

GUADALCANAL

THE BATTLE FOR HENDERSON FIELD, AUG-42 to JAN-43



DELUXE EDITION BY
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Deluxe Guadalcanal – The Battle for Henderson Field is the result of my continued efforts to enhance my graphic design chops by taking a look at some older (if not “classic”) game designs and seeing what I can do to add a little polish here or there.

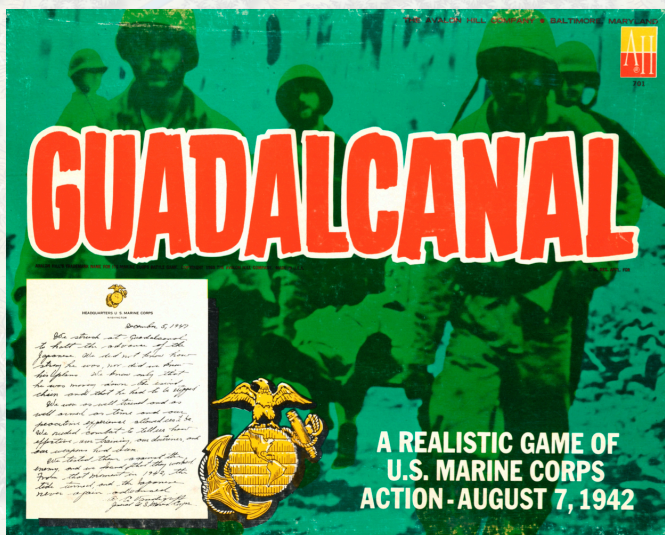
First and foremost, let me acknowledge the heritage of this game. Its original version was first published in 1966 by *The Avalon Hill Game* company, and designed by Larry Pinsky and Lindsley Schutz. The game never really took off, limited to only a single reprinting. Of course, in those days, one printing could be in the tens of thousands, so there should be quite a few copies languishing in attics around the world. The game would be out of print far before *Avalon Hill* came up with their rating system, however an article in the *General* magazine (Vol 3-6, Mar-Apr 1967) rated the game as “very complex” and not suitable for beginning gamers. This is interesting in today’s terms as the game has only ten pages of rules and would probably earn a complexity level of three on a scale of one to ten.

Like my other efforts to update long out-of-print classics, I was first attracted to this game by its map. Given the very cool box cover, the map was very dull, showing the limits of printing technology available mid-Twentieth Century. Plus, it was a jungle map, which was something I had not yet tackled. I added all of the necessary tracks to the map to ease play and eliminate some of the external record keeping required by the original game. Unfortunately, to fix the new 17” by 55” map dimensions, using larger hexes (for 5/8” counters), I had to crop off a couple of rows and columns of hexes from the extremes. This does not impact play in any way, as most of the game’s focus remains on Henderson Field and not the periphery of the map.

Next came the counters. This is where this new version and the original version begin to really diverge. The original version of the game required players to track hits on units by using a tracking pad. Yuck. I created larger, double-sided counters, along with sufficient ancillary units to allow players to apply step losses without resorting to pencil-and-paper. I also added turn-of-entry details to the counters that allowed for the elimination of setup cards.

Finally, the rules. I added a lot of tweaks to make play easier and (hopefully) more exciting. First of all, I’ve consolidated all of the rules into one coherent whole (no more basic and advanced games). I also adopted a lot of suggestions offered on-line and in particular from Joel S. Davis and his excellent variant article from the *General*. I’ve incorporated Joel’s “Rabaul Reinforcements” variant in the new counters, added a Rabaul holding area on the map, and a reference on Japanese counters for when these units might arrive to save the day for the Japanese. There were some odd units in the original variant (possibly errata), but per Joel’s text, these units may or may not have actually been available, owing to unreliable Japanese record keeping. For my own part, I completely redesigned how “hidden movement” works. Rather than track the locations of hidden Japanese units on paper (again, Yuck), I’m allowing the Japanese units to accumulate movement over several turns and then spend the entire pool when desired or when forced to do so through detection by a U.S. unit. I also found it necessary to provide victory points for controlling the village hexes on the map. The biggest complaint about the game was that all the action focuses on Henderson Field and that the size of the map is pretty much pointless. Getting a bonus for controlling these additional hexes helps to spread the battle out a little more.

I hope that you enjoy the changes and that they allow you to further enjoy this classic!



GUADALCANAL

THE BATTLE FOR HENDERSON FIELD, AUG-42 to JAN-43

1.0 Introduction

On 7 August 1942, the United States Marine Corps began a campaign against Japanese expansion in the Pacific by landing on the island of Guadalcanal in the Solomon Island chain. The light Japanese defenders were in the process of building an airbase on the island from which long range bombers could harass the sea lanes between the west coast of the United States and the eastern edge of Australia as well as protect the major Japanese naval base on the nearby island of Rabaul. If the Allied efforts to push back the Japanese were to succeed, this air base (later christened Henderson Field) would have to be captured. Over the course of six months, battles raged around this location on land as well as at sea. By the end of the following January, the Japanese had determined that Guadalcanal could not be held.

Deluxe Guadalcanal – The Battle for Henderson Field depicts the hard fought battle between the forces of the Imperial Japanese Navy and the United States Marine Corps from August 1942 through January 1943. The game is a reworking of a design originally published by *The Avalon Hill Game Company* in 1966. The components have all been updated to modern standards and the rules have been rewritten to provide one cohesive whole (no more “basic” and “advanced” games), while incorporating available errata. Some game mechanics have been redeveloped to provide a smoother play experience and a few changes have been made to ramp up the feelings of frustration felt by both sides during the campaign to hold the island.

Players are encouraged to read through these rules completely (particularly those familiar with the older version of the game) before playing the game and then keeping the rules handy during play. Although the game is not particularly complex, relative to other games on the same subject, some of the mechanics are unique and may take some getting used to. *Semper Fi!*

2.0 Components

This section of the rules describes the game’s physical components. As the game is provided as “print-and-play,” most of these components will have to be printed and mounted to provide the best gaming experience.

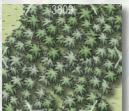
2.1 The Map

The 17” by 55” map board depicts the area over which the battles around Henderson Field took place. The map is overlaid with a grid of hexagons (otherwise referred to as “hex” or “hexes”) used to regulate the movement of combat units and determine combat ranges. Each hex is noted with a reference number (for example, Henderson Field is located in Hex 3707). Each hex also contains a specific type of terrain.

2.1.1 **Clear** – A hex that is devoid of terrain any other terrain feature (3907). Henderson Field (3707) is considered a clear terrain hex.



2.1.2 **Jungle** – A hex that contains a preponderance of tree symbols (3908).



2.1.3 **River** – A hex that includes a solid blue line (3309). Note that river terrain may share a hex other terrain types. In these instances, the hex is of all types. For instance, hex 3209 (Matanikau) is a river hex, a jungle hex, a village hex, a road hex, and a coastal hex.



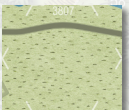
2.1.4 **Slope** – Slopes exist on a hex side between two hexes (3212 and 3312) and represent an increase or decrease in elevation. Generally, the slightly darker terrain is the higher level terrain. Contiguous slope hex sides create hill masses on which other slope hex sides may exist, creating ever higher terrain. The most extreme example of this is Mount Austen (3313). Although slopes do not generally affect combat unit movement, they do affect combat.



2.1.5 **Coastal** – Any hex that includes sea terrain (3408).



2.1.6 **Road** – Any hex that includes a road (3308). Roads make movement a lot more efficient.



2.1.7 **Village** – Any hex that includes structures (3507). Note that most village hexes are also coastal hexes. Henderson Field is *not* a village hex (it’s a Clear hex type).



2.1.8 **Game Tracks** – There are several tracks at the top of the map used to keep track of several game features as play progresses:

2.1.8.1 **Turn Track** – Use this track to note the current turn. At the base of some of the boxes in the track are U.S. star or Japanese red sun symbols. These indicate if reinforcements are available for either side during that turn. Beginning with the ninth turn, the outlines of each turn box alternate between white and red. These colors indicate which side draws a random event. The red nineteenth box indicates when the U.S. begins to lose points for not withdrawing units from the 1st Marine Division and when the Japanese may begin to withdraw units from the map.

2.1.8.2 Artillery Track – This track indicates the number of artillery supply points a side receives at the beginning of the turn. A number value is a fixed number of points. A “+” symbol indicates a roll on the Artillery Replenishment Results Table to determine the number of points received. A “0” means that no points are received on that turn. “Unl.” means that the U.S. player’s artillery units are all fully supplied during that turn.

2.1.8.3 Supply – Use the Supply track to keep track of how many artillery supply points have been received and used by each side. This track is also used to note the operational status of Henderson Field during the game.

2.1.8.4 VPs – Use the VPs track to note the victory points earned by one side or the other. Victory in the game is “zero-sum” meaning that one side earning victory points is a deduction in points from the other side, so only one side’s tracking marker is on this track at any time. If neither side has any points, no marker is placed on this track.

2.2 Game Pieces

Game pieces come in two basic varieties, combat units and status markers. Each is described in detail below.

2.2.1 Combat Units – These are the game’s “chess pieces” and represent the combat forces available during the battle either at the outset or arriving as reinforcements. Each combat unit may also be comprised of several different combat units that allow a unit to “degrade” due to losses sustained in combat. This is done by first flipping a unit over, and then replacing it with a degraded marker at the appropriate level. Each combat unit (generally) has the following properties:

2.2.1.1 Background Color – The green combat units represent the U.S. forces, while the light red combat units represent the forces of the Imperial Japanese Navy.

2.2.1.2 Color Bar – The color bar indicates the larger organization of a combat unit (if any). For the U.S. forces, the black bar represents the 1st Marine Corps, the blue bar represents the 2nd Marine Corps and the red bar represents the forces of the U.S. Army. All of the Japanese units share a red bar.

2.2.1.3 Unit Type – The NATO symbol at the center of each combat unit indicate its type. Some unit types have a yellow background, indicating that they have special “abilities” during play.

2.2.1.4 Unit Size – The “bar” symbols above the unit type indicate the unit’s size.

2.2.1.5 Superior Unit – The small number to the left of unit type indicates the larger unit to which the combat unit belongs. Degraded units do not have this designation.

2.2.1.6 Unit Identification – The identification of the combat unit itself. Degraded units do not have this designation.

2.2.1.7 Combat Factor – The large number at the bottom-left represents the unit’s combat strength. As a combat unit takes damage in combat, this value degrades until the unit is finally destroyed (i.e., a 5 becomes a 4, which becomes a 3, which becomes a 2, which becomes a 1, which results in elimination). Units degrade in combat by first flipping them over and then replacing them with associated units with reduced combat values.

2.2.1.8 Range – Artillery units (only) show a superscripted number next to the combat value. This number indicates how far a target unit can be in hexes from the firing artillery unit and still be struck.

2.2.1.9 Movement Factor – The large number and the bottom-right represents the unit’s movement value. This value indicates a pool of movement points a unit receives at the beginning of each turn. As a unit moves from hex to adjacent hex these points are expended. Once all of the points have been spent, the unit may no longer move.

2.2.1.10 Arrival Turn – Some units have an encircled number or letter at the upper-right. This number indicates the turn on which the unit arrives. Units with a “1” arrive on the first turn. Units with an “R” are Japanese reinforcements currently located at Rabaul.

2.2.1.11 Rabaul Control Number – Japanese units that begin at Rabaul (a black circle with an R), also have a colored circle with a number at their upper-left. The color of the circle indicates where they are initially placed in the Rabaul holding area. The number in the circle indicates how many reinforcement periods the unit is available (a “1” is only available for its initial period, while a “4” indicates that the unit is available for all four reinforcement periods).

2.2.2 Status Markers – There are several markers used to track the status of the game and the combat units in play.

2.2.2.1 Turn Marker – Use this marker to keep track of the current turn on the Turn Track.

COMMON UNIT TYPES

Infantry	Engineers	Artillery
Parachute	Amphibious	Defense
IJN Marine	Labor	Sp Weapon
Cavalry	Support	Armor
Pioneers	Provisional	

2.2.2.2 Supply Markers – Each side has a set of supply markers that are placed on the Supply Track to keep track of artillery supply during the game. Use the x1 to keep track of values less than or equal to twenty. Flip the marker to its +20 side to keep track of values above twenty. For example, twenty-three points would be represented by the +20 on the “3” box.

2.2.2.3 Henderson Field Status Marker – The HF Status marker is initially placed in the “20” box on the Supply track. As Henderson Field takes damage, this marker is dropped down the track. When repaired, the marker is moved up the track. If and when the Japanese capture Henderson Field, flip the marker to its Japanese control side.

2.2.2.4 Victory Points Markers – Use the VPs markers to indicate which side has a positive number of earned victory points. If a side’s points drops below zero, replace the marker with the opponent’s marker. Flip or replace the marker when totals exceed twenty points. For example, fifty-two points would be tracked by placing the +40 marker in the “12” box.

2.2.2.5 Stealth Markers – These markers are used (primarily on Japanese units) to indicate which units are currently employing stealth movement. The number on the marker indicates both how many turns a unit has been using using stealth as well as how far away an enemy unit can be to “discover” those units and force them to move.

2.2.2.6 Control Markers – These markers are used to indicate which side was the last to occupy a village hex or Henderson Field.



2.3 Random Event Cards

The game includes a set of nine random event cards. Each card has two possible events, one for the U.S. and one for the Japanese. The side that draws the card reads and enacts the event for that side, ignoring the other side’s event.

2.4 Player Aid Card

A separate card printed with all of the game’s tables and references is provided. It’s helpful if both players have their own copy, but this is not strictly necessary.

2.5 Dice

The game requires at least one six-sided die, although four (or more) is ideal.

3.0 Prepare for Play

Place the map board on a table. It does not matter which player sits on which side of the map board as virtually all combat units arrive by sea. Place each unit with an Arrival Turn on that numbered space on the Turn Track (although the Turn 1 arrivals can be placed aside temporarily). Place all of the Japanese Rabaul reinforcements in their matching colored box on the Rabaul grid. Alternatively, use the optional reinforcements chart to keep the map cleaner.

NOTE – A few of the Japanese reinforcements have an arrival turn and a Rabaul control number. Place them at Rabaul, but separate from other units within their grid location. These are reinforcements that could arrive earlier than expected.

The Japanese player places his Turn 1 units anywhere within seven hexes of Henderson Field (hex 3707). The U.S. units are placed as if they were reinforcements arriving on Turn 1 (see the Sequence of Play, below). Place the Turn marker on the first space of the Turn Track (7-Aug-42). Play begins!

4.0 Sequence of Play

Each game turn is played according to a strict sequence of steps. None of the steps may be taken out of order, but some may be skipped depending upon the status of either side’s forces or decisions.

- 1. U.S. Random Event** – If the current turn box is outlined in white, the U.S. player draws a random event card and reveals the result next to the star symbol. This event takes place immediately and may last for the duration of the turn.
- 2. U.S. Victory Points** – The U.S. player scores victory points for control of villages and/or Henderson Field.
- 3. U.S. Naval Bombardment** – If the Japanese control Henderson Field, the U.S. player may perform a naval bombardment.
- 4. U.S. Reinforcements** – The U.S. player checks to see if any reinforcements are available during the current turn. These are retrieved from the Turn Track (or other convenient holding area) and placed on any village or clear (non-Jungle) coastal hex that is not in an enemy zone of control.
- 5. U.S. Artillery Supply** – the U.S. player receives and/or rolls for artillery supply if there is a ‘+’ symbol on the turn track.

GUADALCANAL EVENT



Reinforcements may only enter through coastal village hexes. If all are enemy occupied, units may land on any coastal hex but may not move any farther.



Units currently using stealth movement must complete stealth movement this turn.

6. **Guerrilla Action** – The U.S. player may roll for village control through guerrilla activities.
7. **U.S. Movement** – The U.S. player may move all, some, or none of the units currently on the map. See the section on movement for details on how movement takes place. Note Henderson Field repair or reduction by engineers, as needed.
8. **Japanese Artillery Fire** – The Japanese player makes any artillery attacks as desired and able.
9. **U.S. Artillery Fire** – The U.S. player makes any artillery attacks as desired and able.
10. **U.S. Combat** – The U.S. player resolves all battles.
11. **Japanese Random Event** – If the current turn box is outlined in red, the Japanese player draws a random event card and reveals the result next to the red sun symbol. This event takes place immediately and may last for the duration of the turn.
12. **Japanese Victory Points** – The Japanese player scores victory points for control of villages plus control of Henderson Field or having Henderson Field under threat of artillery.
13. **Japanese Naval Bombardment** – If the U.S. control Henderson Field, the Japanese player may perform a naval bombardment.
14. **Japanese Reinforcements** – The Japanese player checks to see if any reinforcements are available during the current turn. These are retrieved from the Turn Track (or other convenient holding area) and placed on *any* (not just village or clear) coastal hex that is not in an enemy zone of control.
15. **Japanese Artillery Supply** – Receive and/or roll for artillery supply if a '+' symbol appears on the turn track.
16. **Japanese Movement** – The Japanese player may move all, some, or none of the units currently on the map. See the section on movement for details on how movement takes place. Note Henderson Field repair or reduction by engineers, as needed. Score village control.
17. **U.S. Artillery Fire** – The U.S. player makes any artillery attacks as desired and able.
18. **Japanese Artillery Fire** – The Japanese player makes any artillery attacks as desired and able.
19. **Japanese Combat** – The Japanese player resolves all battles.
20. **Turn Advance** – Score victory points for control of Henderson Field. The Japanese player advances the turn marker into the next box on the Turn Track and the cycle continues until the end of the last turn. If Japanese captured or held Henderson Field, apply Rabaul reinforcements and supply.

5.0 Random Events

Beginning with the ninth turn (and the U.S. player), a random event occurs. Each player draws on alternate turns as noted on the Turn track (white for U.S. and red for Japanese). The side drawing the card refers to the effects next to their icon (a star for U.S. or a red sun for the Japanese). The effect noted on the card lasts for this turn only. Some events effect both sides during the turn and some may affect the opposing side.

6.0 Reinforcements

Either army may receive reinforcements during a given turn. The turn on which specific units arrive is noted in the circle at the upper right corner of the unit. These units are placed on a coastal hex and may move normally during the following movement phase, noting that reinforcing units leaving the coastal hex pay a two-point movement penalty. The Japanese player may also receive additional reinforcements from the forces available at Rabaul. The availability of these units is dependent upon the status of Henderson Field. See the rules below on Rabaul Reinforcements.

7.0 Movement

Each turn, players may move all, some, or none of their units during their respective movement phase.

7.1 Movement Points

Each combat unit is supplied with a pool of movement points equal to the value printed at the lower-right of the unit. This pool is expended as the unit moves from hex to adjacent hex, while paying the movement cost of each hex entered. If a unit does not have sufficient points remaining to enter a hex, that hex may not be entered.



Movement Example – In the diagram above, the U.S. 2/2 Infantry crosses the Lunga river using an LVT (allowing the unit to continue moving) for two movement points, enters a clear terrain hex for one point (total of three) and must stop upon entering the enemy zone of control. The U.S. 6/3 Infantry enters the Lunga in a jungle hex (which is still just two movement points) but must stop in the river as there is not LVT or Engineer to assist in crossing the river. The U.S. 7/1 Infantry landed at Kukum this turn. To leave the coastal hex costs two movement points. Moving along the road costs nothing. Moving through the two clear hexes costs one point each. Entering the jungle hex costs two movement points, but movement does not have to stop because the jungle cancels the enemy zone of control. The unit moves into a clear terrain hex and must stop due to the enemy zone of control. This move cost a total of seven movement points.

7.2 Minimum Move

Regardless of a combat unit's printed movement value, a unit may always move one hex.

7.3 Terrain Entry Costs

Each terrain type has a cost of entry in movement points. If a hex includes more than one terrain type, the cost of entry is the most expensive of those terrain types in the hex. Entry costs are as follows:

- 7.3.1 **Clear** – Entering a clear terrain hex costs one movement point.
- 7.3.2 **Jungle** – Entering a jungle hex costs two movement points.
- 7.3.3 **River** – Entering a river hex costs two movement points and the moving unit must stop, unless moving from a river hex to an adjacent, connected river hex (i.e., up or down stream), which also costs two movement points. An LVT or Engineer unit allows other units to cross a river through their hex without stopping (a unit crossing a clear terrain river hex costs two movement points and need not stop), including itself. The LVT or Engineer need not have started the turn in the river hex for this bonus to apply. The number of units that can transit through a LVT or Engineer hex without stopping is equal to the current combat strength of the LVT or Engineer unit.
- 7.3.4 **Slope** – Crossing over a slope hex side does not cost any additional movement points.
- 7.3.5 **Coastal** – Entering a coastal hex from any non-sea hex costs an amount equal to the cost of other terrain in the hex. A reinforcement leaving a coastal hex on the turn of its arrival costs an *additional* two movement points.
- 7.3.6 **Village** – Entering a village hex costs one movement point.
- 7.3.7 **Roads** – Roads provide the swiftest means of travel. A combat unit may move any distance along a road at no cost. Entering a road hex from a non-road hex is at the cost of other terrain in the hex. Moving from a road hex to a village hex costs one movement point, regardless of other terrain in the hex.
- 7.3.8 **Other Combat Units** – A combat unit may move through friendly combat units at no additional cost. A combat unit may end its movement in a hex with friendly units, but note restrictions on stacking, below. A combat unit may never enter a hex containing an enemy combat unit. Additionally, note the effect of Zones of Control, below.

7.4 Zones of Control

Every combat unit extends a “zone of control” into the six hexes that surround it. These are hexes into which a unit extends its influence through the use of scouts, pickets, etc.

- 7.4.1 **Effects** – A combat unit must cease movement as soon as it enters an enemy unit's zone of control.

- 7.4.2 **Jungle** – Jungle terrain negates the presence of a zone of control hex. An exception to 7.4.1 above is that a unit need not stop when adjacent to an enemy unit if the hex adjacent to the enemy is a jungle hex.

7.5 Stacking

At the end of the movement phase, a hex may contain no more than three combat units. If an over-stacked hex is discovered, the owning player must eliminate the excess combat units. Units may move while stacked, but at the rate of the slowest unit in the stack, with each unit paying the cost to enter each hex. Faster units may continue moving up to their respective movement rates.

7.6 Sea Movement

Each turn, up to three combat units that begin their movement in coastal hexes while not adjacent to an enemy unit may move out to sea and then begin their movement from any other coastal hex, paying two movement points to enter the coastal hex. There is no additional cost for movement across the water. A unit must stop if entering the zone of control of an enemy unit on the coast.

7.7 Stealth Movement

When selected for movement, a Japanese infantry unit in a jungle



Stealth Example – In the diagram above, the U.S. 6/3 Infantry spends a movement point to detect the Japanese 124/2 Infantry unit that is under a Stealth 3 marker. The detection can occur as the U.S. unit is within a number of hexes that's less than or equal to the value of the Stealth marker. A 3 is rolled on the die, which is increased by two (the number of hexes between the two units and decreased by three (the value of the marker) for a total of 2. The roll fails. The U.S. unit spends another movement point and rolls again, this time rolling a 2, which is modified to a 1. The detection succeeds. The Japanese unit now must move and expends sixteen movement points (it has a total of 30). The U.S. unit now has just enough points left to swing around and intercept the Japanese unit in combat at 1-1 odds.

hex that is not adjacent to an enemy unit may employ stealth movement to hide its location. A unit under stealth may not be attacked in any way.

7.7.1 Entering Stealth – A Japanese infantry unit in a jungle hex enters stealth by placing a Stealth 1 marker on the unit in lieu of moving.

7.7.2 Continuing Stealth – A unit marked with a Stealth marker increases the value of the marker each consecutive turn in which it remains under that status. Flip or replace the marker in lieu of moving the unit.

7.7.3 Exiting Stealth – A unit under a Stealth marker may voluntarily exit that status or must exit that status after the third full turn turn under stealth status or is detected by a nearby enemy unit.

7.7.4 Stealth Movement – When a combat unit exits Stealth mode, it earns a number of movement points equal to its printed movement value times the number of turns spent under stealth (a maximum of three). The unit may only move within jungle terrain, each hex costs four movement points to enter, and river terrain may be ignored. All other movement rules apply normally.

7.7.5 Stealth Detection – A moving unit may attempt to detect an enemy unit under a Stealth marker. The moving unit must be within a number of hexes of the stealth unit equal to the value of the marker. The moving unit expends a movement point and rolls a die. If the modified die roll is a one or less, the unit is detected and must complete its stealth movement. Add the number of hexes from the detecting unit to the stealth unit and subtract the value of the stealth marker to die roll. A moving unit may expend any number of movement points and at any time during its move to attempt detection of any number of enemy units.

7.7.6 U.S. Stealth (option) – Players may optionally allow U.S. infantry units to use stealth movement as well. However, additional Stealth markers will probably need to be created.

7.8 Fog of War

An player may not review the contents of an enemy stack of counters. Only the top counter can be viewed. A player may not examine any units under a Stealth marker, either.

7.9 Unit Withdrawal

Per the limits outlined below, each side may withdraw combat units from the map. Once withdrawn, these units may not return to the map. Units that begin their turn in a village hex that is not in an enemy zone of control may be withdrawn.

7.9.1 Japanese Withdrawal – The Japanese may withdraw up to ten combat units per turn starting on the nineteenth turn.

7.9.2 1st Marine Withdrawal – Any number of units from the 1st Marine Division (black bar) may be withdrawn on any turn. Not withdrawing units from this division causes penalties for the U.S. Player beginning on the nineteenth turn.

7.10 Unit Consolidation

Two reduced units of the same type that begin a turn stacked in the same hex may combine into a single unit, providing that the new unit is not larger than either originally full strength unit. A consolidated unit may move normally without penalty.

7.11 Henderson Field Operations

Control of Henderson Field was critical to the on-going campaign as it determined air superiority over the island and the ability to receive supplies and reinforcements. The operational status of the airfield can be degraded as well as repaired during the game. The status of Henderson Field is tracked using the Supply track. The HF Status marker indicates the airfield's condition. Henderson Field requires at least ten points to remain operational. It starts with twenty.

7.11.1 Reduction – If an Engineer or Labor unit spends its entire turn on the Henderson Field hex, it may reduce the HF Status marker by six points. An Engineer or Labor unit that spends no more than half of its movement points to enter the Henderson Field hex may reduce the status by three points. If more than half of the unit's movement is spent, an Engineer may reduce the status by two points, while a Labor unit reduces the status by one point.

7.11.2 Repair – An Engineer or Labor unit that spends its entire turn in the Henderson Field hex may repair two points of damage. Either unit type may repair a single point of damage and still move up to half of their movement allowance. Infantry units may act as Engineers or Labor units, but must roll a three through six if immobile or five or six if moving no more than half their movement rate.

7.12 Unit Facing

The direction in which units face has no effect upon movement or combat. However, it is helpful that all U.S. Units face "inland" while the Japanese units face the sea. Reinforcements should be faced in the opposite direction until moved from their landing hex.

8.0 Combat

During the combat phase, combat units may (or must) attack enemy occupied hexes. Combat involves either melee against units in adjacent hexes or ranged fire using artillery at a distance.

8.1 Artillery Fire

Ranged combat using artillery units occurs after all movement has been completed, but prior to assault combat between adjacent units. Only artillery units that are not in an enemy zone of control may perform artillery fire. Units within an enemy zone of control fire as part of the assault process.

8.1.1 Artillery Supply – In order to fire, artillery units must expend supply points. These points are acquired at the beginning of each player's turn according to the artillery supply schedule noted beneath the Turn Track. U.S. supply is noted in the white box, while Japanese supply is noted in the red box. A specific number printed in a box indicates the number of supply points received that turn (it could be zero). A plus symbol means that the player must roll on the Artillery Supply Replenishment Table, cross referencing

the roll with the current turn and the side's nationality to determine the number of points received. The U.S. player may receive unlimited ("Unl.") supply meaning that their artillery may fire all available factors (see below) regardless of supply. Unspent supply points may be carried over to the next game turn. Supply may not exceed forty points.

8.1.2 Artillery Factors – The combat strength at the lower-left of the unit represents the maximum number of factors the artillery unit has to fire. Each factor must be supported by the expense of a point of supply. A unit need not fire all of its factors and cannot if there are insufficient supply points to do so. Move the supply marker(s) down the Supply Track as artillery factors are fired.

8.1.3 Artillery Range – Each artillery unit is printed with a superscripted value next to the combat value. This is the maximum number of hexes the unit can be distant from a target. Count the fewest number of hexes between the ar-

tillery unit and the target, not including the artillery unit's hex.

8.1.4 Line of Sight – In order to fire on a target within range, either the artillery or another friendly combat unit must be able to see the target. Intervening terrain may block line of sight to the target. There are several ways that this might happen.

8.1.4.1 Same Level – If the firing or spotting unit and the target hex are at the same level, line of sight is blocked by jungle hexes and slope hex sides.

8.1.4.2 Different Levels – If the firing or spotting unit and the target hex are at different levels, line of sight is blocked unless the higher unit is adjacent to the slope hex side that exists between the two units. If line of sight is drawn between two hexes and occupied by a slope hex side, line of sight is not blocked to the higher hex, all else being equal.

8.1.4.3 Adjacent – Regardless of intervening terrain, units that are adjacent can see each other without hindrance, unless the target hex only includes units under stealth.

8.1.5 Artillery Fire Resolution – Each firing factor is resolved individually, by cross referencing a die roll with the total number of defending strength points in the target hex. The resulting number, if any, is the number of defending steps lost by the targeted units. Apply the losses by reducing, replacing, or eliminating units as necessary. A combat unit's final step may not be eliminated through artillery fire.

8.1.6 Henderson Field Reduction – When targeting Henderson Field (with or without enemy units in the hex) with artillery, each "5" or "6" rolled results in one point of damage to the airfield. Move the HF status marker down the Supply track.

8.1.7 Naval Bombardment – Beginning with the second turn, the side that does not control Henderson Field may attempt a naval bombardment against it (and any units within its hex). Roll a die. If the roll is a four, five, or six, the naval bombardment occurs. Refer to the Naval Bombardment table for the month of the current turn and the side performing the bombardment. The resulting number is the number of dice rolled to determine how many artillery points strike Henderson Field. Roll these dice and then roll the resulting number of attacks against Henderson Field. A side must wait a turn before making another naval bombardment (i.e., bombardments cannot happen in consecutive turns). Naval bombardments do not expend supply points.

8.1.8 Counter-Battery Fire – Rather than attack combat units or Henderson Field, artillery may attempt to deny the availability of enemy artillery through counter-battery fire. When assigning an artillery unit to counter-battery fire, only half (rounding up) if its factors may be fired, and supply expended. Select a target hex and roll a die for each firing factor. If a four, five, or six is rolled, one enemy artillery unit in the hex is suppressed. Suppressed artillery may not fire during the current player's turn.



Artillery Example – In the diagram above, it is the beginning of the Japanese combat sequence. The U.S. player has the option to fire its artillery. The US Army 90th cannot see the Japanese 124/2 Infantry, even though it is at a higher elevation, due to the intervening jungle terrain at the same level. The U.S. Marines 10/3 Artillery does have a clear line of sight over the intervening terrain to the same target as it's at a lower level. Regardless, the 2/2 Infantry is adjacent to the target and can spot for either unit. The target is in range of both U.S. artillery units. The U.S. Player only has three supply points to spend, so the 90th Artillery fires two point and the 10/3 Artillery fires one point. The U.S. Player rolls three dice and gets a 1, 3, 4. With only four points defending in the hex, only the 1 result hits and reduces the Japanese unit by one step. Now, the Japanese artillery gets to fire. It spends three supply points to fire all three factors from the 20Mt Artillery unit. Three dice are rolled, resulting in a 1, 2, 6. The 1 result reduces the 2/2 Infantry on Henderson Field, while the 6 result reduces Henderson Field's operations by one point.

Note #1 – The player using counter-battery fire may be unaware of where enemy artillery is located, due to fog-of-war requirements. A player may make a best guess when firing at a hex, but if there are not artillery units in it, the attack (and supply) are lost.

Note #2 – Keeping track of which artillery units are suppressed may be tricky. It is suggested that a player rotate any suppressed artillery units 180-degrees to indicate this status. Return the units to an unsuppressed state at the end of the turn.

8.2 Assault Combat

During a combat phase, any combat units that are within an enemy zone of control must attack all enemy units to which they are adjacent. Units that are adjacent to enemy units but not within a zone of control (the attacking units are in jungle terrain) have the option to attack, but are not required to attack. Each attacking unit may only attack once and each defending hex may only be attacked once.

8.2.1 Assault Process – To perform an assault, the attacking player selects an attacking hex and determines which of the units within the hex will attack. All units in the hex must attack adjacent enemy hexes, but are not required to attack the same hex (i.e., the units in a hex may attack different adjacent hexes).

8.2.1.1 Attack Strength – Sum the combat strength values of the attacking units into a total attack strength. These individual values may be modified by the terrain occupied by the attacking units. Refer to the Terrain Effects table and modify these strengths if necessary.

8.2.1.2 Defense Strength – Sum the combat strength of all defending units into a total defense strength. Refer to the Terrain Effects table and modify this strength if needed.

8.2.1.3 Combat Ratio – Compare the two combat strengths as a ratio by dividing the smaller value into the larger one, rounding in favor of the defender. Any units attacking at less than 1-6 is automatically eliminated. Any units being attacked at greater than 6-1 is automatically eliminated and the attackers may automatically advance two hexes.

Example – An attack strength of 12 to a defense strength of 9 results in a 1-1 ratio. An attack strength of 12 to a defense strength of 5 results in a 2-1 ratio. An attack strength of 4 to a defense strength of 11 results in a 1-3 ratio.

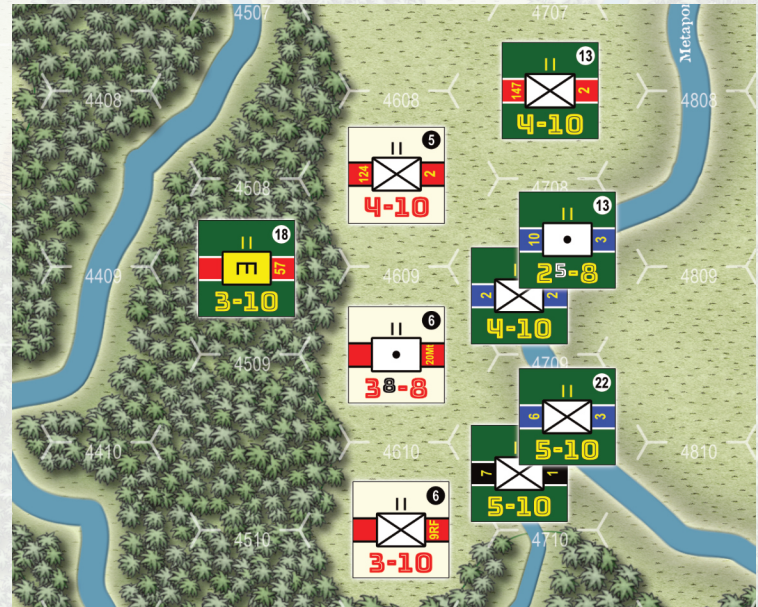
8.2.1.4 Resolve Combat – The attacking player rolls a die and cross references the result with the combat ratio on the Attrition Table. The “A” row indicates what happens to the attacker, while the “D” row indicates what happens to the defender. The column results are as follows:

- L** The number of combat losses sustained. Reduce the combat strength of the noted forces by flipping, replacing, or eliminating combat units by the amount noted.
- R** The number of hexes that the noted force must retreat, regardless of terrain. The direction of the retreat must be away from the opposing force’s hex, if possible. Units cannot retreat into an enemy

zone of control, into coastal waters, or into a friendly hex that would violate the three-unit stacking limit. If a retreating force cannot retreat, it is eliminated. Units may retreat separately.

A The number of hexes the attacking units may advance, regardless of terrain. The first hex advanced into must be the hex just vacated by retreating or eliminated enemy units. Advance must halt if the advancing units enters an enemy zone of control. The attacking units need not advance together (they may split up).

Example – If a 5 were rolled during a 4-1 attack, the attacker would lose one strength point, while the defender



Combat Example – In the diagram above, the U.S. is attacking the Japanese. The U.S. Player must designate how the units will attack. The engineer unit is in jungle and not in an enemy zone of control, so it does not have to attack (but will). The U.S. 10/3 artillery unit can only add to the attack if supply points can be spent. In this case, the U.S. Player spends two supply points to attack with the artillery unit. The engineer unit attacks the lone Japanese artillery at 3-1 unless the Japanese spends supply to strengthen its defense (up to two points). The 147/2 infantry, the 2/2 infantry, and the 10/3 artillery combine to attack the 12/2 infantry. The 2/2 infantry and 10/3 artillery strengths are halved, since they are attacking from a river hex. Since all are attacking, the ratio is 7 to 4 or 1-1. Since this attack is one factor away from a 2-1 attack, the attackers strain for one point to achieve that 2-1 level. The attacker rolls a six (bad luck!) and suffers two step losses and must retreat all units one hex away from the defender. Fortunately, the following strain check is a three, resulting in no additional losses. The 7/1 infantry and 6/3 infantry combine to attack the 9RF at 5 to 3 (the attackers are halved since both attackers are in river terrain) or 1-1. This force also strains (for one point this time) to achieve 6 to 3 or 2-1 attack. The attacker rolls a three, causing the defender one step loss and forces the defender to retreat one hex away from the attacker. Additionally, the attacker may then advance into the defender’s vacated hex. The attacker rolls a two for the strain check, which is less than or equal to the points gained, and so takes a step loss.

loses three. The defender would then retreat the surviving units three hexes. The attacking units would then advance zero, one, or two hexes, the first one being the hex just vacated by the defender.

8.2.2 Follow-up Combat – A combat unit may only attack once per turn. Units that advance after combat that move into the zone of control of an enemy unit that has not yet been attacked do not initiate or contribute to an attack against those units. They do, however, limit the enemy's ability to retreat.

8.2.3 Straining – An attacking force that has at least two non-artillery (including Special Weapon) strength points, but does not have enough points to achieve the next combat ratio, may artificially increase its strength to reach the next ratio. Up to five points may be added to the attack, but no more than the original combat strength. Following combat resolution, the attacker rolls a die. If the result is less than or equal to the points added to the attack, the attacker suffers an additional attrition loss.

***Example** – Ten points of strength are attacking six defending points. This is a 1-1 attack. The attacker can strain for two additional points to get twelve to six, or a 2-1 attack. After resolving the combat, if the attacker rolls a two or less on a die, the attacker loses a point if strength.*

8.2.4 Artillery in Assault – Artillery units alone in a hex that are attacked in an assault defend with one strength point plus one point per supply spent (so a 3-point artillery unit could defend with three points if two supply points were spent). Artillery units may not initiate assault combat, but may provide their combat strength to an assault while attacking or defending through the expenditure of supply points. Artillery points may be added to an assault alone or in conjunction with straining points.

8.2.5 Multi-Hex Attack – Units in different hexes that are adjacent to the same defending hex may be combined into a single attack strength. When advancing after combat, any of the attacking units may advance, restricted by stacking limits.

8.2.6 Multi-Hex Defense – As noted, all units in enemy zones of control must attack. If units in a single hex must attack several adjacent hexes, they may attack all hexes as one combined defense strength or designate different attacking units to attack different hexes. In some instances, an attacker may attack a hex at poor odds in order to attack another hex at superior odds. This is called a "soak-off" attack and is a legal option.

8.2.7 Optional Assault – Combat units that are adjacent to enemy occupied hexes but are not in an enemy zone of control (likely due to occupying jungle terrain), are not required to attack. Units in this status may attack at their option and may select which hexes to attack. For instance, if a combat unit in a jungle hex were adjacent to two enemy occupied hexes, it could attack none, either, or both hexes.

8.2.8 Henderson Field Reduction – When an assault against the Henderson Field hex causes the removal of enemy units through elimination or retreat, the attacker rolls a die. Move the HF status marker down the Supply track by the amount rolled.

8.2.9 Ambush Attack – A Japanese unit (or stack of units) that come out of Stealth movement on their own (not through detection by U.S. units) and moves no more than half of their available movement allowance may attempt an ambush assault. Before resolving the attack, the Japanese player rolls a die. If the result is less than or equal to the number of turns spent in Stealth, the attacking unit's strength is doubled and the defender automatically suffers one (additional) attrition loss.

8.2.10 Banzai Attack – An assaulting Japanese unit (or stack of units) that is not required to advance or retreat following an attack may immediately attack the same unit(s) again, noting that the odds may have changed due to factors lost. If the result of the first attack required that the Japanese retreat, the Japanese player may optionally sustain double the casualties (or one, if none were sustained) and attack again. A unit may only make one consecutive attack.

8.2.11 Attacking Stealth Units – Units under a Stealth marker may not be attacked in any fashion unless an enemy unit not under a Stealth marker shares the hex. In this case, all units under Stealth are revealed after an attack on their hex is declared.

9.0 Victory

Victory on Guadalcanal is determined through the acquisition of victory points as the game progresses. Keep track of points on the VPs track on the map. Note that each victory point earned by one player is a negative penalty or reduction for the other player, so move the marker down the track when the opponent earns points, replacing the marker with the other side's marker when moving off the bottom of the track.

***Example** – The Japanese player currently has eight victory points and the U.S. player earns ten during the turn. Replace the VPs marker with the U.S. marker, placing it in the two space.*

9.1 Japanese Victory Points

- 3 points for every American factor eliminated.
- 7 points for every turn the Japanese controls an operational Henderson Field.
- 2 points for every turn an artillery Unit is within range of Henderson Field while the airfield is held by the U.S. player.
- 1 point for each unit of the 1st Marine Division (black bar) not withdrawn from Guadalcanal by the end of the nineteenth turn.
- 1 point for each village hex held at the beginning of a player's turn (after arrival of reinforcements).

9.2 U.S. Victory Points

- 2 points for every Japanese factor eliminated.
- 3 points for every turn the U.S. controls an operational Henderson Field.
- 1 point for every two Japanese combat units withdrawn from Guadalcanal on or after the nineteenth turn.
- 1 point for each village hex held at the beginning of a player's turn (after arrival of reinforcements).

9.3 Henderson Field and Village Control

Henderson Field and town hexes are under the control of the side that occupies or last occupied (or passed through) the Henderson Field or village hex with a non-artillery (including Special Weapon) unit. The Japanese begin the game in control of all of these hexes.

9.4 Automatic Victory

If the Japanese control Henderson Field at the end of the game, the Japanese player wins, regardless of the total victory count. If either side has scored more than sixty victory points (61+) at the end of a turn, that side wins immediately.

10.0 Rabaul Reinforcements

Control of Henderson Field is imperative to victory, not only due to the victory points earned for its control, but also for additional tactical advantages its control provides to the Japanese. Rabaul held large numbers of forces that could have been used on Guadalcanal if only sufficient transports could be found to carry them. The U.S. presence at sea limited convoys to the island to the “Tokyo Express,” small groups of destroyers and submarines that could shuttle forces. If the Japanese could maintain control of Henderson Field and from there, exert air superiority over the area, many more transports could avoid being sunk by the U.S. and be used for troop transport.

10.1 Reinforcement Periods

The reinforcements available to the Japanese are divided up into four periods, each of which is color coded and noted with the turns on which those reinforcements might arrive. The Rabaul reinforcements are color coded to indicate in which period they become available, along with a number of periods in which they remain available. As long as a unit is available, it can be selected as a reinforcement.

Example – The Japanese Heavy (H) battalion arrives in the third period (blue) and are available for two periods (the third and fourth). The Japanese 2nd Armor battalion arrives in the second period (red) and is available for three periods (the second, third, and fourth).

10.2 Bonus Reinforcements

In addition to those reinforcements noted on the Turn track, the Japanese may be able to receive extra reinforcements from Rabaul. Note that some reinforcements on the Turn track may be available in advance of their printed arrival turn (they found earlier transport and did not have to rely upon the Tokyo Express).

10.2.1 Capturing Henderson Field – If the Japanese manage to capture Henderson Field on their turn or reduce it to inoperable status (ten status factors or less), the Japanese player may select any two available combat units from Rabaul and add them to the next turn’s reinforcements (even if none are scheduled). The Japanese also immediately receive four additional points of artillery supply.

10.2.2 Holding Henderson Field – If the Japanese control Henderson Field at the beginning of the turn and maintain control throughout the turn (i.e., keeping the U.S. off of Henderson Field) or it remains reduced to inoperable status,

the Japanese player rolls two dice. The Japanese player may select any available combat units up to or equal to the sum of the rolled dice for arrival as reinforcements the next turn, and rolls twice for artillery supply the next turn.

10.2.3 Japanese Air Operations – If the Japanese control an operational Henderson Field at the beginning of the turn and maintains control throughout the turn, the next turn the Japanese non-Artillery units all fight as if they had one additional combat factor. This bonus continues until Henderson Field is captured or reduced to inoperability by the U.S. forces.

Note – If or when the Japanese Heavy Infantry (H) units land, each counts as two hexes for stacking purposes when initially landing (i.e. only one other non-heavy unit may stack with one heavy unit in the landing hex).

11.0 Guerrilla Activities

During the campaign, coast-watchers employed indigenous peoples to report on enemy positions as well as disrupt their activities. These guerrilla activities are abstracted through the control of village hexes. During the U.S. Reinforcements phase, after rolling for artillery supply, one or more supply points may be assigned to Japanese-controlled villages to attempt to flip their control. Roll a die for each supply point spent. If a roll is a five or six, flip the control marker to the U.S. side. A village may only be rolled for once per turn. A village must be free of Japanese units and not in an enemy zone of control. If U.S. supply is “unlimited,” no points need to be expended to roll for a village.

Example – Aola and Tasmimboko are both under Japanese control, but not occupied or in a Japanese unit’s zone of control. The U.S. player spends two supply points and rolls a die for each. A five is rolled for Aola and a three is rolled for Tasimboko. The control marker on Aola is flipped to its U.S. control side.

12.0 Turn End

At the end of each turn, score points for control of Henderson Field if it remains operational. The Japanese player moves reinforcements from Rabaul to the Turn track if necessary. Adjust any artillery markers that may have been rotated (or otherwise marked) as suppressed. The Japanese player then advances the Turn marker one space to the right on the Turn track. Return to the beginning of the sequence of play and repeat until all twenty-six turns have been completed.

13.0 Acknowledgments

First and foremost, I need to recognize the designers of the original version of *Guadalcanal* (published by *The Avalon Hill Game Company* in 1966), Larry Pinsky and Lindsley Schutz. Obviously, without their effort, this game version of the game would not exist. Secondly, I must also recognize the effort made by Joel S. Davis and the variants he designed and published in the *General Magazine* (Vol 10-6, March-April 1974). I adopted quite a few of Joel’s excellent ideas for this new version in addition to adding a few of my own. Thanks to all!

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