THE BATTLE OF BLOODY RIDGE

September 13, 1942, South of Henderson Field, Guadalcanal - The Japanese, determined to annihilate the Marine invaders from the island, carefully prepared a night assault against the Southern perimeter of the U.S. units around Henderson Airfield. The primary line of defense was Edson's Raiders and Marine paratroopers. Even against overwhelming odds, they knew that they must hold "at all costs."

VICTORY CONDITIONS
The Japanese must exit 10 unbroken squads off the North edge to win. If the American player loses more than 9 squads, each additional full squad loss counts as a Japanese squad exited off the North edge. (Squad and Crews count toward full squads for victory conditions).

TURN RECORD CHART

SPECIAL RULES
P-1.1 Night visibility rules are in effect, with a fixed visibility limit of 5 hexes. Americans receive two offshore starshells automatically every other turn. See Pacific Rule #2.

P-1.2 The Americans have available two modules of 100mm offboard artillery. Radio contact is considered established, as long as there is an unbroken leader with a functioning radio. The spotting round and adjustments are made normally per SL rules.

P-1.3 Terrain changes are as follows:
(1) Disregard all walls, hedges and roads.
(2) Wheatfields are treated as brush hexes, and building hexes as woods hexes. Use building contour for LOS.

Aftermath: Two nights of intense fighting saw the American perimeter hit hard and greatly reduced. The line bent, but never broke! Wave after wave of Japanese soldiers shed their blood on the ridges in a futile attempt to overwhelm the defenders. Along with the valor of the Marines, timely artillery and armor support finally broke the back of the Japanese attack.