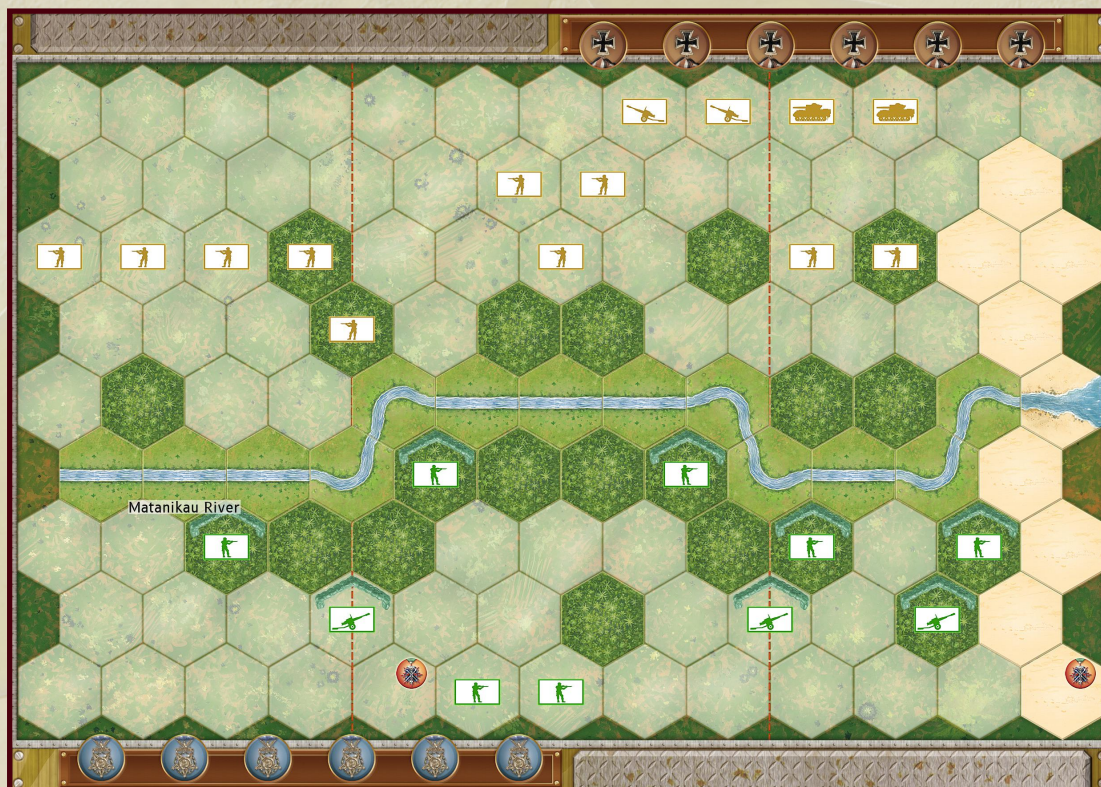




MATANIKAU RIVER

- GUADALCANAL



Setup order

- 1 x21
- 2 x8
- 3 x7
- 4 x6
- 5 x1
- 6 x8
- 7 x2

Historical Background

A four-pronged Japanese plan to attack and recapture Henderson Field on Guadalcanal was scheduled for October 22nd, 1942.

The main force, 7,000 men under the command of General Maruyama, planned to approach the airfield from the South, but found itself quickly bogged down in very difficult jungle terrain, forcing a two days postponement of the attack.

Unaware of the delay, the tanks and infantry of Major General Sumiyoshi, at the mouth of the Matanikau River, and Colonel Oka's forces, positioned upstream, crossed the river on schedule and soon found themselves stuck in the river bed, under a withering crossfire of US artillery and anti-tank gunfire that wreaked havoc on them.

On the Western flank, Lt. General "Chesty" Puller and his 1st Battalion, 7th Marines, with the 2nd Battalion, 7th Infantry in support, held ground once again. By battle's end, over 1000 Japanese soldiers lay dead.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Japanese Player: Take 6 Command cards.
You move first.

US Marine Player: Take 6 Command cards.

Conditions of Victory

5 Medals.

Place a Japanese Objective Medal on the two hexes of the Marine baseline marked in the above set-up. A Japanese unit that exits off the Marine's side of the battlefield through any of the hexes in between those two Medal markers counts as a Victory Medal. Each Japanese unit that crosses through is removed from play, and one of its figures placed onto the Japanese player's Medal Stand.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Matanikau River is Fordable Stream. Fordable Stream is explained on p. 6.

Jungles are explained on p. 5.

River Mouth is explained on p. 5.