

FIRST BLOOD - The Guadalcanal Campaign Rules

1.0 FIRST BLOOD - This game recreates the five month battle between Japanese and American Armed Forces for control of the strategic island of Guadalcanal in the Pacific Ocean.

2.0 VICTORY CONDITIONS - If at the end of any complete turn the Japanese player has ground units on any airfield hex, the Japanese player wins an Automatic Victory. If no automatic victory can be achieved, the Japanese player wins if there are Japanese ground units in any hex on the map at the end of the JAN III turn. The American player wins by avoiding the Japanese Victory conditions.

3.0 INITIAL SET-UP - The US player sets up first and places his AT START ground units in the hexes within the area bounded by the 02** to 12** north/south hex rows and the **02 to **15 east/west hex rows inclusive in both directions (therefore hex 0202 is the southeast set-up corner and hex 0215 is the southwest set-up corner), subject to the stacking limits of 5.0. ALL AT START forces must be placed on the map. US air units may be placed on either hex of Henderson Field, the USAF CAP box or the USAF Ground Attack box.

3.1 The Japanese player sets up second and places his AT START forces in BOX A and/or Box D. After the AT Start forces have been set-up, the game begins with the SEP 1 Japanese Reinforcement phase.

3.2 The full turn sequence is printed on the back of this rulebook. The Japanese player moves first.

4.0 MOVEMENT - A ground unit has its Movement Factor (MF) printed on the right hand side of the counter and is the number of points that unit may expend in one turn. The hexes on the map regulates ground movement. A unit must have sufficient MF to cross a hex side.

4.1 Movement Factors may not be saved up or loaned to another unit.

4.2 Note that movement factors are spent based on the hex side crossed to enter another hex in the case of CLEAR, RIDGE, or JUNGLE hex sides. To cross a RIVER hex side, movement factors are based on the type of hex terrain to be entered (after having crossed the river). Note that hexes on the map with a JUNGLE marking are considered Jungle hexes for combat purposes and for determining movement costs from across a river. For example; from hex 0710, moving into hex 0809 would cost 4 MFs. To move into hex 0709 would only cost 3 MFs. To move into 0810 would cost 2 MFs. To move into hex 0711, 0610, or 0609 would only cost 1 MF.

4.2.1 Movement costs are:

- 1 MF to cross a clear hex side.
- 2 MF to cross a Jungle or Ridge hex side.
- 3 MF to cross a river hex side into a clear hex.
- 4 MF to cross a river hex side into a Jungle hex.

4.3 Note that Air and Naval units do not have MFs, their special capabilities are mentioned later in the rules.

4.4 Note that the ford between hexes 0909 and 0910 eliminates the river crossing penalty for moving between those two hexes only. It does not negate the river bonus for defenders in a combat situation (treat it as a river hex side for calculating combat odds). However, units forced to retreat across the ford hex side are not eliminated (this is an exception to rule 8.12).

4.5 Note there is no “up” or “down” slope, just ridge hex sides. It costs the same either way. Also, you do not pay ridge hex side costs for moving from 0406 to 0507 or 0307; or from 0017 to 0018 (these are clear hex sides).

5.0 STACKING LIMITS - Up to three ground units may be placed in the same hex. These stacking limits only apply at the end of the movement phase, therefore ground units of the moving player may move through hexes already stacked to the maximum with friendly units.

5.1 American and Japanese ground units may never occupy the same hex.

5.2 Air units are only subject to stacking limits on airfield hexes. A maximum of 6 air units per airfield hex is allowed.

6.0 OFF-BOARD MOVEMENT - is carried out only in the boxes marked on the South edge of the map as A through D. Only Japanese land units may use the off-board movement boxes. Japanese units may not REENTER an off-board movement box they have been in or moved through. Once on-board, Japanese units may never leave the map to reenter off-board movement boxes. Japanese units in off-board movement boxes may not be attacked by US air or ground units.

6.1 Moving from one off-board box to another box costs one half of a unit's MFs.

6.2 Moving from an off-board movement box onto the hex field also costs one half of a unit's MFs.

EXAMPLE: A Japanese unit that starts in Box A may move to Box B and enter hex 0011 and end its

- movement. Or it may move from Box A to Box B and then to Box C and end its movement. Or it may move from Box A to Box B and end its movement.
- 6.3** Japanese units in off-board boxes must move every turn (except the turn of entry from the Reinforcement Chart). As these units move through each box, place a Box Counter (A, B, C, or D) on top of each stack to keep track of which boxes the units have already entered.
- 6.3.1** These units are only required to move one box per turn.
- 6.4** Numbered Entry Points (1-17) are for placement of Reinforcements only. Units may not stay on numbered Entry Points (exception: see 7.5).
- 6.4.1** No ground units may remain in an Entry Point at the end of any combat phase. If unable to enter any hex on the map, they are eliminated.
- 7.0 REINFORCEMENTS** - New units of both sides enter the game as shown on the Turn Record Chart. Japanese and US units are placed on the board during the JAPANESE and US REINFORCEMENT PHASES respectively.
- 7.1** US ground units enter play by being placed on numbered Entry Points 4 through 14. A maximum of 4 units may be placed on any circled Entry Point. US units do not pay any MFs to enter a map board hex from entry points. US air units are placed in the USAF RESERVE box. Example: OCT 1 turn, 6DB is placed on Entry Point 11 during the REINFORCEMENT PHASE. During the MOVEMENT PHASE it moves to hex 1007. 6DB now has 8 MFs.
- 7.2** Japanese ground units enter play at Numbered Entry Points 1, 2, 3, 15, 16, or 17. A maximum of 4 units may be placed on any Entry Point. Japanese units may also enter play at off-board movement boxes A or D (but if they do, they may not move from Box A or D until the following turn). There is no stacking limit for Japanese ground units placed in the off-board movement boxes. Japanese air units are placed in the IJAF RESERVE box. Japanese naval units may be placed in the UN RESERVE or UN ATTACK box and are not subject to any stacking limitations.
- 7.3** Japanese units entering a map board hex from an Entry Point or off-board movement box expend one half of all their MFs. Example: OCT III turn, 228/1 & 3 are placed in Entry Point 1 during the REINFORCEMENT PHASE. During the MOVEMENT PHASE they are both placed in hex 0220. Both units now have 4 MFs each.
- 7.4** Friendly ground units may not enter hexes that contain enemy ground units. If all entry hexes are occupied, reinforcements must fight in order to enter that turn. See 7.5 below.
- 7.5** If Japanese ground units occupy all US Entry Points, then (and only then) the US player may attack from off-board (from an Entry Point). In this case any Japanese units are doubled on defense. US Bomber units in the USAF Ground Attack box may take part in this combat. Each Bomber unit adds +1 to the die roll of the attack it is participating in. Combat strength of US artillery units in Entry Points may not be added to the attack, but such artillery units may absorb casualties.
- 7.5.1** If the US player has blocked all entry hexes from all Entry Points, the Japanese player must place ground unit Reinforcements in either Box A or Box D. Should the US player block all entry hexes from an off-board movement box, the Japanese may either move to another box they have not already moved to, (if they cannot move into other boxes because they have already been moved through by those units) they may attack the US ground units as in 7.5 above, except no air support is allowed, and artillery units in the box may attack (by direct fire, see 9.4).
- 7.5.2** Attacks from an Entry Point or off-board movement box may only be conducted at hexes to which an arrow from that Point or Box indicates.
- 7.5.3** Such attacks which are successful in emptying the desired hex (even if the defender is only forced to vacate the hex as a result of retreat) require the attacking ground units to enter that hex. If the defenders are not removed from the hex, the attacking ground units are eliminated.
- 7.5.4** If overstacking occurs due to required occupation of a hex, the owning player decides which units are lost. The Japanese player may count such loss towards satisfying Supply Resolution losses.
- 7.6** On the TIME RECORD CHART, air and naval units have small numbers in the upper left corner. This indicates how many of that specific type of unit enter play that turn.
- 7.7** All Reinforcements are required to enter the game on the specified turn. Units that are unable to enter play (either onto a map board hex via entry points, off-board movement boxes, or RESERVE boxes for air and naval units), are eliminated and may not enter play on a later turn.
- 8.0 COMBAT** - in this game there may be combat between ground units; combat between ground units

- supported by air units and/or ranged artillery and/or ships; combat between air units and bombardment of the Airstrips by air or naval units.
- 8.1** Combat between ground units must occur whenever opposing ground units are in adjacent hexes at the beginning of either player's combat phase. This constitutes being in another unit's ZOC.
- 8.2 ZONES OF CONTROL** - the six hexes adjacent to any ground unit are called zones of control (ZOC). ZOCs affect combat but not movement, except units may not move directly from one ZOC to another, unless the unit first moves into a hex free of enemy ZOC. It may then reenter enemy ZOC of the same (or another) enemy unit. Enemy units adjacent at the beginning of movement are not required to attack and may move away. All defending units in an attacker's ZOC must be attacked and all attacking units in a defender's ZOC must attack at least one hex. Units may attack enemy units in more than one hex if all defenders are adjacent. Example: Japanese player has 1 unit each in hexes 0604, 0605, and 0606. The US player has 1 unit each in hexes 0705, 0706, and 0707. If the US player is attacking, he may either attack every unit with each of his, or he may attack two units with one and one unit with two. Either way, 0707 must attack 0606 and 0705 must attack 0604. (Note limitations to this rule identified in example in 8.4)
- 8.2.1** The presence of friendly units in a hex does not negate the effects of enemy ZOCs. Rivers do not block ZOCs.
- 8.2.2** Units forced to retreat through ZOCs are eliminated.
- 8.2.3** Units that cause overstacking may retreat until they reach a hex that will permit proper stacking limits. Normal retreat rules still apply.
- 8.3** Combat factors are the left hand numbers on ground units.
- 8.4** Combat is calculated on an odds basis with the combat factors of the attacker divided by the combat factors of the defender (drop any fractions). Individual units in a hex may not be attacked separately. Example: two Japanese units with six (total) combat factors attacking one US unit with 3 combat factors would result in odds of 2-1. These same two units attacking a US unit with a strength of five would be a 1-1 attack. Note that all defending units in the same hex must combine their combat factors when calculating odds for defense. Individual units in a hex may not be attacked separately.
- 8.5** These odds and the resulting roll of a six sided die may be affected by terrain, air units and/or ship bombardment.
- 8.6** Odds of less than 1-2 are allowed (i.e. odds of 1-3 or less), but any units which make such an attack are automatically eliminated without loss to the defender. Units attacking at odds of 1 less than 1-2 are eliminated prior to any combat die roll resolution. Odds of greater than 3-1 (4-1 or more) are resolved on the 3-1 column with a +1 die roll modifier. Fractions are always rounded off in favor of the defender (10-6 would be 1-1 not 2-1).
- 8.7 TERRAIN EFFECTS ON COMBAT** -
- 8.7.1** If the defender is in a Jungle hex, the attacker subtracts one from the die roll.
- 8.7.2** If the defender is in a Ridge hex and ALL the attacking units are not, the defender's combat factors are doubled.
- 8.7.3** If the defender is behind a river in a Clear hex and ALL the attackers are on the other side of the river, the defender's combat factors are doubled.
- 8.7.4** If the defender is behind a river in a Jungle hex and ALL the attackers are on the other side of the river, the defender's combat factors are doubled and one is subtracted from the die roll.
- 8.7.5** If at least one unit participating in an attack is adjacent to the defender and is not separated by a river or ridge hex side, the defender is not doubled.
- Note that die roll modifiers are cumulative and that the die roll may be affected by more than one modifier per attack.
- 8.8** Die rolls higher than 6 as a result of modifiers are resolved as 6. Die rolls lower than 1 as a result of modifiers are resolved as a 1.
- 8.9 COMBAT RESULTS TABLES** - there are two different Combat Results Tables. When the US player attacks he uses the AMERICAN ATTACK TABLE. When the Japanese player attacks he uses the JAPANESE ATTACK TABLE.
- 8.10 COMBAT RESULTS** -
- AE: All attacking units are eliminated.
- A2: Attacker loses two attacking units. If there are any survivors, the attacking player must retreat them 1 hex.
- All: Attacker loses one attacking unit. Any surviving units must retreat one hex.
- EX: Both attacker and defender lose one unit. If

there are any surviving defending units, they must retreat one hex.

DR: Defender retreats all units one hex.

D1: Defender loses one unit. Any surviving units must retreat one hex.

DE: All defending units are eliminated. Attacker has option to occupy the vacated hex.

Note that the owning player decides which units will be eliminated when there is a choice and that the owning player always retreats his own units. On DE results only, attacker may occupy vacated hex of defender (note exception - 7.5.3 requires occupation when attacking from entry points or boxes). Resolve each attack (loses and retreats) in the order the attacking player decides.

8.10.1 In the case of air, naval or ranged artillery bombardment attacks on an airfield hex, the defending player decides which units are removed where there is a choice.

8.10.2 Bombarding (non-adjacent) artillery, air or naval units may not be used to satisfy losses of the attacker in resolving combat losses.

8.11 If a unit cannot retreat without moving into or through enemy ZOCs or units, it is eliminated.

8.12 If either the defender or the attacker is forced to retreat across a river or off the map (reentering off-board movement boxes or Entry Points are not allowed), it is eliminated (exception - see rule 4.4).

9.0 ARTILLERY - each side has artillery, air or naval units that may support combat by adding their combat factors to attacks (only) without actually being adjacent to enemy units.

9.1 The range of an artillery unit is the small center number between the combat factor and the movement factor. Units which do not have this range number are not considered artillery units.

9.2 Range is measured from the artillery unit to the defending unit or hex inclusive. Example: If the Japanese SUY Artillery Battalion (with a range of 8) were in hex 0701, it could fire on Henderson Field hex 0708 but not 0709. Pay close attention, since this is different from most other war games!

9.3 If an artillery unit is participating in an attack on units that are in more than one hex, all defending units must be in range. Example: a ground unit in hex 0504 is attacking units in hexes 0603 and 0604. If an artillery unit were to participate in the attack (by bombardment), it would have to be in range of both

defending units.

9.4 Artillery can fire if adjacent to enemy ground units, but may not simultaneously attack adjacent enemy units and also conduct bombardment attacks. Each unit may only participate in one attack per turn.

9.4.1 Artillery bombarding non-adjacent or adjacent units separated by river or ridge hex sides does not cause defending units to lose doubling bonus.

9.4.2 Artillery may not fire from off-board movement boxes or entry points except as identified in rule 7.5 and 7.5.1.

9.5 Artillery cannot fire at non-adjacent enemy ground units unless those units are also being attacked by friendly ground units.

9.5.1 EXCEPTION: Japanese artillery units can conduct bombardment attacks on Henderson Field or the Fighter Strip (if constructed).

9.5.2 Note - Airfield bombardment attacks by artillery units only affect US Air units or Airfield hexes. US ground units on Airfield hexes that are bombarded by artillery are not affected, unless Japanese ground units are adjacent (thus attacking) and the artillery unit is declared as participating in the ground attack (in this instance, the Japanese artillery unit would have a choice, but the Japanese player must declare which prior to combat resolution).

9.5.3 More than one Japanese artillery unit may bombard airfield hexes during an attack. For each Japanese artillery unit that bombards an airfield hex, one US Air unit is destroyed. If there are no Air units to absorb losses, the Airfield in that hex is damaged (see 11.2), not destroyed. Additional artillery bombardment of a damaged airfield hex serves only to disrupt repairs and does not cause additional damage to the airfield hex. It may subsequently be destroyed by Air, Ground or Naval attack.

9.6 The number of artillery combat factors added to an attack may not exceed twice the number of ground unit combat factors involved. Example: if two Japanese ground units attack with a combined attack strength of 10, no more than 20 artillery factors may be added to the total to resolve the odds, (this would be difficult anyway, since the Japanese player only has a total of 19 points of artillery attack strength available!).

9.7 Artillery units attacking adjacent units or being attacked by themselves are considered normal combat units for purposes of defensive benefit.

- 10.0 NAVAL UNITS** - Warships played a distant but important part of the battle for Guadalcanal. Primarily, Japanese ships shelled the airfields and both sides supported their ground units with off-shore bombardment. There is no ship vs. ship or ship vs. air combat in this game and only the Japanese navy (who appeared almost exclusively at night) is represented.
- 10.1** Ship units become available on the turns as indicated on the TIME RECORD CHART. They are placed in the IJN RESERVE box or the UN ATTACK box. Ships in the IJN ATTACK box at the beginning of the JAPANESE STRATEGIC PHASE are removed from play. After this, any ships still in the IJN RESERVE box must be moved to the IJN ATTACK box (where they will be removed from play during the following Japanese Strategic Phase). NOTE the special UN box on the turn record chart containing two DDs for the Japanese player to commit OCT 1 or any later turn. There is only a total of two DDs, not two per turn. These must be brought into play in the same fashion as regularly scheduled reinforcements.
- 10.1.2** Ship units in the UN RESERVE box may only attack Airfield hexes.
- 10.1.3** Ship units in the UN ATTACK box may attack Airfield hexes or conduct shore bombardment.
- 10.2** Ship units have no movement factor or range factor. They conduct only two types of fire missions: airfield bombardment or shore bombardment. Missions need not be declared until the Combat Phase.
- 10.3** Airfield bombardment consists of the Japanese player simply announcing this attack. For each Ship unit attacking, a plane counter on any airstrip hex is eliminated. If bombardment is declared and there is no US air unit on the airfield hex being attacked, the airfield hex is considered destroyed. (note that, rule 9.5.2 applies - US ground units are not affected unless also attacked by Japanese ground units)
- 10.4** Shore bombardment consists of adding a modifier of +2 to the die roll of any one ground combat per ship unit involved.
- 10.5** After each individual ship unit conducts its attack, it is removed from play.
- 11.0 ENGINEERS** - On Guadalcanal engineers acted as combat troops, but also provided the vital service of building and repairing airfields.
- 11.1** Engineers operate as normal ground units, but in addition they may build and repair airfields.
- 11.2** Engineers repair a damaged airfield in one turn, build a operational Fighter Strip hex in two turns or rebuild a destroyed airfield hex in two turns.
- 11.2.1** OPTIONAL RULE: Allow any two non-artillery US ground units to conduct airfield hex repair (as if they were one Engineer unit).
- 11.3** Engineers or other units as in 11.2.1, carry out their work during the US ENGINEER PHASE of the turn sequence.
- 11.4** While rebuilding or repairing an airfield hex, an engineer must be in the hex it is working on at the beginning of the turn. It may not move, attack or be attacked (or bombarded by artillery, air, or navy units). If attacked in any way, the work the engineer was doing is not done and must be started all over again on the next turn. The results of an attack solely by ranged artillery, and/or bombardment by air or naval units does not affect any ground unit in that hex, except to stop repairs as noted.
- 11.5** Having more than one engineer unit in one hex does not affect the amount of time required to affect repairs or construction.
- 12.0 AIRSTRIP CAPACITY** - There is a delicate balance between the US air units in the USAF CAP and Ground Attack boxes and the functional airstrip hexes on the map.
- 12.1** Each airstrip hex on the map may hold 6 air units.
- 12.2** If the US player has more air units than air strip capacity, the extra units must stay in the USAF RESERVE box until there is enough room for them on the airstrip hexes. It air unit Reinforcements cannot be placed on air strip hexes at the end of the US AIR PHASE, they remain in the USAF RESERVE box.
- 12.3** US air units in the USAF RESERVE box at the beginning of the turn or after the US REINFORCEMENT PHASE may only be moved as indicated in 13.7 during the US AIR PHASE. They may not be moved from the USAF RESERVE box if air strip capacity does not exist for them to be in the USAF Ground Attack or CAP boxes and/or airfield hexes. Example: There is a limit of 6 air units per operative airfield hex. If at the beginning of the second step of the US air phase the two operative airfield hexes contain 5 air units and 3 air units respectively (note that there is no distinction made between face up or inverted air units here...), then if available and if desired, the US player could move a maximum of 4 air units from his USAF RESERVE box to the operative airfield hexes.
- 12.3.1** By capacity it is understood that the US player

- cannot have more than a total of 6 units per operative airfield hex (in combination) at the same time. That is, no more than a total of 6 air units on the airstrip and/or in the USAF CAP box and/or in the USAF GROUND ATTACK box per operative airfield hex at the end of the US AIR PHASE. Any extra units thus found are returned to the USAF RESERVE box. (US player decides which units.)
- 12.4** Japanese air units may not land on or use the on-board airfield hexes.
- 12.5** If the Fighter Strip is constructed, it may only be used by Fighters, (both in on-board stacking and off-board box capacity). Note: Both hexes do not have to be built for one to be operational, (this applies to Henderson Field hexes also).
- 12.6** If one hex of any airfield is occupied by any Japanese ground unit and is not eliminated by the end of the US player's turn, the game is over (as a Japanese victory). Even if that unit is eventually eliminated or retreated itself during the US player turn, at the moment the Japanese ground unit occupies the airfield hex, all US air units on the ground in that hex are eliminated. The airfield hex is considered destroyed, and any US air units that needed to return to that hex are instead rerouted to the USAF RESERVE box until airfield capacity is restored.
- 12.6.1 NOTE:** rule 12.6 only applies to the Fighter Strip hexes after they have been constructed.
- 12.6.2 NOTE:** If at the end of any US Combat phase, a Japanese ground unit still occupies an airfield or (constructed) fighter strip hex, the game ends as the Japanese player has achieved an automatic victory.
- 13.0 AIR UNITS** - Air units were critical in the battle of Guadalcanal. After all, Henderson Field is the reason the US invaded the island, and control of the airfield meant control of the surrounding waters. FIRST BLOOD abstracts the air campaign substantially.
- 13.1** Air units are divided into two types - fighters and bombers, (the US F4F units may be considered as either). Fighters are used only to determine air superiority while the bombers may conduct two types of missions: ground attack or airfield bombardment.
- 13.2** All air units have unlimited movement, (and Fighters don't even really move), and may reach any hex on the map. US bombers may not attack Japanese units in off-board movement boxes.
- 13.3** Only the Japanese player may initiate air-to-air combat during the Japanese MOVEMENT PHASE.
- 13.3.1** Japanese Fighter units may only eliminate US air units in the USAF CAP box or the USAF Ground Attack box. Japanese Fighters may not attack US air units in the USAF Ground Attack box if there are any US air units in the USAF CAP box.
- 13.3.2** Japanese Bomber units may not conduct airfield attacks if there are any US air units in the USAF CAP box.
- 13.3.3** US Fighter units in the USAF CAP box may be eliminated by one Japanese Fighter unit or two Japanese Bomber units. US Bomber units in the USAF Ground Attack box may only be attacked by Japanese Fighter units and are eliminated on a one-for-one basis. Japanese Bomber units attacking airfield hexes destroy one US air unit (regardless of type, US player decides which units are eliminated) or destroy an airfield hex if it does not contain any air units. Japanese Bomber units may not participate in attacks on US ground units.
- Note: These air attacks may be conducted at any time and in any order the Japanese player decides during his COMBAT PHASE; any may be in conjunction with artillery and/or naval bombardments.
- Example: the US player has one Fighter unit in the USAF CAP box, two bomber units in the USAF Ground Attack box and one Fighter unit each on the Henderson Airfield hexes. The Japanese player has two Fighter units and one Bomber unit available. The first Japanese Fighter eliminates the US CAP Fighter. Both units are removed from play. The second Japanese Fighter cannot interact on a map board hex, but can attack the US Bomber units in the Ground Attack box now that US Cap cannot intervene. The second Japanese Fighter unit is eliminated and so is one US bomber unit. The Japanese Bomber unit could then eliminate one of the US Fighter units on either of the Airstrip hexes. If both US Fighter units had been on one Airstrip hex, the Japanese Bomber unit would have the choice of eliminating one of the Fighter units or destroying the open Airstrip hex. In any case, the Japanese Bomber unit would be eliminated as soon as its mission was over.
- 13.4** Japanese Air units are placed in the WAF RESERVE box on the turn they arrive as reinforcements. If these units are not committed to the attack on the turn of their arrival, during the JAPANESE STRATEGIC PHASE they must be placed in the IJAF ATTACK box. Japanese air units which are already in the IJAF ATTACK box at the end of the JAPANESE COMBAT PHASE are removed first. Japanese air units may conduct air missions from either box.

13.5 US air units that arrive on the Reinforcement track are placed in the USAF RESERVE box during the US player reinforcement phase.

13.6 During the MOVEMENT PHASE of the US player turn, any US Bomber units in the USAF GROUND ATTACK box may be placed on top of Japanese ground units. Each US Bomber unit adds 1 to the die roll for that combat. After each combat, place US Bomber unit back in the USAF Ground Attack box. Any US air units on Airstrip hexes that are inverted are turned face up at the end of the US COMBAT PHASE.

13.7 During US AIR PHASE all US air units from the USAF Ground Attack BOX and the USAF CAP BOX must be returned to the AIRFIELD hexes and are inverted. If stacking limits allow, units from the USAF RESERVE BOX may now be placed on the airstrip hexes. These newly arriving air units are NOT INVERTED. After all air units have been returned to the airstrip, face up air units may be placed in either the USAF CAP box or the USAF Ground Attack box during the US AIR PHASE. US air units in the USAF RESERVE box may be held there indefinitely. There are no stacking or capacity limits for US air units in the USAF RESERVE box.

14.0 JAPANESE SUPPLY RESOLUTION - the Imperial Japanese Army suffered terribly from lack of supplies during the campaign. During the Japanese Supply Resolution Phase the Japanese player rolls one die.

14.1 On a role of 4, 5, or 6, the Japanese player must remove one ground combat unit from the map (whether on a map board hex or in an off-board movement box).

14.2 The Japanese player may choose to eliminate one naval unit, (as a supply run), instead of a ground unit. To do this the Japanese player simply announces this and eliminates one naval unit from either UN box on the board instead of a ground unit.

15.0 A BRIEF HISTORY OF THE GUADALCANAL CAMPAIGN by Steve Llewellyn

On August 7, 1942 at 0910 hrs the ramp of an American Landing Craft Infantry banged down in the surf of 'Beach Red' 6,000 yards east of Lunga Point on an obscure island in the Solomon Islands chain called Guadalcanal.

The men of the 1st Marine Division who ran up the beach that morning had no idea they were beginning a bloody, six-month battle that would be the first United States victory on the ground in the Pacific theatre in the Second World War.

As America's first ground offensive in the Pacific, the invasion of Guadalcanal was a clumsy affair. Alarmed by the discovery that Japan was building an airfield on the island that could cut Australia off from North America, Chief of U.S. Naval Operations Admiral Ernest King ordered the 19,000 men of the 1st Marine Division to be rushed to Guadalcanal from New Zealand. The invasion force was assembled in such haste that the Marines had only enough food for 60 days and enough ammunition for 10 days of heavy fighting.

But despite that everything went well at first. Major-General Alexander Vandegriff's men met little opposition on the beach and seized the critical airfield three miles inland within 36 hours. It would eventually be called Henderson field in honor of Marine pilot Major Lotton Henderson who was killed at the Battle of Midway two months earlier.

But the Marines' good fortune did not last long. On the evening of August 8, Rear-Admiral Frank Fletcher decided to withdraw the three aircraft carriers that were providing air cover for Vandegriff's transports. Later that same night, a Japanese cruiser task force sank one Australian and three American cruisers in the waters near Guadalcanal.

The naval battle would come to be known as the Battle of Salvo Island and it was the first of a series of clashes to decide the control of the sea around Guadalcanal. In the next six months the United States would lose two aircraft carriers, seven cruisers and 14 destroyers while the Japanese lost one aircraft carrier, two battleships, four cruisers and 11 destroyers.

The transports fled the next day taking with them 3,000 Marines who had not had time to disembark and much of the division's ammunition and heavy artillery. Another 6,000 men of the 1st Marine Division were dug in on Tulagi Island 20 miles away.

The 10,000 Marines on Guadalcanal were on their own.

The campaign was a race between the Marines and the U.S. Army and the Japanese Imperial Army to concentrate enough force to defeat each other. The difficulties of gathering those troops were compounded by the alien and hostile environment of the jungle on Guadalcanal.

Back on the island, the Marines ate Japanese rice and used Japanese construction equipment to finish the airfield which would be critical to the ultimate control of the seas around Guadalcanal. But the day before the first 12 Douglas Dauntless dive-bombers and 19 Grumman Wildcat fighters arrived, the Japanese launched their first counter-attack.

On August 20, 1,000 soldiers led by Colonel Kiyono Ichiki attacked Marine positions on the left flank at the mouth of the Ilu River. But the Japanese underestimated the American strength, a mistake they would repeat several times in the campaign. Thinking there were only about 2,000 Marines on the island, Ichiki's men attacked in three waves and were mowed down by the 2nd Battalion of the 1st Marine Regiment. More than 800 Japanese were killed and Ichiki committed suicide.

The Japanese brought more soldiers to Guadalcanal on destroyers that traveled only at night to avoid the planes on Henderson Field and by September 12 had assembled a force of 3,000 men. Major-General Kawaguchi attacked from the south across a hill that became known as Bloody Ridge because of the intense fighting on the slopes.

Colonel Merritt "Red Mike" Edson's elite Raider battalion and parachute battalion bent under the assault, suffering 40 dead and 103 wounded, but did not break. Kawaguchi was not so fortunate and lost 600 killed and 600 wounded in two nights vicious fighting.

On October 9, the Japanese made a third and final attempt to drive the Marines into the sea when Lieutenant-General Harukichi Hyakutake gathered a new force of 20,000 men plus heavy artillery and planned to strike at the American center and right simultaneously. but the terrible terrain made exact coordination between the two columns impossible and they attacked 24 hours apart.

That might not have been fatal except the Marines had received their own reinforcements in the weeks before the attack. More Marines and the U.S. Army's 164th Regiment brought American strength on Guadalcanal up to 23,000 soldiers. In addition, a second airstrip was built for fighter planes.

Hyakutake attacked and was slaughtered on the American defenses.

On December 9, the battle and jungle weary 1st Marine Division was withdrawn and in its place were the American Division and the 25th Division, both army formations, and the 2nd Marine Division for a total of 50,000 men under Major-General Alexander Patch.

Hyakutake had less than half that number and a critical shortage of supplies left his men weak and sick.

In January of 1943, Patch fought his way down the length of the island, overrunning Hyakutake's headquarters on the 23rd of that month. The Japanese managed to evacuate 13,000 soldiers by night and the campaign ended on February 8, 1943.

In total, the United States lost 5,600 casualties of which 1,500 were killed while the Japanese lost an estimated 24,000 dead.

16.0 CREDITS

Game Developer: Sieve Llewellyn

Game Design: Chester Hendrix

Map work: Chester Hendrix

Counter Craft: Chester Hendrix and Tom Hanover

Rules Typing: Betty Spriggs

Rules Organization: Chris Harrison

Playtesting: Sieve Ball, Chris Harrison, Chester Hendrix, Sieve Llewellyn, Ken Nied, Paul Nied, Bill Smook, Tom Thorsen, Richard Tucker

Rule Inquiries: AHIKS Judge

Opponents: AHIKS Match Coordinator

Research: Bob Best, Joe Bukal, Anthony Daw, Chester Hendrix, Todd Hively, Kevin Kelly, Dennis Reilly, Ed Snarski

Charts and Tables: Sieve Llewellyn and Chris Harrison

Illustrations: Tom Hanover

OpenOffice.org Writer Layout: Alan Krause

Sequence of Play

1.0 JAPANESE REINFORCEMENT PHASE

Place Japanese ground reinforcements on entry points 1, 2, 3, 15, 16, or 17. May also place ground reinforcements in box A or D, but these may not move on turn of arrival. Japanese air units must be placed in WAF RESERVE box. Naval units may be placed in either the IJN RESERVE or IJN ATTACK box.

2.0 JAPANESE MOVEMENT PHASE

Move all Japanese ground units desired. Any Japanese air units to be involved in air to air or airfield bombardment are moved at this time.

3.0 JAPANESE COMBAT PHASE

Resolve all Japanese ground and air unit combat. Naval units supporting ground attacks or bombarding airfields are now placed on target hex.

4.0 JAPANESE SUPPLY RESOLUTION PHASE

Japanese player resolves supply die roll. 1,2,3 = No Effect; 4,5,6 = removal of one ground unit or one naval unit (if available).

5.0 JAPANESE STRATEGIC PHASE

Remove Japanese air and naval units still in ATTACK boxes. Units in RESERVE boxes must move to ATTACK boxes.

6.0 US REINFORCEMENT PHASE

Place US reinforcements on entry points 4 through 14, except air reinforcements which go to the USAF RESERVE box.

7.0 US MOVEMENT PHASE

Move all US units desired (including Bomber units in USAF Ground Attack box on top of Japanese units to be attacked). Air units on airfield hexes that are inverted are not turned face-up.

8.0 US COMBAT PHASE

Resolve all US combat. Turn inverted air units face up.

9.0 US ENGINEER PHASE

Note all work done or in progress by US Engineers.

10.0 US AIR PHASE

Move units in USAF Ground Attack or USAF CAP boxes to airfield hexes and invert. Move Air units in USAF RESERVE box to airstrip boxes as stacking allows. Move face up AIR units on Airstrip hexes to USAF Ground Attack or USAF CAP boxes as desired. Air units on Airstrip hexes that were not moved during the turn may be moved to an adjacent Airstrip hex.

11.0 END PHASE

Announce Victory Conditions or begin next turn.