

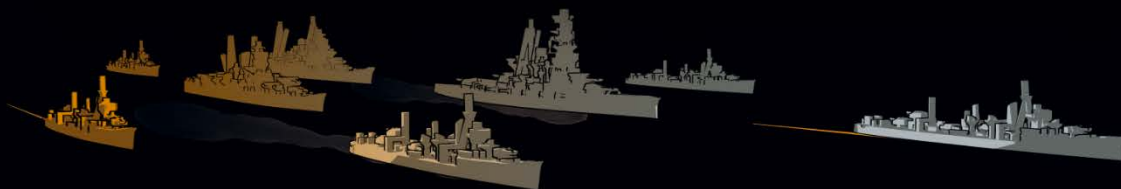
An illustration of three soldiers in a jungle setting. The soldiers are wearing helmets and carrying rifles. They are positioned in the center of the frame, surrounded by dense tropical foliage. The color palette is primarily black, white, and yellow.

THE BATTLE
FOR HENDERSON FIELD

OCTOBER 23-26 1942

ヘンダーソン飛行場の戦い

GUADALCANAL



VALIANT DEFENSE

– GUADALCANAL –

A WWII Tactical and Operational Area Defense Game



Time: 60-90 minutes



Ages: 12+



1-3 players

In ***Guadalcanal – The Battle for Henderson Field***, you take control of the valiant Marines of the 1st Marine Division, supported by the soldiers of the 164th Infantry Regiment, desperately defending Henderson Field against waves of attacking Imperial Japanese Army troops of the 17th Army. Low on supplies and ammunition the Marines must protect the airfield from capture to prevent Vice Admiral Nagumo's approaching carrier group taking advantage of the loss of land-based air cover to inflict a decisive, perhaps Pacific-war-ending, attack on the US Navy in the Solomons.

Object of the Game

The goal of ***Guadalcanal – The Battle for Henderson Field*** is to hold out until the last Banzai charge has failed, Rear Admiral Takama's No. 2 Bombardment Force, led by the light cruiser *Yura*, has been turned back, Vice Admiral Nagumo's carrier force has been located and Colonel Oka's final assault has been defeated. In the game, this is simulated by playing through a deck of cards representing elements of the Imperial Japanese Army assaulting the defensive perimeter around Henderson Field and bombers flying from the naval base at Rabaul.



Game play examples in this rulebook are placed in gray tone boxes.

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Very special thanks to Martin Fenwick Charlesworth, Shane Freshwater, and Glenn Saunders. The 'A' Team!!

Special mention to Daniel Niemi for his enthusiastic support. Stay healthy mate!

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A Brief History

Henderson Field started as a Japanese construction at Lunga Point on Guadalcanal. The Imperial Japanese Navy hoped to build an airfield that would strengthen the defense of their own recently acquired possessions in the Pacific, serve to support future expansion and threaten and disrupt supplies being shipped from the United States to Australia. Alerted to the threat the 1st Marine Division was rushed into action. Woefully undersupplied and under prepared, the counter-invasion in the Solomons was nicknamed Operation Shoestring. Landing during the night of 6-7 August, 1942, the Marines were able to quickly capture the construction area and occupy the surrounding smaller islands of Tulagi, Gavutu and Tanambogo by 9 August, thereby gaining firm control of the area. The spartan airfield was named Henderson Field after pilot Major Lofton Henderson, who was killed in the Battle of Midway. The green, but soon-to-be very busy collection of aviators came to be referred to as the Cactus Air Force, Cactus being the code word for Guadalcanal. Initially for strategic reasons, but increasingly for matters of national pride, the Imperial Japanese Army and Navy rushed men, ships and supplies to the Solomons, provoking a six-month long campaign. The decisive battle fought in this campaign is depicted in this game: The defense of Henderson Field between 23-26 October, 1942. As Midway was to the naval war, this battle is widely regarded as the turning point in the Pacific land war.

Player Introduction

If you are new to solitaire wargames, or the Valiant Defense series, DON'T WORRY!! There are Difficulty Levels that you can choose from, with the easier ones being designed to allow you to progress well into the battle to get a feel for the rules and the flow of the game without quickly losing and having to restart. The rulebook is laid out to follow the progression of the different phases as you will play them in the game and the Player Aid will help you to identify the critical rules and actions without the burden of heavy text. If anything is unclear, you can refer to the specific rule for more information, with related sections being clearly identified to make navigating the rulebook quicker and easier. The Sequence of Play remains uniform throughout, so once you have played a few turns you will be able to continue at a reasonable playing speed, only needing to refer to specific rules when new cards and situations arise.

SETUP

1) Game Board



2) Imperial Japanese Army (IJA) Cards (56) and Banzai Cards (4)



Wave 1 Deck, shuffled and placed on top of the Wave 1 Banzai Card.

Repeated for each of the decks, leaving four separate decks.

Note the Banzai Cards are shown face up in this illustration, but they are flipped in the game.

Separate all the Wave 1, Wave 2, Wave 3 and Wave 4 cards into their respective piles, putting the 4 Banzai cards to one side. Take the Wave 1 pile and shuffle it; then place the Wave 1 deck face down, with the Wave 1 Banzai card, also face down, on the bottom of the deck. Repeat this for Wave 2, Wave 3 and Wave 4. When complete, you will have 4 face-down decks with the relevant Banzai card, also face-down, on the bottom of each deck.

During each turn of the Imperial Japanese Army Card Phase (3.0), you will select and resolve cards starting with the topmost card of the Wave 1 deck, drawing and resolving all Wave 1, Wave 2, Wave 3 and Wave 4 cards, and finishing with the final

Wave 4 Banzai card. The game will become increasingly challenging as you progress through the Waves.

3) Variant Cards (26), Fog of War Cards (8), Tactics Cards (42), Event Cards (29), and Boot Cards (9)

If this is your first time playing, or if you are still learning the game, do not use any of these cards. They are only used in the more difficult versions of the game, and their use is explained in Section 6.0 of the rules.

4) United States Marine Corps (USMC) Cards (45)



Shuffle the USMC Cards into a pile and place face down.

5) United States Marine Corps (USMC) Counters (36)



Arrange the USMC Counters near the board. You will need to place some USMC counters on the board before you commence play. Refer to the Deployment section below.

6) Weapon Counters (5)



Arrange the Weapon Counters (60mm mortar, 81mm mortar, 2 MGs – representing the Browning M1919A4 MMG, and 37mm AT Gun) near the board. If you selected one or more of these

Weapon Counters at the beginning of the game (see Deployment below), place them in the chosen Combat Position or Reserves box (1.2).

7) Imperial Japanese Army (IJA) Counters (61)

Sort the Imperial Japanese Army Counters and place them near the board.



8) Tokens (##)

- 12 Action Tokens
- 12 Move Tokens
- 9 Command Tokens
- 4 Reinforcement Tokens
- 21 Disrupted Tokens
- 6 Out of Ammo Tokens
- 16 Suppression Tokens
- 15 Barbed Wire Tokens
- 4 Comms Tokens
- 2 Artillery Tokens
- 9 Barrage Tokens

2 Anti-Aircraft Tokens
 20 Supply Tokens
 4 Wildcat F4F Tokens
 3 SBD - Bomber Tokens
 2 SBD - Patrol Tokens
 1 Search and Patrol / Spotted Token
 2 *Yura* Hit Tokens
 1 *Yura* Turned Back Token
 2 Coastwatcher Tokens

You will need to place some Supply and Suppression Tokens on the board before you commence play. Refer to the Deployment section below for details.

Supply Tokens represent supplies of different types.



Supply Tokens are necessary in the following events or to execute the following Actions.

Banzai card. When resolving a Banzai card, a Supply Token represents water and is needed to hydrate front line troops (3.8.4).

Banzai card. When resolving a Banzai card, a Supply Token represents high quality nutrition and is needed to protect pilots flying at high altitude from suffering medical issues (3.8.5).

11th Marine Regiment. A Supply Token represents High Explosive shells and is needed to execute a Barrage Action issued by a Forward Observer (4.1.7).



Medic. A Supply Token represents the various medical supplies needed to keep a 1st Marine counter in combat (4.1.10).

Suppression Tokens. A Supply Token represents a specific type of ammunition used by a Weapon



(60mm mortar, 81mm mortar, MG, and 37mm AT Gun) to create Suppression counters (4.2.5, 4.2.6 and 4.2.7).

Barbed Wire. A Supply Token represents the resources needed to place two sections of Barbed Wire (4.1.9).



Out of Ammo. A Supply Token represents the ammunition needed to resolve the Reload action (4.1.3).



9) Search and Patrol Token

The Search and Patrol Token is used to track the difficulty of locating Vice Admiral Nagumo's Carrier Force.



Place the Token on the first location (12) of the Vice Admiral Nagumo's Carrier Striking Force tracker (Tracker #2). The number below the Token indicates the target roll necessary to locate the Carrier Force using SBD – Patrol aircraft (2.13). After any failed Search and Patrol mission, move the Token along, making it easier to locate Nagumo on the next mission as his whereabouts become easier to establish.

Flip the Search and Patrol Token to show the **Vice Admiral Nagumo Spotted** side when the carriers have been found.



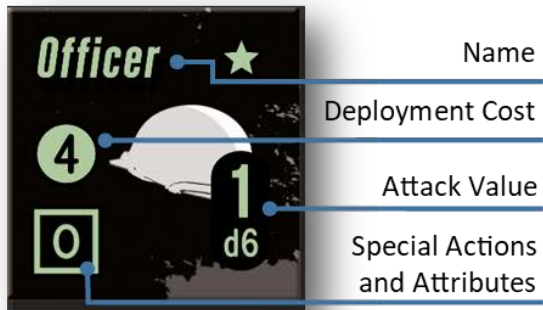
10) *Yura* Hit Tokens

The *Yura* Hit Tokens are used to record the damage accrued by the light cruiser. Do not place any *Yura* Hit Tokens on the board at the commencement of the game. Anytime the *Yura* is hit in a divebombing attack by SBD – Bomber aircraft (2.12) place one of the Tokens on the 'Hit 1' box. Place a second Token if the *Yura* is hit again (the 'Hit 2' box) and place the ***Yura* Turned Back Token** on the 'Critical' box if the *Yura* is hit a third time or immediately suffers a critical hit.

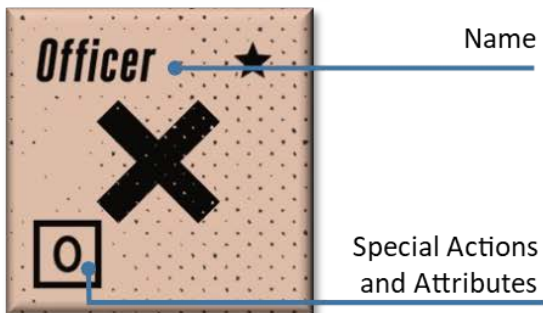
11) Dice (5)

1 ten-sided dice (d10), 1 four-sided dice (d4), 3 six-sided dice (d6). When instructed to roll, for example, 2d6, you should roll two six-sided dice. Depending on the action or event you are resolving you may or may not be required to add the totals together. Check the specific rules for each action or event.

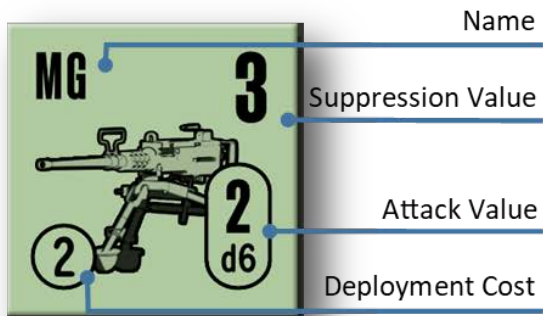
COUNTERS AND CARDS



USMC Counter



Exhausted USMC Counter

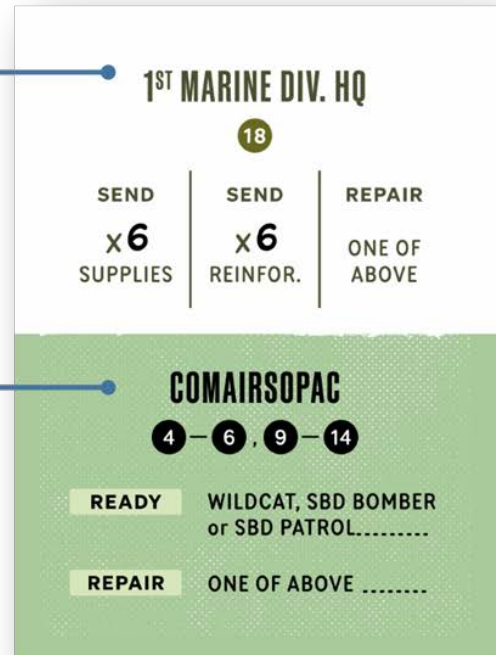


USMC Weapon Counter



IJA Counter

Action 1



Action 2

USMC Card

Name

Additional Instructions

Special Abilities

Defense Value



IJA Card

DIFFICULTY LEVELS

There are four Difficulty Levels: Boot (Beginner/Easy), Regular, Veteran and Elite. This is in addition to various optional rules found in Section 6.0, which you can incorporate into the game as your experience, confidence and skill grow, and which greatly add to the re-playability of the game. Before starting a game, choose which Difficulty Level you would like to play at, which determines Deployment (see below), the number of Supply and Suppression Tokens available (see below), the number of Operations Cards you draw and use (2.0), and the number of Moves and Actions your forces can take each turn (4.0). Note that you can choose different Difficulty Levels for different phases. For example, you could determine Deployment at the Boot Difficulty Level, Supply and Suppression Tokens at the Regular Difficulty Level, Operations Cards at the Veteran Difficulty Level, and Moves and Actions at the Elite Difficulty Level.

The Boot (Beginner / Easy) level is designed for players who are completely new to the Valiant Defense series. Selecting this level will (should) allow you to progress far into the game, giving you the opportunity to learn the mechanics and think of different strategies without having to stop and restart after a defeat. For experienced players who are already familiar with other Valiant Defense games, we recommend starting with the Regular difficulty level.

The difficulty levels are color coded like this:

Boot (Beginner/Easy):	Regular	Veteran	Elite
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DEPLOYMENT

Players new to the Valiant Defense series, or to solitaire gaming in general, may like to refer to 7.0 of the Rulebook for some guidance on initial counter selection and hints on gameplay. If you prefer to jump in and figure things out as you go along then keep reading!

USMC Counters

Boot (Beginner / Easy): Place 3 Rifles counters in any Combat Positions (1.2) in the Matanikau River Mouth Combat Sector, then place 3 Rifles counters in any Combat Positions in the Matanikau River Log Bridge Combat Sector, then finally place 4 Rifles counters in any Combat Positions in the Southern Lunga Perimeter Combat Sector. These Rifles counters cannot start the game in any Reserves box.

You also start the game with 14 points to spend on additional USMC and Weapon counters. See the section *Purchasing Additional USMC Counters* below. You may place these counters in any Combat Positions (or, in this case, any Reserves box) in any Combat Sector(s) of your choosing.

Regular: Place 2 Rifles counters in any Combat Positions in the Matanikau River Mouth, 2 Rifles counters in any Combat Positions in the Matanikau River Log Bridge Combat Sector and 3 Rifles counters in any Combat Positions in the Southern Lunga Perimeter Combat Sector. You start with 12 points to spend on additional USMC and Weapon counters. See the section *Purchasing Additional USMC Counters* below. You may place these counters in any Combat Positions (or, in this case, any Reserves box) in any Combat Sector(s) of your choosing.

Veteran: Place 1 Rifles counter in any Combat Position in the Matanikau River Mouth, 1 Rifles counter in the Matanikau River Log Bridge Combat Sector and 2 Rifles counters in any Combat Positions in the Southern Lunga Perimeter Combat Sector. You start with 10 points to spend on additional USMC and Weapon counters. See the section *Purchasing Additional USMC Counters* below. You may place these

counters in any Combat Positions (or, in this case, any Reserves box) in any Combat Sector(s) of your choosing.

Elite: Place 1 Rifles counter in any Combat Position in the Southern Lunga Perimeter Combat Sector. You start with 8 points to spend on additional USMC and Weapon counters. See the section *Purchasing Additional USMC Counters* below. You may place these counters in any Combat Positions (or, in this case, any Reserves box) in any Combat Sector(s) of your choosing.

Purchasing Additional USMC Counters

The Deployment Cost of each USMC counter and Weapon counter is indicated by the number in the circle on the front of a counter. For example, a Rifles counter has a cost of 1 Deployment Point. The Machine Gun has a cost of 2 Deployment Points. You may purchase Weapon counters and individual Weapon Team counters independently of one another (4.2). Note though that Weapon counters need two matching Weapon Team counters to be effective. Do not place any counters on the Henderson Field section of the game board.

Supply and Suppression Tokens

Before the battle starts, you also get to place a number of Supply and Suppression Tokens according to the Difficulty Level selected. Do not place any Tokens on the Henderson Field section of the game board.

Boot (Beginner/Easy): Place 5 Supply Tokens in the Supplies box of both the Matanikau River Mouth and Matanikau River Log Bridge Combat Sectors, and a further 7 Supply Tokens in the Supplies box of the Southern Lunga Perimeter Combat Sector. In addition, you may place 16 Suppression Tokens in any combination in the Suppression boxes of any Combat Sector(s). Place the remaining unused Supply and Suppression Tokens with the rest of the Tokens near the board for later use.

Regular: Place 4 Supply Tokens in the Supplies box of both the Matanikau River Mouth and Matanikau River Log Bridge Combat Sectors, and a further 6 Supply Tokens in the Supplies box of the Southern Lunga Perimeter Combat Sector. In addition, you may place 14 Suppression Tokens in any combination in the Suppression boxes of any Combat Sector(s). Place the remaining unused Supply and Suppression Tokens with the rest of the Tokens near the board for later use.

Veteran: Place 3 Supply Tokens in the Supplies box of both the Matanikau River Mouth and Matanikau River Log Bridge Combat Sectors, and a further 5 Supply Tokens in the Supplies box of the Southern Lunga Perimeter Combat Sector. In addition, you may place 12 Suppression Tokens in any combination in the Suppression boxes of any Combat Sector(s). Place the remaining unused Supply and Suppression Tokens with the rest of the Tokens near the board for later use.

Elite: Place 2 Supply Tokens in the Supplies box of both the Matanikau River Mouth and Matanikau River Log Bridge Combat Sectors, and a further 4 Supply Tokens in the Supplies box of the Southern Lunga Perimeter Combat Sector. In addition, you may place 10 Suppression Tokens in any combination in the Suppression boxes of any Combat Sector(s). Place the remaining unused Supply and Suppression Tokens with the rest of the Tokens near the board for later use.

When you have selected your Difficulty Levels, and placed the required USMC counters, Supply Tokens and Suppression Tokens you are ready to play the game.

KEY TERMS

Combat Position:

Green-colored USMC Position occupied by a single USMC counter or two USMC Weapon Team counters plus a Weapon counter.

Line of Movement:

Line that connects one Combat Position to another Combat Position. Indicates which Combat Position(s) a USMC counter can move to from the currently occupied Combat Position.

Adjacent Position:

A Combat Position is considered Adjacent to another Combat Position if a Line of Movement connects the two Combat Positions.

Front Line Attack Position:

Front Line Attack Positions are square shaped and are further identified with 'Wire'. Occupied by IJA counters.

Entry / First Attack Position:

The first Attack Position on an Attack Track. All new IJA counters are first placed in the Entry Attack Position.

Foremost Counter:

An IJA counter that is furthest along its respective Attack Track.

Exhausted:

Flip the USMC counter to its 'X' side. Exhausted USMC counters must use the Recover action or be targeted by the Command action.

Disrupted

Place a Disrupted Token on the USMC counter. Disrupted USMC counters must use the Recover action or be targeted by the Command action. Locations on Henderson Field can also be Disrupted. Similarly, place a Disrupted Token on the affected Location. That Location will need to be targeted by the Repair action selected on a USMC card to remove the Disrupted Token.

Removed from Game

Any time a rule instructs you to remove something from the game, the component can no longer be used in the current game.

Removed from Play

Any time a rule instructs you to remove something from play, place that component in Stock. That component cannot be used in the current game until it is returned to play from stock.

Stock

Any components that are off the board, but available for use in the game.

Playing the Game

Game Overview / Sequence of Play

Guadalcanal is divided into turns. Each turn consists of the following phases:

- **USMC Operations Card Phase (2.0):** The USMC Operations Card Phase determines the actions taken on the Henderson Field part of the board.
 - Draw a number of cards as determined by the Difficulty Level selected.
 - Depending on the Difficulty Level selected, you may then need to discard one of those cards.
 - Then select one action from each of the remaining cards.
- **Imperial Japanese Army Card and Counter Phase (3.0):** The Imperial Japanese Army Card and Counter Phase determines the attacks made by the Imperial Japanese Army against the USMC defenders and Henderson Field. Draw and resolve three Imperial Japanese Army Cards one at a time.
- **USMC Counter Phase (4.0):** The USMC Counter Phase determines the actions taken in the Matanikau River Mouth, Matanikau River Log Bridge and Southern Lunga Perimeter Combat Sectors (1.2). Depending on the Difficulty Level, you Move up to six USMC counters in the Move Sub-Phase, then take up to six Actions with USMC counters in the Action Sub-Phase. Note that in addition to the selected Difficulty Level, game effects to be explained later can alter the number of Moves and Actions available to the player in this phase.

When the Wave 4 Banzai card is resolved, the game is ended. Refer to 5.0 to check the Victory Conditions. If one or more cards remain in the Imperial Japanese Army Card deck after completing these steps, return to the USMC Operations Card Phase (2.0) and repeat all phases until the Wave 4 Banzai card is resolved.

The Game Board

The game board depicts four different views of the Guadalcanal battleground.

- In the upper right section of the board is a depiction of **Henderson Field** and the operational-level elements of the 1st Marine Division and the Cactus Air Force.
- Surrounding Henderson Field are three **Combat Sectors**, stretching from the **Matanikau River Mouth (#1)**, south to the **Matanikau River Log Bridge (#2)**, then heading east along the **Southern Lunga Perimeter (#3)**. These Combat Sectors define the USMC defensive line surrounding Henderson Field. Each Combat Sector operates independently from the others at the tactical level. Within each Combat Sector there are a number of green-colored **Combat Positions**. Each Combat Position around Henderson Field may only be occupied by a single USMC counter, unless that Combat Position is occupied by two USMC Weapon Team counters with a matching Weapon counter (4.2.2). Combat Positions are considered linked (Adjacent Position) if a **Line of Movement** connects one Combat Position to another. A Line of Movement is indicated by a green colored solid line or a green colored dashed line for Combat Positions in the USMC front line. Combat Positions are occupied by USMC counters. Opposite the USMC Combat Positions in each Combat Sector are Imperial Japanese Army (IJA) orange colored **Attack Positions**. Front Line Attack Positions are orange boxes (and are also identified with the word 'Wire'). Attack Positions are occupied by a single IJA counter, the only exception being the Officer counter which is initially deployed with an accompanying Infantry counter.

Attack Positions are linked by orange colored **Attack Tracks**. IJA counters occupy Attack Positions and move forward toward the USMC Combat Positions along the Attack Tracks during the Imperial Japanese Army Card and Counter Phase (3.0). Arrows indicate the direction that IJA counters will advance from one Attack Position to another. As one IJA counter enters the first (or entry) Attack Position (identified using orange and black stripes) of a Combat Sector, it pushes other IJA counters forward along the Attack Tracks.

At certain points in the tracks there are **forks**. Roll d6 and follow the instructions on the board to determine which fork an IJA counter will take. For ease of reference, the forks may be single lines, dashed lines, or double lines.

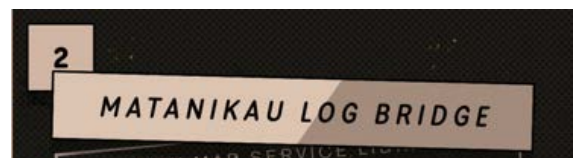


During the game the player will need to randomly identify a Combat Sector to resolve various effects. In such cases roll d4 and check the result below.

1 – Matanikau River Mouth (#1)



2 – Matanikau River Log Bridge (#2)



3-4 – Southern Lunga Perimeter (#3)



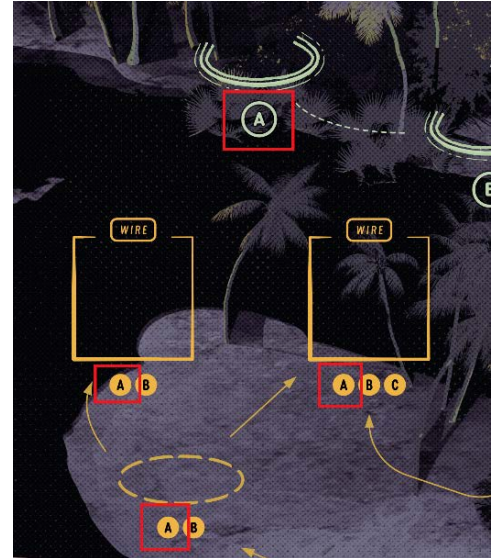
If the player needs to identify a Combat Position within a Combat Sector roll d4 for both the Matanikau River Mouth and the Matanikau River Log Bridge, and d10 for the Southern Lunga Perimeter. Combat Positions are identified numerically on the game board. Rear Combat Positions in *all* Combat Sectors (identified by the Infiltrator note) are also identified by rolling d4 (3.7.1).

- On the left side of Henderson Field, and next to the Matanikau River Mouth Combat Sector, in the upper section of the board, is the **Light Cruiser Yura tracker** (Tracker No. 1). While the soldiers of the IJA attacked Henderson Field, Rear Admiral Takama intended to sail close enough to bombard the airfield with heavy naval guns. In this section of the board, you can track how much damage the *Yura* has suffered from SBD – Bomber aircraft (2.12). To the right of the Light Cruiser *Yura* tracker are two **Coastal Watchers** (Tracker No. 2) located on Bougainville Island. These Coastal Watchers are able to give advance warning of approaching Japanese planes flying from Rabaul, and to gather vital intelligence (2.15). Immediately above Henderson Field is the **Vice Admiral Nagumo's Carrier Striking Force tracker** (Tracker No. 3). Once Henderson Field was overrun and the threat of air attack removed, Japanese planes were scheduled to land and take control of the runway. Thereafter Nagumo planned to use his carriers, combined with air support from the newly captured field on Guadalcanal, to engage with and defeat the US Navy. His approach is currently undetected. In this section you can track the success or failure of your SBD – Patrol planes (2.13) to locate the ships of the Imperial Japanese Navy. Finally, the **Colonel Oka's Attack box** (Tracker No. 4) is between the Matanikau River Log Bridge and the

Southern Lunga Perimeter. The last major attack of the ***Battle for Henderson Field*** was made by Colonel Oka early on 26 October. However, it was not directed against any of the Combat Sectors detailed. This box will allow you to track the defenses prepared against this assault and calculate its success or failure (3.8.6). This affects your final Victory Point total.

Line of Sight

Line of Sight is used to determine if a USMC counter can attack an IJA counter. Counters have Line of Sight to another counter when they are in Positions (Combat Positions and IJA Attack Positions) with a shared letter. For example, if a USMC counter is in the 'A' Combat Position, that counter can attack an IJA counter in any 'A' IJA Attack Position (within the shared Combat Sector). USMC counters in Combat Positions with two or more letters have Line of Sight to those multiple IJA Attack Positions with the corresponding letter. If a Combat Position does not have a letter, then a USMC counter in that Combat Position does not have any Line of Sight and cannot attack. Line of Sight is not required for a Weapon counter and Weapon Team generating Suppression counters (4.2). Suppression counters can be generated in any Combat Position.



In this case a USMC counter in "A" can target the three IJA positions shown.

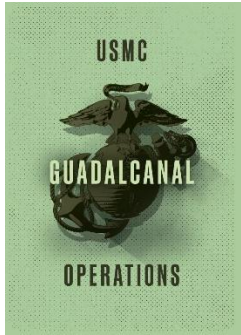
Line of Sight also limits which USMC counters can place Barbed Wire and in which IJA Attack Positions (4.1.9). It also limits which IJA Attack Positions can be targeted by a Forward Observer using the Barrage action (4.1.7).

Note that certain limitations exist as to which USMC counters can and cannot attack certain IJA Attack Positions, even if Line of Sight exists. As almost all of the combat simulated in the game took place at night, only heavier weapons – Artillery (4.1.7) and Machine Guns (4.2.6) – can attack IJA counters in the first (entry) Attack Position on the track. This is to simulate the inability of Marine riflemen to locate targets at night. The 37m Anti-tank Gun (4.2.5) can also target the IJA Tank counter if it is in the first (entry) Attack Position on the track in the Matanikau River Mouth Combat Sector. The Front Line IJA Attack Positions cannot be targeted by Artillery due to their proximity to the USMC lines and the risk of errant shells. The Rapid Fire (4.1.11) action can only be used to target IJA counters in Front Line Attack Positions. Aside from these restrictions, if a USMC counter has Line of Sight, it can use the Attack action (4.1.2) against an IJA counter in any Attack Position.



Example: The Rifles in Position A can see both the Veteran and Infantry counters as their Position has an A below it. The NCO in Position C can see the Veteran counter but not the Infantry counter.

USMC Operations Card Phase



The USMC Operations cards represent the actions taken by the 1st Marine Division Headquarters staff, other senior commanders, and the Cactus Air Force at Henderson Field during the Guadalcanal campaign that contributed to a successful defense. This section describes in detail the rules for the actions found on each card. For a first-time player, do not worry about learning the rules paragraph by paragraph; skim the rules for now then refer back to them as you play and need to reference specific details.

Choose the Difficulty Level you wish to play the USMC Operations Card Phase at (Boot, Regular, Veteran or Elite). This will determine how many USMC Operations cards you draw every turn and how many USMC cards you can choose an action from. Restricting the number of cards you draw and the number of actions you can take will make the game more challenging. Remember that you can choose different Difficulty Levels for different Phases and Variants.

Draw USMC Operations Cards

Draw a number of USMC Operations cards as indicated by your chosen Difficulty Level (see below). Then, if needed, discard one of those cards. You can examine the cards before you choose one to discard. If you need to draw cards and there are not enough remaining in the USMC Operations Card deck, shuffle the discards to create a new deck and draw the remaining cards you need from the new deck.

You do NOT have to use all the cards you draw. However, you cannot 'save' cards for future turns. Used or not, all USMC cards must be discarded at the end of the USMC Card Phase.

Boot (Beginner / Easy): Draw 5 USMC Operations cards. Choose 4 USMC cards. Discard a card.

Regular: Draw 4 USMC cards. Keep all 4 USMC Operations cards. Do **not** discard a card.

Veteran: Draw 4 USMC cards. Choose 3 USMC Operations cards. Discard a card.

Elite: Draw 3 USMC cards. Keep all 3 USMC Operations cards. Do **not** discard a card.

Absolute beginner? If this is your first time playing a Valiant Defense game you may like to draw 6 cards and select one action from 5 of those cards during the USMC Operations Card Phase.

Take Actions

From each remaining card select one action only (Fog of War cards have no actions; see 6.0 and 6.1 for Variant Rules). You may **not** choose to take more than one action from the same card. You cannot 'save' actions for future turns.

The rules for each action are explained below in sections 2.6 – 2.15.

Example: You have selected the Boot Difficulty Level. You draw 5 USMC cards, examine them and discard one of those cards. From the remaining 4 cards you choose one action from each of them.

Discard All Cards

Once you have taken your actions, discard all the USMC cards you drew. There should be no USMC Operations cards remaining in your hand at the end of the USMC Card Phase.

Playing the Game: USMC Operations Cards

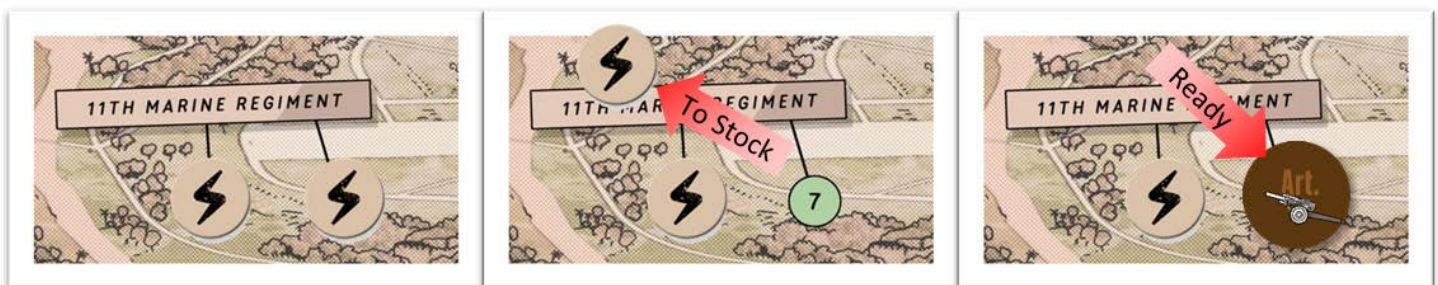
The player must choose which actions to take wisely in order to ensure the IJA assault on the USMC front line is repulsed, while also driving back Rear Admiral Takama's encroaching No.2 Assault Group (including the light cruise *Yura*) intent on bombarding Henderson Field and locating Vice Admiral Nagumo's approaching Carrier Force before it can engage the US Fleet in a decisive naval battle. The player can also secure additional Victory Points by using Coast Watchers located in Bougainville to gather intelligence. USMC Operations cards do not affect Colonel Oka's attack (see the Move action on how to prepare for this assault. 4.1.1).

Disrupted Locations



During the course of the game the Locations in Henderson Field may become Disrupted (indicated by a Disrupted Token) by incoming Japanese 'Betty' bombers or through bombardment by Rear Admiral Takama's No.2 Assault Group. Locations with a Disrupted Token must use the Repair action to remove that Token before any other action can be taken. The Repair action on each card (with the exception of the Coast Watchers card) states 'One of Above'. Refer to the Location(s) indicated on each card to determine which Locations on the game board the Repair action on that card can affect.

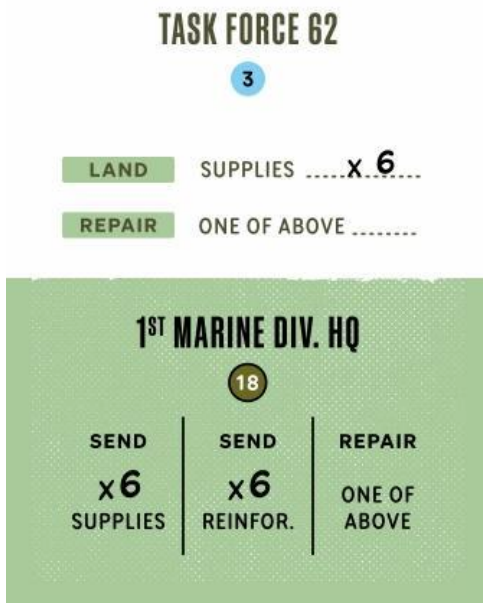
Example: If Locations #7 and #8 on Henderson Field are both Disrupted you cannot use the Ready Artillery action to place an Artillery Token on either Location until the Repair action has removed at least one of those Disrupted Tokens. In the Example of Play graphic, Locations #7 and #8 are both Disrupted. The player uses the Repair action on an 11th Marine Regiment USMC card to remove the Disrupted Token from Location #7. The player then selects the Ready Artillery action from a different 11th Marine Regiment USMC card to place an Artillery Token on Location #7. Note that it is possible to use two 11th Marine Regiment USMC cards in the same turn to remove a Disrupted Token and place a Ready Artillery Token in the same Location. This rule applies to all USMC cards.



The Repair action on a card is specific to the related Location(s). For example, the Repair action on a Task Force 62 card (Location #3) cannot be used to remove a Disrupted Token from Locations #7 or #8.

Task Force 62 (Location #3)

You can choose one of the following actions:



- **Land Supplies:** If Supply Tokens are available in the stock, move up to six Supply Tokens (see Supply Tokens above) from the stock into the Supplies box located on the Henderson Field section of the game board. You cannot place any Supply Tokens in the Supplies box if Location #3 is Disrupted. Note that if Location #3 becomes Disrupted while Supply Tokens are located in the Supplies box, those Supplies are destroyed and all those Supply Tokens are removed from the board and placed back in the stock. A successful Japanese attack is considered to have destroyed the supplies located on the beach rather than inflicting damage on Task Force 62 itself (which was out at sea).
- **Repair:** Remove a Disrupted Token from Location #3 on the Henderson Field section of the game board.

1st Marine Division HQ (Location #18)

You can choose one of the following actions:

- **Send Supplies:** You can remove up to six Supply Tokens from the Supplies box on Henderson Field and place them, in any combination, in the Supplies box of one or more Combat Sectors or in the Supplies box of Colonel Oka's Attack. You cannot Send Supplies if Location #18 is Disrupted.
- **Send Reinforcements:** You can spend up to 6 points to deploy USMC and/or Weapon counters from the stock to one or more Combat Sectors or to the Colonel Oka's Attack box. Place any counters in the Reserves box of the selected Combat Sector(s) or place those counters directly into the Colonel Oka's Attack box. Place a Reinforcements Token on the counter or pile of counters. Those counters may move and take an action in the following turn. Refer to the *Purchasing Additional USMC Counters* section on page 14 for details. You cannot Send Reinforcements if Location #18 is Disrupted.
- **Repair:** Remove a Disrupted Token from Location #18 on the Henderson Field section of the game board.

COMAIRSOPAC (Locations #4 to #6 and #9 to #14)

You can choose one of the following actions:

11TH MARINE REGIMENT

7 8

READY ARTILLERY

REPAIR ONE OF ABOVE

CACTUS AIR FORCE

4 — 6 , 9 — 10

READY WILDCAT

REPAIR ONE OF ABOVE

- **Ready Wildcat F4F, SBD - Bomber or SBD - Patrol:**
Place a relevant Wildcat F4F Token, an SBD – Bomber Token or an SBD – Patrol Token on Locations #4 through to #6 (Fighter One) or on Locations #9 through to #14 (Henderson Field). Note that different aircraft Tokens are placed on specific Locations. For example, you cannot place a Wildcat F4F Token on an SBD – Bomber Location. Those Tokens can be used with the Dive Bomb (2.12) and/or Search and Patrol (2.13) actions in the same turn they are placed on Henderson Field.
- **Repair:** Remove a Disrupted Token from Locations #4 through to #6 (Fighter One) or on Locations #9 through to #14 (Henderson Field) on the Henderson Field section of the game board.

Note that the COMAIRSOPAC (Commander, Aircraft, South Pacific) card does **not** offer an action that allows the player to conduct Dive Bombing missions against Rear Admiral Takama using SBD – Bomber planes or Search and Patrol missions using SBD – Patrol planes attempting to locate Vice Admiral Nagumo. You will need to take the relevant actions on the Cactus Air Force (SBD – Bomber) (2.12) and Cactus Air Force (SBD – Patrol) (2.13) cards respectively to complete these missions. Commander, Aircraft, South Pacific (COMAIRSOPAC) was not operating on Guadalcanal.

11th Marine Regiment (Locations #7 and #8)

You can choose one of the following actions:

- **Ready Artillery:** Remove one Supply Token from the Supplies box in the Henderson Field area of the game board and place an Artillery Token on Location #7 or #8. See Forward Observer and the Barrage Action (4.1.7) for more information on how to use readied Artillery Tokens.
- **Repair:** Remove a Disrupted Token from Location #7 or #8 on the Henderson Field section of the game board.

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

You can choose one of the following actions:



- **Establish Comms:** Place a Comms Token on Location #17 on the Henderson Field area of the game board **or** place a Comms Token in the Command Post box in one Combat Sector. Note that establishing Communications between Henderson Field and a Combat Sector will grant an extra Move and an extra Action for use in that Combat Sector (4.0). A Comms link between Henderson Field and a Combat Sector is also necessary for a counter within that Combat Sector to perform the Request Reinforcements Action (4.1.6). Note that it is possible for one Combat Sector (with a Comms Token) to be in communication with Division Intelligence (D-2) (Comms Token at Location #17 on Henderson Field) while another Combat Sector (without a Comms Token) is not in communication with Division Intelligence (D-2).
- **Repair:** Remove a Disrupted Token from Location #17 on the Henderson Field section of the game board.

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

You can choose one of the following actions:

- **Ready Wildcat F4F:** Place a Wildcat F4F Token on Location #4, #6 (Fighter One), #9 or #10 (Henderson Field).
- **Repair Wildcat F4F:** Remove a Disrupted Token from Location #4, #6, #9 or #10 on the Henderson Field section of the game board.

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

You can choose one of the following actions:



- **Ready SBD - Bomber:** Place an SBD – Bomber Token on Location #5 (Fighter One), #11 or #12 (Henderson Field).
- **Dive Bomb:** Remove one or more SBD – Bomber Tokens from the Henderson Field section of the game board. You only need to choose **one Dive Bomb** action on **one** Cactus Air Force (SBD – Bomber) card **to activate one or more SBD – Bomber Tokens**. For **every SBD – Bomber Token** roll **2d6**, and for each **additional SBD – Bomber Token** beyond one taking part in the Dive Bomb mission, add a cumulative **+1 modifier** to each total rolled. For each Token removed you may make one dive bombing attack against the *Yura*. If you roll a modified 10 or 11 you have inflicted damage on the light cruiser.

Place a **Hit Token** on the next available space on the **Light Cruiser *Yura* tracker**. If you score three Hits on the *Yura* it turns back. If you roll a modified 12 then you have inflicted critical damage and the *Yura* immediately turns back. In either of these cases, place the **Turned Back Token** on the **Light Cruiser *Yura* tracker**. Thereafter you can ignore the *Yura* section of subsequent Banzai cards. Failure to force the *Yura* to turn back will adversely affect your Victory Point total at the end of the game (5.0).

Example: You remove two SBD – Bomber Tokens from Henderson Field. You make two rolls, both of 2d6, and as there are two flights attacking, each roll receives a +1 modifier. If there were three flights attacking, each roll would receive a +2 modifier. The first roll is a '1' and a '3', added together giving '4', which is then modified to a '5'. A miss. The second roll is a '5' and a '4', added together giving '9', which is then modified to a '10'. A hit! Place a Hit Token on the **Light Cruiser *Yura* tracker** in the next available space.

- **Repair SBD – Bomber:** Remove a Disrupted Token from Location #5, #11 or #12 on the Henderson Field section of the game board.

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

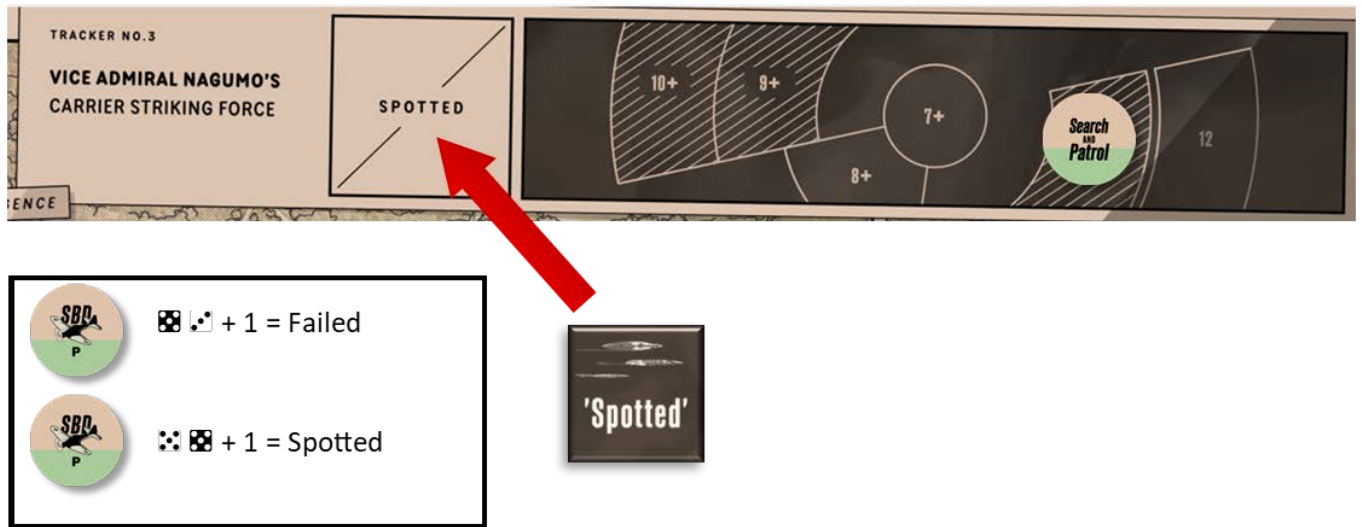
You can choose one of the following actions:

- **Ready SBD – Patrol:** Place an SBD – Patrol Token on Location #13 or #14.
- **Search and Patrol Flight:** One or more SBD – Patrol Tokens on Henderson Field can be selected and removed from the game board to make a search attempt for Vice Admiral Nagumo's carriers. You only need to choose **one** Search and Patrol Flight action on **one** Cactus Air Force (SBD – Patrol) card to **activate one or more SBD – Patrol Tokens**. For each Token activated and removed from the game board, you may make one Search and Patrol Flight and attempt to spot Vice Admiral Nagumo's Carrier Striking Force. For **every SBD – Patrol Token** roll **2d6**, and for each **additional SBD – Patrol Token** taking part in the search, add a **+1 modifier** to each total rolled. Referring to the **Vice Admiral Nagumo's Carrier Striking Force tracker**, if one of the modified totals equals or exceeds the current search value on the Carrier Striking Force Track (indicated by the current position of the Search and Patrol Token) then Nagumo's carriers have been spotted. Flip the Search and Patrol Token to its **Spotted** side. This task is now completed, no more searches are needed, the SBD Tokens are returned to stock, and at the end of the game you will receive 15 VPs (Section 5.0).

However, if the Search and Patrol Flight fails then the SBD Tokens are still returned to stock. The Search and Patrol Token on the Carrier Striking Force Track is moved to the next lower number on that track. This new number will be the one used for the next search attempt. Each failed search attempt lowers the search number again, which means that Nagumo becomes easier to spot with each new search. Note that the Search and Patrol Token is only moved once for each Search and Patrol Flight action, NOT for each SBD – Patrol Token used. If Nagumo's carriers are not spotted after the 6th search attempt then Nagumo has not been spotted, no further searches take place, and the USMC will not receive 15 VPs at the end of the game.

- **Repair SBD – Patrol:** Remove a Disrupted Token from Location #13 or #14 on the Henderson Field section of the game board.

Example: There are two SBD – Patrol Tokens on Henderson Field, and you decide to use the Search and Patrol action on a Cactus Air Force (SBD – Patrol) card. Two SBD – Patrol Tokens are removed from Henderson Field to conduct a search for Nagumo. On the Vice Admiral Nagumo's Carrier Striking Force tracker, the Search & Patrol Token is on the '11' space (The Token had moved from its starting position '12' to '11' on a previous turn after a failed Search and Patrol Flight). Using a single Search and Patrol action, you decide to use both available SBD – Patrol Tokens. (Note that you would have needed to take two Ready SBD – Patrol actions previously to prepare the Tokens). The two SBDs can each make one search, and will need to roll an 11 or 12 to succeed. The first SBD rolls 2d6 and gets $5 + 3 = 8$; to this it adds a +1 modifier, for the accompanying SBD, so the final modified result is '9' – a failure. The second SBD now makes its search, and rolls $5 + 5 = 10$; it, too gets a +1 modifier for having an accompanying SBD so its final total is '11'. It's a success! Nagumo's carriers have been found. The Search & Patrol Token is flipped to its Spotted side, and both SBD Tokens are returned to stock. If both SBD – Patrol Tokens had failed to locate Nagumo, the Search and Patrol Token on the Carrier Striking Force track would have shifted to position '10' (one shift for every Search and Patrol Flight action, not two shifts for 2 SBD – Patrol Tokens used).



Design note: Vice Admiral Nagumo, commanding the Carrier Striking Force, along with a powerful array of supporting warships, had planned to engage with and decisively defeat the US Navy in what became known as the Battle of Santa Cruz Islands (25 – 27 October), utilizing land-based planes from the assumed-to-be-captured Henderson Field.

Design note: The Douglas SBD-3 Dauntless was used by the Cactus Air Force during the Guadalcanal campaign. The plane was equipped with a 1,000-pound bomb when acting as a Dive Bomber, and a 500-pound bomb when acting as a Search and Patrol aircraft, which significantly increased the range of the SBD and allowed it to climb to a greater altitude without burning excess fuel.

3rd Defense Battalion (Locations #15 and #16)

You can choose one of the following actions:

COAST WATCHERS

BOUGAINVILLE

READY COAST WATCHER

GATHER INTEL

3RD DEFENSE BATTALION

(15) (16)

READY ANTI-AIRCRAFT

REPAIR ONE OF ABOVE

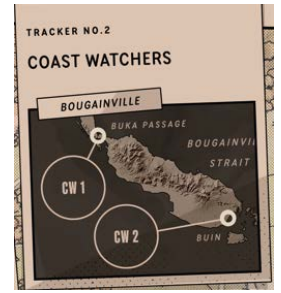
- **Ready Anti-aircraft:** Place one Anti-aircraft Token from the stock onto Location #15 or #16 on the Henderson Field section of the game board. See Bomb Henderson Field (3.5) for more information on how to use readied Anti-aircraft Tokens.
- **Repair:** Remove a Disrupted Token from Location #15 or #16 on the Henderson Field section of the game board.

Coast Watcher (No Location on Henderson Field; see Bougainville)

You can choose one of the following actions:



- **Ready Coast Watcher:** Place one Coast Watcher Token from the stock 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 and place it in stock. Make a note that this gains 3 Victory Points (5.0). That Coast Watcher Token may subsequently re-enter play using the Ready Coast Watcher action.



Note that the two Coastal Watchers (Lt. Commander **Paul Mason**, Royal Australian Naval Volunteer Reserve and Lt. Commander **William Read**, Royal Australian Naval Volunteer Reserve) are located on the island of Bougainville and cannot be targeted / Disrupted by Mitsubishi G4M 'Betty' bombers or bombardment by the *Yura*. Therefore, there is no Repair option.

Coast Watchers can also be freely activated to give early warning of approaching Japanese bomber flights and allow Wildcat F4F fighters to gain sufficient altitude ('Angels 20') to more easily combat their enemy (3.5).

Example: This example assumes the Boot level Difficulty Level. As such, you draw five USMC cards (and will discard one of them. See 2.1), with the following actions:

- 1) Task Force 62 / Coast Watchers
- 2) 1st Marine Division HQ / Cactus Air Force – F4F Wildcat
- 3) COMAIRSOPAC / Cactus Air Force – SBD – Bomber
- 4) 11th Marine Regiment / Cactus Air Force – SBD – Patrol
- 5) Division Intelligence (D-2) / 3rd Defense Battalion

You can only use four of these cards and decide to discard the 11th Marine Regiment / Cactus Air Force – SBD – Patrol card (Card #4 in the example). From Card #1 you choose the Task Force 62 option and decide to take the Land Supplies action. You place 6 Supply Tokens in the Supplies box on Henderson Field. Discard the card.

From Card #2 you choose the 1st Marine Division HQ option, choosing to Send Reinforcements. You use the six points to purchase an Officer (4 points) and place the counter in the Reserves box of the Matanikau River Mouth Combat Sector. You purchase an additional 2 Rifles counters (1 point each) and place 1 counter in the Reserves box of each of the Matanikau River Mouth and Matanikau River Log Bridge. Those counters can move and take an action in the following turn.

From Card #3 you already have three SBD – Bomber Tokens on Henderson Field and decide to use the Dive Bomb action to launch an attack against the *Yura*. You remove all three SBD – Bomber Tokens and place them in the stock. For every additional SBD – Bomber above one assigned to a Dive Bomb mission, you gain a cumulative +1 bonus to each roll, so with an additional two SBD – Bomber Tokens on this Mission, that gives you a +2 bonus for each roll. You roll 2d6 +2 for the first Token and get '9', modified to '11'. It's a hit! You place a Hit Token on the tracker. Next, you roll 2d6 +2 for the second Token and score a '7', modified to '9'. It's a miss. You roll again for the third Token and get '11', modified to '13'. It's a critical hit! The *Yura* is disabled! You place the Turned Back Token on the Light Cruiser *Yura* tracker. Thereafter you will ignore the Bombard instructions on subsequent Banzai cards.

From Card #5 you choose the Division Intelligence (D-2) option and go for the Establish Comms action. You already have a Comms Token on Location #17 on Henderson Field and choose to place a Comms Token at the Command Post (CP) on the Southern Lunga Perimeter. This will grant you a bonus move and a bonus action in that Combat Sector as long as Comms between that Combat Sector and Henderson Field remain intact (4.0). You have now discarded one card and chosen one action from each of the four remaining cards, so the USMC Card Phase is over. Put the four cards into the discard pile, together with the fifth card you just discarded, and move onto the next phase.





 % 4 + 2 = Hit

 # 4 + 2 = Miss

 6 % + 2 = Critical



Imperial Japanese Army Card and Counter Phase

Once you have completed the USMC Card Phase, you are ready to begin the Imperial Japanese Army Card and Counter Phase. The IJA cards represent the tactical-level actions taken by elements of the 17th Army commanded by General Harukichi Hyakutake, air attacks made by planes flying from Rabaul and the advance of Rear Admiral Takama's No. 2 Bombardment Force, including the light cruiser *Yura*, to bombard Henderson Field. This section describes in detail the rules for the actions found on each card. For a **first-time player**, do not worry about learning the rules paragraph by paragraph; **skim the rules** for now then **refer back to them** as you play and need to **reference specific details**.

In each phase draw and reveal three IJA Cards from the IJA Card deck, one at a time, resolving the effect of each one before moving on to the next. Once all three IJA Cards have been resolved, the IJA Card Phase is over and the USMC Counter Phase begins.

There are five different types of Imperial Japanese Army Cards, based on the effect:

- Attack Defender – Machine Gun
- Bombard Perimeter
- Bomb Henderson Field
- Place Imperial Japanese Army Counter
- Banzai

In addition, there are two other effects that are triggered when a counter first enters play (Place Imperial Japanese Army Counter) and each time it moves forward along its track:

- Attack Defender – Knee Mortar
- Attack Defender – Tank

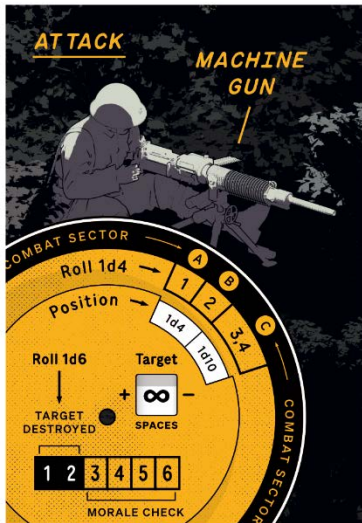
The Place Imperial Japanese Army Counter and Banzai steps affect the IJA counters on the game board. Placing IJA counters can trigger forward movement, which in turn can push other IJA counters forward and – in the case of the Knee Mortar or Tank – trigger Attack Defender attacks. It is possible for IJA counters in the same Combat Sector to move forward and trigger Attack Defender attacks multiple times in the same turn.

3.0.1 Target

The *Attack Defender – Machine Gun*, *Knee Mortar*, *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. For example, a Target of +/- 1 indicates that you would check the original targeted Combat Position, then the next higher numbered, then the next lower numbered Combat Positions for a USMC counter.

Example: The Bombard Perimeter (70mm) card has a Target of +/-1. In this example, you are targeting a Combat Position in the Southern Lunga Perimeter, so you roll d10 and get a '5'. You would first check Combat Position #5 for a target USMC counter. If there is no counter present, you would check Combat Position #6 ($5 + 1 = 6$). If there is no counter present, you would check Combat Position #4 ($5 - 1 = 4$). If there is no counter present in Combat Position #4 the 70mm artillery has missed and the card is considered resolved.

Attack Defender – Machine Gun



The Machine Gun card is a one-off attack. It does not have a counter and does not enter play. It is a one-time effect similar to 70mm and 100mm Artillery (3.4).

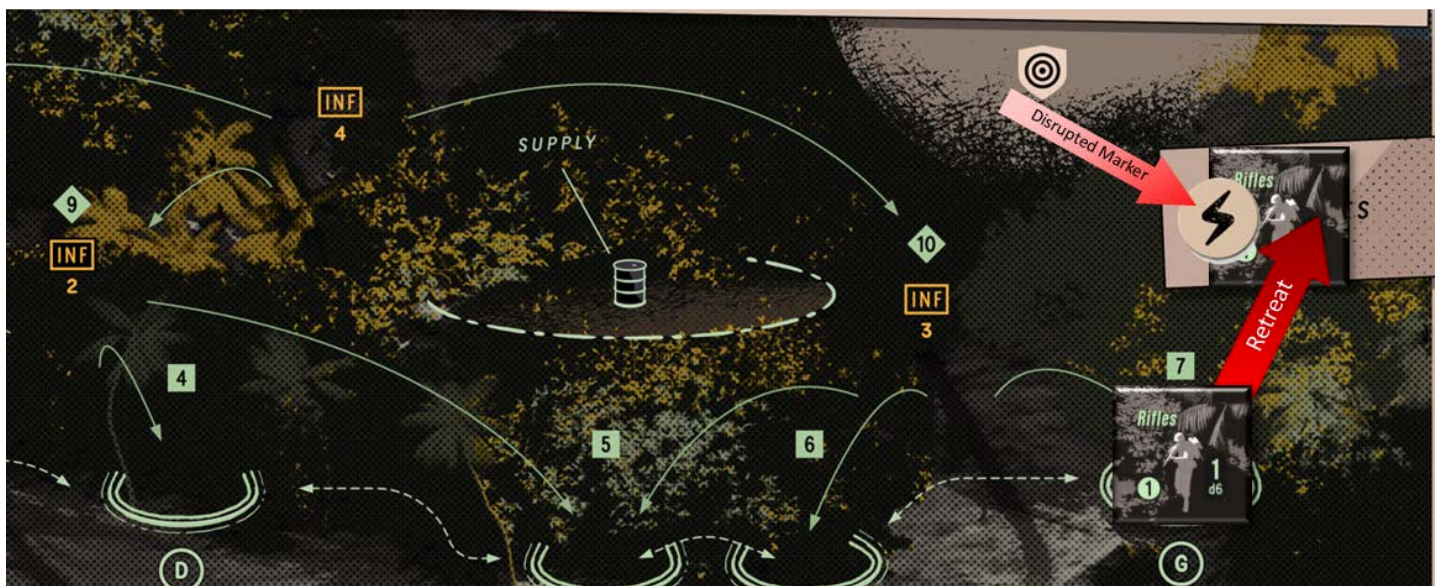
When you first draw the Machine Gun card roll 1d4 to determine the target Combat Sector (1 = Matanikau River Mouth, 2 = Matanikau River Log Bridge, 3-4 = Southern Lunga Perimeter). Then roll again to determine the Combat Position the Machine Gun is targeting. (1d4 for Combat Positions at the Matanikau River Mouth or Matanikau River Log Bridge, 1d10 for Combat Positions in the Southern Lunga Perimeter).

Target: Unlimited in target Combat Sector.

If the determined Combat Position is empty, then check the next higher numbered position(s) in that Combat Sector until a USMC counter is found. If no counter is found in any higher numbered Combat Position, then check the next lower numbered Combat Positions in that sector. If no USMC counter can be found in any Combat Position, the Machine Gun attack has no effect.

If a USMC counter is located in a Combat Position using the procedure detailed above, then it is attacked by rolling a **d6**. In cases where there are two Weapon Team counters, roll once as normal and apply the same result as stipulated on the IJA card to both counters. On a result of **1 or 2**, the counter is **destroyed** and removed from play and placed in stock. If there are Weapon Team counters with a Weapon counter all those USMC counters *and* the Weapon counter are removed from play and placed in stock. Note that an adjacent **Medic** may administer **First Aid** to any counter that would otherwise be destroyed (3.1.1).

On a result of **3-6**, the USMC counter(s) must take a **Morale check**. Roll d6 again. In cases where there are two USMC Weapon Team counters, apply the same result to both counters. On a result of **1-2** that counter **retreats to the Reserves box** of the Combat Sector it is in. If there are two Weapon Team counters present both counters *and* the Weapon counter are placed in the Reserves box of the Combat Sector they are in. Place a Disrupted Token on a non-Weapon counter that retreated. That counter will have to perform a Recover action (4.1.8) or be targeted by a Command action (4.1.5) to remove the Disrupted Token. The counter is not however Exhausted. Do not place a Disrupted Token on a Weapon counter. An adjacent **NCO** counter can use **Boost Morale** to influence the Morale check (3.1.2).



Example: You draw the Machine Gun card. You roll 1d4 to determine which Combat Sector will be targeted. A result of '3' indicates that the Southern Lunga Perimeter is the target. Roll 1d10. You get a '8' and notice that there is no USMC counter in that Combat Position. The Machine Gun has an unlimited Target within the determined Combat Sector, so you check Combat Position #9 and also find that there is no USMC counter. You next check Combat Position #10, which is also empty. As there is no Combat Position #11, you check the next lower numbered Combat Positions. In Combat Position #7 there is a Rifles counter. If there were no counter in Combat Position #7 you would check Combat Position #6 and so on. You roll d6 and get a '3'. The USMC Rifles counter survives the Machine Gun fire but must make a Morale check (a roll of 1-2 would have destroyed the counter). Rolling d6 you get a '1'. The counter fails its Morale check and must move to the Reserves box of the Southern Lunga Perimeter. Place a Disrupted Token on the counter. That counter will have to perform a Recover action (or be targeted by a Command action) to remove the Disrupted Token.

First Aid

Any time a USMC counter would be removed from play due to the effect of an Attack Defender – Machine Gun, Knee Mortar or Tank card (3.1, 3.2 and 3.3) or removed from play from the effect of a Bombard Perimeter card (3.4) during the Imperial Japanese Army Card phase, if there is a non-Exhausted, non-Disrupted Medic counter in an adjacent Combat Position, you can remove an available Supply Token from the Supplies box of the Combat Sector those counters are in to ignore the casualty. The same rule applies to Weapon Team counters in the same Combat Position. Remove one Supply Token for both Weapon Team counters.

The First Aid Action does not cost an action and can be done at any relevant time during the IJA Card Phase. However, the Medic counter becomes Exhausted (unlike the NCO using Boost Morale. See below.). If the Medic is Exhausted and/or Disrupted the Medic cannot take this action. Do not place an Action Token on a Medic counter.



Example: During the Imperial Japanese Army Card Phase, a 70mm Artillery card is revealed. The Bombard Perimeter successfully attacks an NCO counter, which would result in the counter being removed from play. A Medic in an adjacent Combat Position uses the First Aid Action to ignore the result of the artillery attack. The player removes a Supply Token from the Supplies box and the Medic is Exhausted. If a Supply Token were not available, the Medic would be unable to use the First Aid action. Later in the same IJA Card Phase, a Knee Mortar card is revealed and enters play. The Knee Mortar successfully targets the Combat Position that a Rifles counter is in and scores a hit. Although the Medic is in an adjacent Combat Position the Medic is Exhausted and cannot use the First Aid Action. The Rifles counter is removed from play.

Boost Morale

The player should make a Morale Check anytime a counter is successfully targeted by, but not destroyed by, an Attack Defender – Machine Gun, Knee Mortar or Tank card (3.1, 3.2 and 3.3) or a Bombard Perimeter card (3.4). Roll d6. On a result of '1' or '2' the USMC counter (or both Weapon Team counters) must retreat to the Reserves box of the Combat Sector it is in. Place a Disrupted Token on that counter. It is not Exhausted.

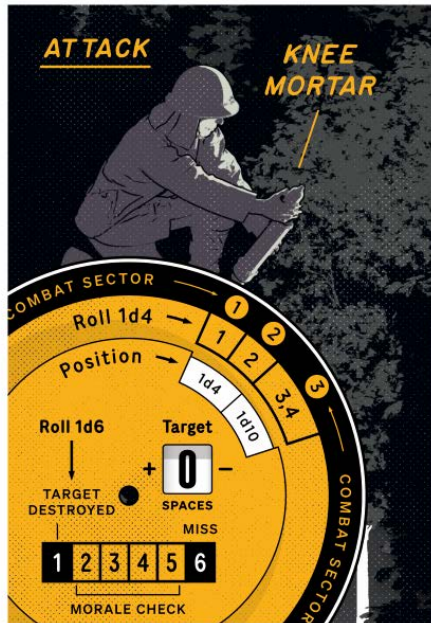
Any time a USMC counter fails a Morale check, and before it is placed in the Reserves box and a Disrupted Token attached, if there is a non-Disrupted NCO counter with the [N] designation in an adjacent Combat Position, you can reroll the Morale check if you would like to. You must apply the second result.

The Boost Morale action does not cost an action and can be done at any relevant time during the IJA Card Phase. Do not place an Action Token on an NCO counter. The NCO counter does **not** become Exhausted (unlike the Medic using First Aid. See above.). Multiple counters in adjacent Combat Positions that fail their initial Morale checks may be affected by the same NCO in the same turn. This includes two Weapon Team counters in the same Combat Position. If the NCO is Exhausted a USMC counter in an adjacent Combat Position can still be affected by Boost Morale. If the NCO is Disrupted a USMC counter in an adjacent Combat Position cannot be affected by Boost Morale.



Example: During the Imperial Japanese Army Card Phase, a 70mm Artillery card is revealed and resolved, causing two Machine Gun Weapon Team counters to make a Morale check. You resolve the Morale check for both Weapon Team counters with the same roll, and get a '1'. That's a failure. An NCO counter is in an adjacent Combat Position. The NCO is Exhausted, but not Disrupted, so you choose to use Boost Morale. You roll again and this time get a '2'. It's another failure and you have to accept this result. Both Weapon Team counters and the Weapon counter are placed in the Reserves box. Place a Disrupted Token on both Weapon Team counters. Do not place an Action Token on the NCO counter. The NCO counter remains Exhausted.

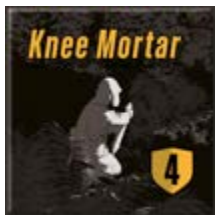
Attack Defender – Knee Mortar



The Knee Mortar has a counter and can also directly attack the defending USMC counters. For details on placing IJA counters see Place Imperial Japanese Army Counter (3.6) below.

Unless Suppressed (3.6.1), when the Knee Mortar enters play and every time the counter moves along its Attack Track the Knee Mortar will attack a Combat Position within its Combat Sector. Note that this means that as it is possible for the Knee Mortar to enter play and/or move along its Attack Track multiple times in a turn, the Knee Mortar may make an attack more than once per turn. Roll the relevant die (1d4 for the Matanikau River Mouth or Matanikau River Log Bridge Combat Sectors, 1d10 for the Southern Lunga Perimeter Combat Sector) to determine which Combat Position will be targeted.

If a USMC counter is located in a Combat Position using the procedure detailed above, then it is attacked by rolling a **d6**. In cases where there are two Weapon Team counters, roll once as normal and apply the same result as stipulated on the IJA card to both counters.



On a **result of '1'** that targeted counter is **destroyed**, removed from play and placed in stock. If there are Weapon Team counters with a Weapon counter all those USMC counters and the Weapon counter are removed from play and placed in stock. Note that an adjacent **Medic** may administer **First Aid** to any counter that would otherwise be destroyed (3.1.1).

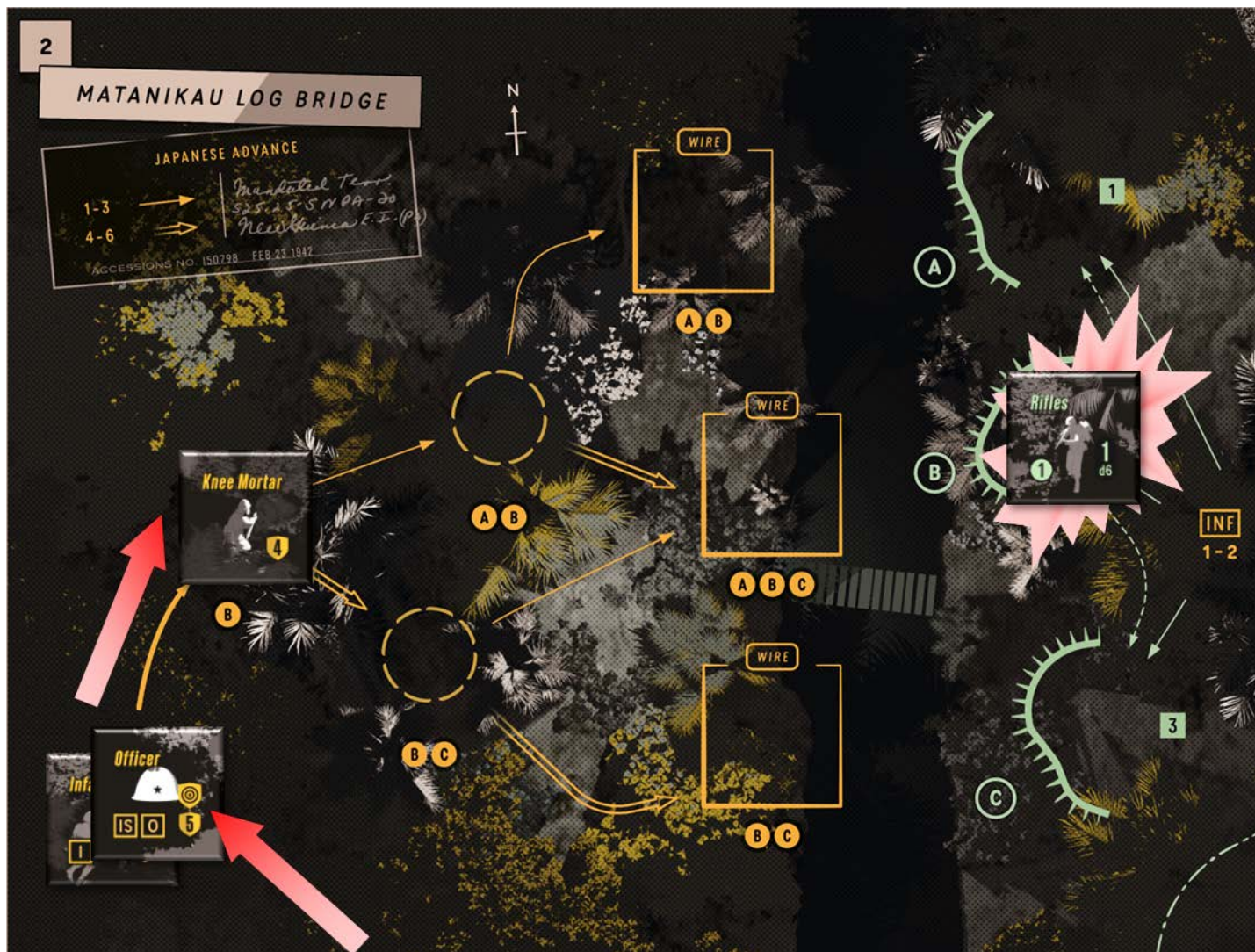
On a result of **2-5**, the USMC counter(s) must make a **Morale check**. Roll a second d6. In cases where there are two USMC Weapon Team counters, apply the same result to both counters. On a result of **1-2** that counter is **placed in the Reserves box** of the Combat Sector it is in. If there are two Weapon Team counters present both counters and the Weapon counter are placed in the Reserves box of the Combat Sector they are in. Place a Disrupted Token on a non-Weapon counter that retreated. That counter will have to perform a Recover action (4.1.8) or be targeted by a Command action (4.1.5) to remove the Disrupted Token. The Weapon counter itself is not however Disrupted. An adjacent **NCO** counter can use **Boost Morale** to influence the Morale check (3.1.2).

A roll of **'6'** indicates a **miss**. No further action is needed.

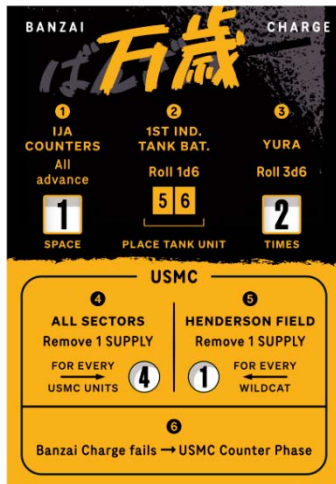
Target: None.

If the Knee Mortar targets an empty Combat Position, then it has missed and has no further effect. Do not check any higher or lower Combat Positions.

Example: A Knee Mortar is already in play in the Matanikau River Log Bridge Combat Sector. You draw an Officer card and place an Officer (with attached Infantry. See 3.7.6) counter on the track, causing the Knee Mortar to move forward. Doing so provokes a mortar attack on the USMC lines. You do not need to roll to determine which Combat Sector is targeted, as the Knee Mortar is located in the Matanikau River Log Bridge sector. Therefore, roll d4. You get a '2'. There is a USMC Rifles counter in that Combat Position. You roll d6 and get a '6'. The Knee Mortar was close to hitting, but missed the target, so the USMC counter is unaffected.



Attack Defender – Tank



The fighting vehicles of the 1st Independent Tank Battalion may appear at the end of the first, second or third wave, as determined by the Banzai card that signals the end of each wave (3.8).

The Tank counter may only enter the Matanikau River Mouth and thereafter it follows the Attack Track as a normal counter.

When the Tank first enters play (see 3.6 for placing IJA counters) and every time it moves forward along its track thereafter, it will fire at a Combat Position in the Matanikau River Mouth Combat Sector. Note that this means that as it is possible for the Tank to enter play and/or move along its Attack Track multiple times in a turn, the Tank may make an attack more than once per turn. Roll d4 to determine which Combat Position has been targeted.



If a USMC counter is located in a Combat Position using the procedure detailed above, then it is attacked by rolling a **1d6**. In cases where there are two Weapon Team counters, roll once as normal and apply the same result to both counters

On a result of '**1**' that targeted counter is **destroyed**, removed from play and placed in stock. If there are Weapon Team counters with a Weapon counter all those USMC counters and the Weapon counter are removed from play and placed in stock. Note that an adjacent **Medic** may administer **First Aid** to any counter that would otherwise be destroyed (3.1.1).

On a result of **2-5**, the USMC counter(s) must make a **Morale check**. Roll a second 1d6. In cases where there are two USMC Weapon Team counters, apply the same result to both counters. On a result of **1-2** that counter is **placed in the Reserves box** of the Combat Sector it is in. If there are two Weapon Team counters present both counters and the Weapon counter are placed in the Reserves box of the Combat Sector they are in. Place a Disrupted Token on a non-Weapon counter that retreated. That counter will have to perform a Recover action (4.1.8) or be targeted by a Command action (4.1.5) to remove the Disrupted Token. The Weapon counter itself is not however Disrupted. An adjacent **NCO** counter can use **Boost Morale** to influence the Morale check (3.1.2). On a roll of 3-6 the counter(s) remains unaffected. Take no further action.

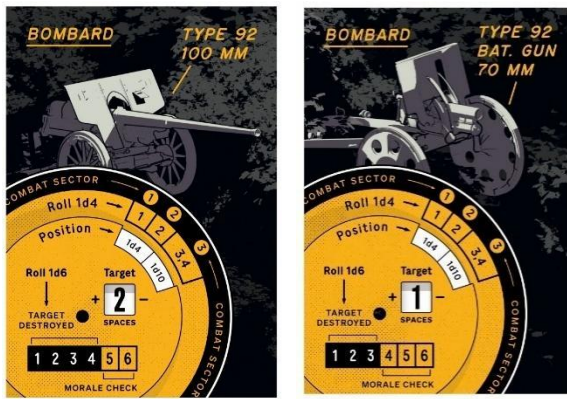
An original roll of '**6**' indicates a **miss**. Take no further action.

Target: Unlimited in target Combat Sector.

If the Tank first targets an empty Combat Position, then check the next higher numbered Combat Positions until a USMC counter is found. If no counter is found in a higher numbered Combat Position, then check the next lower numbered Combat Positions in the Matanikau River Mouth Combat Sector. If no USMC counter can be found in any Combat Positions, the Tank has no effect.

Note that the Tank counter is Immune to Suppression (3.7.3) and to the effects of Barbed Wire (3.6.2).

Bombard Perimeter



The 70mm and 100mm artillery used to bombard the perimeter of Henderson Field do not have counters and do not enter play. Bombard Perimeter is a one-time effect similar to Attack Defender – Machine Gun (3.1).

When you first draw the Bombard Perimeter card (whether 70mm or 100mm), roll 1d4 to determine the target Combat Sector (1 = Matanikau River Mouth, 2 = Matanikau River Log Bridge, 3-4 = Southern Lunga Perimeter). Then roll again to determine the Combat Position the artillery is targeting. (1d4 for Combat Positions at the Matanikau River Mouth or Matanikau River Log Bridge, 1d10 for Combat Positions in the Southern Lunga Perimeter). Then, consult the game board for which Combat Position will be targeted.

If there is a USMC counter in the targeted Combat Position the player must roll **1d6**. In cases where there are two Weapon Team counters, roll once as normal and apply the same result to both counters. On a result of **1 to 3 (70mm artillery)** or **1 to 4 (100mm artillery)**, that counter is **destroyed**, removed from play and returned to stock. If there are Weapon Team counters with a Weapon counter all those USMC counters and the Weapon counter are removed from play and placed in stock. Note that an adjacent **Medic** may administer **First Aid** to any counter that would otherwise be destroyed (3.1.1).

If the targeted counter is **not destroyed** roll a second 1d6 to make a **Morale check**. In cases where there are two USMC Weapon Team counters, apply the same result to both counters. On a result of **1 or 2** that counter retreats to the **Reserves box** of the Combat Sector it is in. If there are two Weapon Team counters present both counters and the Weapon counter are placed in the Reserves box of the Combat Sector they are in. Place a Disrupted Token on a non-Weapon counter that retreated. That counter will have to perform a Recover action (4.1.8) or be targeted by a Command action (4.1.5) to remove the Disrupted Token. The Weapon counter itself is not however Disrupted. An adjacent **NCO** counter can use **Boost Morale** to influence the Morale check (3.1.2).

Target: 70mm - +/-1. 100mm +/-2.

If the artillery targets an empty Combat Position, then check the next higher numbered Combat Position (70mm artillery) or the next two higher numbered Combat Positions (100mm). If any of these Combat Positions are occupied by a counter then resolve the attack as indicated above. If the next higher numbered Combat Positions are unoccupied then check the next lower numbered Combat Position from the original result (70mm artillery) or the next two lower numbered Combat Positions (100mm). If any of these Combat Positions are occupied by a counter then resolve the attack as indicated above. If all of the Combat Positions checked are empty then the artillery has missed and has no further effect.

Example: You draw a 100mm Artillery card. You roll 1d4 and get a '3', targeting the Southern Lunga Perimeter. Rolling d10 to determine the targeted Combat Position, you roll a '9'. This Combat Position is empty, so you check the next higher number, Combat Position '10'. This is also empty, and as there is no Combat Position '11',

you check the next lower number from your original roll; that is Combat Position '8'. This is also empty. Had the card been 70mm Artillery, after checking the next higher and next lower numbered Combat Positions, you would stop here and the gunfire would have no effect. However, as it is 100mm Artillery with a Target of +/-2, you check the next two lower numbered Combat Positions from the original target. In Combat Position '7' there is a Rifles counter. You roll 1d6 and get a '5'. The counter is not Destroyed, but must make a Morale check. You get a '1' so the Rifles fail the Morale check. Luckily, there is an NCO in an adjacent Combat Position (#6). The NCO allows you to reroll a failed Morale check once (3.1.2). You reroll, but you get a '2' and fail again. The counter retreats and is placed in the Southern Lunga Perimeter Reserves box. You place a Disrupted Token on the counter.



Bomb Henderson Field



Mitsubishi G4M 'Betty' bombers are not placed on an Attack Track. Each card represents a flight of Bettys with an attending flight of Mitsubishi A6M 'Zero' fighter escorts.

The card indicates the number of Bettys taking part in the raid. For example, *G4M 'Betty' x3* indicates there are three 'Bettys' attacking Henderson Field. The number in the white shield shows the Defense Value used for attacks by F4F Wildcats and the number in the yellow shield show the Defense Value used for attacks by the Anti-aircraft guns of the 3rd Defense Battalion. The relevance of these different Defense Values is explained below.

The player has three options in dealing with each flight of Bettys. You may choose one or more of these options in the same turn to counter the same Bomb Henderson Field card if the relevant Tokens are readied.

- 1) Remove an F4F Wildcat Token from Henderson Field or Fighter One and a Coast Watcher Token from Bougainville. In this case the Wildcats have time to gain sufficient altitude ('Angels 20') and the flight of incoming Bettys is automatically destroyed and no damage is done to Henderson Field.
- 2) Remove one or two Anti-aircraft Tokens from Henderson Field (3rd Defense Battalion, Locations #15 and #16 on Henderson Field) if available. For each Token removed the player may roll 1d6 twice. For each individual

result that is equal to or higher than the Defense Value displayed on the 'Betty' card in the yellow shield (4), reduce the number of attacking planes by 1. Note that the results of the rolls are not added together.

3) Remove one or more F4F Wildcat Tokens from Fighter One (Locations #4 and #6) and/or Henderson Field (Locations #9 and #10). For each Token removed, first resolve Wildcat F4F vs Zero aerial combat individually as follows. Roll 1d6+2 for each attacking Wildcat Token and 1d6 for the defending Zeroes. If the player scores an equal or higher number the Zero escorts are defeated. The player then rolls 1d6 twice. For each result that is equal to or higher than the Defense Value displayed in the white shield (3), reduce the number of attacking planes by 1. Note that the results of the rolls are not added together. If the Zero escort is not defeated then that Wildcat Token is discounted and those Wildcats cannot attack the Bettys. If the Wildcat Token fails to defeat the Zero escort, do not make a second roll against the Defense Value of the Bettys. Repeat this process for each Wildcat F4F Token.

Any remaining Bettys will bomb Henderson Field. For every surviving Betty roll 3d6 and add the results together to determine which Location is hit. If the targeted Location has a USMC Token present (not a Disrupted Token), immediately return that Token to the stock. If no Token is present, place a Disrupted Token on that location (the player will need a Repair action to remove that Disrupted Token in a future USMC Card phase). If a Disrupted Token is already on that Location, then move up to the next higher Location until either a Token is removed or a Disrupted Token is placed.

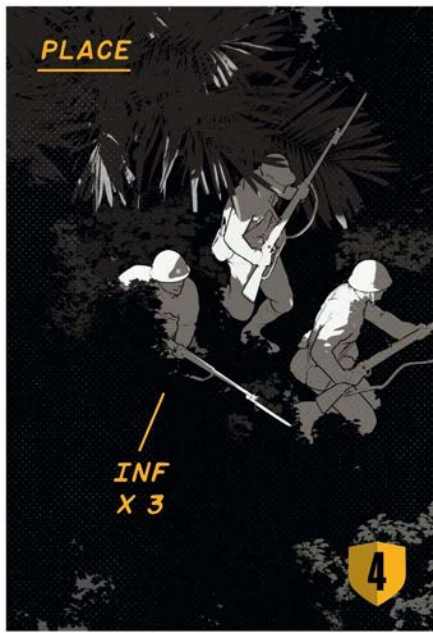
Note that if a Disrupted Token is already in place on Location #18 (1st Marine Division HQ) and a second one would be placed, then the HQ is destroyed and the game ends in defeat for the player.

A hit on Location #3 (Task Force 62) represents a hit on the supplies that have been landed rather than the task force itself. Destroy all Supplies in the Supplies box located there. Remove all Supply Tokens and place them in the stock AND place a Disrupted Token on Location #3.

The Coast Watchers are located on Bougainville Island and cannot be attacked by Bettys.

Example: A Mitsubishi G4M 'Betty' card is revealed. There are 4 bombers to deal with. You have one Wildcat F4F Token on Fighter One but no Coast Watcher Tokens. The option of scrambling your pilots to Angels 20 is not available. Instead, you decide to send your fighters up. First you have to deal with the Zero escort. You roll d6, get a '3' and add 2 for a total of 5. Rolling for the Zeros you get a '4'. The fighter escort is defeated. You next roll 1d6 twice and get a '1' and a '3'. The Defensive value of the Bettys against F4F Wildcats is 3, so the '1' indicates a failure, while the '3' hits. You destroy one Betty and three remain. Checking Henderson Field, you also have a readied 3rd Defense Battalion Token. You remove it and prepare your Anti-aircraft fire. You roll 1d6 twice and get a '2' and a '5'. The Defensive Value of the Bettys against anti-aircraft fire is 4, so you score one hit and one miss. Two planes remain and they drop their bomb load. Rolling 3d6 for the first plane you get a total of '3', indicating a hit on Task Force 62. This Location has not suffered any previous damage and there is no Token to remove, so you place a Disrupted Token on Location #3. Unfortunately, there are 6 Supply Tokens in the Supplies box and these are all destroyed and removed from the game board and placed back into stock. Rolling for the second Betty you get a '17', indicating a hit on the Division Intelligence (D-2) command post. This Location already has a Disrupted Token present, so you check the next higher numbered Location. There is no Disrupted Token on the 1st Marine Division HQ (Location #18) and so you place a Disrupted Token. If Location #18 suffers another successful attack from either a Betty or the *Yura* then the HQ is destroyed and you lose the game.

Place Imperial Japanese Army Counter



As you draw cards you may be instructed to place different IJA counters on an Attack Track.

For Infantry, the number of counters placed will depend on the wave. In Wave 1 place a single IJA Infantry counter; in Wave 2, place 2 IJA Infantry counters and so on. The number of counters to place is indicated on the card. For example, the card to the left indicates that the player should place 3 IJA Infantry counters. In such cases, place each Infantry counter separately and resolve any movement along the Attack Track before placing the next required Infantry counter. Each Infantry counter may be Suppressed as it is placed (3.6.1) before you place the next one. The entry point for each individual IJA Infantry counter will be determined independently regardless of the number of counters you are instructed to place. With other counter types, only place a single counter regardless of the wave number.

There are several different types of IJA counters:

- Infantry
- Bushi
- Knee Mortar
- Infiltrator
- Veteran
- Officer

Each counter has its own special rules and will advance along its respective Attack Track from one Attack Position to the next. If any of these counters (except the Infiltrator. See 3.7.1) moves beyond the end of its Attack Track it may first suffer Defensive Fire (if moving from an Attack Position containing a Barbed Wire Token. See 3.6.2) and/or engage in Hand-to-Hand combat with a USMC counter if a USMC counter is present (3.6.3). Otherwise, the IJA counter has penetrated the USMC lines and reached Henderson Field, immediately ending the game in defeat for the player.

To place an IJA counter, first roll 1d4 to determine which Combat Sector that counter enters (1 = Matanikau River Mouth, 2 = Matanikau River Log Bridge, 3-4 = Southern Lunga Perimeter). Once the Combat Sector has been determined, place the counter in the first (entry) Attack Position. If another counter is already present, that counter is pushed forward along the Attack Track to the next Attack Position, which may in turn push other counters forward, and so on until all movement is completed. At forks roll 1d6 to determine which fork in the Attack Track the counter will follow (instructions are on the game board). Note that if the Tank or a Knee Mortar counter are moved, they will make an attack (3.2 & 3.3). Once all movement has been completed, you may choose to make Suppression attempts on the IJA counter in the first (entry) Attack Position (see 3.6.1 below).

Note that if you are placing multiple IJA Infantry counters in higher Waves you must roll to place each individual counter. When placing multiple Infantry counters, place each counter separately, resolve any

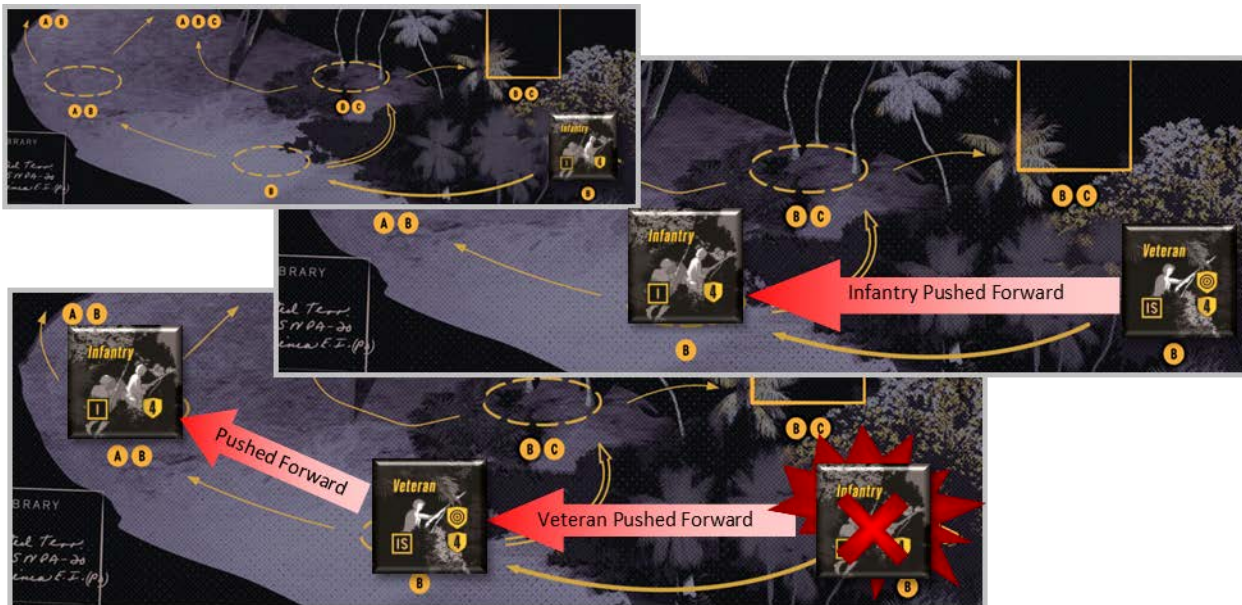
forward movement of other counters already placed if applicable, then resolve Suppression if necessary (3.6.1). Then roll to place the next Infantry counter and so on.

Suppressing IJA Counters



An IJA counter can only be targeted for Suppression once it has entered play and has been placed in the first (entry) Attack Position, and any and all movement of other IJA counters in the affected Combat Sector resulting from the new counter has been completed. Note that only Infantry, Bushi, Knee Mortar, and Infiltrator counters can be Suppressed. Veterans, Officers (and Officers with their accompanying Infantry), and the Tank are Immune to Suppression, as noted by the 'IS' designation on the relevant cards and counters. To Suppress an IJA counter, you must use Suppression Tokens in the Suppression box of the relevant Combat Sector. Suppression Tokens are generated by Weapon Teams and Weapon counters using the Suppress action (4.1.4) in combination with the Fire Anti-tank Gun, Fire Machine Gun and Fire Mortar actions in the USMC Counter Phase (see 4.2.5, 4.2.6 and 4.2.7). You can place as many Suppression Tokens as you want, and are available, on an IJA counter. You then roll a number of d6 dice for each Suppression Token. Note that you must determine the number of Suppression dice *before* rolling *all* of the dice assigned. You cannot roll one die, check the result, and then decide to assign a second Suppression Token to roll a second die and so on. Similarly, you cannot assign, say, four dice, check the result and then assign more Suppression dice to the same IJA counter if Suppression fails.

Do not add the results of the rolls together. Treat each result individually. If a result is equal to or higher than the IJA counter's Defense Value (indicated by the number in the shield on the card and the counter), remove the counter from play and return it to the stock. Bushi can be affected by Suppression, but do not get an additional saving throw against Suppression (3.7.5). All Suppression Tokens you assigned and used are placed back in the stock.



Example: It is Wave 3. You draw a Veteran card. You roll 1d4 and get a '1', indicating the Veteran will enter in the Matanikau River Mouth Combat Sector. You place the counter. The Veteran is Immune to Suppression and so can enter play without fear. There is an Infantry counter already present in the entry Attack Position of the

Attack Track and so that counter moves forward. Next, you draw an Infantry card. It is Wave 3 so you will need to place three separate Infantry counters. You roll 1d4 and get a '1', indicating that the first Infantry counter will also enter the Matanikau River Mouth Combat Sector. You place the counter in the entry Attack Position, moving the Veteran counter forward, which in turn pushes the foremost Infantry counter forward. That Infantry counter is at a fork, so you roll 1d6 to determine which path it will follow to the next Attack Position. You get a '2', indicating the Infantry counter will take the left fork. Now that all the IJA counters have been pushed forward, you may use Suppression against the Infantry counter (only) that just entered play. You have two Suppression Tokens available in the Suppression box of the Matanikau River Mouth and decide to use them both. Place both Tokens on the Infantry counter. You roll two d6 and count each result separately. You roll a '4' and a '6'. Both are hits! The first hit destroys the Infantry counter and the second hit is discounted as the Infantry counter has already been removed. Place both Suppression Tokens in stock. You then determine and resolve which Combat Sector the second Infantry counter will enter, then repeat for the third Infantry counter. Note that if the second or third (or both!!) Infantry counters enter the Matanikau River Mouth, you will not be able to Suppress them as no Suppression Tokens remain in Matanikau River Mouth Combat Sector.

Barbed Wire



USMC Rifles counters can lay Barbed Wire (4.1.9) in the front line (square) IJA Attack Positions (also marked 'Wire'). The presence or absence of a Barbed Wire Token in a front line Attack Position has different effects on IJA movement and combat, as described below.

With the exception of Infiltrator and Tank counters, all other IJA counters in an Attack Position with a Barbed Wire Token suffer a -1 penalty to their Defense Values. Infiltrator and Tank counters ignore this rule.

Removing Barbed Wire Tokens

If an IJA counter is in an Attack Position that contains a Barbed Wire Token and would move forward, first remove the Barbed Wire Token and return it to stock. An IJA counter moving forward from an Attack Position containing a Barbed Wire Token may cause Defensive Fire, as described below. Note that once a Barbed Wire Token has been removed a subsequent IJA counter entering that Attack Position no longer suffers the -1 penalty to its Defense Value as detailed above.

If an Infiltrator counter moves from an Attack Position containing a Barbed Wire Token, **do not** remove the Barbed Wire Token. It remains in place. Resolve an attack by the Infiltrator (3.7.1).

If the Tank counter moves from an Attack Position containing a Barbed Wire Token, there is no Defensive Fire and no IJA Counter vs USMC Counter Hand-to-Hand Combat. The game ends in defeat.

Defensive Fire

Resolve Defensive Fire if (and only if) an IJA counter moves from an Attack Position from which a Barbed Wire Token was removed. Defensive Fire does not apply to the Infiltrator or Tank counters. Only USMC counters with an Attack Value of '1' or '2' can use Defensive Fire. However, the NCO can only roll one d6 to resolve Defensive Fire.

Check every USMC counter with the requisite Attack Value in a Combat Position that has Line of Sight to the Attack Position the IJA counter is moving from. Every non-Disrupted USMC counter, even if Exhausted, in a Combat Position with Line of Sight can use Defensive Fire.

If the USMC counter **is not Exhausted**, roll 1d6 for the attack (NCO counters included). If the result is equal to or higher than the Defense Value of the IJA counter, that IJA counter is Destroyed and returned to stock.

If the USMC counter **is Exhausted**, roll 1d6 for the attack and apply a **-1 penalty** to the result. If the modified result is equal to or higher than the Defense Value of the IJA counter, that IJA counter is Destroyed and returned to stock.

A Bushi counter **does** get a saving throw against Defensive Fire.

If the IJA counter is not Destroyed, it advances forward as normal, which may or may not end in IJA Counter vs USMC Counter Hand-to-Hand Combat (3.6.3 below). If the IJA counter advances into an empty USMC Combat Position, the game ends in defeat.

If the USMC counter is Disrupted, it cannot use Defensive Fire.

If the USMC counter is Out of Ammo, it cannot use Defensive Fire. Out of Ammo rules apply as normal for Defensive Fire (4.1.2.1).

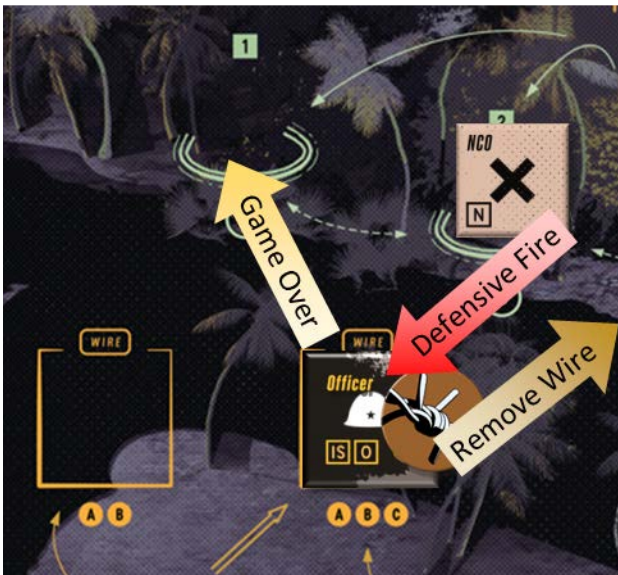
Important: Do NOT resolve Defensive Fire if an IJA counter moves from an Attack Position from which a Barbed Wire Token was *not* removed.

Defensive Fire vs. Officer and Attached Infantry Counters

If an Officer with an attached Infantry counter suffers Defensive Fire, the Infantry counter is Destroyed and removed from play first as normal. Note that it is possible for Defensive Fire from one USMC counter to Destroy the Infantry and the Defensive Fire from a second USMC counter to Destroy the Officer.

Hand-to-Hand Combat: IJA Counter vs USMC Counter

After resolving any Defensive Fire (and assuming the IJA counter is not Destroyed), the IJA counter advances forward into a randomly selected USMC Combat Position as described below. If that Combat Position is occupied by a non-Disrupted USMC counter, resolve Hand-to-Hand Combat, also as described below. If the IJA counter advances into an empty USMC Combat Position, or one containing a Disrupted USMC counter, the game ends in defeat. All non-Disrupted USMC counters can perform Hand-to-Hand combat, irrespective of their Attack Value. An Exhausted USMC counter can still perform Hand-to-Hand combat. All USMC counters resolved Hand-to-Hand combat using a single d6.



Example: The Officer counter is pushed forward. Remove the Barbed Wire Token. The NCO counter in Combat Position 'B' has Line of Sight and can use Defensive Fire, but as the NCO counter is Exhausted, that attack suffers a -1 penalty. You roll d6 and get a '2', modified by the -1 penalty to give a final result of '1'. The Officer is not destroyed. If, after determining which Combat Position the Officer will advance into, the Officer moves into Combat Position A, the game ends in defeat and Henderson Field is captured. If the Officer moves into Combat Position B, you will resolve Hand-to-Hand Combat. The rules are explained below

Resolving IJA Counter vs USMC Counter Hand-to-Hand Combat

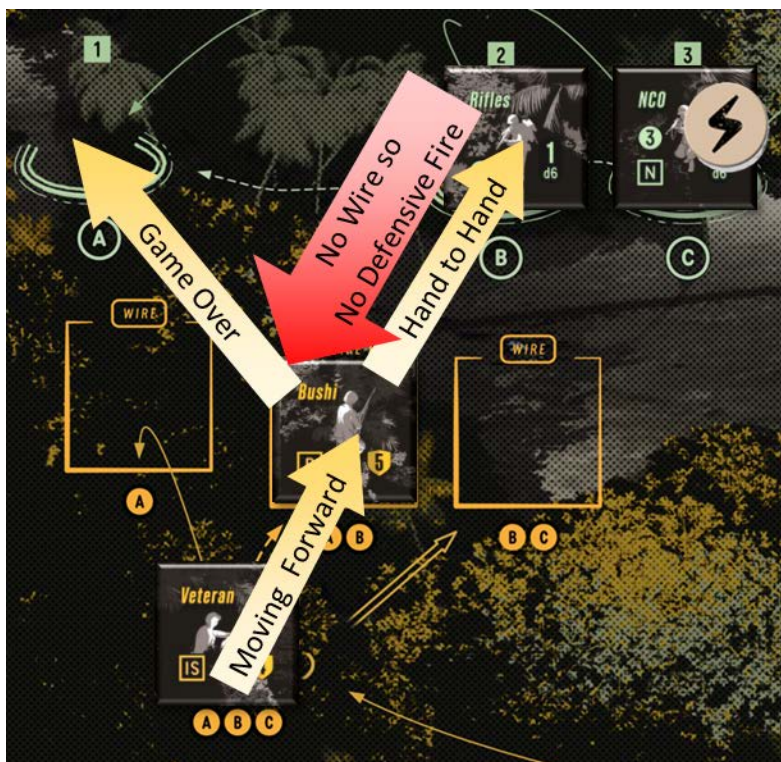
Anytime an IJA counter advances from a front line Attack Position into a USMC Combat Position occupied by a non-Disrupted USMC counter, resolve Hand-to-Hand combat. Note that, unlike Defensive Fire, Hand-to-Hand Combat is always resolved, whether the IJA counter advanced from a front line Attack Position containing a Barbed Wire Token or not. Exceptions to this rule are the Infiltrator (3.7.1) and the Tank (3.7.3), for which Hand-to-Hand Combat is never resolved.

First, follow these rules to determine which Combat Position the IJA counter will advance into.

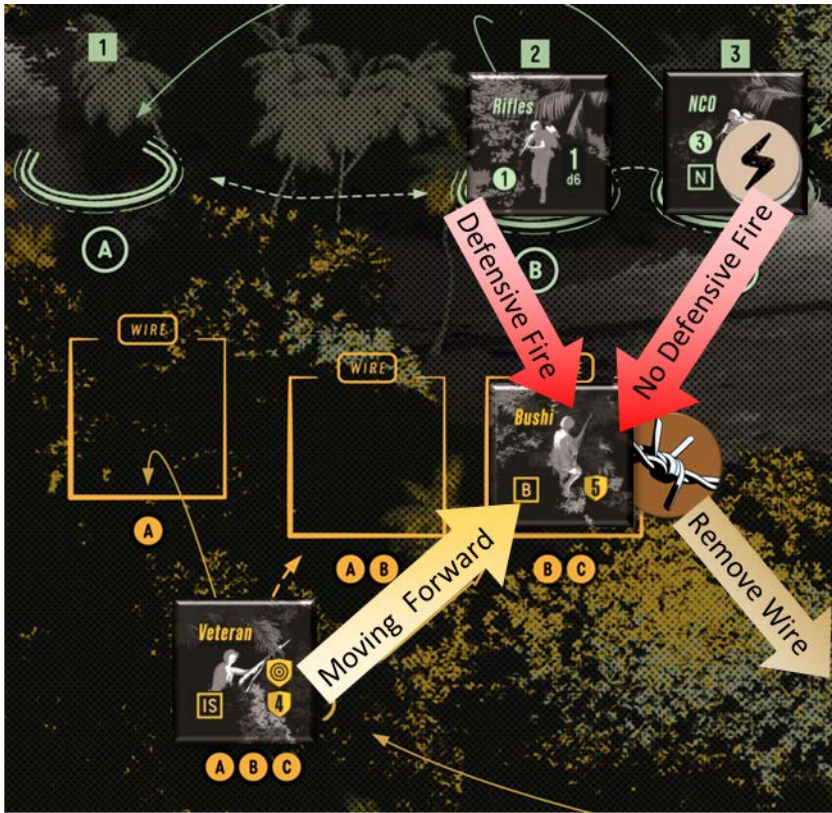
Determine which USMC front line Combat Positions have Line of Sight to the Attack Position the IJA counter is advancing from. Randomly determine which of those Combat Positions with Line of Sight the IJA counter will advance into. For example: Roll 1d6. On a result of 1-3 'A', 4-6 'B' or 1-2 'A', 3-4 'B', 5-6 'C'. That IJA counter advances into that Combat Position.

If there is no USMC counter in that Combat Position or, if that Combat Position contains a Disrupted USMC counter, Henderson Field is captured and the game ends in defeat for the player.

If a non-Disrupted USMC counter occupies that Combat Position, resolve Hand-to-Hand Combat as described below.



Example: A Veteran counter pushes the Bushi counter forward from the front-line Attack Position into the USMC lines. As the Bushi counter is advancing from an Attack Position that does not contain a Barbed Wire Token, the Rifles counter in Combat Position B cannot use Defensive Fire (3.6.3), even though it has Line of Sight. Next, you roll d6 to determine which Combat Position the Bushi counter will move into (1-3 'A', 4-6 'B'). You get a '2'. Therefore, the Bushi counter will advance into Combat Position A. As Combat Position A is empty, the game ends immediately in defeat. If the Bushi counter had moved into Combat Position B, the Rifles and Bushi counters would have resolved Hand-to-Hand Combat. If the Bushi counter survived Hand-to-Hand Combat, it would penetrate the USMC lines, ending the game in defeat for the player.



Example: In this example, the Bushy counter is pushed forward from Attack Position B/C. Remove the Barbed Wire Token. The Rifles counter can use Defensive Fire when the Bushy counter moves forward. As the NCO counter is Disrupted the NCO counter cannot use Defensive Fire. In our example, we assume the Bushy survives the Defensive Fire. Next, you determine which Combat Position the Bushy counter will advance into randomly (1-3 Combat Position B, 4-6 Combat Position C). If the IJA counter advances into the Rifles in Combat Position B, resolve IJA Counter vs USMC Counter Hand-to-Hand Combat. If the IJA counter advances into the NCO in Combat Position C, as the NCO is Disrupted, do not resolve IJA Counter vs USMC Counter Hand-to-Hand Combat. In this case, the game ends in defeat for the player.

If a non-Disrupted USMC counter occupies the Combat Position as determined above, resolve Hand-to-Hand combat. Roll 1d6 for both the IJA and USMC counter and compare the results. If the USMC counter (or Weapon Team counters, using a single d6) scores higher than the IJA counter, the IJA counter is destroyed and removed from play. If that USMC counter is not Exhausted, it becomes Exhausted. If that USMC counter is Exhausted, it becomes Disrupted. Continue with the game. If the IJA counter scores higher, the USMC counter is destroyed. In this case the IJA counter is able to reach Henderson Field and the game ends in defeat for the player.

If the roll for both counters is equal and the USMC counter is Exhausted, the IJA counter wins and the game ends in defeat. If the USMC counter is not Exhausted, and the result is equal, the USMC counter wins and the IJA counter is destroyed and that counter is removed from play. That USMC counter becomes Exhausted. Continue with the game.

The Bushy does not get a saving throw in Hand-to-Hand combat.

Hand-to-Hand Combat does not count as an action. Do not place an Action Token on the USMC Token.

Weapon Team Counters

Follow the same rules as outlined above. For the purpose of resolving Hand-to-Hand Combat, consider the Weapon Team counters a single USMC counter. Roll a single 1d6 for both Weapon Team counters and apply all results as normal.

IJA Officers and Attached Infantry Counters

An IJA Officer with an attached Infantry counter makes two 1d6 rolls, while the defending USMC counter makes a single 1d6 roll as normal. If the Officer *and/or* the Infantry score higher than the USMC counter, the player is defeated and the game ends. The USMC counter must score higher than both the Officer *and* the Infantry with the same single roll. If all rolls are equal, the IJA Officer and Infantry counters win and the game ends in defeat, regardless of whether or not the USMC counter is not Exhausted.

Counter Attributes and Special Rules

Some IJA counters that enter play have special attributes that affect the game. These attributes may impact the rules governing the counter's entry onto an Attack Track and its subsequent forward movement.

[INF]



Infiltrator counters can be suppressed when they first enter (3.6.1). Thereafter, Infiltrator counters are pushed along the Attack Track as normal, advancing from one Attack Position to another.

Infiltrator counters ignore the effects of Barbed Wire (3.6.2). An Infiltrator counter in an Attack Position with a Barbed Wire Token does not suffer a -1 penalty to its Defense Value if attacked.

If an Infiltrator counter is pushed forward from an Attack Position containing a Barbed Wire Token, do not remove that Barbed Wire Token. Before moving forward, any USMC counters that have Line of Sight to the Infiltrator **cannot** use Defensive Fire.

After moving forward, the Infiltrator counter does **not** engage in Hand-to-Hand combat (3.6.3).

Unlike other counters, if an Infiltrator counter penetrates the USMC defenses, the game does not end. Instead, *immediately* roll 1d4 to determine which rear Combat Position has been targeted by the Infiltrator (a rear Combat Position is indicated by 'Inf 1-2', 'Inf 3' etc. on the game board). If there is a USMC counter in that Combat Position that counter is destroyed, removed from play and returned to stock. If the Infiltrator targets a Weapon Team, both counters *and* the Weapon counter are destroyed. Remove them from play and return them to stock. The Infiltrator counter is also removed and returned to stock.

If there is no USMC counter present in the first rear Combat Position, then check the next higher rear echelon Combat Position until a USMC counter is found. Destroy and remove that counter and the Infiltrator counter in the same way. If no counter can be found at higher numbers, check the next lower numbered rear echelon Combat Position and repeat the same process. If still no USMC counters can be found, **select a counter in the Reserves box** of that Combat Sector at random and return it to the stock (and return the Infiltrator counter to the stock as normal). If no USMC counters can be found in any rear Combat Positions or the Reserves box then the Infiltrator has no effect. Remove it from the game board and return it to the stock.



Example: An advancing Infantry counter in the Matanikau River Log Bridge Combat Sector pushes an Infiltrator counter along its Attack Track, into Barbed Wire. In the next phase, a USMC Rifles counter opens fire, rolling a '3'. The Infiltrator has a Defense Value of 4. Other IJA counters would suffer a -1 penalty to their Defense Value while in Barbed Wire (4.1.9), but not the Infiltrator. As the roll is less than the Infiltrator's (unmodified) Defense Value of 4, the Infiltrator counter is unharmed. In the next turn the same Infantry counter advances again and pushes the Infiltrator counter forward again. USMC counters with Line of Sight do not use Defensive Fire, the Infiltrator counter does not advance into a USMC Combat Position and resolve Hand-to-Hand combat, and the game does not end in defeat. Instead, the Barbed Wire Token remains in play. The Infiltrator counter enters into the rear of the USMC lines. You roll 1d4 to determine which Combat Position the Infiltrator will target and get a '1'. An unlucky Officer occupies this Combat Position. The Officer counter is returned to the stock, and the Infiltrator counter is also removed and returned to stock.

[IS]



Counters with the [IS] attribute are Immune to Suppression. This is indicated by the  symbol on the card. The Veteran, Officer and Tank counters cannot be targeted with Suppression Tokens when they first enter play (3.6.1). Infantry counters attached to an Officer are also Immune to Suppression (3.7.6).

[T]

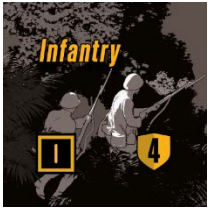


The counter with the [T] attribute is a tank unit and can only enter play when resolving a Banzai card. This counter is Immune to Suppression and cannot be targeted

with Suppression Tokens when it first enters play (3.6.1). This is indicated by the  symbol on the card. The Tank counter also ignores the effects of Barbed Wire and moves through Barbed Wire as normal (this counter does not suffer a -1 penalty to its Defense Value while in barbed wire. See 4.1.9.). Finally, the Tank counter can only be targeted by the Fire Anti-tank Gun action (4.2.5) or the Barrage action (4.1.7).

The player cannot use the Hand-to-Hand Combat action (3.6.3) against the Tank. If the Tank enters a Combat Position with *or* without a USMC counter present the game ends in defeat for the player.

[I]



Counters with the [I] attribute are Infantry counters. Every time you draw an Infantry card place a number of Infantry counters on the game board equal to the current wave. When placing multiple Infantry counters, each counter is placed one by one. First, determine the Combat Sector; then place the counter in the first (entry) Attack Position of the relevant Attack Track. Push forward any other IJA counters along the Attack Track as normal. After any movement of IJA counters is complete, the Infantry counter in the entry Attack Position can be suppressed as long as you have at least one Suppression Token available in the relevant Combat Sector (3.6.1). Repeat until all Infantry counters have been placed. Note that an Infantry counter attached to an Officer cannot be Suppressed.

Example: It is Wave 3 and you draw an Infantry card. As it is Wave 3 you will need to place 3 Infantry counters on the game board. First, you roll 1d4 to determine the Combat Sector of the first Infantry counter. You roll a '4' indicating that the counter will enter the Southern Lunga Perimeter Combat Sector. Place the counter on the entry Attack Position of the Attack Track and, if there is another counter in that position, push that counter forward. Suppress the Infantry counter if you want to. Then, repeat the same process twice more for two additional Infantry counters. Note that it is possible that all three Infantry counters may enter the same Combat Sector, in which case they may push one another forward in the same turn.

[B]



Counters with the [B] attribute are Bushi; modern day soldiers imbued with the warrior spirit of their samurai forefathers. Bushi follow all rules as normal but if they suffer a hit, they call upon their *Yamato Damashii* (Yah-mah-toh Dah-mah-shee-ee), or their Japanese Spirit to continue fighting. Anytime a Bushi counter suffers a hit it may make a saving throw, the target result of which is determined by the **current wave number** (NOT by the wave number in which the Bushi entered play). Roll 1d6. If the result is equal to or less than the current wave number to ignore the hit. If successful, the counter is not removed from play.

Bushi counters are affected by Suppression (3.6.1) and the Barrage action (4.1.7) as normal but do *not* receive a saving throw when targeted by Suppression or the Barrage action or when resolving Hand-to-Hand Combat. A Bushi does get a saving throw against Defensive Fire.

Example: It is wave 2 and a Bushi is hit by a USMC Rifles counter. You roll d6 and get a '2'. As it is wave 2, the Bushi makes the saving throw, ignores the hit and is not removed from play. Had you rolled a '3' or higher, the Bushi counter would have been removed from play.

[O]

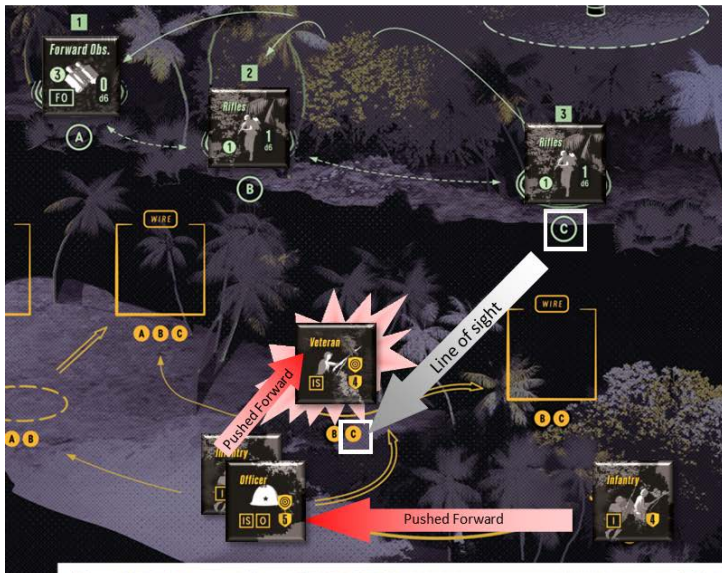


Counters with the [O] attribute are Officers. When an Officer enters play immediately place a single Infantry counter on top of the Officer. Both the Officer *and* the attached Infantry counter are Immune to Suppression (3.7.2). Note that the Officer and attached Infantry counter are **not** immune to the Barrage action (4.1.7). The Officer and attached Infantry counter progress along the Attack Track together as normal and normal rules apply. However, the Officer counter cannot be targeted for attack until the attached Infantry counter has been eliminated.

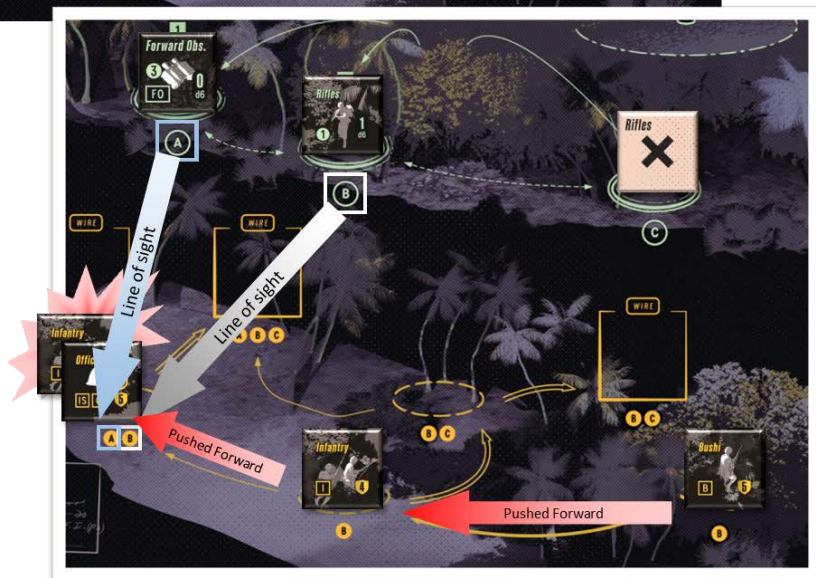
The attached Infantry counter can be targeted as normal and if destroyed, it is removed from play. Thereafter the remaining Officer counter acts as a normal IJA counter and can also be targeted as normal and if destroyed it is removed from play. The Officer counter cannot move forward along an Attack Track into an Attack Position occupied by an Infantry counter and join that Infantry counter. The Officer counter pushes an Infantry counter in an advanced Attack Position along the Attack Track as normal. Similarly, a rear Infantry counter does not join an Officer counter if it enters the same Attack Position. The Infantry also pushes the Officer counter along the Attack Track as normal. Note that you only place one Infantry counter with one Officer counter regardless of the wave number.

In cases when the Barrage action (4.1.7), the Rapid Fire action (4.1.12), or the Fire Machine Gun action (4.2.6) require the player to roll multiple dice against an Officer with an attached Infantry counter, roll each die separately and apply the result before rolling additional attack dice. If the Infantry counter is destroyed and

removed from play a subsequent successful attack roll may destroy the Officer counter as well. It is important to resolve each roll separately as the Infantry counter has a Defense Value of '4' while the Officer has a Defense Value of '5'. You cannot roll all the attack dice together then assign a higher numbered result (5+) to the Officer and a lower numbered result (4+) to the Infantry.

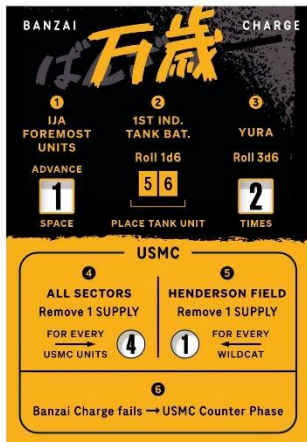


Example: In the previous turn, you drew an Officer card and placed the Officer counter in the entry Attack Position of the Matanikau River Mouth Combat Sector, with an attached Infantry counter on top of the Officer counter. This had pushed forward a Veteran counter. As the Infantry counter was attached to the Officer counter, both counters were Immune to Suppression. This turn an Infantry counter enters the Matanikau River Mouth Combat Sector. This Infantry counter is not attached to an Officer counter and may be Suppressed as normal. This pushes the Officer counter and the attached Infantry counter forward, with the Infantry counter remaining attached to the Officer. The Veteran counter is also pushed forward at a fork so you roll d6 and get a '5', so the Veteran advances to the right. In the USMC Counter Phase (see below) the USMC Rifles counter in Combat Position #3 has Line of Sight to the Veteran counter, attacks it and destroys it. The USMC counter is Exhausted (see 4.0 USMC Counter Phase). The Veteran counter is removed from play.



In the following turn a Bushi counter enters the Matanikau River Mouth Combat Sector and all IJA counters are pushed along the Attack Track. The USMC Rifles counter in Combat Position #2 has Line of Sight and attacks the Officer and the attached IJA Infantry counter. The USMC Rifles counter must target the attached IJA Infantry counter first. The player rolls a '6', beating the Defense Value of the IJA Infantry counter ('4'). The IJA Infantry counter is removed from play and put into stock. The Forward Observer counter in Combat Position #1 also has Line of Sight to the surviving Officer counter so the player uses the Barrage action (4.1.7), targeting the Officer. The attack is successful and this time the Officer counter is destroyed and removed from play to the stock. Had the player failed to destroy the IJA Infantry counter with the first attack by the Rifles counter, the Barrage action, if successful, would have targeted the IJA Infantry counter first and removed it from play, leaving the Officer counter on the game board. Both the Rifles and Forward Observer counters are Exhausted.

Banzai



There are four Banzai cards and each one separates the previous wave from the following wave, except for the last Banzai card, which is the final effort made by the Imperial Japanese Army to overrun the defenders of Henderson Field. The Banzai card represents a surge in the Japanese forces towards the USMC lines and a subsequent lull in the fighting if the charge is unsuccessful.

There are five stages to resolving each Banzai card, with an added stage on the final Banzai card to resolve Colonel Oka's attack.

Banzai Charge

First is the Banzai charge itself. Starting with the Matanikau River Mouth Combat Sector, then the Matanikau River Log Bridge sector and finally the Southern Lunga Perimeter, move all IJA counters forward one space along their relevant Attack Tracks, starting with the foremost IJA counters. Roll a die to determine the movement as necessary at forks in the track.

The order of advancement is important to avoid rear counters advancing and bumping leading counters further forward. Therefore, start with any counter in the foremost IJA Attack Track that can be targeted by the A (or AB) USMC Combat Position, followed by the foremost IJA counter that can be targeted by the AB (or ABC) USMC Combat Position, and so on until all the foremost IJA counters have moved forward. Then, repeat the process for the second row of IJA counters (starting with any counter along the IJA Attack Track that can be targeted by the AB USMC Combat Positions) and so on until all IJA counters have moved forward in that Combat Sector. Repeat the same process for all other Combat Sectors.

At forks in the Attack Track, roll to determine which Attack Position an IJA counter will enter as normal. Note that this means it is possible for an IJA counter moving forward from a rear Attack Position to push forward another IJA counter in a foremost Attack Position, meaning that counter could move forward twice while resolving the same Banzai card.

IJA counters that start the Banzai Charge in an Attack Position containing Barbed Wire follow the normal rules (3.6.2). That is, remove the Barbed Wire Token, resolve any USMC Defensive Fire, advance the IJA counter if it survives and resolve any Hand-to-Hand Combat (3.6.3).

If an IJA counter is victorious in Hand-to-Hand combat, or if there is no defending USMC counter to engage in Hand-to-Hand combat, then Henderson Field is captured and the game is over.



Example: You draw a Banzai! Card. First, the Infantry counter in Attack Position A/B advances as it is the foremost IJA counter. You roll to determine which Combat Position it will advance into (1-3 'A', 4-6 'B') and get a '2'. Therefore, the Infantry counter will advance into Combat Position 'A'. The Rifles counter in Combat Position 'A' gets to use Defensive Fire (3.6.3) as the Infantry advanced from an Attack Position that contained Barbed Wire, but fails to destroy the Infantry counter. Note that the Rifles counter in Combat Position 'C' does not have Line of Sight, so cannot use Defensive Fire. Therefore, the Infantry counter advances, the Barbed Wire Token is removed, and Hand-to-Hand Combat is resolved (3.6.3). This time the Rifles counter is victorious and the Infantry counter is destroyed and removed from play. Had the Infantry counter won the Hand-to-Hand Combat, the game would have ended in defeat. If the Infantry counter had advanced from its Attack Position containing Barbed Wire into Combat Position 'B' the Rifles counter in Combat Position A would resolve Defensive Fire. If the Infantry counter survived and moved into Combat Position B, as that Combat Position does not contain a USMC counter, the game would have immediately ended in defeat for the player.

Next, the Bushi counter advances forward. You roll d6 and get a '5', so the Bushi advances along the right fork. The Veteran counter advances next. It is also at a fork, so you roll 1d6 and get a '6'. The Veteran takes the right fork. Had the Veteran taken the left fork, the Bushi counter in Attack Position A/B/C would be pushed forward again, resulting in Defensive Fire from the Rifles counter in Combat Position C. Finally, the rearmost counter – the Knee Mortar – also rolls a '5' and takes the right fork. The Knee Mortar resolves an Attack Defender – Knee Mortar action as normal (3.2).

Tank Check

Second, after the Banzai charge (and if the game has not ended), check to see if the Tanks of the 1st Independent Tank Battalion appear. Roll d6. At the end of the first wave, the Tanks will appear on a result of 5 or 6. At the end of the second wave, on a result of 3-6, and automatically at the end of the third wave. There is only one Tank counter, so after it has entered play there is no need to continue to check. Note that if Destroyed, the Tank counter is removed from the game. It cannot re-enter play as a result of a subsequent Banzai card.



The Tank counter **must** enter the Matanikau River Mouth. It cannot be Suppressed when it enters play. See 3.3 for the Attack Defender – Tank action and 3.7.3 for more information.

After placing the Tank counter in the entry Attack Position of the Matanikau River Mouth Combat Sector, move any IJA counters forward as normal (3.6). Note that these forward moves are in addition to the previous forward moves caused by the Banzai Charge detailed above.

Bombard Henderson Field

Third, if Rear Admiral Takama's No. 2 Bombardment Force is still operational (see 2.12 on how to force the *Yura* to turn back) the light cruiser *Yura* and attendant destroyers will bombard Henderson Field. As the force draws closer, the bombardment becomes more severe. Roll 3d6 a number of times as determined by the relevant Banzai card. Check each result against a location on Henderson Field. If there is a readied Token in that position, remove that Token (remove any and all Supply Tokens if a hit against Location #3 is recorded). If there is no readied Token, place a Disrupted Token in that position. If a Disrupted Token is already present then move to the next higher numbered location on Henderson Field and repeat the process.



If the 1st Marine Division HQ (Location #18) already has a Disrupted Token on it and is targeted again then it is destroyed, the game is immediately over and the player loses.

Water Supplies

Fourth, check water supplies. For every four (or part thereof) USMC counters in a particular Combat Sector and its Reserve box, as well in Colonel Oka's Attack box, the player must remove one Supply Token from the Supplies box of that Combat Sector (or the Supplies box attached to Colonel Oka's Attack box). If the player is unable to do so those counters for which a Supply Token has not been removed suffer from dehydration and are removed from play and returned to the stock. If any Weapon counter remains in a Combat Position with only a single matching Weapon Team counter both are immediately placed in the Reserves box of the Combat Sector they occupy (4.2.4.1). This is in addition to the second Weapon Team counter that had already been removed because of dehydration (leaving the remaining single Weapon Team counter on the game board).



Example: There are six USMC counters in the Southern Lunga Perimeter Combat Sector. You would need two Supply Tokens to provide enough water to keep the soldiers hydrated. If you only had one Supply Token you would have to remove two of the counters (your choice).

Pilot Nutrition

Fifth, check for quality nutrition. Pilots flying at high altitude on a poor diet suffered various health problems that impacted their combat efficiency. To counter this, pilots were fed better quality food, which was in very short supply. For every Wildcat F4F Token on Henderson Field or Fighter One remove one Supply Token from the Supply Token box on Henderson Field. If the player is unable to do so then for every Supply Token he is short remove one Wildcat F4F Token and return it to the stock. If no Wildcat F4F Tokens are readied the player does not need to remove any Supply Tokens.



Colonel Oka's Attack

Sixth, resolve Colonel Oka's attack **at the end of Wave 4**. If the player has defended Henderson Field successfully up to this point, Colonel Oka's attack is the final combat of the game. Roll 2d6 and add the results together. Add a cumulative +1 bonus for every USMC counter and/or Weapon counter that is in the Colonel Oka's Attack box (see 4.1.1 on moving USMC counters to the box). If the final total is 8 or higher, Oka's attack has been repulsed and you gain extra Victory Points (5.0). If Oka's attack is successful (your combined total is 7 or lower) Henderson Field remains in control of the 1st Marine Division, but you do not gain extra Victory Points (5.0).

When these steps have been taken if the game has not ended after resolving the Banzai cards for Wave 1, 2 and 3, the player has beaten back the attack and the game continues. Remember to draw and resolve any additional IJA cards to a maximum of three per turn if required then move onto the USMC Counter Phase. **The game ends after you have resolved all the steps on the Wave 4 Banzai card.** In this case, check your Victory Points (5.0).

USMC COUNTER PHASE

Once you have completed the Imperial Japanese Army Card Phase, you are ready to begin the USMC Counter Phase. The USMC Counter Phase represents the tactical level actions taken by elements of the 1st Marine Division, United States Marine Corps, and the 164th Infantry Regiment, United States Army. Each USMC Counter Phase is divided into two sub-phases: Moves and Actions. In the first (Move) sub-phase, you can move a designated number of USMC counters and then, in the second (Action) sub-phase, take a number of designated actions with USMC counters in one or more Combat Sectors. The number of Moves and Actions will depend on the Difficulty Level selected (see below). Actions can only be selected after all movement is concluded.

Difficulty Level

Boot (Beginner/Easy): You can move up to 6 USMC counters per turn and then take up to 6 actions with USMC counters in one or more Combat Sectors.

Regular: You can move up to 5 USMC counters per turn and then take up to 5 actions with USMC counters in one or more Combat Sectors.

Veteran: You can move up to 4 USMC counters per turn and then take up to 4 actions with USMC counters in one or more Combat Sectors.

Elite: You can move up to 3 USMC counters per turn and then take up to 3 actions with USMC counters in one or more Combat Sectors.

4.0.1 A counter can be assigned a Move only once per turn, and a counter can only be assigned one Action per turn. A counter can move and then take an action (unless it is moving from the Reserves box; see 4.1.1). You do not have to use all moves before taking other actions, but once you start taking actions, you cannot complete any further moves. When you **Move a counter**, place a **Move Token** on the counter to mark that it has Moved. When you **take an action** with a counter, place an **Action Token** on the counter to mark that it has acted. If you take **an action that Exhausts a counter**, **flip the counter** to its Exhausted ('X') side.

4.0.2 An **officer** may grant **one extra Move OR one extra Action to a single counter that is in an adjacent Combat Position**. That counter still cannot Move more than once in a turn, nor can the same counter execute more than one Action. The selected counter cannot execute an Action and then Recover (from Exhaustion. See 4.1.8) in the same turn. This bonus granted by an Officer applies whether the Officer is Exhausted or not. Note that the extra Move or Action can only be given to a single Weapon Team counter. A second Weapon Team counter will have to use an available Move or Action as normal.

4.0.3 If a Comms Token is set at Henderson Field (Location #17) **and** one or more Combat Sectors then the player gains an additional one Move AND one Action for any counter or counters within that Combat Sector (only). Potentially all three Combat Sectors can accrue this benefit if each has a Comms Token present, and there is a Comms Token on Location #17 on Henderson Field. Counters still cannot Move more than once in a turn, nor can the same counter execute more than one Action.

4.0.4 The Player can perform any combination of Moves. When the player has Moved all the counters he wants to in that turn, he can perform any combination of Actions. The Player does not have to use all Moves and Actions in a turn. Unused Moves or Actions are lost and do not carry over to the next turn.

The number of Japanese reinforcements and their strength will be increasing as each new Wave begins. How the player uses his Moves and Actions will become ever more critical as the game progresses.

4.0.5 If Destroyed, USMC counters are returned to the stock. They can re-enter play by taking the Send Reinforcements action on the 1st Marine Division HQ card during the USMC Card Phase (2.7) or by using the Request Reinforcements action detailed below (4.1.6).

4.0.6 A USMC counter can never have two or more Disrupted Tokens placed on it. If a second Disrupted Token were to be placed on a counter that already has a Disrupted Token on it that counter is Destroyed. Remove that counter from play and place it in the stock.

Moves and Actions



Move (**Does not** Exhaust)

Attack (Exhausts)
Reload (Exhausts)
Suppress (Exhausts)
Command (Exhausts)
Request Reinforcements (Exhausts)
Barrage (Exhausts)
Recover (**Does not** Exhaust)
Place Barbed Wire (Exhausts)
Rapid Move (Exhausts)
Rapid Fire (Exhausts)

Fire 37mm Anti-tank Gun (Exhausts both Anti-tank Gun Weapon Team counters)

Fire Machine Gun (Exhausts both Machine Gun Weapon Team counters)

Fire Mortar (Exhaust both Mortar Weapon Team counters)

Move (Does not Exhaust Counter unless moving from a Reserves Box to a Combat Position, to a Reserves box from another Reserves box or to/from Colonel Oka's Attack box)



At the beginning of each USMC Counter Phase, in the Move sub-phase, you can move up to three, four, five or six USMC counters depending on the Difficulty Level selected. Place a Move Token on every counter that moves in a turn. Note that Exhausted or Disrupted counters cannot Move, and the only Action such counters can only take the Recover action (4.1.8) or be targeted by the Command action (4.1.5).

Unless using the Rapid Move action (4.1.11), a counter can only make one Move per turn (and then take one Action). Even with the benefit of an Officer or Comms a counter can only make one Move per turn.

Each **Combat Position** in the three Combat Sectors around Henderson Field may only be occupied by a **single** USMC counter, **unless that Combat Position is occupied by two USMC Weapon Team counters with a matching Weapon counter** (4.2.2). USMC counters cannot therefore Move into an occupied Combat Position. There is no limit to the number of counters that can be placed in a Reserves box or Colonel Oka's Attack box.

A counter can move from a Combat Position to an adjacent Combat Position if connected by a Line of Movement. This does not Exhaust the counter. Two counters in adjacent, connected Combat Positions can change places, in which case both counters Move (so place a Move Token on both counters). Two Weapon Team counters can change places with one or two USMC counters in connected Combat Positions. Doing so requires three Moves or four Moves respectively.

A counter can Move from a Combat Position into the same Combat Sector's Reserve Box. This **does not** Exhaust the counter.

A counter can move from the Reserves Box into **ANY** Combat Position in the same sector. This **does** Exhaust the counter. A counter can also move from any Reserve Box into Colonel Oka's Attack box (or vice versa). This Move Exhausts the counter. Note that you can Move counters into Colonel Oka's Attack box at any point in the game.

A counter can move from the Reserve Box of one Combat Sector to the Reserve Box of another Combat Sector. This Exhausts the counter.

A **Weapon counter** (MG, 37mm Gun, 60mm Mortar or 81mm Mortar) must be 'carried' by two matching Weapon Team counters if moving between adjacent Combat Positions, or from a Reserves Box to a Combat Position, or from a Combat Position to a Reserves box in the same Combat Sector. Place one Move Token on each Weapon Team counter used. Those Weapon Team counters are affected in the same way as other counters making these Moves as described above.

A Weapon counter can be moved from one Reserves box to another Reserves box using a Move action *without* an accompanying USMC counter with the same Weapon designation. A Weapon counter can be moved from one Reserves box to the Colonel Oka's Attack box using a Move action *without* an accompanying USMC counter with the same Weapon designation.

Counters in Reserve boxes can only Move, or take a Recover or Reload Action. Counters in the Colonel Oka's Attack box can only Move (to another Reserves box), or take a Recover or Reload Action.



Example: The Rifles counter can move forward (and then take an action). The NCO counter is Exhausted and cannot Move. The NCO must use the Recover action. Having done so, the NCO counter cannot then move or take a second action in the same turn. The two MG Weapon Team counters in the Reserves box can move into any unoccupied Combat Position, carrying the Machine Gun Weapon counter with them. Moving from the Reserves box Exhausts both counters and they cannot take any further actions this turn, other than Recover.

After completing movement with your USMC counters, you are ready to take actions in the Action sub-phase.

Attack (Exhausts Counter)

A USMC counter must have Line of Sight (1.3) to an Imperial Japanese Army counter to take an Attack action.

Rifles, NCO and Officer counters can attack IJA counters in **all IJA Attack Positions**, including Front Line (square / 'Wire') Attack Positions. The only **exception is the entry Attack Position**. In all cases, Line of Sight is required.

While also requiring Line of Sight, a **non-Tank IJA counter in the entry Attack Position** of a Combat Sector can only be targeted by the **Barrage action** (4.1.7) or the **Fire Machine Gun action** (4.2.6). Thereafter the **Fire Machine Gun action** can be used to target **any Attack Position** the Machine Gun Weapon Team has Line of Sight to. The **Barrage action** can be used to target **any Attack Position** the Forward Observer has Line of Sight to, **except the foremost (square) Attack Positions** (also marked with 'Wire').

The **Tank counter** in the **entry Attack Position** of the Matanikau River Mouth Combat Sector can only be targeted by the **Barrage action** (4.1.7) or the **Fire Anti-tank Gun action** (4.2.5). Thereafter the **Fire Anti-tank Gun action** can be used to target **any Attack Position the Tank counter enters** that the Anti-tank Gun Weapon Team has Line of Sight to. The **Barrage action** can be used to target **any Attack Position the Tank counter enters** that the Forward Observer has Line of Sight to, **except the foremost (square) Attack Positions** (also marked with 'Wire').

Note that the Barrage, Fire Machine Gun and Fire Anti-tank Gun actions, when used to target an IJA counter in the entry Attack Position, are distinct from Suppressing IJA Counters (3.6.1).

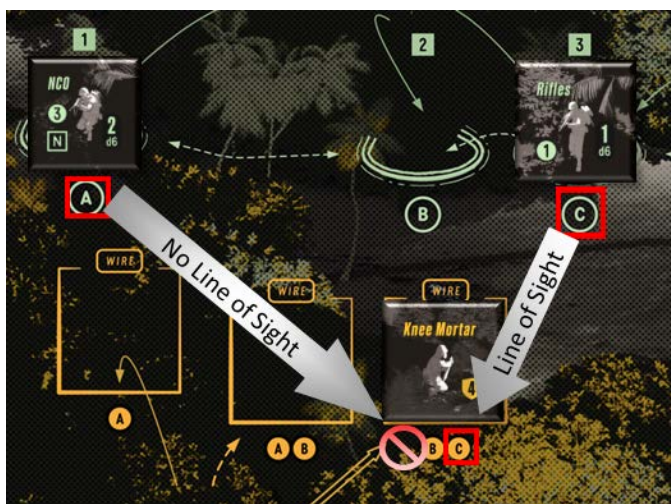
Declare the USMC counter that will take the Attack action and the IJA counter that will be the target of the attack. Then roll a number of d6 dice equal to the USMC counter's Attack Value and compare each result to the IJA counter's Defense Value. If at least one of the dice rolled is equal to or exceeds the IJA counter's Defense Value, the IJA counter is removed from the board and placed into the stock. In cases where multiple Attack Dice are being used, roll and resolve each attack dice separately. This is important for monitoring Out of Ammo results (see below)

The Bushi counter gains a saving throw if successfully attacked (3.7.5).

When attacking an Officer with an Infantry counter attached you must first Destroy the Infantry counter before attacking the Officer (3.7.6).

4.1.2.1 Anytime a USMC counter rolls a natural '1' when performing the Attack action, that counter is Out of Ammo. The attack immediately fails. Place an Out of Ammo Token on the counter. Any remaining Attack Dice are discounted. Any remaining Attack Dice are discounted. That counter is still Exhausted as normal by the Attack. That counter cannot Attack again until it has performed the Reload Action (though, if no longer Exhausted, it can Move and take other Actions, but not Suppress).





Example: The USMC Rifles counter has Line of Sight to the IJA Knee Mortar because they are both in positions that share the same Letter (in this case, C). The Rifles counter attacks the Knee Mortar, rolling a single d6 (Attack Value = 1). The player rolls a '4' which is equal to the Defense Value of the Knee Mortar. The Knee Mortar counter is removed from the board and placed with the IJA counters in the stock. Had the player rolled a '2' or '3' the attack would have failed. Had the player rolled a '1', the attack would have failed *and* the player would place an Out of Ammo Token on the counter. Regardless of the result, in all cases, the Rifles counter is Exhausted. Note that the NCO in Combat Position A does not have Line of Sight to the Knee Mortar and cannot use the Attack action.

Reload (Exhausts Counter)

When you perform the Reload action first remove a Supply Token from the Supplies box of the corresponding Combat Sector. If no Supply Token is available, that counter cannot use the Reload action. Then, remove the Out of Ammo Token from the chosen USMC counter and place that Token in the stock. Flip the USMC counter to its Exhausted side.



Note that the USMC counter will need to Recover from its state of Exhaustion (or be targeted by the Command action) following the initial Attack action first before it can take the Reload action.

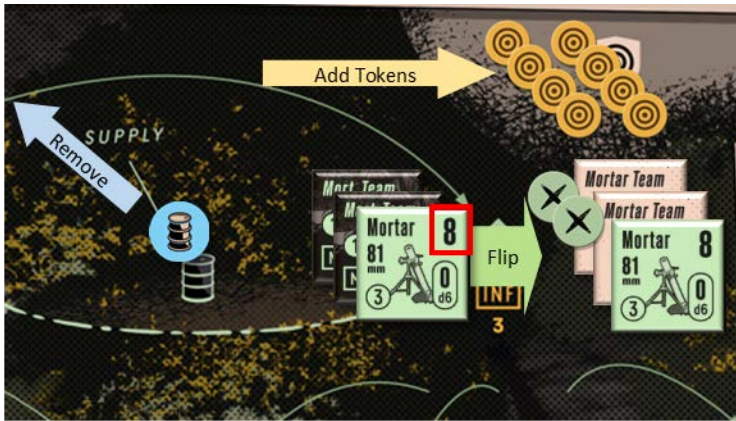
A counter in the Reserves box that is not Exhausted or Disrupted may use the Reload action (which will Exhaust that counter).

Suppress (Exhausts Counter)

Only Weapon Team counters can take the Suppress action and those Weapon Team counters must occupy a Combat Position with the corresponding Weapon counter. The Suppress Action is described in more detail in the Fire Anti-tank Gun (4.2.5), Fire Machine Gun (4.2.6) and Fire Mortar sections (4.2.7).



To clarify: Suppression Tokens are only used when Imperial Japanese Army counters are first placed in the entry position of an Attack Track (3.6.1).



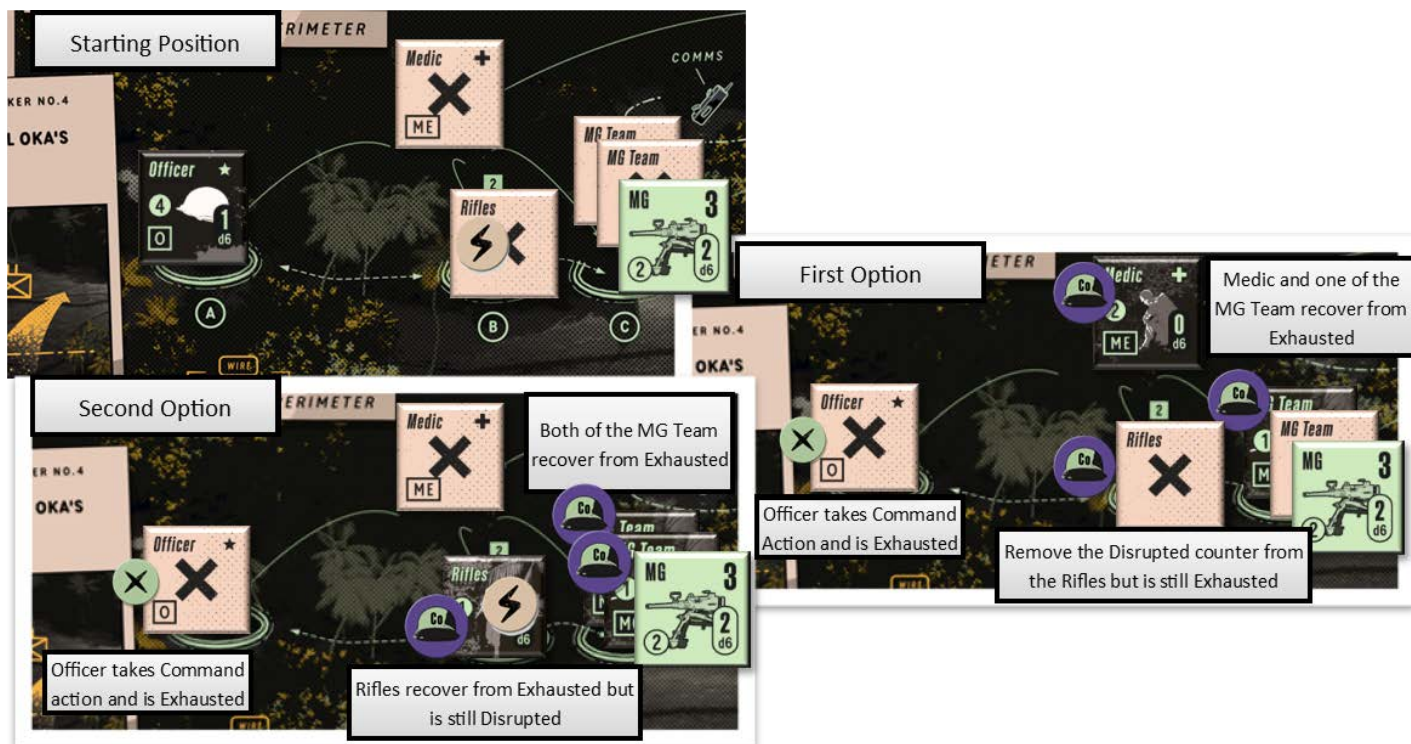
Example: You select the Fire Mortar Action (4.2.7). The 81mm Mortar in the Southern Lunga Perimeter Combat Sector has a Suppress Value of 8. You remove a Supply Token from the Southern Lunga Perimeter Supplies box and place 8 Suppression Tokens in the Southern Lunga Perimeter Suppression box. These Tokens can be used to Suppress IJA counters in the turn they enter play (3.6.1). Both Mortar Weapon Team counters are Exhausted and each will need to Recover or be the target of the Command action in a subsequent turn to be able to move or take another action.

Command (Exhausts Counter)



Only a USMC counter with the Officer [O] designation can use the Command action. To do this, the Officer counter must be in a Combat Position (not the Reserves box or Colonel Oka's Attack box). Using the Command action, the Officer can give three free, immediate Recover actions (4.1.8) to any other USMC counters anywhere in the same Combat Sector, including any in the Reserves box. The counters do not have to be in adjacent Combat Positions. Place a Command Token on a USMC counter targeted by the Command action. The Command action cannot be used to give a Recover action to another Officer counter. The Command Action cannot target the same counter twice in the same turn, so it cannot be used to, for example, remove a Disrupted Token and then change the same counter from Exhausted to Not Exhausted.

As Command is an action, all Moves will be completed. Therefore, a USMC counter cannot be targeted by the Command action and then Move. A USMC counter with a Command Token cannot take an Action of their own during the USMC Counter Phase. The Command action cannot be used on a USMC counter that already has an Action Token attached.



Example: The Officer counter can use the Command action to Recover the Rifles counter *or* remove the Disrupted Token (but not both), to flip the Exhausted Medic counter to Not Exhausted, or flip one of the two Exhausted Machine Gunner counters to Not Exhausted. Alternatively, the Officer could Recover the two Machine Gunner counters and flip them to Not Exhausted, and either remove the Disrupted Token from the Rifles counter or flip the Rifles counter to Not Exhausted.

Request Reinforcements (Exhausts Counter)

Any USMC counter can take this action, but both the Combat Sector the counter taking this action is in and Henderson Field (Location #17) must have Comms Tokens. This action works just like the 1st Marine Division HQ action, Send Reinforcements (2.7), except you only get 2 Deployment Points to spend on deploying USMC and Weapon counters from the stock to the Combat Sector the Request Reinforcements action was issued from. You can use the 2 Points to purchase any combination of USMC and Weapon counters. Refer to the *Purchasing Additional USMC Counters* section on page 14 for details.

Place the newly purchased counter(s) in the Reserves box of the Combat Sector the Request Reinforcements action was issued from. Place a Reinforcements Token on the counter or pile of counters. Those counters may neither move nor take an action in the turn they are placed, but must wait until the USMC Counter Phase in the next game turn. Note that you cannot take multiple Request Reinforcements actions and 'save up' the Points to purchase more expensive counters. You must spend the 2 Points available before taking another Request Reinforcements action.



Note that as there is no Comms available for the Colonel Oka's Attack box, you cannot use the Request Reinforcements action to deploy USMC and Weapon counters directly to the Colonel Oka's Attack box. This is different to the rule for Send Reinforcements (2.7), which you can use to deploy USMC and Weapon counters directly to the Colonel Oka's Attack box.

Barrage [FO]: (Exhausts Counter)

Only a USMC counter with the Forward Observer [FO] special action designation can take Barrage action. When a USMC Forward Observer counter uses the Barrage action, remove one or two Artillery Token(s) (per Barrage action) from an 11th Marine Regiment location (locations #7 and #8 on Henderson Field) to the stock. If there is no Artillery Token on an 11th Marine Regiment location, you cannot use this action. The USMC Forward Observer counter using the Barrage action chooses one or more Imperial Japanese Army counters that it has Line of Sight to. If the Forward Observer only has Line of Sight to one IJA counter, only that counter can be targeted.



the

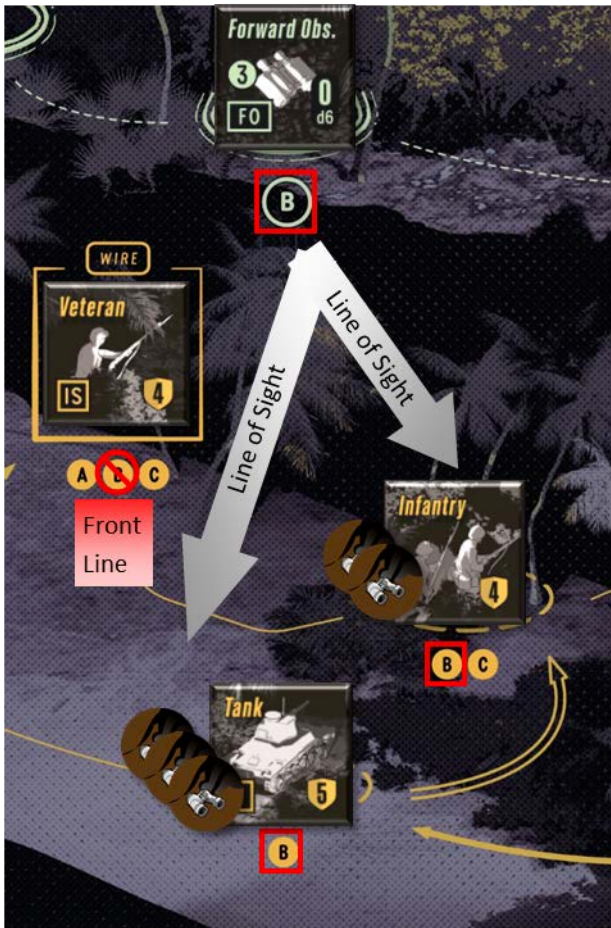
If you are using **one Artillery Token** for the Barrage action, place up to **five Barrage Tokens** in any combination on any number of IJA counters in Line of Sight of the Forward Observer. Roll a separate 1d6 for each Barrage Token assigned to an IJA counter. Compare each result to the IJA counter's Defense Value. Do not add the results together. If at least one of the dice rolled is equal to or exceeds the IJA counter's Defense Value, the IJA counter is removed from the board and placed back into the stock.

If you are using **two Artillery Tokens** for the Barrage action, follow the rules as outlined above but instead assign **nine Barrage Tokens** to any combination of IJA counters in Line of Sight of the Forward Observer and repeat the steps outlined in the paragraph above.

If you choose to assign two or more Barrage Tokens to target an IJA Officer counter with an Infantry counter attached then roll the dice one at a time. The first hit of '4' or more always destroys the Infantry counter (Defense Value 4). If a second hit of '5' or more is also recorded then the Officer counter is also destroyed and removed from play (Defense Value 5). You cannot roll all the dice (one per Barrage Token) together and then assign any hits to counters with different Defense Values. If you choose to assign only one Barrage Token to an Officer with attached Infantry, resolve the single Artillery attack against the Infantry counter.

Note that the Barrage Action is one of three ways the player can attack an IJA counter in the entry Attack Position of an Attack Track. This is not to be confused with Suppression (3.6.1) which targets IJA counters when they first enter play. The Fire Anti-gun Action (4.2.5) can be used to attack the Tank counter (only) in an entry Attack Position, and the Fire Machine Gun Action (4.2.6) can be used to attack any counter except the Tank in an entry Attack Position. In addition, the Barrage Action, along with the Fire Anti-tank Gun (4.2.5), is the only effective means of destroying the Tank counter.

Due to the proximity to the USMC lines, the Barrage Action cannot be used to target the Front Line (square and marked with 'Wire') IJA Attack Positions in any Combat Sector.



Example: The Forward Observer has Line of Sight to the Infantry and Tank counters (from Combat Position B to Attack Position B) and can therefore use the Barrage action. The player removes an Artillery Token from one of the 11th Marine Regiment locations on Henderson Field and decides to place three Barrage Tokens on the Tank counter and two on the Infantry counter. He rolls 2d6 against the Infantry counter, getting a '2' and a '6'. The 6 is higher than the Defense Value of the Infantry (4) and the target is destroyed. The player next rolls 3d6, targeting the Tank counter. This time he gets a '3', '4' and '5'. The 5 equals the Defense Value of the Tank counter and so it is also destroyed and removed from play. Note that although the Forward Observer has Line of Sight to the Veteran counter, as that Veteran counter is in a Front Line Attack Position, it cannot be targeted by the Barrage action.

Recover (Does Not Exhaust Counter)

USMC counters that are flipped to their 'X' side are Exhausted and cannot move or take an action. Additionally, when a USMC counter has a Disrupted Token on it, it cannot move or take an action. The only exception to either of these rules is the Recover action. A Recover action can be taken by any USMC counter in a Combat Position or a Reserves box. The Recover action allows a USMC counter to be flipped back over from its Exhausted side. The Recover action can also be used to remove a Disrupted Token from the USMC counter and place the Disrupted Token back in the stock. If a counter has a Disrupted Token and is Exhausted you will need to take two Recover actions to first remove the Disrupted Token and then to flip the counter over from its Exhausted side, or vice versa. The Command action gives a USMC counter a free Recover action (see 4.1.5). Remember that a USMC counter can only take one action each turn, as indicated by the Action Token. Therefore, a USMC counter cannot take multiple Recover actions or a Recover action and a different action in the same turn.



Place Barbed Wire (Exhausts Counter)

Any USMC Rifles counter can Place Barbed Wire in an IJA Front Line Attack Position (indicated by the 'Wire' text on the Attack Positions) it has Line of Sight to. Remove a Supply Token from the Supplies box in the relevant Combat Sector and place up to two Barbed Wire Tokens in up to two different IJA Front Line Attack Positions. Only one Barbed Wire Token can be placed in one Attack Position. Placing one or two Barbed Wire Tokens Exhausts the USMC counter. Any



unused Barbed Wire Tokens are returned to the stock. They cannot be saved for a future turn. Barbed Wire cannot be placed in an Attack Position that already contains an IJA counter.

Any IJA counter in an Attack Position with a Barbed Wire Token suffers a **-1 penalty to its Defense Value** unless it is a Tank or an Infiltrator.

If an IJA counter is in an Attack Position that contains a Barbed Wire Token and is pushed forward it may suffer Defensive Fire. Refer to 3.6.2 and 3.6.2.2.

Rapid Move (Exhausts Counter)

A counter can use this Action to effectively move twice in the same turn. The counter must first move to an adjacent Combat Position as a normal Move in the Move Sub-Phase. Place a Move Token on the counter. The same counter then selects Rapid Move as an action in the Action Sub-Phase and moves again to a second, newly adjacent Combat Position, following the same guidelines as Move (4.1.1). This second move counts as an Action (not a Move), so place an Action Token on the counter. The counter cannot move through an occupied Combat Position (the first move) then into an empty Combat Position (the Rapid Move action). The counter cannot end in an occupied Combat Position. If two counters both Move as normal then both counters take the Rapid Move action, they can swap places with one another using the Rapid Move action.

A counter cannot use this action to exit the Reserves box, enter a Reserves box, move to the Reserves box in a different Combat Sector or move to Colonel Oka's Attack box. The counter can only use this action to move from one Combat Position to an adjacent Combat Position in the same Combat Sector.

The counter is Exhausted by this action.

Rapid Fire (Exhausts Counter)

This action can only be used by Rifles counters. This action can only be used to target IJA counters that the USMC counter has Line of Sight to (1.3) and which are in the Front Line (square) Attack Positions.

Declare the USMC counter that will take the action and the IJA counter that will be the target of the attack. Then roll 1d6 and apply a -1 penalty to the roll. Compare the modified result to the IJA counter's Defense Value. If the modified result is equal to or exceeds the IJA counter's Defense Value, the IJA counter is removed from the board and placed into the stock. If the IJA counter remains in play, repeat the process a second time.

If on the first attack the player rolls a '1' the Rifles counter is Out of Ammo (4.1.2.1). The second attack in this instance cannot be made.

The Bushi counter gains a saving throw against both the first and, potentially, the second attack if those attacks are successful (3.7.5).

If the targeted IJA counter is removed from play after the first attack, do not make a second attack. The USMC counter cannot select a second target. The only exception to this is if an IJA Officer has an attached Infantry counter (3.7.6). In this case, the first attack could destroy the Infantry counter and the second attack target the Officer counter.



Example: The USMC Rifles counter has Line of Sight to the Officer (and the attached Infantry counter) because they are both in positions that share the same letter (in this case, 'B') and the Officer and Infantry counters are in the Front Line (square) Attack Position. The USMC Rifles counter first attacks the attached IJA Infantry counter. The player rolls a natural '6', and subtracts 1, giving a modified result of '5'. This exceeds the Defense Value of the Infantry counter (4) and it is removed from play and placed in the stock. The player may now target the Officer counter with the second attack. He rolls a '3', subtracts 1 and gets a modified result of '2'. This is below the Defense Value of the Officer and so the counter remains in play. Had the player failed to destroy the IJA Infantry counter with the first attack that counter would have remained in play and the second attack would have also been directed at the IJA Infantry counter rather than the Officer counter.

USMC Weapon Counters and Weapon Teams

Each Weapon counter has a matching Weapon Team. The AT Team matches with the 37mm AT Gun, the MG Team matches with the MG, and the Mortar Team matches with both the 60mm Mortar and the 81mm Mortar. Weapon Teams that do not match a Weapon counter cannot carry or use the action pertaining to that Weapon counter.

There are three Actions that are associated with the relationship between USMC Weapon Team counters and Weapon counters: Fire 37mm Gun (directly at the IJA Tank counter or to generate Suppression Tokens), Fire

Machine Gun (directly at IJA counters or to generate Suppression Tokens), and Fire Mortar (to generate Suppression Tokens only). Before examining these actions in greater detail, there are some basic rules that apply any time USMC Weapon Team counters use a Weapon counter

Carry Weapon

Two USMC Weapon Team counters can 'carry' a matching Weapon counter between Combat Positions and to and from Reserve boxes. Refer to 4.1.1 for details.

Weapons and Stacking

Two USMC Weapon Team counters can occupy the same Combat Position if (and only if) both counters are from the same Weapons Team and the matching Weapon counter is also in that Combat Position. Example: Two Mortar Weapon Team counters can occupy the same Combat Position with either the 60mm or 81mm Mortar. Two Mortar Weapon Team counters cannot occupy with same Combat Position with an MG Weapon counter. A Mortar Weapon Team counter and an MG Weapon Team counter cannot occupy the same Combat Position together or with a Mortar or MG Weapon counter

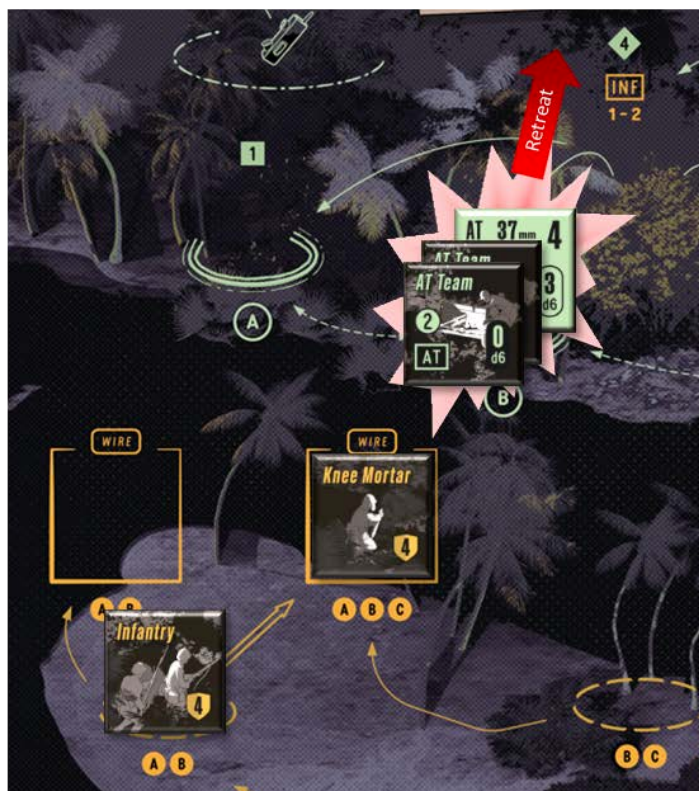
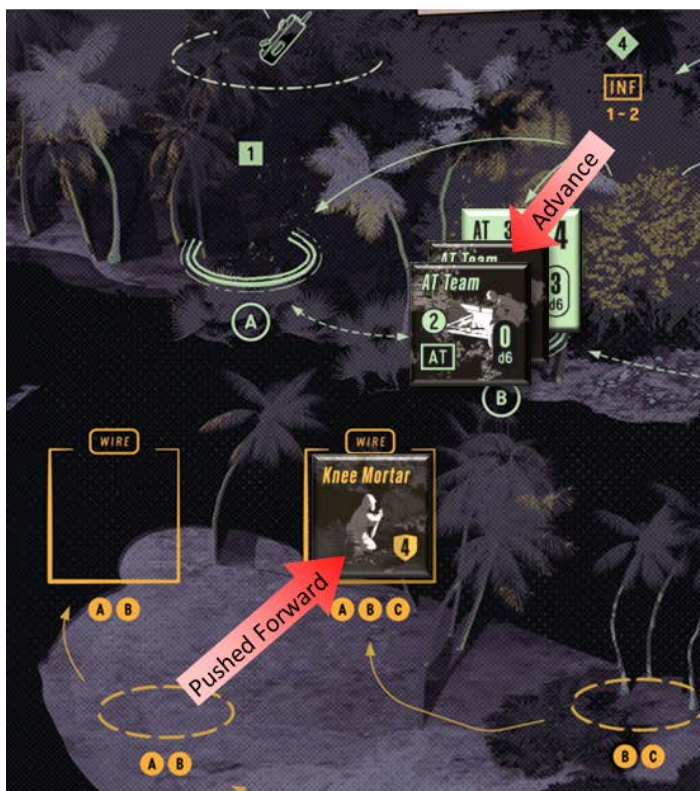
Weapons, Attacks and Morale Checks

If two USMC Weapon Team counters are in the same Combat Position and they are targeted by an attack, resolve the attack for both counters with a single roll. Morale checks are also resolved for both counters with a single roll

Destruction, Morale Checks and Dehydration

If the Weapon Team of a 37mm AT Gun, Machine Gun or a Mortar is ever destroyed and the counters removed from play the Weapon counter is also destroyed. Remove all counters from play and return them to stock. If a 37mm AT Gun, Machine Gun or a Mortar Weapon counter is ever left alone in a Combat Position because the Weapon Team has failed a Morale check, the Weapon counter is also immediately placed in the Reserves box of the Combat Sector it is in

4.2.4.1 If a single Weapon Team counter is removed from play because of dehydration following a Banzai charge (3.8.4), leaving a second single Weapon Team counter and the Weapon counter in a Combat Position, that remaining Weapon Team counter and the Weapon counter are immediately placed in the Reserves box of the Combat Sector they occupy. The remaining Weapon Team counter is not Exhausted or Disrupted, and the Weapon counter itself is not affected. Note that to carry a Weapon counter from the Reserves box back into a Combat Position will require two matching Weapon Team counters (4.1.1).



Example: You move two AT Weapon Team counters to the 'B' Combat Position at the Matanikau River Mouth Combat Sector. Both counters together are able to carry the 37mm Anti-tank Gun Weapon counter with them and, as both counters are from the same Weapon Team which matches the Weapon counter, they can all occupy the same Combat Position together. In the next IJA Card Phase a Knee Mortar targets the Combat Position they occupy. You roll d6 and get a '3'. This result applies to both USMC Weapon Team counters. The mortar round misses both counters. If the result had been a '1' then both AT Weapon Team counters would be destroyed, removed from play and returned to stock, along with the 37mm Anti-tank Gun Weapon counter. As the Knee Mortar missed, you check for Morale, and roll a '2'. This result is applied to both USMC Weapon Team counters, so both counters fail the Morale check and must retreat to the Matanikau River Mouth Reserves box. This would leave the 37mm AT Gun Weapon counter alone in the Combat Position, and so it is also removed and placed in the same Reserves box.

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

If two USMC Weapon Team counters and a 37mm Anti-tank Gun Weapon counter are in the same Combat Position, then the two USMC Weapon Team counters can take the Fire Anti-tank Gun action.

There are two ways to use the 37mm Anti-tank Gun.

1. The first option allows the two USMC Weapon Team counters to use the Weapon Counter's Attack Value (3) directly against the IJA Tank counter (and only against the IJA Tank counter) if it is in Line of Sight (1.3). The 37mm Anti-tank Gun Weapon counter can be used to target the IJA Tank counter in any Attack Position, including the first (entry) Attack Position (though do not confuse this with Suppression, which is used to target IJA counters when they first enter play. The Tank counter is immune to suppression. See 3.6.1). This counts as two actions and Exhausts both USMC Weapon Team counters. IJA counters other than the Tank cannot be targeted in this manner. Roll 3d6 dice. Do not add the results together. Treat each result separately. If one or more of those dice is equal to or greater than the Defense Value (5) of the Tank counter, then the Tank is destroyed. Permanently remove the counter from the game. The Tank counter is an exception. It does not go into the stock. This action does NOT require a Supply Token. The 37mm Anti-Tank Gun does NOT suffer an 'Out of Ammo' result on a roll of a '1' (4.1.3).

2. The second option allows the two USMC Weapon Team counters to take a Suppress action using cannister shells for the 37mm Anti-tank Gun (4.1.4). Remove a Supply Token from the Supplies box of the relevant Combat Sector and return it to the stock. You gain a number of Suppression Tokens equal to the Weapon counter's Suppress Value (4). These Suppress Tokens are placed in the Suppression box of the relevant Combat Sector. Note that you only need to remove one Supply Token regardless of the number of Suppression Tokens generated. This counts as two actions and Exhausts both USMC Weapon Team counters. When using Suppression Tokens, the 37mm Anti-Tank Gun does NOT suffer an 'Out of Ammo' result on a roll of a '1' (4.1.3). Note that the 37mm Anti-tank Gun does **not** need Line of Sight (1.3) to use the Suppress action

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

If two USMC Weapon Team counters and an MG Weapon counter are in the same Combat Position, then the two USMC Weapon Team counters can take the Fire Machine Gun action.

There are two ways to use the Machine Gun.

1. The first option allows the two USMC Weapon Team counters to use the Weapon Counter's Attack Value (2) directly against any non-Tank IJA counter if it is in Line of Sight (1.3). This counts as two actions and Exhausts both USMC Weapon Team counters. Roll 2d6. Do not add the results together. Treat each result separately. If one or more of those dice is equal to or greater than the Defense Value of the targeted IJA counter, then the counter is destroyed. Remove the counter from play and place it in the stock. With the exception of the 37mm Anti-tank Gun targeting the IJA Tank counter in the entry Attack Position, note that this action, along with the Bombard action, is the only way to target IJA counters in the entry Attack Position of any Combat Sector (though do not confuse this with Suppression, which is used to target IJA counters when they first enter play. See 3.6.1). This action does NOT require a Supply Token. When using Suppression Tokens, the MG does NOT suffer an 'Out of Ammo' result on a roll of a '1' (4.1.3).

2. The second option allows the two USMC Weapon Team counters to take a Suppress action using the Machine Gun (4.1.4). Remove a Supply Token from the Supplies box of the relevant Combat Sector and return

it to the stock. You gain a number of Suppression Tokens equal to the Weapon counter's Suppress Value (3). These Suppression Tokens are placed in the Suppression box of the relevant Combat Sector. Note that you only need to remove one Supply Token regardless of the number of Suppression Tokens generated. This counts as two actions and Exhausts both USMC counters. When using Suppression Tokens, the MG does NOT suffer an 'Out of Ammo' result on a roll of a '1' (4.1.3). Note that the Machine Gun does **not** need Line of Sight (1.3) to use the Suppress action

Fire Mortar (Exhausts Two Mortar Weapon Team Counters)

If two USMC Weapon Team counters and a Mortar Weapon counter (60mm or 81mm) are in the same Combat Position, then the two USMC Weapon Team counters can use the Mortar to take a Suppress action (4.1.4). Remove a Supply Token from the Supplies box of the relevant Combat Sector and return it to the stock. You gain a number of Suppression Tokens equal to the Weapon counter's Suppress Value (6 for the 60mm mortar and 8 for the 81mm mortar). These Suppression Tokens are placed in the Suppression box of the relevant Combat Sector. Note that you only need to remove one Supply Token regardless of the number of Suppression Tokens generated. This counts as two actions and Exhausts both USMC counters. When using Suppression Tokens, the Mortar does NOT suffer an 'Out of Ammo' result on a roll of a '1' (4.1.3). Note that the 60mm and 81mm Mortars do **not** need Line of Sight (1.3) to use the Suppress action

Mortars have no Attack Value and cannot directly attack IJA counters in Attack Positions.

NCOs, Boost Morale, Morale Checks and Inspire

The USMC NCO counter can use Boost Morale (3.1.2) to mitigate the effects of a failed Morale check. This does not count as an Action.

The USMC NCO counter does not have to make Morale checks and will not Retreat.

The USMC NCO counter also has the special Attribute Inspire [I]. This Attribute is not treated as an action. Instead, it is a special condition that is always in effect. If a USMC counter with the Inspire attribute is in an adjacent Combat Position to a counter taking an Attack action, that counter gains one extra die for the Attack. This bonus does not apply to Rapid Fire, Fire Anti-tank Gun, or Fire Machine Gun actions.

Inspire is a Free Action and does not Exhaust the USMC NCO counter.

Ending the USMC Counter Phase

Once you have completed your USMC Counter Phase actions, remove all the Move, Action, Command and Reinforcements Tokens you placed on the USMC counters. Begin a new USMC Operations Card Phase (2.0).

Ending the Game

Once the Wave 4 Banzai card has been resolved with Colonel Oka's Attack, the game ends. Determine your score.

You Win if you have a score of at least 1.

You Draw if you scored between -9 and 0.

You Lose if you scored -10 or less.

You Lose immediately if, at any time during the game, an Imperial Japanese Army counter advances beyond the end of its track (the Infiltrator counter is the exception) and is victorious in any Hand-to-Hand combat, if you place a second Disrupted Token on the 1st Marine Division HQ (Location #18 on Henderson Field), or if you have no USMC counters left in all the Combat Sectors.

Score: The goal in *The Battle for Henderson Field* is to secure as many Victory Points as possible while avoiding defeat. To determine your score, do the following:

- Add one point for every USMC counter in a Combat Position in every Combat Sector as well as any USMC counters in the Colonel Oka's Attack box at the end of the game.
- Subtract one point for every Imperial Japanese Army counter remaining in every Attack Position in every Combat Sector at the end of the game.
- Add fifteen points if you successfully forced the Light Cruiser *Yura* to turn back (2.12).
- Add fifteen points if you successfully spotted Vice Admiral Nagumo's Carrier Striking Force (2.13).
- Add fifteen points if you successfully defeated Colonel Oka's Attack (3.8.6).
- Add three points for every time you activated a Coast Watcher to Gather Intel (2.15).

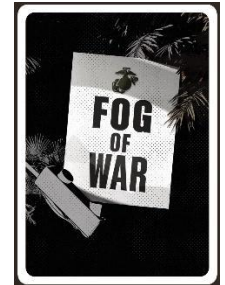
Score	Award	Victory Level
50+	Medal of Honor	Epic Victory
40-49	Navy Cross	
30-39	Navy Distinguished Service Medal	Major Victory
20-29	Silver Star Medal	
10-19	Legion of Merit	Minor Victory
1-9	Bronze Star Medal	
-9 to 0		Draw
-19 to -10		Minor Defeat
-20 and lower		Major Defeat

Variants

Once you are familiar with the core rules of *Guadalcanal – The Battle for Henderson Field*, you can introduce variants to alter the difficulty of the battle. In addition to the Difficulty Levels already described, there are the following variants as detailed below. You may choose one or all of the variants, depending on how tough you want to make the game. You can also vary the Difficulty Level for each chosen variant if you want to. For example, you could play with a Regular Difficulty Level for Event cards along with a Veteran Difficulty Level for Fog of War cards. Or, you can maintain the same Difficulty Level for each Variant selected. These Variant rules will increase the challenge of the game and force you to devise new plans and tactics to succeed.

Fog of War Cards

Fog of War cards represent confusion on the battlefield resulting in missed chances to act. Select your chosen Difficulty Level (Boot, Regular, Veteran, Elite) and add the prescribed number of Fog of War cards to the USMC Card deck. A Fog of War card can be discarded in the normal way. A Fog of War card offers no action choices for the player.



Difficulty Level	# Fog of War Cards
Boot	2
Regular	4
Veteran	6
Elite	8

IJA Fog of War Cards

Boot

Instead of placing Fog of War cards in the USMC Card deck, randomly add one Fog of War card to each Wave of the IJA Card deck. A Fog of War card offers the IJA no actions when it is drawn.

Event Cards

Event cards represent real life events or potential events that could have occurred in favor of the Imperial Japanese forces. Introducing these cards will make the defense of Henderson Field even more challenging!

Select Difficulty Level

There are three Difficulty Levels: Regular, Veteran and Elite. Choose the appropriate Difficulty level you wish to play at. Event cards are identified according to their Difficulty Level: (R) Regular, (V) Veteran and (E) Elite.

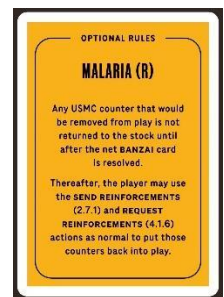
Setup

Separate the Event cards of the Difficulty Level you have chosen and draw and reveal three cards randomly. **These events detail effects that remain in play throughout the game.** Follow the instructions on each card. Effects are cumulative. Do not draw additional Event cards in additional turns.

Scenarios

Here are some ideas on how to use the Event cards to create scenario-specific challenges that increase the difficulty of the game.

Each scenario makes one particular element of the game much harder to use. To balance this, you may wish to



initially decrease the Difficulty Level of the game in one or two areas from what you normally play at, such as Moves and Actions or USMC Cards and Starting Forces.

Scenario #1 - Unsuppressed

Use Faulty Fuses, Poor Targeting and Surprise Attack.

Scenario #2 – There are No More Reserves. Hold the Line.

Use Malaria, No Reserves and one of More Ammo, Damaged Wire or Poor Morale.

Scenario #3 – Where’s the Artillery?

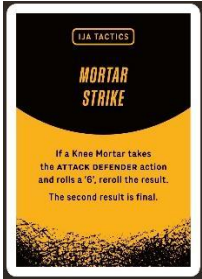
Low Ammo and both Pistol Pete cards.

Scenario #4 – Damn Airforce!

Choose three from Poor Diet, Rookie Pilots, Captured, Heavy AA or Low Clouds.

Tactics Cards

Tactics cards represent decisions and situations at the tactical level. Different cards impact different areas on the map at different phases in the game. Tactics cards remain in play **for the duration of the turn.**



Difficulty Level

Tactics cards are the same irrespective of the level of difficulty chosen. The chosen Difficulty Level determines *how many* Tactics cards come into play each turn.

Difficulty Level	# Tactics Cards per Turn
Boot	1
Regular	2
Veteran	3
Elite	3 per Turn, plus roll d6. On a result of '5' or '6' add a fourth Tactics card.

Setup

Shuffle all the Tactics cards into a single deck and place that deck face down.

In Play

At the beginning of the Imperial Japanese Army card phase, before you have drawn any cards, reveal a number of Tactics cards from the top of the Tactics cards deck according to the Difficulty Level you have chosen.

Each Tactics card, and the effect it generates, remains in play from the beginning of the Imperial Japanese Army Card Phase to the start of the following Imperial Japanese Army Card Phase. Therefore, the following three IJA cards that you draw and resolve will all be potentially affected by up to four Tactics cards (if you have chosen the Elite Difficulty Level) in that turn. Discard those Tactics cards at the beginning of the next IJA Card Phase. Draw new Tactics cards immediately after the previous ones are discarded. These new Tactics cards affect the three IJA cards drawn in the current turn. Repeat these steps turn by turn. If the deck of Tactics cards becomes exhausted, shuffle the discarded cards back into a new deck and continue as normal.

Follow the instructions on each card. Effects are cumulative.



Variant IJA Decks

There are an additional four Wave 1, six Wave 2, six Wave 3 and five Wave 4 Variant cards. To use these cards, shuffle the additional Variant cards into each Wave deck (see Setup), then randomly discard the same number of cards you added. Do not look at those cards. Excluding the Banzai card for each Wave, you will again have 8 cards in Wave 1, 16 cards in Wave 2, 16 cards in Wave 3 and 12 cards in Wave 4. Resolve these Variant cards in same way as normal. Using the Variant decks generated will prevent the experienced player being able to 'read' the deck and anticipate upcoming cards.

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

Choose your Difficulty Level and add the indicated number of Variant IJA cards to the deck of each Wave. Note that this Variant rule differs from 6.4. Epic Battle *adds* Variant cards but *does not take any out* of each Wave deck. Adding Variant cards will make defending the perimeter harder, but will increase the number of turns between Banzai cards, making aspects of defending Henderson Field easier. To compensate for this, add the stated number of Fog of War cards to the USMC Operations Card deck, also dependent on the selected Difficulty Level. As a result of these changes, the game will become longer. Select any Tactics and/or Event cards as normal or combine with the Surprise and/or Co-ordinated Attack options detailed below.

Difficulty Level	#Additional Variant Cards in Each Wave	# Fog of War Cards in USMC Deck
Veteran	+2 / Wave	+6
Elite	+4 / Wave	+8

Surprise

Historically, one of the major issues that led to the defeat of the Japanese in their attack on Henderson Field was the failure to surprise the defenders. This Variant rule assumes surprise. After deploying all USMC counters (see page 13), place an IJA Infantry counter in the entry Attack Positions of each Combat Sector. Thereafter, play the game as normal. You can also combine Surprise with Fog of War, Event and Tactics cards as well as Variant IJA Decks, Epic Battle and Co-ordinated Attack.

Co-ordinated Attack

Historically again, another contributing factor in the defeat of the Japanese was the poor co-ordination of attacks in all combat sectors. This was in part because of poor communication, but units getting lost and even blatant insubordination also contributed.

To reflect the historically erratic attacks made by the IJA, instead of always drawing three IJA cards in the IJA Card and Counter Phase (3.0), roll 3d6 to determine how many IJA cards you will draw. Resolve those cards, and follow all other rules, as normal. Higher Difficulty Levels simulate increased co-ordination in attacks. You can also combined Co-ordinated Attack with Fog of War, Event and Tactics cards as well as Variant IJA Decks, Epic Battle and Surprise.

#IJA Cards Drawn and Resolved (3.0)	Boot (3d6)	Regular (3d6)	Veteran (3d6)	Elite (3d6)
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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

After resolving each Banzai card (excluding Wave 4) do **not** continue to draw IJA cards from the next Wave. Instead, after resolving the Banzai card move onto the USMC Card Phase. This will give the player more opportunity to deal with IJA counters that advanced closer to Henderson Field as a result of the Banzai Charge (3.8.1).

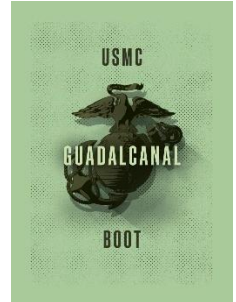
Boot Cards

Boot

Boot cards provide a new player with tactical advantages, making the game easier. Each card also highlights an aspect of the overall Guadalcanal campaign not fully detailed in the Battle for Henderson Field.

In all cases, the Boot cards must be discarded and permanently removed from the game when the action is taken. Any number of Boot cards may be discarded at any time. Resolve all effects of one player-chosen card before selecting the next card to resolve.

To determine the number of Boot cards randomly drawn before the game starts, decide on your Difficulty Level.



Difficulty Level	# Boot Cards Drawn
Boot (I)	5
Boot (II)	4
Boot (III)	3

Cooperative (Two Players)

Guadalcanal – The Battle for Henderson Field can be played as a two-player cooperative game with no modifications. One player takes the role of commanding Henderson Field, the Cactus Air Force and other assets during the USMC Card Phase. The other player takes command of the USMC counters defending the perimeter during the USMC Counter Phase. Either player can resolve the effects of the Imperial Japanese Army Card Phase. The two players are allowed to communicate and coordinate their actions, but each player is responsible for the final decisions for their actions during their chosen phase.

Competitive (Two Players or Three Players)

In this variant, one or two players take on the role of the USMC defenders (see 6.5 above for details on how two gamers can play cooperatively). An additional player takes on the role of the Japanese player. Ideally, the Competitive variant is best enjoyed in conjunction with other Variant game play choices.

6.11.1 Setup: In addition to the normal steps outlined in the Deployment section above, players will need to agree on the Difficulty Level (Regular, Veteran, Elite) for the USMC player(s) that determines the starting counters, available purchase points and the number of Supply and Suppression Tokens available along with the number of Moves and Actions available each turn. It is recommended that the Japanese player should use Tactics cards. In this case, players should also choose a Difficulty Level (Boot, Regular, Veteran, Elite) to determine how many Tactics cards will be available each turn for the Japanese player. Prepare and shuffle the Tactics cards as indicated above (6.3). Note that Tactics cards do not have to be used. This will make it easier for the USMC player (but the game is more enjoyable for the Japanese player if they are included).

By consent (recommended!!) you may also like to include Fog of War cards, Event cards and Variant IJA cards. Prepare those cards as normal and according to the selected Difficulty Level. Event and Variant IJA cards can be drawn randomly as normal, **or the Japanese player can choose three Event cards and build a specific IJA deck using any combination of Variant IJA cards** (highly recommended!!). Check section 6.4 for the required number of IJA cards in each Wave.

6.11.2 Gameplay: The USMC player(s) follows the rules as normal. At the beginning of the Imperial Japanese Army Card and Counter Phase, the Japanese player draws the top four cards from the respective Wave deck and, if you are using Tactics cards, a number of Tactics cards dependent on the Difficulty Level selected **plus one**. The Japanese player then selects three of the four IJA cards he drew. The fourth card is placed on top of the Banzai card of the respective Wave deck. The Banzai card of the respective Wave will always remain at the bottom of that deck and will therefore always be the last card drawn of that Wave. The Japanese player then chooses which Tactics cards he wishes to play and shuffles one of those cards back into the Tactics card deck. The Japanese player then reveals the Tactics cards and resolves each of the three IJA cards that remain in his hand. The player does not have to resolve those cards in the order they were drawn.

Example: You are using Tactics cards and have chosen the Regular Difficulty Level. The Japanese player draws three Tactics cards (instead of the normal two cards), looks at them and selects two of those Tactics cards to use in the current IJA Card and Counter Phase. The remaining Tactics card is shuffled back into the Tactics card deck.

The Banzai card must be played at the end of each Wave as normal and the Japanese player cannot resolve cards from the following Wave until the Banzai card of the current Wave is resolved. If you draw four IJA cards from the current Wave and one of those is a Banzai card, that Banzai card will have to be the one discarded (and the first resolved on the following turn). The Banzai card should always be the last card played of the current Wave. In this manner, all Wave cards will eventually be drawn and resolved, including those cards discarded and placed on top of the Banzai card in previous turns. In cases when additional cards are drawn following a Banzai card, cards drawn for the previous Wave count against the total drawn for the following Wave. The Japanese player will never draw more than 4 cards in a turn and will never resolve more than 3 of those cards.

Example: Two cards remain in the IJA deck at the end of Wave 1, the second of which is the Banzai card at the bottom of the Wave 1 deck. The Japanese player must select the first (top) card and he must resolve it. He cannot place it on top of the Banzai card as no other cards remain in the Wave 1 deck except for the Banzai card. After resolving that first card, he must draw and resolve the Wave 1 Banzai card (the last card). Thus far, he has drawn and resolved two cards. Moving into Wave 2, the player now draws the remaining two (of four) cards he will draw that turn. He chooses one of those Wave 2 cards to resolve and places the unused card above the Wave 2 Banzai card, which will remain at the bottom of the Wave 2 deck.

Example: You draw four cards, one of which is a Banzai card. You must discard that Banzai card and return it to the current Wave deck (where it will be the only card in the current Wave deck remaining). You resolve the three IJA cards in the current turn. The following turn you draw and resolve the Banzai card of the current Wave. Then, you draw an additional three IJA cards from the next Wave. You choose two of those cards and resolve them. The third card is placed on top of the Banzai card of what is now the new current Wave.

Example: Three cards remain in the current Wave deck. You draw all three and resolve all three cards. The final card resolved will be the Banzai card. As you have drawn and resolved three IJA cards this turn, you do not draw a fourth card from the next Wave deck.

6.11.3 Competitive Play Variant: If time allows, you can also switch the roles of all the players while maintaining the same chosen Difficulty Levels. Players can compete against one another to determine who can score the highest number of points using the same criteria (5.0).

New Players

Guadalcanal – The Battle for Henderson Field has been designed to both allow and encourage the player to uncover the best strategies with repeated play. That said, for new players looking for some hints and tips, I hope this section will give you some help.

- The decisions you make in the first turn will affect the decisions you are making in the last turn.
- Consider whether you want to use heavy weapons and Supply Tokens to generate Suppression Tokens and stall the Japanese advance early, or use Marines and Supply Tokens to place Barbed Wire and defeat the enemy at close quarters. Another option is to deploy Forward Observers and utilize the powerful artillery of the 11th Marine Regiment.
- An early choice to make is whether to build your defenses to protect Henderson Field or use your assets to complete the missions to locate Admiral Nagumo and turn back the light cruise *Yura* early.
- Make use of the Move action to relocate your counters to different Combat Sectors. The artillery of the 11th Marine Regiment is a key asset. Move your Forward Observers to the areas where an artillery barrage can do the most damage.
- Retreat to the Reserves box to protect key counters.
- The 37mm Anti-tank Gun is vital in stopping the Tank counter. Make sure it is available for use and protected. Remember that it can generate Suppression Tokens as well.

There is no single path to victory in ***Guadalcanal – The Battle for Henderson Field***. There is no 'right' way to deploy and use your forces. Each game will give you greater insight into securing future victories.

Deployment

Using the Regular Difficulty Level rules for Deployment here are a couple of lists you may like to use and experiment with. With the first list your aim is to get cheap Rifles counters into the firing line and prepare Barbed Wire. The second list emphasizes the use of heavy weapons to generate Suppression Tokens that can destroy IJA counters as they enter play.

USMC List #1	USMC List #2
2 Rifles counters in the Matanikau River Mouth Combat Sector. 2 Rifles counters in the Matanikau River Log Bridge Combat Sector. 3 Rifles counters in the Southern Lunga Perimeter Combat Sector. 1 37mm Anti-tank counter and 2 Weapon Team counters in the Reserves box of the Matanikau River Mouth Combat Sector (7 points). 1 Rifles counter in the Reserves box of both the Matanikau River Mouth and Matanikau River Log Bridge Combat Sectors (2 points). 3 Rifles counters in the front line of the Southern Lunga Perimeter Combat Sector (3 points). 4 Supply Tokens in the Supplies box of both the Matanikau River Mouth and Matanikau River Log Bridge Combat Sectors. 6 Supply Tokens in the Supplies box of the Southern Lunga Perimeter Combat Sector. 4 Suppression Tokens in the Suppression box of both the Matanikau River Mouth and Matanikau River Log Bridge Combat Sectors. 6 Suppression Tokens in the Suppression box of the Southern Lunga Perimeter Combat Sector.	2 Rifles counters in the Matanikau River Mouth Combat Sector. 2 Rifles counters in the Matanikau River Log Bridge Combat Sector. 3 Rifles counters in the Southern Lunga Perimeter Combat Sector. 1 37mm Anti-tank counter and 2 Weapon Team counters in the Reserves box of the Matanikau River Mouth Combat Sector (7 points). 1 81mm Mortar counter and 2 Weapon Team counters in the Southern Lunga Perimeter Combat Sector (5 Points). 4 Supply Tokens in the Supplies box of both the Matanikau River Mouth and Matanikau River Log Bridge Combat Sectors. 6 Supply Tokens in the Supplies box of the Southern Lunga Perimeter Combat Sector. 4 Suppression Tokens in the Suppression box of both the Matanikau River Mouth and Matanikau River Log Bridge Combat Sectors. 6 Suppression Tokens in the Suppression box of the Southern Lunga Perimeter Combat Sector.