
Bloody Ridge, SPI 1975

Replay by George Nap

Island War Quad – SPI Publications

*Part of **Island War quad**, the rules are modeled on the **Modern Battles Quad**. All units are battalion-sized, and the ZOC are rigid with mandatory combat. But IJA units have limited infiltration ability allowing them to move one hex from one American ZOC to another. George will be playing **Bloody Ridge**, examining the fighting around Henderson Field. The game covers the attack along the high ground from the two Japanese counter-invasions. - RHG*

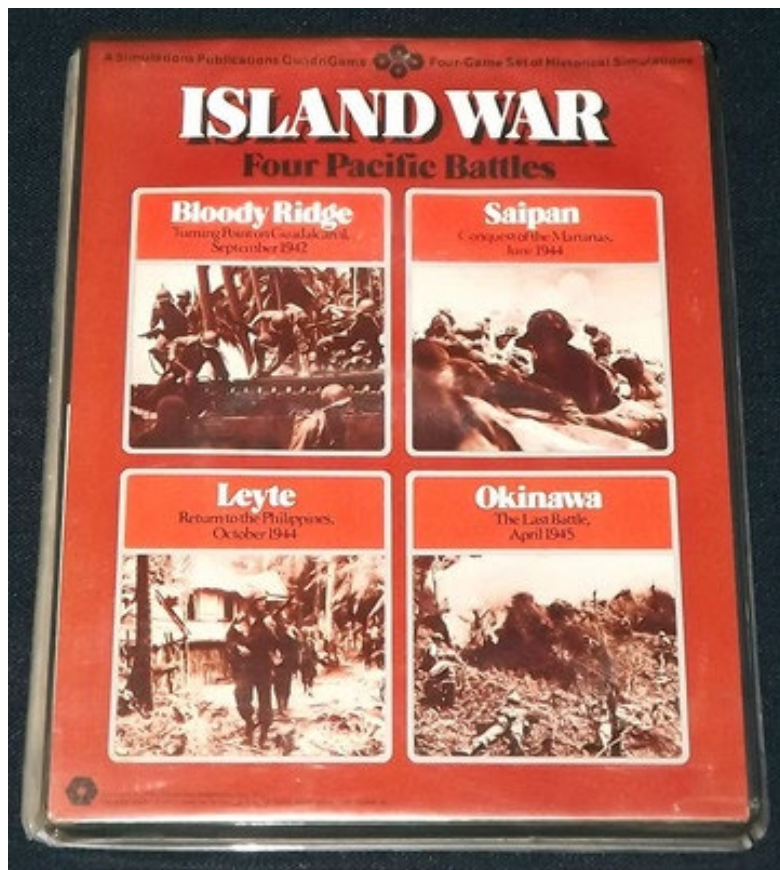
Wargame Replay - Bloody Ridge, SPI

Bloody Ridge is part of the **Island War quad**, four games with like rules on similar subjects. Game was published by SPI (one of the two wargame giants, long out of business) in 1975. The game covers the initial phases of the battle of Guadalcanal. Looking at the game the Japanese have a good amount of early reinforcements. The designer notes warn the Japanese against an assault through Bloody Ridge and recommend coming from the east while pinning down American forces. The Americans are recommended to build a solid line and expand. The victory conditions are simple, the Japanese must occupy both hexes of Henderson Field at the end of their turn. The US must prevent this.

Looking at the board I decide to push hard as the Japanese from the west. Only two regiments there to begin, but that is where my reinforcements will come on. I will pressure from the east to try to pin the US forces. As the US forces, I will have

to be reactive, but my aim will be to annihilate the Japanese forces, no forces and the airfield is safe.

The game has locking zones of control, once adjacent to the enemy you must attack and you cannot leave except as a result of combat. Getting adjacent to artillery effectively neutralizes it, forcing it to fight the adjacent units rather than projecting their power where needed. Artillery can fire both barrage during the phasing players turn, and FPF (Final Protective Fire) during the non-phasing player turn, unless the artillery unit has suffered a combat result, been displaced or is adjacent to an enemy unit.



I have had this game for thirty years, probably played it before as the counters were punched and the rules seem well reviewed. However, I do not remember playing so this is like the first time around.



Turn 1 – Japanese

We will put pressure upon Henderson and keep applying pressure, take it early before US reinforcements are brought to bear.



Japanese 2/4 Infantry regiment lands and hex 1904, engaging 3/5 US Marines who are also engaged by Japanese 3/28 Infantry regiment and 37th AA Artillery. One FPF factor is available as well as two air points for the US, the Japanese also throw in their air points. 3/5 Marines are dislodged and forced to retreat through zones of control, eliminating the unit.

The paucity of FPF was due to the rest of US support being allocated to the 3/1 Marines, also surrounded and subject to intense Japanese barrage. 3/1 Marines hold. Japanese 1/124 Infantry engages the LVT's (left to fight without support) driving adjacent to Henderson Field.

All artillery from both sides fired during the Japanese portion of the turn, setting the tempo of combat. Only the US 2/11 Artillery is unavailable having been attacked (thereby being subject to a combat result) driving off the Japanese 2/124 Infantry with an A2 result.

Turn 1 US

Protect Henderson Field, or this thing ends early. Consolidate our position, eject any Japanese units which penetrate our lines and drive them back from Henderson.

2/1 Marines and 1st Armor displace 3/124 Japanese Infantry at the Ilu River, extricating the 3/1 Infantry from encirclement.

The Composite Battalion engages the 1st Japanese Engineers at the south end of Bloody Ridge.

2/5 Mariens and the LVT's remain engaged with Japanese 1/124 Infantry at the west end of the Henderson runway. Marines and Japanese Infantry continue to skirmish on the western end of the perimeter, also.



Turn 2 Japan

Japanese reinforcements encircle the 1/5 Marines at the west end of the perimeter, destroying it in conjunction with forces already engaged. Japanese tank destroyer unit lands in the center of the beachhead and engages US artillery, eliminated a factor of FPF. 1st Armor is thrown back across the Ilu River with Japanese barrage fire being offset by US FPF. Factors.

Henderson Field battle. 2/124 Infantry makes a spoiling attack, being forced back. This allows 1/124 Infantry to displace the US Marine LVT's and one hex of Henderson is taken. One hex to go for victory!

Japan turn 2 photo below



Turn 2 US

Have to protect Henderson no matter what, then eliminate that pesky Japanese anti-tank unit in the perimeter and then secure the rest of the perimeter. This will be a close run thing.

Henderson is secured, the Japanese 1/124 Infantry fighting to the death surrounded by US Marines, the 2nd AT (Japanese) is also overwhelmed by the constricting US perimeter. Forces remained locked together in the jungle north of Bloody Ridge. There is too much room left uncovered on the coast, fully expecting the Japanese to hit us there and on the western end of our perimeter.

US turn 2 photo below



Turn 3 Japan

Japanese counterbattery fire forces 2/11 Artillery to displace. 2/1 Marines are destroyed by three Japanese Infantry regiments, their supporting artillery suppressed by Japanese fire barrages. The Composite Battalion on Bloody Ridge receives all available FPF and stand against three Japanese attacking units. The LVT's repulse 2/124 Japanese Infantry attack.

Japanese turn 3 photo (below)



Turn 3 US

The Composite Battalion and 3/1 Marines force the defending Japanese at the foot of Bloody Ridge to retreat (roll of 1) eliminating them and they are surrounded by zones of control. The LVT's and Armor also force the Japanese infantry in the open to retreat, again surrounded by zones of control eliminating them. 2/3 Coastal Artillery shells the Japanese 1st Engineers on Bloody Ridge, pinning them down during the Marine assaults.

The western end of the perimeter stalemates with no ground being gained. The 1/3 Coastal Artillery is forced to retreat after attacking, followed closely by the 1/4 Japanese infantry regiment. Anticipate Japanese reinforcements to hit our constricting perimeter head on.

US TURN 3 PHOTO below

Japanese turn 4

We land in the center of the US perimeter, a barrage on the US 1st Armor forces a retreat. Forces surround 2/3 Coastal Artillery who stand their ground. All other assaults are beaten off in the face of stiff US FPF.

JAPANESE TURN 4 PHOTO



US turn 4

3/1 Marines with artillery support push 19th Engineers into the sea, 1st Armor forces 3/ 4 Infantry to retreat. 3/2 Marines spoiling attack against 45th AA Arty and 2/1 Infantry Regiment pins all units (roll of 1) , same result 1/ 3 Coastal Artillery againsts 1/ 4 Japanese Infantry regiment (roll of 1). 3/28 Japanese Infantry regiment is eliminated (forced to retreat) in the main assault.

US TURN 4 PHOTO below



Japanese turn 5

We push the 1st Marine Armor back on the eastern end of the perimeter, using our barrage against extensive US FPF. Our attacks on the western end of the perimeter set up an assault on 3/2 US Marines who with the help of the remaining FPF 5/11 Artillery stand fast. Stalemate.

JAPANESE TURN 5 PHOTO below



US turn 5

The Japanese (meaning the other half of me) were too aggressive and are vulnerable to US Marine reinforcements. I should have seen this and planned, but I did not. Since zones of control are locking, there was little I could do about it. Had my attacks succeeded, I would have been in a better position as the Japanese. As the Marines, I will bring my reinforcements ashore behind the Japanese on the western end of the perimeter, surrounding them. If we can force them to retreat this could be a slaughter.

I am also going to take a gamble here and send units adjacent to the Japanese artillery to keep them from providing FPF support to the infantry. This may leave me overextended...

US counterattack pins down Japanese artillery leaving only the 2nd MG company available for FPF, however the 3/1 Marines force the 2/20 Japanese Mountain Artillery to displace through the 2nd MG company, forcing them to move and eliminating their ability to provide FPF. Without FPF support, the 2/4 and 1/4 Infantry Regiments are forced to retreat into Marine zones of control and are eliminated, as is the 45th AA Artillery. A good day indeed for the US Marines.

US Turn 5 Photo below



Japanese turn 6

A devastating turn of events. I am hoping to survive this turn, pick off a few US units and may then retire to the jungle and broken terrain to conserve forces while awaiting reinforcements. I will try to extricate the two mountain artillery units on the western perimeter, but they are in great peril.

Our mountain artillery on the western end of the perimeter is repulsed. Our two infantry battalions are repulsed by the 1st Marine Armor but draw a great amount of FPF (That armor is vulnerable with a defense of two, so the Marines support it with generous FPF). This left the 2/7 Marines on the east end of the perimeter, the unit which occupied two Japanese ranged fire units last turn, with only 4 FPF factors available. Defending on clear terrain with a +0 combat differential, the Japanese roll a 1 forcing retreat into a zone of control, destroying the Marine regiment.

Japanese turn 6 photo below



US turn 6

Short term strategy for the next three days (turns) will be to pick off isolated Japanese units, especially the two mountain artillery units to the north of the perimeter and then prepare a defense. The Japanese will come with more reinforcements and Henderson is still close to the front lines and the coast, remaining vulnerable.

Our Marine regiments eliminate the 37th AA Artillery, forcing it to retreat into Marine zones of control. Our assault on the 1/20 Japanese Mountain Artillery, which is well supported by Japanese FPF (we attack at -1) gets lucky and rolls a 1, the Marines do not retreat in the face of this withering fire, but the Japanese unit remains pinned.

US Turn 6 photo below



Japanese

United States

6
SIX

Japanese turn 7

I pull my forces up the Tenaru River valley, my machine gun companies and anti-tank battery force the Marine LVTs to retreat. The 1/20 Mountain Artillery has to assault on the worst column, even with artillery support and rolls a 1, which still forces a retreat into Marine zones of control, they die gloriously for the Emperor.

Japanese turn 7 photo below



Japanese

7

US turn 7

With the Japanese retreating into the jungle, there is a temptation to follow and dig them out but two factors mitigate against this.

1. The Japanese will receive reinforcements, more than the Marines will.
2. If we attack and are pinned in zones of control, we will be in the jungle when the Japanese storm ashore again and Henderson will be vulnerable.

We will start the desultory artillery barrages, we have 20 days (turns) to hold out until we get the forces we need to keep this hellhole.

Perimeter being set. Bloody Ridge is still a dagger at the heart of Henderson. Am sending the Composite Battalion and 3/ 1 Marines with all barrage support to take it from the 7th Japanese Engineer regiment defending there. The Composite Battalion has been in the heart of so much of the action, but they are needed again. The Marines storm the ridge, Japanese machine gun companies and artillery sweep the advancing ranks. The Marines are thrown back (+1 combat differential against defender on broken terrain, roll of 4). I wager the Japanese will put a proper infantry regiment on that promontory to welcome our next assault. Not sure how much more I am willing to throw at it, only a few turns until Japanese reinforcements arrive, do not want to be over-committed inland.

US Turn 7 photo below



Japanese

Japanese turn 8

Reshuffling my defense with the goal of holding onto the south end of Bloody Ridge against all assaults. The engineers move into the jungle to the southwest, infantry digs in along the ridge flanked by more infantry in the jungle to the northeast. The AT guns sit behind the main line of defense and the mountain artillery and mortars dig their pits in the jungle.

My artillery unleashes a TOT (time-on-target) barrage of the US 5/11 artillery emplaced on the east end of Henderson field. I target this strongest US battery to give my defense of Bloody Ridge a chance. We catch the pieces in the open and hear secondary explosions, the unit is destroyed. (a roll of 1 on +9). We will make them pay each day they sit idly by.

Japanese turn 8 photo below



US turn 8

That artillery barrage was costly, losing my most powerful artillery causes me to call off an assault on the engineers anchoring the flank of Blood Ridge. The Japanese outgun the Marines in artillery now. Our barrage forces enemy AT guns to displace, but they remain in range to provide FPF of Bloody Ridge. We move our artillery out of range of the deadly mortars.

US turn 8 photo below

Japanese turn 9

Two US artillery batteries remain exposed to my mortars, we concentrate fire with the mountain artillery forcing 3/11 to retreat three spaces, further clearing the foot of Bloody Ridge. Any units in the open will be treated to concentrated barrages, each one we can pick off further weakens the Marines.

Trying to decide on the best way to bring ashore our reinforcements due tomorrow. We can try to pick off exposed US units or make a run for the jungle, building up for the big push. We must retake the airfield.

Japanese turn 9 photo below



US turn 9

We concentrate our shelling on the Japanese AT guns we spot digging in in the jungle, forcing them to again displace, but they remain in FPF range of Bloody Ridge. End of day intel reports that the IJN has a force of destroyers starting down the slot, probably loaded with reinforcements, gonna be a long night...

US turn 9 photo below



Japanese turn 10

The armor lands on the coast east of the US Marines following the Tenaru River valley and setting up on our extreme right flank. Our mortars displace towards Bloody Ridge, moving closer to the US batteries and setting up a barrage with the newly landed powerful 1/4 Artillery who land and head up the Matanikau River with the goal of setting up on the lower slopes of Mt. Austen. With a range of 24 hexes this unit can dominate the entire US perimeter from there.

The combined barrage surprises the 1/11 Marine artillery, forcing it to displace but failing to eliminate it.

Japanese turn 10 photo below



US turn 10

Coastwatchers report heavy Japanese artillery landing at the mouth of the Matanikau and heading inland. This concerns me, Mt. Austen looms like Little Round Top. I am out of position, but will send 2/7 Marine regiment to engage, with 1/7 Marines hustling to be able support a follow on attack tomorrow. This is a near run thing, I will bring enough barrage strength to bear and hope to stay in contact with the Japanese artillery. Forcing them to retreat just puts them closer to their goal. I will use a small amount of artillery, hoping to keep them locking in my zone of control for the possibility of killing them tomorrow.

In the end we go in without artillery support, attacking at -1 on the jungle table. This table yields a “no effect” (essentially keeping us locked in each other’s zones of control – my desired result) on a roll of 1 or 2. Any higher roll yields and attacker retreat result, which I can live with. We do not want to force them to retreat, this would put them out of reach of the follow on assault next turn. We roll a.....2, success, we remain locked in combat, they are going nowhere.

Our artillery takes aim at the Japanese armor, forcing them to retreat into the open, but they remain well within the FPF embrace of their mortars, pretty much invulnerable.

Those Japanese reinforcements worry me, we will have to contract the perimeter next turn to protect Henderson, but that puts us in the open against their mortars, no good options.

US turn 10 photo below



Japanese

United States

10

Japanese turn 11

Around the Henderson Field area the 2/5 Marines are subject to concerted Japanese Artillery bombardment and are forced to retreat from their positions. In the Mount Austen area the 1/ 4 Japanese Artillery is forced to attack at +0 on the Jungle chart, hoping for a retreat to get out of the Marine zone of control. A 4 is rolled and we retreat one hex towards Mt. Austen. (In retrospect, I get greedy here and retreat into a clear hex, rather than a forest hex, sloppy)

Japanese turn 11 photo below



US Turn 11

2/5 Marines will reoccupy the wood line, 3/2 Marines pull back, occupying the jungle near the beach and Henderson is protected by a seaward line of zones of control. All artillery will concentrate fire on the Japanese 1/ 4 Artillery supporting the 1/7 and 2/7 Marines. Japanese reinforcements will arrive next turn.

The sole attack roll is a roll of 3. D3, the Japanese artillery survives and retreats up Mt. Austen. No choice but to send one unit, the 2/7 Marines after them, with the 1/7 in pursuit. That artillery will be able to blow holes in our perimeter when combined with the Japanese mortars.

US Turn 11 photo below



Japanese turn 12

The AT guns move forward and we concentrate a +10 attack on 3/1 Marines at the foot of Bloody Ridge, driving them back. +10 has a one in six chance of a DE, so we will continue to play Russian roulette. The 1/ 4 Artillery is forced to attack and the newly landed 2/ 4 Artillery throws in its support, screened by the newly landed engineers. 1/ 4 remains engaged, a three being rolled. I decided that setting up artillery support and marshalling reinforcements will enable us to make a concerted attack on Henderson Field later in the game.

Japanese Turn 12 photo below

American turn 12

I cannot allow the Japanese to continue to use their artillery to try and pick off my units individually. We will sally into the jungle and dig them out. 2/5 Marines attack 2/10 Mountain artillery fully supported by all available artillery, the Japanese respond in kind with FPF. Marines are forced to retreat one and dig into the jungle on the edge of the Tenaru River valley. 3/2 Marines attack the Japanese 1st Armor company in the woods and are forced to retreat. 3/1 and 1/1 Marines force Japanese 3/ 4 Infantry to retreat, displacing units in the Japanese defense. The LVT's and Composite Battalion attack the 7th Japanese Engineers supported by AT guns at +1 on the jungle and are forced to retreat. I do not like how exposed those Marines east of Bloody Ridge appear.

The 1/7 and 2/7 Marines attack the 1/ 4 Japanese artillery already digging in on Mt. Austen, the 2/4 Japanese artillery fire FPF and the Marines are forced to retreat.

Henderson remains ringed by zones of control as artillery units are placed in the front lines. Not looking good for the Marines, where is the damned army with promised reinforcements?

American turn 12 photo below



Japanese turn 13

Two options, pull back continue to build up or pluck at the offered fruit. The possibility of eliminating one or two Marine battalions is too good to pass up. We will attack, especially with our heavy artillery units both available to fire support (gotta love that range of 24 hexes).

1/1 Marines are targeted at +10 (jungle) and 3/1 Marines are targeted at +8 (jungle). The Japanese reinforcements land on the north side of the perimeter, the 1/29 Infantry pinning down the 1/11 and 3/11 artillery. US FPF (only five factors available) fire 3 in support of 3/1 Marines and 2 in support of 1/1 Marines. Odds are that one Marine unit will be forced to retreat into a zone of control and will be eliminated.

With a roll of 1, the 1/1 Marines are forced to retreat 3 hexes and barely cling to the jungle's edge with Japanese infantry in heroic pursuit 3/124 and 3/4 Infantry. 3/1 Marines are eliminated, being forced to retreat into zones of control due to the 1/1 Marines displacement. Perhaps Henderson will be ours sooner rather than later...

More good news for the Emperor, the 1/29 Infantry rolls a 1 on the jungle (-2) table and remains engaged, further limiting US barrage options.

Japanese turn 13 photo below



US turn 13

The situation is precarious, and we have no option but to attack. Henderson is threatened, our perimeter is threatened, enemy artillery is digging in.

2/5 Marines storm across the river valley attacking and pinning three Japanese artillery units (1st Mortar and 1/10 and 2/10 Mt Artillery), denying their FPF to other defenders. 2nd Japanese mortars fire FPF in support of their fellow redlegs. A 2 is rolled, and 2/5 Marines pull back into the valley, having done their duty, diverting enemy FPF.

3/7 Marines attack 2/20 Mt artillery, a 6 is rolled, 3/2 Marines retreating to the fringe of the jungle, also having soaked up FPF factors that were needed elsewhere by the Japanese.

US 1st Armor attacks 1/29 Infantry in conjunction with the pinned US Artillery units. The 1/29 Infantry, having done their heroic duty in attacking US artillery, fights valiantly in defense but succumbs to a D1 on a roll of five, being eliminated trying to retreat through US zones of control.

1/7 and 2/7 Marines attack the dug in Japanese 1/ 4 artillery on Mt. Austen from both sides, 2/4 artillery fires FPF in support. Both Marines are forced to retreat one hex, but again deny FPF to other Japanese units.

LVT's, Composite Battalion and 1/1 Marines attack 3/ 4 Japanese Infantry in the jungle at the foot of bloody ridge. All US available barrage artillery is targeted with this attack. Japanese AT fires FPF in support. 3/ 4 Japanese Infantry is forced one hex further from Henderson, 1/1 follows eager to regain honor after their retreat caused the elimination of their brother unit 3/1 Marines in early fighting this day.

US turn 13 photo below – in two parts.





Japanese turn 14

We are forced to attack now, but the Americans are spread apart and weak. The 1st Engineers skirts the US flank and occupies one hex of Henderson field. Our landing forces 2/29 Infantry storm ashore, engaging 1/3 and 2/3 Coastal Artillery, denying the imperiled Marines their FPF support. The Infantry is forced to retreat one hex, having accomplished its mission.

We storm towards Henderson.

3/ 4 Japanese Infantry and 1st Armor Company attack the Composite Battalion with 18 barrage strength supporting. US artillery cannot bring this below the max +10 jungle, so the Composite Battalion fights alone. The Composite Battalion, worn out in two weeks of constant fighting retreats three towards the coast.

3/124 Japanese Infantry attacks the 1/1 Marines and the LVT's with the AT guns in support. All available US FPF (7 factors) is allotted to this defense. The Marines hold, with the 3/124 forced to retreat 2 hexes back into the jungle.

Japanese turn 14 photo below, in two parts



2-3-10

3-3-24
3-4

2-3-10

1-1-10

3-3-24
3-4

Japanese

1

4

United States



US turn 14

This is a close run thing. Victory conditions call for the Japanese to *occupy* two hexes of Henderson at the end of their combat phase, we will do our best to keep that from happening.

3/2 Marines and 2/11 Artillery (fighting as Infantry) attack Japanese 3/ 4 Infantry with all available barrage support (+5), Japanese FPF is all in range available artillery, yielding a -3 attack in clear terrain. Attackers are forced to retreat one hex.

2/5 Marines attack 1/10 and 2/10 Mountain Arty with AT guns fire FPF in support of the Japanese defense. Attacker forced to retreat one, having again diverted FPF.

1st SW (fighting as Infantry) and the Composite Battalion attack the 1st Armor Company, Japanese FPF not available, defender retreats one hex, displacing 3/ 4 Infantry one hex southward.

The LVT's and the 1/1 Marines attack the Japanese Engineers occupying one hex of Henderson Field. The engineers are forced to retreat into US zones of control and are eliminated.

1/7 Marines try to dig out the Japanese artillery on Mt. Austen, and are repulsed, retreating one hex but again denying FPF to other Japanese units.

3/7 Marines have a go at the Japanese Engineers screening the other long range artillery unit, forcing the Engineers to retreat.

US turn 14 photos, below



Japanese
United States

1

4

2-3-10

3-3-24

3-4

01-1-10

2-3-10

3-3-24

3-4

Japanese turn 15 photos

We will push towards Henderson and keep the pressure on. Reports that US military transports are only days away. We also have help coming, but have the upper hand.

Our artillery is repositioned, the Mountain Artillery forming a perimeter to protect our formidable mortar units. Our long range artillery can fire freely in support of our attacks. We are desperately short ground units, but believe in our divine Emperor.

1st Armor attacks the Composite Battalion, units remain engaged.

3/ 4 Infantry attacks the 1/1 Marines dug in on Henderson Field, a barrage of all available Japanese Artillery (19 factors) accompanies this assault, US fires all available artillery in FPF, reducing the half the probability of DE result. A roll of 6 results in a retreat of 1 for the Marines and a Japanese unit again holds a hex of Henderson.

3/124 Infantry attacks the LVT's and is forced to retreat one hex

2/29 Infantry attacks the 1st Marine Armored regiment and are forced to retreat

2nd Engineers attack 3/7 Marines and are forced to retreat

Japanese turn 15 photo below

Japanese

1

5

United States



US Turn 15

Have to reclaim Henderson Field. We have enough units available to do it.

1/7 and 3/7 Marines can each engage the separate long range artillery units, nullifying their FPF. Both Marine regiments retreat, having accomplished their mission.

3/2 Marines and the Composite Battalion attack the 1st Japanese Armored company, a roll of 1 results in the Armored Company being eliminated being forced to retreat through a zone of control.

2/5 Marines attack 1/10 and 2/10 Mountain Arty, rolling a 1 leaves the heroic Marines engaged, denying barrage factors to the Japanese on turn 16.

LVT's, 1/1 Marines, 1st Armor Battalion and 1/3 Coastal Artillery fighting as infantry attack the 3/ 4 Japanese Infantry dug in on Henderson with all available (8) barrage factors against all available (9) Japanese FPF factors, a roll of 1 results in a defender retreat two hexes, 3/ 4 Japanese is eliminated being forced to retreat into zones of control. *Henderson is ours for now.*

US turn 15 photo below



Japanese

United States

1

5

Bloody

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Japanese turn 16

I should have waited and husbanded my forces, losing two ground units is hard medicine.

We have reinforcements from last night's Tokyo Express landing and more units promised over the next week.

Our Mountain Artillery (1/10 and 2/10) fighting as infantry pin 2/5 Marines while 3/124 Infantry attacks from the rear, maximum barrage support is allocated to this assault. With only 4 US FPF available, there is no way to save the Marines, they are forced to retreat and are eliminated.

The 2nd Engineers supported by 1/ 4 and 2/4 Artillery attack the 3/7 Marines on the coast road, the Marines hold fast and are unmoved.

1/16 Infantry lands and engages the 1/11 and 3/11 Artillery, denying their FPF, they are beaten off, retreating two hexes

3/29 and 2/29 Infantry encircle and attack the 2/3 Coastal Artillery, all four US FPF fire in support of the coastal artillery. Both attacking units are forced to retreat.

Japanese turn 16 photo below



US turn 16

The Composite Battalion, LVT's and 1/1 Marines supported by all barrage strength attack 2/20 Mt Artillery on Bloody Ridge supported by 12 FPF factors. The Marines are thrown back.

2/11 Artillery attacks the 6th AT guns, forcing them to retreat and following them into the woods.

3/2 Marines attacks the 3/29 Infantry, the units remain engaged.

1st Marine Armor attacks 2/29 Infantry, forcing a retreat into a zone of control, eliminating the Japanese unit.

2/7 Marines again attack 1/ 4 Artillery and are again thrown back.

3/7 Marines attack 2nd Engineers supported by 2/4 FPF and are forced to retreat 2 hexes.

US turn 16 photo below



Japanese turn 17

The naval bombardment hits the 1st LVT forcing this tired unit to retreat.

1/16 Japanese Infantry repeats its assault on the 1/11 and 3/11 Artillery, retreating after completing the mission.

6th AT guns attacks 2/11 Artillery in the jungle, barrage support is 12. The artillery begrudgingly retreats one hex.

3/29 Infantry attacks 3/2 Marines, trying to get off of the beach, 10 barrage fire in support of this attack with 3 FPF answering, the Marines retreat into the adjacent jungle hex with the Japanese following.

Japanese turn 17 photo below



Japanese

United States

1

7

Bloody

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US turn 17

Time to try to ease our way.

The Army storms ashore surrounding and attacking 2/4 Japanese Artillery, the 1/164, 2/164 and 3/164 surrounding the artillery unit, a 1 forces a retreat into zones of control, eliminating the defending artillery.

Spoiling attacks are made by the 2/7 Marines on the artillery on Mt Austen, being thrown back and the 3/7 Marines on the 2nd Engineers, eliminating the engineers who are forced to retreat into zones of control.

All barrage factors are thrown at 3/29 Infantry as are all available FPF's, the LVT's, 1st Marine Armor, 3/2 Marines and Composite Battalion attack the unit on 3 sides , the attack goes in at +0, the attackers being forced to retreat by the stubborn defense.

The 1st SW attacks the 2/2 Artillery and are repulsed, retreating two hexes.

US turn 17 photo below



Japanese turn 18

2/2 Artillery fighting as Infantry, 3/16 Infantry, 3/29 Infantry and 2/16 Infantry attack with all but 1 barrage against 3/2 Marines, there is not enough FPF to offset a +10 attack in clear terrain, the Marine unit is destroyed.

1/16 Infantry attacks 3/11 Artillery with 1 barrage in support of the attack and 7FPF in support of the defense, the attackers are thrown back.

Japanese Turn 18 photo below



Japanese 1 8

United States

8 Sep 25	3/3
9 Sep 27	3/3
10 Sep 29	3/3
11 Oct 1	3/3
12 Oct 3	3/3
13 Oct 5	3/3
14 Oct 7	3/3
15 Oct 9	3/3
16 Oct 11	3/3
17 Oct 13	3/3
Nov 1 Fire	2-2-10
0/0	2-2-10
Game Turn	2-2-10
19 Oct 17	0/3
20 Oct 19	2-2-10
21 Oct 21	0/3
22 Oct 23	2-2-10
23 Oct 25	2/3
24 Oct 27	2/3
25 Oct 29	2-3-10
26 Oct 31	2-3-10
27 Nov 2	2/3

Bloo

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US turn 18

1st SW attacks 3/16 Infantry, driving them back

1st LVT attacks 2/16, 2/20 remaining engaged.

1st Armor attacks 3/29 Infantry will all barrage factors, all FPF fires defense

Composite Battalion attacks 3/124 Infantry on Bloody Ridge, remaining engaged.

1/1 Marines attack 2/10 Mt Arty on Bloody Ridge, remaining engaged

2/7 Marines again attack 1/ 4 Artillery on Mt. Austen and are thrown back, retreating two.

I will photograph the area around Henderson Field and just narrate the accompanying battle on Mt. Austen.

US turn 18 photo below



Japanese turn 19

2/20 Mountain Arty and 1/16 Marines along with all available barrage attack 1/1 Marines, no FPF provided, it could not change the +10 column, the Marine unit is eliminated.

3/124 Infantry attacks the Composite battalion and they remain engaged.

2/2 Japanese artillery attacks 2/11 US artillery, both fighting as infantry and is repulsed.

3/16 Infantry and 3/29 Infantry attack the 1st SW supported by 3FPF, the defenders are dislodged.

2/16 Infantry attacks the LVT's supported by 3FPF and are repulsed, the LVT's advancing after combat.

Japanese turn 19 photo below



US turn 19

3/16 Infantry and all available FPF is attacked by all available barrage factors, 1st Armored Marines, 1st SW and 1/164 US Infantry, attackers are forced to retreat

LVT's attack 2/16 Infantry and are repulsed

2/164 US Infantry and 3/7 Marines attack 3/29 Infantry, units remain engaged

2/11 Artillery attacks 2/10 Japanese artillery, both fighting as infantry remain engaged

2/7 Marines attack 2/4 Artillery on Mt. Austen and are repulsed, retreating 2 hexes.

Still a near run thing, still up in the air.

US turn 19 photo below



Japanese

United States

1

9
NINE

Japanese turn 20

Too late to marshal incoming forces, not enough time. Will use artillery superiority to destroy exposed units and keep the pressure on the US always with an eye on taking Henderson Field.

3/16 Infantry with 1 barrage factor from 6th AT and 3 from the 1/ 4 Artillery, attacks 1st Marine Armor and 1st SW to deny FPF. Defenders are forced to retreat 2 hexes and one hex of Henderson Field falls.

3/29 Infantry attacks 1/164 US Army Infantry, units remain engaged.

2/16 Infantry and 3 barrage from 1st Mortars attacks 3/7 Marines, forcing the Marines to retreat one hex, infantry does not occupy.

3/2 Artillery fighting as infantry and supported by 2 barrage from 2/10 Artillery attack 1st LVT which is supported by all 4 available FPF, units remain engaged.

1/16 Infantry attacks 3/11 Artillery to deny FPF, forcing a retreat and occupying the vacated hex.

3/124 Infantry attacks the Composite Battalion at the foot of Bloody Ridge, units remain engaged.

1/ 2, 2/2, 2/10 Artillery fighting as infantry supported by 3 barrage from 2nd Mortars attack 2/11 Artillery in the jungle, forcing it to retreat into a zone of control and destroying it.

Japanese turn 20 photo below



US turn 20

Not looking good, down a hex of Henderson Field and the Japanese has enough FPF to keep me from taking it back. Have to try.

1/164 and 3/164 US Army, 3/7 Marines and 1/11 Arty fighting as infantry supported by all available barrage attack 3/16 Infantry supported by all available FPF, attackers forced to retreat 2 hexes. 1/164 US Army eliminated, surrounded by zones of control.

1 LVT vs 3/2 Arty and 2/16 Infantry, LVT's forced to retreat and are eliminated.

2/164 US Army vs 3/29 Infantry, repulsed and retreats

Composite Battalion vs 3/124 Infantry on Bloody Ridge units remain engaged

1st Armor and 3/11 Arty vs 1/16 Infantry forces a retreat, the Armor occupies

2/7 Marines attack 1/ 4 Artillery on Mt. Austen denying FPF, repulsed retreating 2.

US turn 20 photo below



Japanese turn 21

Two units move onto the undefended Henderson Field

3/126 and 2/124 with all barrage attack the Composite Battalion, all US FPF applied. Composite Battalion is forced to retreat into a zone of control and is eliminated.

End of Japanese combat phase leaves two hexes of Henderson Field with Japanese units in place, Japanese victory, the US will have to find another island to hop.

Japanese Turn 21 photo below



Notes – Japanese Mortars are simply both powerful and deadly. US artillery is wide ranging and mobile but individual units are weak, safeguard the strong units. Made some mistakes, misreading the coastal artillery and allowing them more than one MP at times, minimal effect on outcome.

Sometime between turns 10-18 I forgot that rivers cost 2MP rather than 1 to cross. This mistake was applied evenly to both sides. (I attended my brother's retirement as a full bird Colonel – out of town, multiple day trip - and this interrupted my play, so I have a good excuse.)

I fully enjoyed this game, excellent replay value, defending and attacking is like trying to sew water and artillery allocation is key. Fun and fast-playing, would be great with a live opponent and replayable solitaire, as well.