



# ARCHIE'S WAR

## THE BATTLE FOR GUADALCANAL

### INTRODUCTION:

The American 1st Marine Division landed on the island of Guadalcanal in August, 1942, seizing the airfield that the Japanese had built there. The Japanese responded by building up forces on the island in an attempt to retake the airfield. Both sides were hampered by limited supply and very limited intelligence regarding the other's disposition.

This game can be played both as a 2 player game or solitaire, based on the which side of the board you choose. The 2 player game rules and victory conditions start below. The solitaire game and victory conditions can be found on **page 7**. Both games have similar concepts, but are unique to themselves. Use each applicable rule set for the game you are playing.

### GAME UNITS

American units are green wooden blocks with green outlined labels and Japanese units are red wooden blocks with orange outlined labels.

There are also yellow cubes to be used as game markers.

All green and red pieces in the game are considered "units" and are placed on the map at the start of play or when they arrive as reinforcements.

Each unit is represented by a colored block with the appropriate label applied. To apply the labels, peel them from the label sheet and position in the center of the appropriate colored block for that label. *(There is a duplicate set of labels just in case something happens to a label or two and they need to be replaced. Plus there are blanks, these can be stuck to anything you want, just not the blocks.)* Once positioned press the label down firmly. Only one label should be applied to each block. Apply

the Japanese orange outlined labels to red blocks. Apply the American green outlined labels to the green blocks.

### 2 PLAYER GAME OVERVIEW:

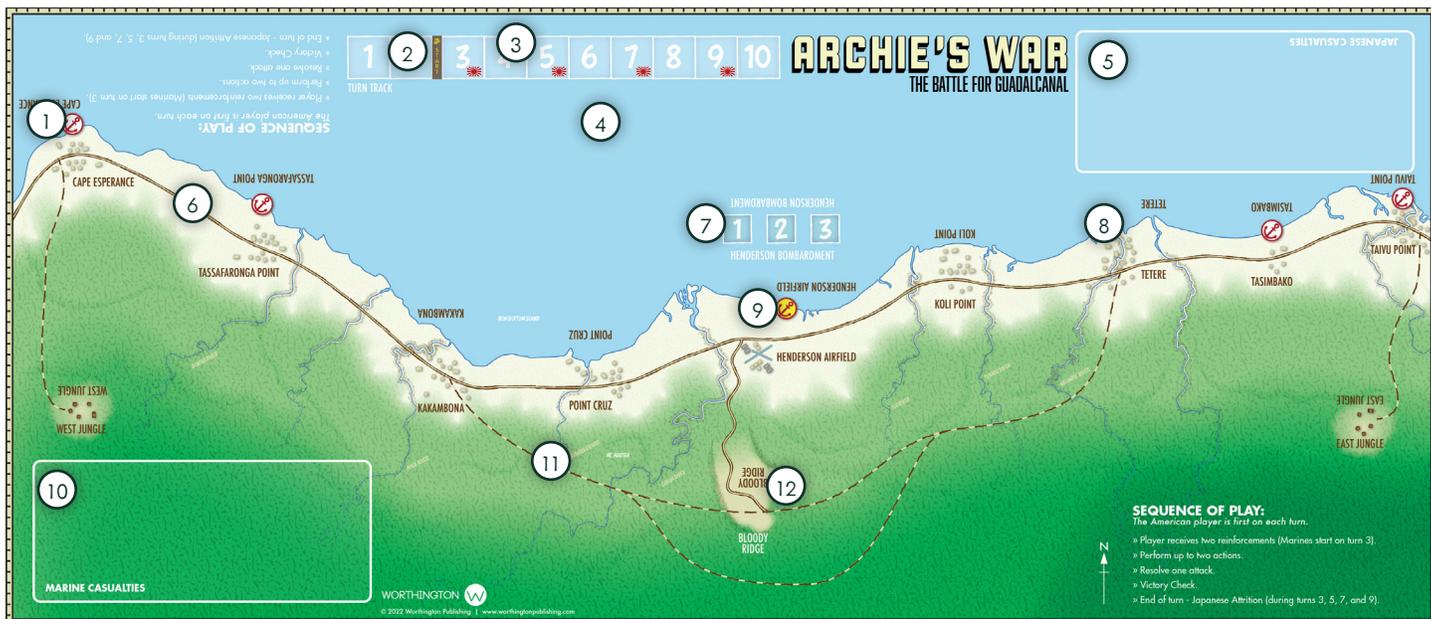
The Japanese player wins in one of two ways: either by capturing the "Henderson Field" location on the map, or by capturing a location adjacent to Henderson Field three times. (In principle, getting close to Henderson Field means the chance to bombard it, and sufficient bombardment could neutralize American air cover to the point that the Marines would be isolated and the Japanese navy could dominate the American position.) If, at the end of turn 10, the Japanese player has achieved neither of these conditions, the American player wins.

### 2 PLAYER GAME BOARD:

The 2 player board (as shown on next page) shows the island of Guadalcanal near Henderson Field. Units move between the nine named **Beach Locations (8)** and the three **Land Locations (12)** along the **Roads (6)** and **Trails (11)**. **Henderson Field (9)** is depicted with a landing strip and Bloody Ridge is depicted as an elevated hill. Japanese units enter the game at **Red and White Anchor Locations (1)**. American reinforcements enter only at Henderson Field. Players store casualties facing themselves on the board in their respective **Casualties Boxes (5, 10)**. All locations except **Bloody Ridge (12)**, **East Jungle**, and **West Jungle** are **Beach Locations**.

The game board includes a **Turn Track (2)** which shows when **American Reinforcements Start (3)** and the turns that the Japanese forces take **Attrition (4)**.

Use the **Henderson Bombardment Track (7)** to record when Japanese forces are adjacent to Henderson Field.



- |  |                                |   |
|--|--------------------------------|---|
| 1. RED/WHITE ANCHOR - JAPANESE REINFORCEMENT | 5. MARINE CASUALTIES BOX       | 9. RED/YELLOW ANCHOR - MARINE REINFORCEMENT |
| 2. TURN TRACK                                | 6. ROAD                        | 10. JAPANESE CASUALTIES BOX                 |
| 3. START AMERICAN REINFORCEMENTS TURN        | 7. HENDERSON BOMBARDMENT TRACK | 11. TRAIL                                   |
| 4. JAPANESE ATTRITION TURN (NOTED BY FLAG)   | 8. BEACH LOCATION              | 12. LAND LOCATION                           |

## 2 PLAYER UNITS

During game play, keep the labels on your blocks facing toward you and away from your opponent so that he will not know what your units are.

There are 2 types of units; Infantry and Non-Infantry.



Marine Infantry Unit Examples

Marine Non-Infantry Unit Example



Japanese Infantry Unit Examples

Japanese Non-Infantry Unit Example

**All units defend**, even though most non-infantry units will defend with a strength of zero (except barbed wire). All units move the same way along the roads and trails. Units move from location to adjacent locations, they may not move into a location that opposing unit(s) are in unless they are going to attack the units in the location.

Movement rate is unlimited for all units except Vandegrift, he can only move 4 locations a turn.

**Only infantry units can attack.** Infantry units (roughly corresponding to battalions) are those with a picture of a soldier and a Strength Value (SV). The Vandegrift unit is

also an infantry type unit. Vandegrift does not have a SV because it wins any attack or defense when present.

**Non-infantry units cannot attack**, however, many have some special ability that they can use in exchange for an action, thus removing them from play. Before you use their ability, however, they function as zero-strength dummies and can be important to bluff and even to block enemy movement, since enemy pieces must stop and attack a location with any unit in it, even a zero-defense unit.

## SETUP:

First, remove all "1 SV" infantry units, these are not used in the 2 player game. Next, the American player sets aside the Vandegrift unit. Divide the remaining units, based on color, to each player face down near the board and scramble randomly. This will become the player's reinforcement pool.

Then the American player takes Vandegrift plus three random units, chosen blindly from the reinforcement pool of face-down units to place on the board. With the four units, choose what one unit is set in each location to start the game: Henderson Field, Point Cruz, Bloody Ridge, and Koli Point.

**Game Note:** Strength Value and Strength Point are synonymous. Same for American's and Marines; Henderson Field and Henderson Airfield; Units and Pieces.

## SEQUENCE OF PLAY:

Each turn is comprised of an American player sequence and then a Japanese player sequence. The American player moves first on each turn. The sequence for each player during the turn is as follows:

1. Receive Reinforcements
2. Perform up to two actions
3. Resolve one attack
4. Victory Check
5. End of Turn and Japanese Attrition (if appropriate)

After each player has completed their sequence, advance the turn marker and begin the next turn.

### STEP 1 – RECEIVE REINFORCEMENTS:

Both players receive reinforcements each turn, other than turns 1 and 2 where only the Japanese player will receive reinforcements. The American player starts to receive reinforcements on turn 3. Then each subsequent turn, both players will receive reinforcements for the rest of the game.

Reinforcements consist of two units drawn at random from the reinforcement pool. All units that are not in play or in the casualties boxes are available for reinforcement pools. Keep your pool of unused units face down and draw the number you need at random, without looking at the label prior to choosing.

American reinforcements appear on Henderson Field. Japanese reinforcements can appear at any Red/White Anchor locations not occupied by an American unit. All Japanese reinforcements on a turn must enter at the same location. (This also applies if the Japanese player plays a resupply action.) Reinforcements may move and attack on the turn they are received.

### STEP 2 – PERFORM UP TO TWO ACTIONS:

A player may take two actions on a turn. Using the special action associated with a unit counts as one action (see below); the other type of action is a move. A move, and a move that results in an attack are both considered as a single action. Actions chosen can be played in any order. Special Ability Action can take affect immediately.

All units, except Vandegrift, have unlimited movement along the road and trail but cannot pass through an enemy occupied location. Vandegrift can move a maximum of 4 locations each turn he is used.

Moving units from a single location to another location along connecting lines counts as one action. You may

move some or all units from the selected single location, but you may not pick up or drop off units during a move. A player may move without loss along the road, including attacking, but may not pass through an enemy-occupied location. If a player moves through the trail (via the dotted lines), he must lose one unit of his choice after the move is completed (but prior to any attack).

The same units may not move twice in a turn. You can not consolidate units from two locations and attack a single location with them in the same turn. Resolve attacks immediately after a move.

***For Example:** The Japanese player has 3 units at Point Cruz at the start of the turn. He receives his two reinforcements at Cape Esperance. As his first action, he moves the units from Cape Esperance to Point Cruz. He would like to attack with all 5 units now at Point Cruz, but he can't do that this turn because two of the units have already moved. He can attack with the three units that were already there, or he can wait until next turn to attack with all 5 of them.*

### STEP 3 – RESOLVE ONE ATTACK:

Turns consist of up to two actions, but only one can result in an attack.

**Attacking is a function of movement.** When moving units into an enemy-occupied location, it causes an attack. The movement and subsequent attack are all part of a single action.

Attacking does not in itself use an action, but a player may only make **one** attack on his turn. Attacks are resolved after all moves have been completed. In the Attack step, both players reveal all units in the location attacked.

The attacker can only use infantry units (those with a SV and Vandegrift) and the Air Support unit. The defender uses all units in the location to defend, even non-infantry units (count as zero for it's defending SV).

For an attack, add the value of attacking pieces and compare to the **Total SV** of defending pieces. (Non-combat units are worth zero, except for barbed wire defending and air support when attacking.) If the attacking player has a higher total strength value (SV), he wins; if it is a tie, or the defender has more total SV, the defender wins. Attacks into a **Beach Location** require the attacker to have 2 more strength value than the defender to win (because of the open terrain); any other result is a loss.

**Any attack or defense involving Vandegrift is considered a win for the American player, regardless of the other units involved or the strength values of other units.**

The winner remains in the location. The loser removes **one** of his pieces of his choice, which may be a zero-strength unit. A losing defender retreats to an adjacent location that is empty or occupied by friendly units. If a unit(s) cannot retreat, it is eliminated. Attacking units retreat to the adjacent location they attacked from. Retreats along trails do not require the loss of an additional unit.

Do not reveal units chosen for losses. All losses from attacks go to their respective casualty boxes, facing the owning player

### AMPHIBIOUS ATTACKS

An amphibious attack allows a player to attack an enemy position at a beach location with up to 2 units that start in a different beach location, even if his units couldn't normally move there (because there is no path along the coast free of enemy units). As in other beach location attacks, the attacker must win by at least 2 SV. American units may remain in the location after an amphibious attack, or return where they came from, at their option. Japanese units must remain in the location if they win the combat, or retreat where they came from if they lose.

**For Example:** The American player attempts an attack on Cape Esperance, where the Japanese have 2 units. He moves with 2 units from Henderson Field to Cape Esperance along the road. With no Japanese units in any villages between the American player and Cape Esperance he can move freely. The move results in an attack.

The Japanese player reveals an Amphibious Assault (0 defense value) and a 2 SV infantry unit; the American player reveals two infantry units of strength 4 and 5. The American player has 9 strength to the Japanese 2, more than enough for an American victory (he needed at least 4).

The Japanese player chooses to lose his infantry unit and save the Amphibious Assault. He must retreat the Amphibious Assault, and his only option is to Tassafaronga Point.

This move/attack is one of his two actions.

For his next action, the American player decides to move 2 of the 3 units positioned in Taivu Point to Henderson Field with no enemies between the two points.

### STEP 4 – VICTORY CHECK:

After movement and combat, check for victory. If Japanese units occupy Henderson Field, they win. If Japanese units, infantry or non-infantry, occupy a location adjacent to Henderson Field, add one token to the “bombard Henderson Field” track. If it reaches 3 bombardments, the Japanese player wins.

The game ends after the 10th turn. If the Japanese player has not won, the American player wins.

### STEP 5 – END OF TURN AND JAPANESE ATTRITION (IF APPROPRIATE):

After checking victory, the Japanese player may be subject to attrition. On turns 3, 5, 7, and 9, the American player removes one Japanese unit from any location of his choice. The American chooses the location, but the unit should be chosen randomly from among all of those in the location. The Japanese player may look at the unit, but the American player may not. The unit is then moved into the **Japanese Casualties Box** and continues to face the Japanese player.

### NON-INFANTRY UNIT SPECIAL ABILITY:

The use of any of these non-infantry unit's special ability counts as one of the two actions a player may make in a turn. Remove the associated unit to the casualties box, and carry out the action.

### AMERICAN SPECIAL ABILITIES



**AIR SUPPORT:** this piece may be **added** into an American **attack** anywhere on the board. It should be flipped up and declared as a separate action. It is discarded after it's use, and it may be used as the American player's loss if he loses the combat. It defends at zero when attacked in a location where it is present.



**AMPHIBIOUS ASSAULT:** A player may remove this unit to make an amphibious assault. This counts as the American player's attack that turn. One or two units may make the attack; they must begin the turn in the same beach location, and may not move otherwise on that turn. It doesn't matter where the amphibious assault unit is when it is removed (i.e. it doesn't have to be in the location with the attacking units). **American Only:** After winning an amphibious assault, the American player has the choice to remain in the location or return to their original beach location.

**For Example:** The American player attempts an amphibious attack on Cape Esperance, where the Japanese have 2 units. He removes his "amphibious assault" non-infantry unit from Bloody Ridge (where it has been serving as a decoy) and uses its special ability to amphibiously move two units from Henderson Field to Cape Esperance, moving around Japanese units at Kakambona, to engage in an attack.

**Vandegrift may not be used in an amphibious assault.**



**BARBED WIRE:** Does NOT require an action to use; they defend like infantry units with a strength of 5 when attacked in a location they are present. However, they are not like infantry because they may not attack and they may not retreat (they are eliminated instead, although you may lose a barbed wire as your loss if forced to retreat).



**RECON:** the American player may discard this unit to look at all the Japanese units in any one location.



**RESUPPLY:** Either player may discard a resupply to return a unit from among those eliminated in the casualties box. He need not reveal it to the opponent. It enters the same way reinforcements do.

## JAPANESE SPECIAL ABILITIES



**AMPHIBIOUS ASSAULT:** A player may remove this unit to make an amphibious assault. This counts as the Japanese player's attack that turn. One or two units may make the attack; they must begin the turn in the same beach location, and may not move otherwise on that turn. It doesn't matter where the amphibious assault unit is when it is removed (i.e. it doesn't have to be in the location with the attacking units).



**ATTRITION:** The Japanese player may discard this unit to perform attrition on the American player in the same way the American performs attrition on the Japanese player.



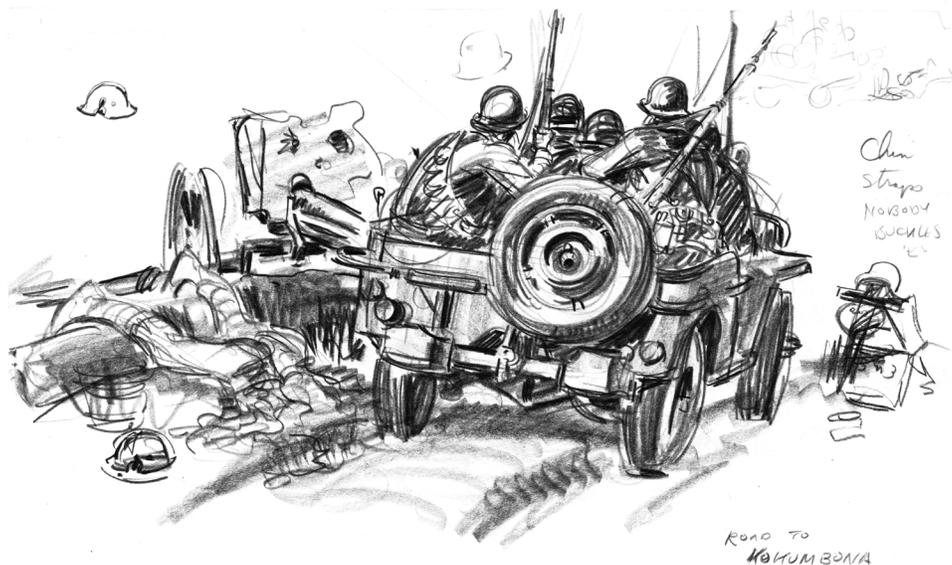
**RESUPPLY:** Either player may discard a resupply to return a unit from among those eliminated in the casualties box. He need not reveal it to the opponent. It enters the same way reinforcements do.



**MAJOR BOMBARDMENT:** the Japanese player removes one American unit on or adjacent to Henderson Field. This counts as the Japanese player's attack that turn. If Vandegrift is removed, he is placed back into the American casualties box face down.



**MINOR BOMBARDMENT:** the Japanese player removes one American unit on Henderson Field. This does *not* count as the Japanese player's attack that turn. If Vandegrift is chosen, there is no effect (he may not be killed by minor bombardment, and the Japanese player does not get a second try).



## PLAYER NOTES:

This game is likely to feel hopeless at various points, whichever side you are playing. At the start, you have so few units that you feel like you can't do anything. However, your opponent is in the same bind. Just remember that your opponent doesn't know that you have been unlucky and drawn all non-infantry units with no defense.

**JAPAN:** As the Japanese player, the major annoyance is that Vandegrift is going to counterattack and kill you whenever you get next to Henderson Field. You have three chances to remove Vandegrift: the major bombardment, and the two attritions. If the American player is careless and leaves Vandegrift alone, especially after a counter-attack, you are in luck. But remember that the American player has a resupply as well, so if you kill Vandegrift before that is played, you'll probably just see him again in a few turns. Attrition is brutal on you, but you have lots of weak units to lose. Just don't leave your 8-strength infantry where he can be picked off without a lucky draw. Your one amphibious invasion is an ace, because it means the American player has to guard Henderson Field. Once you have used it up, you will have a harder time.

**AMERICA:** Above all, try to keep Vandegrift with another unit if possible. Obviously, you have to counterattack if the Japanese player is adjacent to Henderson Field, but use other units if possible, or at least combine Vandegrift with one other unit to cut his chances of being eliminated in half. The recon units feel useless and mostly are, but they are good for bluffing and you can even move them to Kokumbona to force the Japanese player to spend a turn reoccupying that vital spot. Don't neglect the possibility of using the amphibious attacks to hit Cape Esperance if the Japanese player has been leaving a unit or two there. He may well be saving his amphibious attack or resupply, and if you can take it out preemptively, you will be in good shape. Once the Japanese player gets two bombardments in, you are in a tough spot unless you have an expanded perimeter. Hopefully you can keep this from happening until the last few turns, and then hang on.

## A DETAILED EXAMPLE OF PLAY

At the beginning of turn 5 the players have units at:

### AMERICANS:

- » Henderson Field: Vandegrift, Recon, Resupply
- » Point Cruz: Fortification, 5 infantry
- » Bloody Ridge: Fortification, 4 infantry

### JAPANESE:

- » Kakambona: 3 infantry, 5 infantry
- » Cape Esperance: Minor bombardment, 3 infantry
- » Koli Point: 2 infantry, 2 infantry
- » Bombardment track: 1

The American player begins the turn by drawing a 4 infantry and an Amphibious Assault for his reinforcements and places them at Henderson Field. He decides to move with both Vandegrift and the 4 infantry that he received as a reinforcement to Koli Point as his first action.

*He needs to retake Koli Point to keep the Japanese from scoring another Bombardment hit on their turn. He knows he can win with Vandegrift, but he also wants to send another unit so Vandegrift will not be alone and vulnerable to attrition, unfortunately; the Recon, Resupply, and Amphibious Assault units cannot attack. He could attack with the 5 strength infantry in Point Cruz, but it is only one greater than the Japanese strength in Koli Point (the American knows their strength because they were revealed when they attacked last turn), which is not enough to win an attack along the coast.*

In the attack step, he defeats the Japanese at Koli Point. They lose one of their two infantry there and retreat the remaining one to Tetere.

Moving Vandegrift and the 4 infantry to Koli Point has left Henderson Field vulnerable because the remaining units are all zero strength. Therefore, he decides to move the barbed wire at Bloody Ridge to Henderson Field, as his second action.

The Japanese player now takes his turn. He draws an Attrition and an Amphibious Assault and puts them at Cape Esperance.

*He could use the Amphibious Assault to attack Henderson Field with the two units at Kakambona. He would outnumber the Americans 8 to 5, win the battle, and the game. However, the Japanese player doesn't know what the Americans have at Henderson Field. He only knows there are 4 units there, and if he loses the battle, he will have lost his Amphibious Assault.*

He decides to attack Bloody Ridge, where the Americans only have one unit.

*He could play an attrition on the unit to guarantee eliminating it, but he wants to use the attrition to try to take out Vandegrift, and he thinks he can beat the unit there.*

For his first action, he moves his units from Kakambona to Bloody Ridge. He must lose a unit to attrition by using the trail because the road is blocked by American units. He chooses the 3 infantry for the attrition.

Before resolving the attack, he takes his other action, which is using his Attrition unit's special ability on Koli Point (the ability to remove one enemy unit from play). He picks an American unit at random and draws Vandegrift.

*A lucky pull! Fortunately for the American, he already has a Resupply, so he can bring Vandegrift back next turn.*

Now the players reveal their units at Bloody Ridge and resolve the attack. The Japanese player is ahead, 5-4. This would not be enough to win along the coast, where you must have 2 more points than the defender, but it is enough to win along a trail. The American unit is eliminated and the Japanese unit occupies Bloody Ridge.

Next there is a victory check. The Japanese player occupies a space next to Henderson Field, so he moves the bombardment marker up to the "2" spot. One more bombardment and he wins!

Finally, we resolve Japanese attrition. The American player chooses to inflict attrition on the unit on Bloody Ridge. Since there is only one unit there, it dies. The Japanese player will not get a point for occupying the space next turn unless he moves back into it, which will require moving at least 2 units since he will suffer attrition along the trail. Of course, the American player will want to occupy it first.



## SOLITAIRE RULES

You are Alexander Archer Vandegrift, commander of the 1st Marine division tasked with holding Guadalcanal against the Japanese. Your Marines are tough but isolated as the Japanese build up around you. Your biggest asset is Henderson Field, a small airstrip that gives you control of the sea lanes during the day; at night, the Japanese sneak in boats with men and supplies, and sometimes bombard the field directly. You must weigh the various threats against you and defend the island until relief comes.

### SOLITAIRE GAME OVERVIEW:

You are the American player in the solitaire game. As the American player, you can choose one action from the American actions listed on the game board. The Japanese BOT side also gets one action a turn, determined by a die roll that is cross-referenced with a chart of Japanese actions on the game board.

During the game you, as the American player, can rearrange your location's strength values any way you want at the end of a turn. Using the values on the blocks add the values to create a total location SV. To track if a unit has been moved elsewhere or killed by the enemy reduce the location's SV by using either a lower valued block (5 to 4) or combinations of blocks to render the final value (5 to 2 & 2). Vandegrift never moves locations, but his value can increase as the game progresses.

The status of Henderson Field depends primarily on the state of the runway, which your men are constantly trying to improve while the Japanese bombard it by air, land, and sea. The yellow marker is placed on the second 0, labeled "start", indicating that the runway is not in good shape. The number in the first two boxes is "0" to show that the air units will provide no ground support at the start of the game (they are needed to control the sea lanes, and attrition from using the airstrip in its damaged condition is likely to cost you precious planes that you cannot afford to lose). When you succeed in repairing the airfield, you will move the marker to the next empty box to the right. As the Japanese damage the field, you move the marker to the left. If Henderson Field ever ends a turn with the marker moving to the left past the first 0, you have lost control of the sea in the daytime and your mission is a failure – you will have to surrender and lose the game.

The rest of the solitaire game centers on Japanese attempts to capture Henderson Field by land. They have three avenues of attack: from the east (Koli Point), west

### JAPANESE ACTIONS

- POINT CRUZ:** Roll a die to see if the Japanese attack. If the die roll is 1 or 2, roll for the Japanese's strength points at Point Cruz. If the die roll is 3 or 4, roll for the Japanese's strength points at Koli Point. If the die roll is 5 or 6, roll for an artillery bombardment of Henderson Field.
- KOLI POINT:** Roll a die to see if the Japanese attack. If the die roll is 1 or 2, roll for the Japanese's strength points at Koli Point. If the die roll is 3 or 4, roll for the Japanese's strength points at Bloody Ridge. If the die roll is 5 or 6, roll for an artillery bombardment of Henderson Field.
- BLOODY RIDGE:** Roll a die to see if the Japanese attack. If the die roll is 1 or 2, roll for the Japanese's strength points in Reserve. If the die roll is 3 or 4, roll for the Japanese's strength points at Henderson Field. If the die roll is 5 or 6, roll for an artillery bombardment of Henderson Field.
- INFILTRATE:** If the American player has not chosen the "patrol" action, add one strength point to the Japanese infiltration value.
- AIR RAIDS:** Roll one die and add the current Air Support value to the die roll. On a modified die roll value of 1-4 they damage the airfield and move the marker on the Henderson Field Status 1 to the left.
- EVENTS:** Using Japanese Events, roll one die and apply the results.

### JAPANESE EVENTS

- NAVY:** Roll a die. Using the Damage Table, roll one die and add the result to the Henderson Field Status to the left for Vandegrift. The Japanese send warships to Guadalcanal and bombard Henderson Field.
- JAPANESE NAVAL VICTORY:** Add 2 Strength Points to their Reserve. In addition, perform one of the following actions: Japan wins a sea battle, enabling them to get in extra reinforcements.
- FATIGUE:** Eliminate one American unit of your choice. The U.S. Marines are fighting on Guadalcanal without rest, suffering hunger and tropical diseases.
- HEAVY ARTILLERY:** All Japanese land bombardments attempt now roll on a 1-2 for the rest of the game. Also, perform one bombardment immediately. Japanese receive heavy artillery, and increased the volume of fire.
- PARADISE RAID:** Roll a die on the Strength Table and reduce that many Marine Strength Points from any location. The American road is cut off in the jungle.
- ATTACK:** The Japanese automatically attack on whatever front (Point Cruz, Koli Point, or Bloody Ridge) that has the most Japanese Strength Points. If there is a tie, choose the location with the fewest Marines. The Japanese have massed troops for large scale possible.

**SEQUENCE OF PLAY:**

- American player chooses one action.
- Roll for Japanese action.
- Carry out Japanese action.
- Carry out American action.
- End Phase (American player receives reinforcements, you collect turns and may reorganize Strength Points).

**DAMAGE TABLE**

DIE ROLL	HIS
1	0
2	1
3	1
4	1
5	2
6	2
7	2
8	2
9	3
10	3
11	3
12	3
13	4
14	4
15	4
16	4
17	4
18	4

**BANZAI TABLE**

DIE ROLL	ADDED UNITS
1	0
2	1
3	1
4	1
5	2
6	2

**BOMBARDMENT DAMAGE**  
Bombardments hit on 1-2 when active

**JAPANESE ATTACK STRENGTH AT POINT CRUZ AND KOLI POINT**  
Front Strength + Banzai Table Results + 1/2 Reserves Strength (Rounded Down)

**JAPANESE ATTACK STRENGTH AT BLOODY RIDGE**  
Full Reserves Strength + Banzai Table Results (+1) + Infiltration Strength

**AMERICAN DEFENSE STRENGTH**  
Front Strength + Air Support + 1/2 Reserves Strength (Rounded Down) + Vandegrift's Strength

### JAPANESE ACTIONS

- POINT CRUZ:** Roll one die and reduce the Strength Points of the Japanese at Point Cruz by the die value.
- RAID KOLI POINT:** Using the Damage Table, roll one die and reduce the Strength Points of the Japanese Reserves at Bloody Ridge by the die value.
- RAID THE JUNGLE:** Using the Damage Table, roll one die and reduce the Strength Points of the Japanese Reserves of Bloody Ridge by the die value.
- PATROL:** This cancels the Japanese action below, if called this turn. If not, but they have one or more Infantry strength points, roll a die on a 1-3, reduce one strength point on the infiltration value.
- REPAIR HENDERSON FIELD:** Roll one die, and on a 1-3, move the marker on the Henderson Field Status 1 to the right. Airfield Repair rate upgraded to 1-4.
- APPEAL TO THE NAVY FOR HELP:** Using American Events, roll one die and apply the results.

### AMERICAN EVENTS

- HOPE:** If the Japanese (HG) has other priorities, you receive one unit from the reserves. Complete this action to the use after affect your support.
- AIR STRIKES VS. ENEMY POSITIONS:** Reduce one Japanese strength point from any front (but not from infiltrators). Causes beach warships against Japanese ground forces.
- REINFORCEMENTS:** Add one Marine strength point to any one location on the reserves.
- SEABEES:** All airfield repair rolls are now successful on a 1-4. Add marker to the Repair Henderson Field Action. Also, make one repair roll immediately. The Construction Battalion arrives to help with the airfield.
- AVIATION FUEL AND AIRCRAFT:** Improve Henderson Field by moving the marker on the Henderson Field Status 1 to the right. The Navy risks shipping in another Marine battalion.
- ARTILLERY:** Move Vandegrift from a +2 to +3. If this is rolled more than once, treat as an effect.

- JAPANESE ACTIONS
- JAPANESE EVENTS
- AIR POWER VALUES
- HENDERSON FIELD STATUS
- JAPANESE SV BOX @ POINT CRUZ
- AMERICAN SV BOX @ POINT CRUZ
- VANDEGRIFT SV
- JAPANESE INFILTRATION SV BOX
- AMERICAN RESERVES SV BOX
- JAPANESE RESERVES SV BOX
- TURN TRACK
- AMERICAN SV BOX @ BLOODY RIDGE

- AMERICAN ACTIONS
- AMERICAN EVENTS
- AMERICAN SV BOX @ KOLI POINT
- JAPANESE SV BOX @ KOLI POINT

(Point Cruz), or south (Bloody Ridge). You can track the buildup of their forces to some extent and shift your defenses accordingly. You must be sure that you are never caught without any units defending a location that is attacked, because that means the Japanese overrun your position and seize the airfield – and you lose the game.

### SOLITAIRE GAME BOARD:

The map shows the airfield and the locations: Point Cruz, Koli Point, Bloody Ridge, Reserves, Vandegrift, and Infiltrators. Each location's SV total represents a number of men under your control or under the Japanese.

### SOLITAIRE SETUP:

In the solitaire game only the infantry units and Vandegrift, are used. All non infantry units can be set aside, as they are not used in this game. All infantry units not presently on the board are used as a bank of units for SV changes at locations.

At the start, the Americans and Japanese both have two SV at Point Cruz and Koli Point along both sides of the front line and two in reserve; the Americans also have Vandegrift that represents the American artillery and light tanks.

### SOLITAIRE UNITS:

Each location will have a total SV. The total SV is a value comprised of one or more infantry units at the location. Their values are combined to create the total SV. The mix of the infantry units is not relevant, only the SV of the units present in the location. A 5 SV unit is the same as a 2 SV and 3 SV unit in the same location. Unused units are available throughout the game to be used "to make change" in creating the location's Strength Value for both sides.

**Example:** The American player at Koli Point starts a turn with one 4 SV unit and Point Cruz has one 5 SV unit. During the turn Point Cruz loses 1 SV and the 5 SV unit is replaced with two 2 SV units. Koli Point at the end of the turn reinforces Point Cruz with 2 SV and is reduced from a 4 SV unit to a 2 SV unit and Point Cruz exchanges the two 2 SV units with a 5 SV unit and a 1 SV unit.

At the end of each turn only the American player can exchange SV between locations.

**Example:** The Japanese start the turn with one 2 SV unit at Koli Point. They receive 2 SV as reinforcements from their action. Using the unused Japanese units off-board, another 2 SV unit is added to Koli Point (or the 2 SV is removed and replaced with a single 4 SV unit), making the location's total SV 4.

## SOLITAIRE SEQUENCE OF PLAY

1. Choose one American Action
2. Roll for one Japanese action
3. Carry out the Japanese action
4. Carry out the American action
5. End Phase (American player receives reinforcements and may rearrange the SV at locations)

### 1. CHOOSE ONE AMERICAN ACTION

As the American player, you have 6 possible actions to choose from on your turn. Place a yellow cube on the action you choose for the turn. You may choose an action any number of times, but never two turns in a row. The one exception is the "repair airfield" action, which you can always choose **if it is in the zero section of repair**.

### 2. ROLL FOR ONE JAPANESE ACTION:

Roll one die to determine the Japanese Action for the turn. Use the corresponding number on the Japanese Action chart to the die value. If a 6 is rolled, roll the die again and apply the value to the Japanese EVENT chart.

### 3. CARRY OUT THE JAPANESE ACTION

The determined Japanese action is carried out immediately. Any effects or results are applied before the American Action is carried out.

### DETERMINE IF THE JAPANESE ATTACK:

The first three Japanese actions require rolling a die to determine if the Japanese attack. At Point Cruz or Koli Point, if the die roll is equal to or less than the **Japanese Location (Point Cruz or Koli Point respectively) Strength Value**, the Japanese attack. At Bloody Ridge, if the Japanese's die roll -2 is equal to or less than the **Japanese Reserve Location Strength Value**, then the Japanese attack.

If the attack does not happen in these three first actions, the Japanese will attempt to bombard Henderson Field with long range artillery. Roll the die again; on a 1, they inflict a hit on the airfield. (If event number 4 has taken place, they hit on a roll of 1 or 2.)

### WHEN THE JAPANESE ATTACK:

The Japanese may attack Point Cruz, Koli Point, or Bloody Ridge. When this happens, calculate Japanese's total SV and American's total SV at the location and compare them.

## HOW TO CALCULATE JAPANESE TOTAL ATTACK STRENGTH VALUE AT POINT CRUZ & KOLI POINT

- » Japanese strength equals the number of SV they have at the location.
- » In addition, roll a die on the Banzai Table and count the result as extra Japanese SV.
- » If the Japanese have any reserves, divide them in half (rounded down) and add the number to the SV.
- » If the Japanese have any infiltrators, add their SV.

### Japanese Total SV =

*Location Strength Value*  
+ *Banzai Table roll*  
+ *1/2 of reserves (rounded down)*  
+ *Infiltrators*

## HOW TO CALCULATE JAPANESE ATTACK STRENGTH VALUE AT BLOODY RIDGE

- » Japanese strength equals the full reserve number of SV they have at the location.
- » In addition, roll a die on the Banzai Table and count the result +1 as extra Japanese SV.
- » If the Japanese have any infiltrators, add their SV.

### Japanese Total SV =

*Reserves SV total*  
+ *Banzai Table roll result +1*  
+ *Infiltrators*

## HOW TO CALCULATE AMERICAN DEFENSE STRENGTH VALUE AT POINT CRUZ, KOLI POINT, & BLOODY RIDGE

- » American strength equals the number of SV they have at the location.
- » Add Vandegrift's value.
- » If the American's have any reserves, divide them in half (rounded down) and add the number to the SV
- » Add the current Air Support Value.

### American Total SV =

*Location SV total*  
+ *Vandegrift's Value*  
+ *1/2 of reserves (rounded down)*  
+ *Air Support Value*

If American total SV is equal to or higher than Japanese, the Japanese lose one SV. If Japanese total SV is higher than American total SV, the Americans lose one SV.

If Japanese total SV is at least double American total SV, the Japanese have overrun the position and captured the airfield – the player loses. If the Japanese ever attack Point Cruz, Bloody Ridge, or Koli Point and the Americans have no SV, the attack automatically succeeds in reaching the airfield; you lose.

**Note:** *You may leave a location with no troops on it and risk a possible attack. You may be forced to do this if you take too many losses.*

#### **4. CARRY OUT THE AMERICAN ACTION**

Remember to carry out the Japanese action before the American action.

#### **5. END PHASE**

After actions are completed for the turn, losses taken, etc., the American player checks if he gets a 1 SV reinforcement. This occurs on every third turn, and is marked on the turn track with a Marine Globe & Anchor emblem.

- » At this time, the player may rearrange his SV in any way he likes, including leaving a section of the defense empty (although that is dangerous!).
- » If Henderson field status cube is below 0, the Japanese are able to land reinforcements and take the airfield; you lose. Note that Henderson Field may temporarily be below 0 after the Japanese action, but you still have a chance to repair it if you have chosen an action that repairs the field.

At the end of turn 18, if the Japanese have not seized Henderson Field and the status marker is still on the track (even at 0), congratulations! You win.

**Rule Questions:** *We would love to hear from you. Please frame your question in a “Yes” or “No” style and email it to us at: [worthingtonpublishing@gmail.com](mailto:worthingtonpublishing@gmail.com)*

*Also, visit our website at: [worthingtonpublishing.com](http://worthingtonpublishing.com) for any future rule updates.*

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