the Light Cruiser *Yura* track. If you score three Hits, the *Yura* turns back. If the modified result is '12' the *Yura* immediately turns back. Place the Turned Back Token on the Light Cruiser *Yura* track. Thereafter ignore the *Yura* section of subsequent Banzai cards.
- **Repair SBD – Bomber:** Remove a Disrupted Token from Location #5, #11 or #12.

Cactus Air Force (SBD – Patrol) (Locations #13 & #14) (2.13)

- **Ready SBD – Patrol:** Place an SBD – Patrol Token on Location #13 or #14.
- **Search and Patrol Flight:** Remove one or more SBD – Patrol Tokens from Henderson Field. For each Token, make one Search and Patrol Flight to attempt to locate Vice Admiral Nagumo's Carrier Striking Force. For every Token roll 2d6. For every additional Token beyond one, add a cumulative +1 bonus to **each** roll of 2d6. If one or more of the modified results equals or exceeds the current search value on the Carrier Strike Force track, then Nagumo's carriers have been spotted. Flip the Search and Patrol Token to its Spotted side. If the modified results are lower than the current search value move the Search and Patrol Token on the Carrier Striking Force track to the next lower number on that track.
- **Repair SBD – Patrol:** Remove a Disrupted Token from Location #13 or #14.

Coast Watcher (No Location) (2.14)

- **Ready Coast Watcher:** Place one Coast Watcher Token onto one of the Coast Watcher locations on the Bougainville Island section of the game board (Tracker #2).

- **Gather Intel:** Remove a Coast Watcher Token from Tracker #2. Gain 3 Victory Points.

Note: Coast Watcher Tokens can be freely used with Wildcat F4F Tokens to counter the Bomb Henderson Field card (3.5).

3rd Defense Battalion (Locations #15 & #16) (2.15)

- **Ready Anti-aircraft:** Place an Anti-aircraft Token on Location #15 or #16. See Bomb Henderson Field (3.5) for details on how to use Anti-aircraft Tokens.

- **Repair:** Remove a Disrupted Token from Location #15 or #16.

IMPERIAL JAPANESE ARMY CARD AND COUNTER PHASE (3.0)

Determine Combat Sector: Roll 1d4. '1' = Matanikau River Mouth. '2' = Matanikau Log Bridge. '3-4' = Southern Lunga Perimeter.

Determine Combat Position: For the **Matanikau River Mouth** and **Matanikau Log Bridge** Combat Sector, roll **1d4**. For the **Southern Lunga Perimeter** Combat Sector, roll **1d10**.

Target (3.0.1): The *Attack Defender – Machine Gun*, *Knee Mortar*, and *Tank* cards as well as the *Bombard Perimeter* cards have a Target. Target indicates the maximum number of Combat Positions you will check for USMC counters from the original targeted Combat Position. Do not check the Reserves box.

IJA Card	Target (within target Combat Sector only)
Attack Defender – Machine Gun	Unlimited
Attack Defender – Knee Mortar	Zero – Target Combat Position Only
Attack Defender – Tank	Unlimited
Bombard Perimeter (70mm)	+/-1
Bombard Perimeter (100mm)	+/-2

First Aid (3.1.1)

- Non-Disrupted, non-Exhausted Medic counters only.

- If a USMC counter would be destroyed by an Attack Defender – Machine Gun, Knee, or Tank card (3.1, 3.2 and 3.3) or by a Bombard Perimeter card (3.4), a Medic counter in an adjacent Combat Position can use First Aid.

- Remove a Supply token from the corresponding Supplies box. That USMC counter is not destroyed and is not removed from the game board.

- The Medic counter is Exhausted.

- Do not place an Action token on the Medic counter.

Boost Morale (3.1.2)

- Non-Disrupted NCO counters only. NCO counter may be Exhausted.
- If a USMC counter fails a Morale Check after resolving an Attack Defender – Machine Gun, Knee Mortar or Tank card (3.1, 3.2 and 3.3) or by a Bombard Perimeter card (3.4) an NCO counter in an adjacent Combat Position can use Boost Morale.
- Reroll the failed Morale Check. You must accept the second result.
- Multiple USMC counters in multiple adjacent Combat Positions can be affected by Boost Morale in the same turn, including two Weapon Team counters in the same Combat Position.
- The NCO counter is NOT Exhausted.
- Do not place an Action token on the NCO counter.

Attack Defender – Machine Gun (3.1)

Determine target Combat Sector and target Combat Position. **Target:** Check all higher numbered, then all lower numbered Combat Positions until a USMC counter is found.

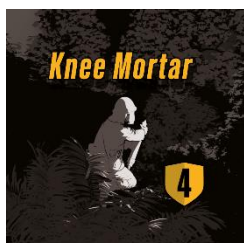
Roll 1d6. Result '1-2' target USMC counter is destroyed. Adjacent Medic may administer First Aid (3.1.1). Result '3-6' target USMC counter makes a Morale check. Roll 1d6. Result '1-2' target USMC counter retreats to the Reserves box. Place a Disrupted Token on that counter. Adjacent NCO may use Boost Morale (3.1.2).

Attack Defender – Knee Mortar (3.2)

Resolve in the corresponding Combat Sector when a Knee Mortar counter first enters play and each time it moves forward along an Attack Track. Determine target Combat Position. **Target:** Zero. Target Combat Position only. If that target Combat Position is empty, do not resolve. If target Combat Position contains a USMC counter, roll 1d6. Result '1' target USMC counter is destroyed. Adjacent Medic may administer First Aid (3.1.1). Result '6' indicates a miss. Result '2-5' USMC counter makes a Morale check. Roll 1d6. Result '1-2' USMC counter retreats to the Reserves box. Place a Disrupted Token on that counter. Adjacent NCO may use Boost Morale (3.1.2).

Attack Defender – Tank (3.3)

Always resolved in the Matanikau River Mouth Combat Sector when the Tank counter first enters play and each time it moves forward along an Attack Track. Determine target Combat Position. **Target:** Check all higher numbered, then all lower numbered Combat Positions until a USMC counter is found. Roll 1d6. Result '1' target USMC counter is destroyed. Adjacent Medic may administer First Aid (3.1.1). Result '6' indicates a miss. Result '2-5' target USMC counter makes a Morale check. Roll 1d6. Result '1-2' target USMC counter retreats to the Reserves box. Place a Disrupted Token on that counter. Adjacent NCO may use Boost Morale (3.1.2).



Bombard Perimeter – 70mm (3.4)

Determine target Combat Sector and target Combat Position. **Target:** Check the next single higher numbered, then the next single lower numbered Combat Positions. If no USMC counter is found do not resolve. Roll 1d6. Result '1-3' target USMC counter is destroyed. Adjacent Medic may administer First Aid (3.1.1). Result '4-6' target USMC counter makes a Morale check. Roll 1d6. Result '1-2' target USMC counter retreats to the Reserves box. Place a Disrupted Token on that counter. Adjacent NCO may use Boost Morale (3.1.2).

Bombard Perimeter – 100mm (3.4)

Determine target Combat Sector and target Combat Position. **Target:** Check the next two higher numbered, then the next two lower numbered Combat Positions. If no USMC counter is found do not resolve. Roll 1d6. Result '1-4' target USMC counter is destroyed. Adjacent Medic may administer First Aid (3.1.1). Result '5-6' target USMC counter makes a Morale check. Roll 1d6. Result '1-2' target USMC counter retreats to the Reserves box. Place a Disrupted Token on that counter. Adjacent NCO may use Boost Morale (3.1.2).

Bomb Henderson Field (3.5)

Determine number of 'Betty' bombers. White shield indicates Defense Value against F4F Wildcats. Yellow shield indicates Defense Value against 3rd Defense Battalion Anti-aircraft fire.

Choose option:

- (1)** Remove one F4F Wildcat Token and one Coast Watcher Token. All Betty bombers are automatically destroyed.
- (2)** Remove one or two Anti-aircraft Tokens from Location #15 or #16. For each Token removed, roll 1d6 twice. For every result that is equal to or greater than the Betty Defense Value displayed on the Yellow shield (4), reduce the number of Betty bombers by one.
- (3)** Remove one or more F4F Wildcat Tokens from Location #4, #6, #9 or #10. For each Token removed, first individually resolve Wildcat vs Zero aerial combat. Roll 1d6+2 for each Wildcat Token and 1d6 for each Zero escort. If the player scores an equal or higher number, the Zero escorts for that Token are destroyed. For each Wildcat F4F Token that defeats the Zero escort, roll 1d6 twice. For every result that is equal to or greater than the Betty Defense Value displayed on the White shield (3), reduce the number of Betty bombers by one. If the Wildcat Token fails to defeat the Zero escort, do not make this second roll against the Defense Value of the Bettys. Repeat this process for every Wildcat Token.

For every remaining Betty bomber, roll 3d6. Add each result together to determine which Location on Henderson Field is bombed. If the target Location has a Token present, remove that Token. If no Token is present, place a Disrupted Token on that Location. If a Disrupted Token is already present, move up to the next higher numbered Location and remove any Token there, place a Disrupted Token if no Token is present or move up to the next higher numbered Location is a Disrupted Token is already present. Repeat this process as needed.

* If two Disrupted Tokens are ever placed on Location #18, the game ends in defeat.

* A hit on Location #3 destroys any and all Supply Tokens in the Henderson Field Supply box. In addition, place a Disrupted Token on Location #3.

Place IJA Counter (3.6)

- **Determine Combat Sector.** Roll 1d4. '1' = Matanikau River Mouth. '2' = Matanikau River Log Bridge. '3-4' = Southern Lunga Perimeter. When placing multiple Infantry counters in the same turn, determine Combat Sector for each Infantry counter separately.

- **Suppression (3.6.1):** (1) Place IJA counter (2) Resolve any and all forward movement in that Combat Sector (3) Resolve Suppression. Remove any number of Suppression Tokens from the Suppression box of the corresponding Combat Sector. For every Suppression Token, roll 1d6. If one of those results is equal to or higher than the Defense Value of the IJA counter, that IJA counter is destroyed and removed from the game board. Veteran, Officer (and attached Infantry) and Tank counters are Immune to Suppression.

- **Knee Mortar and Tank:** After entering play and every time a Knee Mortar or Tank counter is pushed forward into a new Attack Position, resolve an attack for that counter (3.2 & 3.3).

- **Defensive Fire (3.6.2.2):** Resolve Defensive Fire if an IJA counter is pushed forward from the final (square/Wire) Attack Position if, and only if, that Attack Position contains a Barbed Wire Token (3.6.2). Remove the Barbed Wire Token.

Exceptions: Infiltrator and Tank.

Only non-Disrupted USMC Rifles, NCO and Officer counters with Line of Sight to the Attack Position the IJA counters is leaving can resolve Defensive Fire. If USMC counter is not Exhausted, roll 1d6. If Exhausted, roll 1d6-1. If the result is equal to or higher than the Defense Value of the IJA counter, that counter is destroyed and removed from the game board. Do not resolve Hand-to-Hand Combat. A USMC counter that is Out of Ammo cannot use Defensive Fire. Out of Ammo rules apply (4.1.2.1). Bushi does get a saving throw against Defensive Fire.

- **Hand-to-Hand Combat (3.6.3):** If an IJA counter is pushed forward from the final (square/Wire) Attack Position, after resolving any Defensive Fire, determine which Combat Position that IJA counter will enter randomly. If that Combat Position does not contain a USMC counter, the game ends immediately in defeat for the player. If that Combat Position contains a non-Disrupted USMC counter resolve Hand-to-Hand Combat. *Exceptions:* Infiltrator and Tank.

- **Resolving Hand-to-Hand Combat:** Roll 1d6 for both the IJA counter and the USMC counter (two Weapon Team counters use a single 1d6). If the **USMC counter scores higher**, the IJA counter is destroyed and removed from the game board. The game continues. That USMC counter is Exhausted if it was not Exhausted before. If that USMC counter was Exhausted, it becomes Disrupted. If the **IJA counter scores higher**, the game ends immediately in **defeat** for the player. If the result is equal and the USMC counter is not Exhausted, the IJA counter is destroyed. If the USMC counter is Exhausted, the USMC counter is destroyed and the game ends in defeat.

- **Weapon Team Counters:** Use a single 1d6 for both counters to resolve Hand-to-Hand Combat.

- **IJA Officers and Attached Infantry:** Roll two 1d6. Do not add the results together. USMC counter rolls a single 1d6. USMC counter result *must beat both* IJA results, regardless of whether the USMC counter is or is not Exhausted.

- **Bushi:** No Saving Throw in Hand-to-Hand Combat.

- **Hand-to-Hand Combat does not count as an Action.** Do not place an Action Token on a USMC counter.

IMPERIAL JAPANESE ARMY COUNTER ATTRIBUTES AND SPECIAL ABILITIES

Infiltrator [INF] (3.7.1)

- Can be Suppressed.
- Ignore Barbed Wire rules (3.6.2). Do **not** remove any Barbed Wire Token.
- Do not resolve Hand-to-Hand Combat.
- After advancing from the frontline Attack Position (square/Wire), roll 1d4 to determine which rear Combat Position will be targeted (indicated by INF on the game board). **Target:** Check higher numbered, then lower number rear (INF) Combat Positions for target USMC counter. If no target, check the Reserves box in that Combat Sector and select a target USMC counter randomly. If no target USMC counter can be found, do not resolve. Otherwise, immediately destroy that USMC counter and the Infiltrator counter. Destroy two Weapon Team and Weapon counters. This does not end the game in defeat.

Immune to Suppression [IS]

These counters (Veteran, Officer, Tank and any Infantry counter attached to an Officer counter) cannot be Suppressed when they are first placed on the game board (3.6.1).

Tank [T]

- Can only enter play when resolving a Banzai card.
- Can only enter the Matanikau River Mouth Combat Sector.
- After entering play and every time the Tank counter is pushed forward into a new Attack Position, resolve an Attack Defender – Tank attack for that counter (3.3).
- Immune to Suppression.
- Can only be targeted by the Barrage action (4.1.7) or the Fire Anti-tank Gun action (4.2.5).
- Ignores Barbed Wire (3.6.2) and Defensive Fire (3.6.2.2).

Infantry [I]

- Place a number of Infantry counters on the game board equal to the current Wave (1, 2, 3 or 4).
- When placing multiple Infantry counters in the same turn, determine Combat Sector for each Infantry counter separately. Resolve all forward movement and any Suppression before placing the next Infantry counter.
- An Infantry counter that is attached to an Officer counter is Immune to Suppression.
- An Infantry counter that is attached to an Officer counter is destroyed and removed from the game board before the Officer counter.

Bushi [B]

- If this counter would be destroyed, roll 1d6. If the result is equal to or less than the current Wave number (1, 2, 3 or 4) that Bushi counter is not destroyed and remains in its current Attack Position. This rule applies to Defensive Fire (3.6.2.2).
- A Bushi counter can be targeted by Suppression and the Barrage action (3.6.1 & 4.1.7). In these cases, the Bushi counter does **not** receive a saving throw.

Officer [O]

- When an Officer counter enters play, immediately place an Infantry counter on top of that Officer counter.
- Both the Officer counter and the attached Infantry counter are Immune to Suppression.
- The attached Infantry counter must be destroyed first. If the Infantry counter is destroyed, the Officer counter remains in play and follows all rules as normal.
- When rolling multiple dice for the Barrage action (4.1.7), the Rapid Fire action (4.1.11) or the Fire Machine Gun action (4.2.6) against an Officer with attached Infantry, roll each die separately and resolve each attack separately. Remove the Infantry counter first. The Officer may be destroyed by a subsequent die roll using the same action.
- In Hand-to-Hand Combat, roll one die each for the Officer and an attached Infantry counter. A defending USMC counter can only roll a single die and that result must be higher than the individual results of both the Officer *and* the Infantry.

BANZAI (3.8)

(1) Banzai Charge. Move the foremost IJA counters forward in each Combat Sector. Determine movement at forks as normal. Remove Barbed Wire Tokens, resolve Defensive Fire and Hand-to-Hand Combat as needed. After all foremost IJA counters have moved forward, move IJA counters in rear Attack Positions forward.

(2) Tank Check. Roll 1d6. On a result of '5-6' on Wave 1 or '3-6' on Wave 2, or automatically on Wave 3, place the Tank counter in the entry Attack Position of the Matanikau River Mouth. The Tank counter is Immune to Suppression.

(3) Bombard Henderson Field. Roll 3d6 a number of times as indicated on the Banzai card. Match each result to the Location on Henderson Field. If there is a readied Token in the Location, remove that Token. Destroy any Supply Tokens if a hit against Location #3 is recorded. If there is no readied Token in that Location, place a Disrupted Token there. If there is already a Disrupted Token, check the next higher numbered Location and repeat the process.

(4) Water Supplies. For every four (or part thereof) USMC counters in a Combat Sector, including its Reserves box, and as well as the Colonel Oka's Attack box, remove one Supply Token from the Supplies box of that Combat Sector (or from the Supplies box attached to Colonel Oka's Attack box). If the player is unable to remove a Supply Token, those affected USMC counters are removed from the game board and returned to stock.

(5) Pilot Nutrition. For every Wildcat F4F Token on Henderson Field, remove one Supply Token from the Supplies box on Henderson Field. If the player is unable to do so, for every Supply Token that he is short, remove one Wildcat F4F Token.

Colonel Oka's Attack (Wave 4 only). Roll 2d6 and apply a +1 modifier for every USMC and/or Weapon counter that is in the Colonel Oka's Attack box. If the modified result is 8+ Colonel Oka's attack is repulsed. Gain Victory Points. Note that failing to defeat Colonel Oka's attack does not cause the game to end in defeat for the player.

* After resolving all steps of the Banzai card, continue to draw IJA cards up to a maximum of 3 per turn if needed.

The game ends after all steps on the Wave 4 Banzai card have been resolved. Check your Victory Points (5.0).

USMC COUNTER PHASE

Move Sub-Phase: Complete up to six Moves as determined by the Difficulty Level. No counter can Move more than once per turn.

Action Sub-Phase: Complete up to six Actions as determined by the Difficulty Level. No counter can take two or more Actions per turn.

DIFFICULTY LEVEL	BOOT	REGULAR	VETERAN	ELITE
# Moves	6	5	4	3
# Actions	6	5	4	3

A USMC counter may Move *and* take an Action in the same turn.

USMC counters that are Exhausted and/or Disrupted cannot Move. The only Action such counters can take is Recover. Exhausted and/or Disrupted counters can be targeted by the Command action (which gives a free Recover action).

Officer: Even if Exhausted, an Officer can provide one free Move OR Action to one adjacent USMC counter (4.0.2).

Divisional Comms (Location #17): If a Combat Sector has a Comms token (4.0.3) and there is a Comms token at Location #17 on Henderson Field then USMC counters in that Combat Sector only may take up to one additional Move and one additional Action per turn.

Rapid Move (4.1.11): This is an Action which, in effect, allows a USMC counter to Move twice in a single turn; once in the Move Sub-phase, and once in the Action Sub-phase. Rapid Move counts as an Action, so a USMC counter taking this Action cannot take a second Action in the same turn.

USMC COUNTER MOVE SUB-PHASE

Move - From one Combat Position to an adjacent, linked, Combat Position (Does NOT Exhaust)

- Counts as one Move.
- Does not Exhaust.
- A USMC counter can swap positions with another USMC counter in an adjacent Combat Position. This counts as two Moves. Both counters may take an Action in the subsequent Action Sub-phase.
- After Moving from one Combat Position to an adjacent Combat Position, a USMC counter can take the Rapid Move action in the Action Sub-phase.
- A Weapon counter must be 'carried' by TWO corresponding Weapon Team counters. This counts as two Moves (one per Weapon Team counter).

Move - From a Combat Position to the Combat Sector Reserves box (Does NOT Exhaust; Special)

- Counts as one Move.
- Does not Exhaust BUT USMC counter cannot take an Action in the Action Sub-phase.
- A Weapon counter must be 'carried' by TWO corresponding Weapon Team counters from a Combat Position to the Combat Sector Reserves box. This counts as two Moves (one per Weapon Team counter). The Weapon Team counters are not Exhausted, but those counters cannot take an Action in the Action Sub-phase.

Move - From the Reserves box to any Combat Position in that Combat Sector (Exhausts)

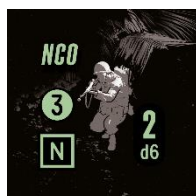
- Counts as one Move.
- May Move to any vacant Combat Position within that Combat Sector.
- Exhausts that USMC counter. That counter may use the Recover Action in the same turn during the Action Sub-phase or be targeted by the Command Action.
- A Weapon counter must be 'carried' by TWO corresponding Weapon Team counters from the Reserves box to any Combat Position in that Combat Sector. This counts as two Moves (one per Weapon Team counter). The Weapon Team counters are Exhausted, but those counters can take the Recover Action in the same turn during that Action Sub-phase or be targeted by the Command Action.

Move - From one Reserves box to another Reserves box (Exhausts)

- Counts as one Move.
- Exhausts that USMC counter. That counter may use the Recover Action in the same turn during the Action Sub-phase or be targeted by the Command Action when in the Reserves box of the new Combat Sector.
- Weapon counters *can* Move from one Reserves box to another Reserves box without a corresponding Weapon Team counter.
- Weapon Team counters move from one Reserves box to another Reserves box as described above.

Move - From a Reserves box to Colonel Oka's Attack box, or vice versa (Exhausts)

- Counts as one Move.
- Exhausts that USMC counter. That counter may use the Recover Action in the same turn during the Action Sub-phase or be targeted by the Command Action when in the Reserves box of the new Combat Sector (but an Officer cannot use the Command Action in Colonel Oka's Attack box).
- Weapon counters *can* Move from one Reserves box to Colonel Oka's Attack box, or vice versa, without a corresponding Weapon Team counter.
- Weapon Team counters move from one Reserves box to Colonel Oka's Attack box, or vice versa, as described above.



USMC COUNTER ACTION SUB-PHASE

Out of Ammo (4.1.2.1): Anytime a USMC counter rolls a natural '1' when using the Attack or Rapid Fire actions, place an Out of Ammo token on that counter. That counter must use the Reload action (4.1.3) to remove the Out of Ammo counter before using the Attack or Rapid Fire actions again. That counter may still take other actions.

Attack (Exhausts) (4.1.2)

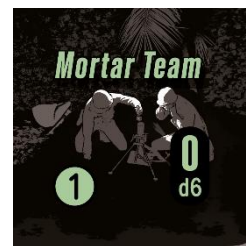
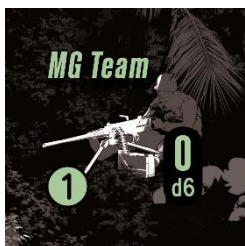
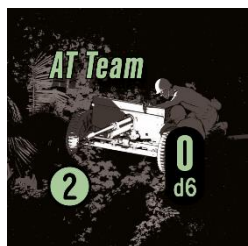
- Requires Line of Sight (1.3).
- Rifles, NCO and Officer counters cannot attack IJA counters in the entry Attack Position. (Requires the Barrage action, Fire Machine Gun action or, in the case of a Tank, the Fire Anti-tank Gun action).
- Roll number of 1d6 die equal to the Attack Value of the USMC counter. If one or more results is equal to or greater than the Defense Value of the IJA counter, that IJA counter is destroyed and removed from the game board.
- An NCO counter in an adjacent Combat Position grants an extra Attack die (NCO – Inspire).
- For attacks using multiple 1d6 die, roll and resolve each die separately. Apply Out of Ammo results as necessary (4.1.2.1).
- Bushi gain a 1d6 saving throw equal to the current Wave number.
- Destroy and remove attached Infantry counter to an Officer first.

Reload (Exhausts) (4.1.3)

- Affects USMC counters with an attached Out of Ammo token.
- Remove one Supply token from the Supply box of the corresponding Combat Sector.
- Counters in the Reserves box that are not Exhausted or Disrupted can use the Reload action.
- Remove the Out of Ammo Token.

Suppress (Exhausts) (4.1.4)

- Weapon Team counters only.
- Those Weapon Team counter must occupy a Combat Position with the corresponding Weapon counter.
- Remove a Supply token from the Supplies box of the corresponding Combat Sector.
- Place a number of Suppression tokens equal to the Suppression Value of the Weapon counter in the Suppression box of the corresponding Combat Sector.
- Refer to the Fire Anti-tank Gun (4.2.5), Fire Machine Gun (4.2.6) and Fire Mortar (4.2.7) sections for details.



Command (Officer Only) (Exhausts) (4.1.5)

- USMC Officer counters in a Combat Position only.
- Gives up to three immediate Recover actions to up to three USMC counters in the same Combat Sector, including that Sector's Reserves box. Resolve those Recover actions as normal (4.1.8).
- Cannot target a USMC counter with an Action counter already attached.
- Cannot give a Recover action to another USMC Officer counter.
- Cannot target the same USMC counter twice in the same turn.
- Place a Command token on those USMC counters affected. Those counters cannot take an Action in the same turn (and as the Move Sub-phase has been completed, will not be able to Move either).
- Two Officer counters in the same Combat Sector can both use the Command action to grant an immediate Recover action to up to six (different) USMC counters between them.

Request Reinforcements (Exhausts) (4.1.6)

- Any USMC counter can take this action.
- A Comms token must be in the Comms section of the relevant Combat Sector *and* on Location #17 (Divisional Intelligence) on Henderson Field.
- Spend two points on USMC counters and/or Weapon counters currently in stock. Place those counters in the Reserves box of the corresponding Combat Sector.
- Cannot 'save' points from multiple Request Reinforcements actions.
- Cannot use Request Reinforcements to place USMC counters in Colonel Oka's Attack box (unlike the Send Reinforcements action in the USMC Card Phase).

Barrage (Forward Observer Only) (Exhausts) (4.1.7)

- Only Forward Observer counters can take this action.
- Remove one or two Artillery tokens from Location #7 and/or #8 on Henderson Field.
- For one Artillery token, place 5 Barrage tokens on one or more IJA counters. The Forward Observer must have Line of Sight to all targets.
- For two Artillery tokens, place 9 Barrage tokens on one or more IJA counters. The Forward Observer must have Line of Sight to all targets.
- For every Barrage token roll 1d6. If one or more result is equal to or greater than the Defense Value of the target, that IJA counter is destroyed and removed from the game board.
- If targeting an IJA Officer with attached Infantry, resolve each attack separately. Infantry is destroyed first.
- The Barrage action, along with the Fire Machine Gun action, is the only way to target an IJA counter in the entry Attack Position of a Combat Sector. (*Exception & Clarification*: The Anti-tank Gun Weapon counter may target the Tank counter in the entry Attack Position of the Matanikau River Mouth).
- The Barrage action can target the Tank counter.
- The Barrage action cannot be used to place Barrage tokens on an IJA counter in a front line (square/Wire) Attack Position.

Recover (Does NOT Exhaust) (4.1.8)

- Either (1) Flip an Exhausted USMC counter from its Exhausted side to its non-Exhausted side.
- Or (2) Remove a Disrupted token from a USMC counter.
- An Exhausted, Disrupted USMC counter will need to take the Recover action twice to flip to non-Exhausted and then remove the Disrupted token. As a USMC counter can only take one Action per turn, so this will require two different turns to effect.
- Can take the Recover action in any Combat Position or Reserves box.
- Recover is an action. A USMC counter cannot resolve Recover and then a second action in the same turn.

Place Barbed Wire (Rifles Only) (Exhausts) (4.1.9)

- USMC Rifles counter must have Line of Sight to the front line Attack Position the player wishes to place a Wire token in.
- Remove a Supply token from the Supplies box the USMC counter is taking the Place Barbed Wire action in.
- Place up to two Barbed Wire tokens in the chosen front line (square) IJA Attack Positions (marked 'Wire'). If that Attack Position is occupied by an IJA counter, you cannot place Wire.
- A maximum of one Barbed Wire token can be placed in one Attack Position. The player cannot 'save' Barbed Wire tokens for future turns.
- IJA counters in an Attack Position containing a Barbed Wire token suffer a -1 penalty to their Defense Value. Exceptions: Infiltrator and Tank.
- An IJA counter moving forward from an Attack Position containing a Barbed Wire token may suffer Defensive Fire. Refer to section 3.6.2 and 3.6.2.2. Exceptions: Infiltrator and Tank.

Rapid Move (Exhausts) (4.1.10)

- Applies to a USMC counter with an attached Move token.
- That USMC counter uses the Rapid Move action to, in effect, take a second Move (4.1.1). Only applies to a Move from one Combat Position to an adjacent Combat Position. Cannot use Rapid Move to enter a Reserves box, exit a Reserves box, move from one Reserves box to another Reserves box, or from a Reserves box to Colonel Oka's Attack box or vice versa.
- Two USMC counters that both use the Rapid Move action can swap Combat Positions.

Rapid Fire (Exhausts) (4.1.11)

- Rifles counters only. Target IJA counters in front line Attack Positions only.
- Roll 1d6 and apply a -1 penalty. If the result is equal to or greater than the Defense Value of the target IJA counter, that counter is destroyed. Do not continue to resolve the Rapid Fire action. You cannot select a second target. *Exception:* If the first attack destroys an Infantry counter attached to an Officer counter, resolve the second attack against the remaining Officer counter.
- If the IJA target counter is not destroyed, make a second attack. Roll 1d6, apply a -1 penalty to the result and repeat the process.
- A natural '1' indicates an 'Out of Ammo' result. If this occurs on the first attack, the second attack cannot be completed.
- The Bushi counter gains a saving throw against both attacks.

Fire Anti-tank Gun (Exhausts Two Anti-tank Gun Weapon Team Counters) (4.2.5)

Option #1 – Anti-Tank

- Attack the Tank counter using Attack Value 3. Weapon counter and Weapon Team must have Line of Sight. Cannot target other IJA counters.
- If Line of Sight, can target the Tank in any Attack Position, including the entry Attack Position.
- Requires two Actions and both Weapon Team counters are Exhausted.
- Roll three 1d6 die. If one or more results is equal to or higher than the Defense Value of the Tank (5), the Tank is destroyed.
- If destroyed, permanently remove the Tank counter from the game.
- This Action does not require a Supply token.
- Ignore any 'Out of Ammo' results (natural '1').

Option #2 – Anti-Personnel

- Remove a Supply token from the Supply box of the Combat Sector the Anti-tank Gun counter is in and return it to stock.
- Gain four Suppression tokens. Place those tokens in the Suppression box of the Combat Sector the Anti-tank Gun is in.
- Requires two Actions and both Weapon Team counters are Exhausted.
- Ignore any 'Out of Ammo' results when using the Suppress action.
- The Anti-tank Gun Weapon counter does not need Line of Sight to use the Suppress action.

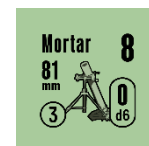
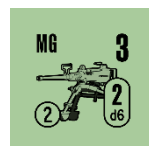
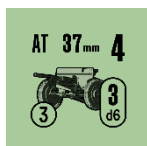
Fire Machine Gun (Exhausts Two Machine Gun Weapon Team Counters) (4.2.6)

Option #1 – Direct Fire

- Attack any IJA counter in any Combat Position (including the entry Attack Position) using Attack Value 2. Weapon counter and Weapon Team must have Line of Sight. Exception: Tank.
- Requires two Actions and both Weapon Team counters are Exhausted.
- Roll two 1d6 die. If one or more results is equal to or higher than the Defense Value of the target IJA counter, that counter is destroyed. Remove that counter from the game board.
- If attacking an Officer with attached Infantry, roll each Attack die separately and resolve each attack separately. Remove the Infantry counter first. The Officer may be destroyed by a subsequent die roll using the same action.
- This Action does not require a Supply token.
- Ignore any 'Out of Ammo' results (natural '1').

Option #2 – Suppressive Fire

- Remove a Supply token from the Supply box of the Combat Sector the Machine Gun counter is in and return it to stock.
- Gain three Suppression tokens. Place those tokens in the Suppression box of the Combat Sector the Machine Gun is in.
- Requires two Actions and both Weapon Team counters are Exhausted.
- Ignore any 'Out of Ammo' results when using the Suppress action.
- The Machine Gun Weapon counter does not need Line of Sight to use the Suppress action.



Fire Mortar (Exhausts Two Mortar Weapon Team Counters) (4.2.7)

- Remove a Supply token from the Supply box of the Combat Sector the Machine Gun counter is in and return it to stock.
- Gain six Suppression tokens when using the 60mm Mortar Weapon counter or eight Suppression tokens when using the 81mm Mortar Weapon counter. Place those tokens in the Suppression box of the Combat Sector the Mortar is in.
- Requires two Actions and both Weapon Team counters are Exhausted.
- Ignore any 'Out of Ammo' results when using the Suppress action.
- The Mortar Weapon counter does not need Line of Sight to use the Suppress action.

REMOVE TOKENS & END OF TURN

Remove all Move, Action, Command and Reinforcement Tokens you placed on USMC counters this turn.

The Turn is complete.

- If you have resolved the Wave 4 Banzai card, including Colonel Oka's Attack, check your Score (5.0).
- If you have not resolved the Wave 4 Banzai card, begin a new USMC Operations Card Phase (2.0).

BANZAI 万歳 CHARGE

1
IJA
COUNTERS
All
advance
1
SPACE

2
YURA
Roll 3d6
8
TIMES

3
ALL SECTORS
Remove 1 SUPPLY
FOR EVERY
USMC UNITS **4**

4
HENDERSON FIELD
Remove 1 SUPPLY
1 FOR EVERY
WILDCAT

5
Resolve Colonel Oka's Attack