

Bloody Ridge / Guadalcanal, 1942

Flames of War Mega-Game Scenario

The Japanese Empire was continuing to expand in early 1942 when a group of construction troops landed on Guadalcanal, in the Solomon Islands, and started clearing the jungle for an airfield.

The Allies reacted quickly, sending in a force of US Marines, who cleared the area and completed the field, renamed as Henderson Field. This led to a series of Japanese attempts to re-take the area, including with tanks.

This scenario follows the historical attempt to seize Edson's (Bloody) Ridge on the 12th and 13th of September, 1942. It also postulates a more coordinated Japanese attempt on other parts of the perimeter, which would have offered them the best chance for overall success.

Special Terrain rules:

- Buildings – the scattered villages of the region were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Fields – the area around the airfield had been cleared, so any areas not covered with open or dense jungle are treated as open ground.
- Jungle – much of Guadalcanal was covered with jungle, but it was very dense in some areas and more open in others. The map shows two types:
 - Open Jungle Areas – open jungle areas are treated as tall terrain in *Flames of War* v4, except that units within open jungle may see and be seen out to 12". Open jungle does not require cross checks.
 - Dense Jungle Areas – dense jungle is treated as tall difficult terrain. In addition, vehicle teams making cross checks to enter or move through dense jungle must subtract 1 from their roll. Non-vehicle teams make an unmodified cross check to enter or traverse dense jungle areas.
- Roads and trails – negate other terrain penalties for areas they traverse, and are roads for movement purposes.
- Rivers – rivers in this area were low and sluggish, but are typically lined with scattered, dense vegetation. Rivers are treated as difficult going and require a cross check.
- The Ridge – as the area was mostly flat jungle, the few elevations were quite important tactically. Vehicles on hills can take up hull down positions (counting as concealed). Hills block visibility for teams not on the hill to those beyond it.

Deployment:

The game starts with some Allied forces initially deployed on the table, and others in reserve. Japanese forces will take the first turn, entering from their assigned deployment areas.

Allied reserves will arrive from their assigned deployment zones, following the normal reserve rules in *Flames of War*.

Japanese Forces –

Japanese forces are selected from the *Banzai* book, at 1500 (LW) points each.

Forces 1,2 and 3 may contain vehicles. Forces 4 and 5 may not contain any vehicle teams (the approach march to this area was impractical for vehicles).

Each Japanese force will enter the table from its deployment area on turn one, measuring their move from any point on the table edge within their assigned deployment zone.

American Forces –

US forces are selected from either the Gung Ho book, or the US Rifle company list in Overlord, at 1500 (LW) points each.

Forces A, B and C may contain any number of vehicle teams. Forces D and E may not contain more than 10 total vehicle teams each.

American forces A, B and C will each enter the table from its deployment area on turn one, measuring their move from any point on the table edge within their assigned deployment zone. American forces D and E may each deploy up to two non-vehicle units anywhere on the ridge areas. Teams in these units start the game concealed, dug in and gone to ground. All of their other units will enter from reserve, and any units containing vehicles must enter after all non-vehicle containing units.

Points Level:

All forces should be taken using Late War (LW) points levels.

Weather / Time of Day:

The weather during this period was generally good. Weather plays no role in the game.

Japanese doctrine called for assaults to begin in darkness, so the first two turns use the night rules.

Airpower:

Both sides attempted to use airpower to influence the battle. One player on either side may purchase airpower, but it will only arrive each turn on a 5+.

Naval Gunfire:

Japanese destroyers bombarded the ridge area once to support the initial attacks. After deployment, the Japanese CiC rolls 1d6 for each unit deployed on the ridge. On a 5+ the unit starts the game pinned down.

Although naval gunfire support had been critical in earlier actions, the Japanese fleet had managed to lure the US fleet away from Henderson Field, so naval bombardments had no other influence the battle.

Winning the Game:

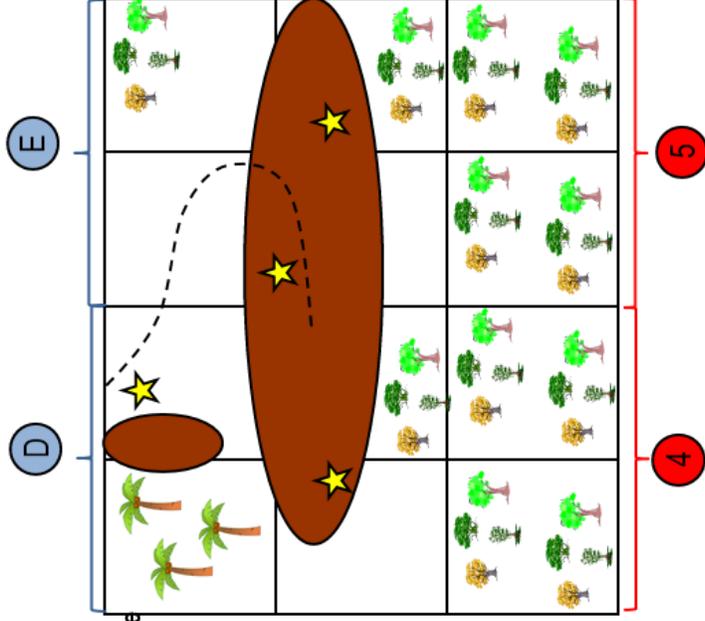
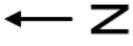
The Japanese forces would be gambling everything on this coordinated assault, and needed to quickly bring the airfield under fire to prevent its use against further reinforcement of the island. The Americans needed to stop the Japanese advance, and to inflict heavy losses on their forces.

To reflect this, there are seven objectives placed on each table reflecting key areas. If the Japanese hold twice as many objectives as their foe at the start of any Japanese turn after turn 6, or they break all of the American forces opposing them, the game ends immediately in a significant Japanese victory.

If the game ends without a significant victory, the force controlling the majority of the objectives at the end of turn 8 have won a marginal victory. If the Americans win a marginal victory, it becomes a significant victory if they have managed to eliminate (rout or destroy) more than 10 Japanese platoons (or two per Japanese force if playing with fewer forces).

Any other result is a draw.

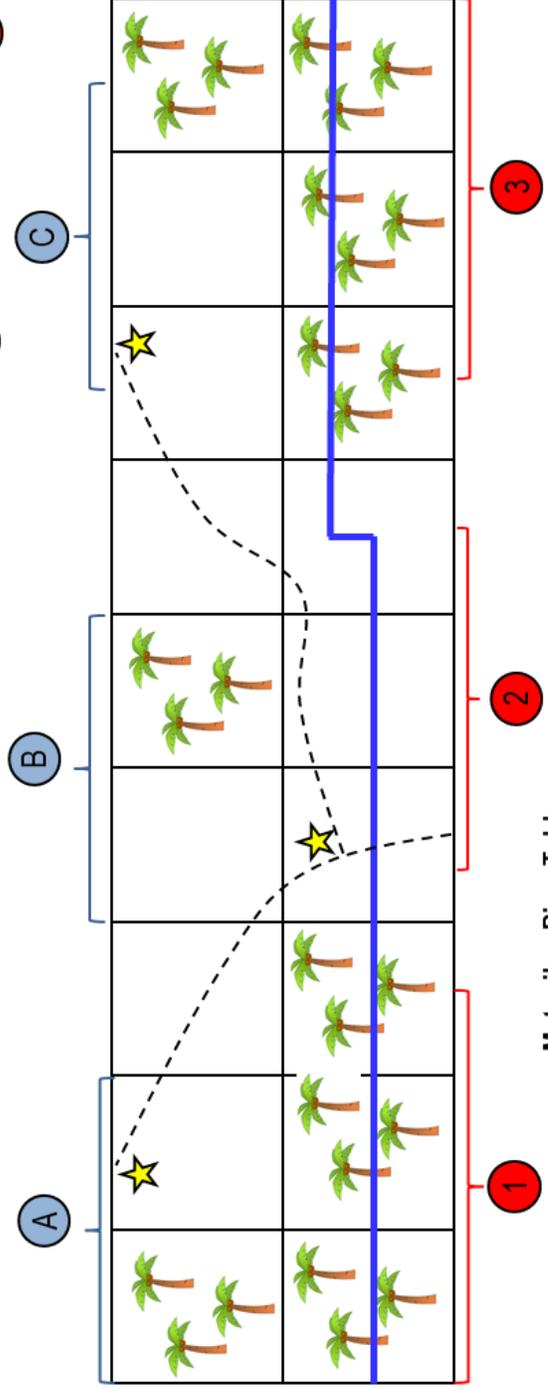
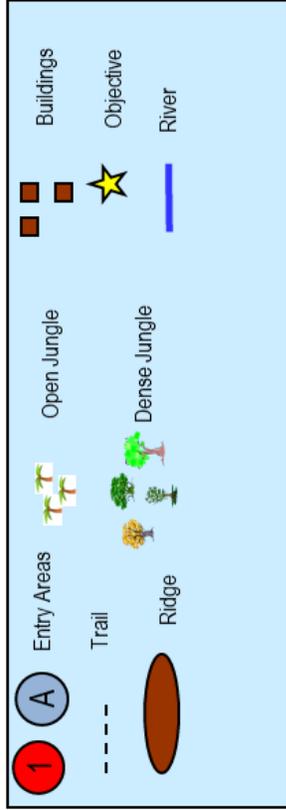
Map:



Bleeding Ridge Table

FOW Mega-Game

Bleeding Ridge – Guadalcanal, 1942



Matanikau River Table



