



# GUADALCANAL BASIC GAME RULES

## OVERVIEW

- The air, land and naval battle of Guadalcanal is underway. To win, you must control the islands and their airfields – but to win you must also make use of your air and naval assets.
- Side 1 plays the Axis power (Japan)
- Side 2 plays the Allied power (US)

## HOW TO WIN

- Game is played to 15 points. You score 1 point for each enemy Carrier or Battleship you DESTROY (not damage). At the end of each turn you score 1 point for each UNDAMAGED airfield you control. If tied at 15 or more, play more turns until the tie is broken.

## GAME SETUP

- Each side gets a base card that corresponds to their off board air and naval base and all starting units are set up to match the markings that are shown on the board. **Japan is given the first player marker and this marker changes hands every turn in the game. Set the score for each side to zero.**

## TURNS

During a game turn, a very specific set of steps is followed. Each turn, three phases are performed: Movement, Combat and Regroup. In ALL cases, the player who has the first player marker goes first – the other player then goes second for each phase.

## MOVEMENT PHASE

Each side moves their units in the order specified on the turn order card. The first player moves all of his units of a certain type, then the other player moves. This is done for each unit type. Fighters have 2 movement points in this phase; bombers 3. They will get another set of movement points in the regroup phase.

**\* IMPORTANT: You must LOAD and MOVE transports and destroyers in that order. You cannot MOVE then LOAD.**

## COMBAT PHASE

• All combats last only ONE round – attacker rolls first, then defender. All units hit by attacker still get to fire back (except when hit by a sub). A roll of 1 or 2 is considered a HIT. Combat is done in the following sequence:

1. Attack Air Units – in a zone where air units CAN be attacked, sum up the AIR attack values of all units and roll that number of dice.
2. Attack Naval Units – in a zone where naval units CAN be attacked, sum up the NAVAL attack values of all units and roll that number of dice.
3. Unload Transports/Destroyers onto islands
4. Attack Land Units / Airfields – in a zone where LAND units (or airfields) can be attacked, sum up the LAND attack value of all units and roll that number of dice.

Declare casualties for each as shown on the outside of the battle box sleeve looking for the appropriate unit type. Casualties from one stage of combat do NOT carry over to the next stage. If you need more than 12 dice, simply roll the first twelve and then roll again. If you roll a hit against a unit type that does not exist in the battle, start reading the sleeve back at #1 and read up from there until you find the appropriate unit.

## REGROUP PHASE

After all combat is completed, the following steps are done:

1. Determine island control. To determine control add up the LAND attack values of ALL land units on the island PLUS the LAND attack values of all ships that are in any sea zone adjacent to the island. Higher total controls the island. If tied, control stays what it was last turn.
2. Land air units. Fighters get 2 movement points; bombers get 3. Up to 2 air units of any type can land on an UNDAMAGED airfield. Up to 2 fighters can land on a Carrier (bombers cannot land on carriers) You home base card is also considered an airfield and can hold as many units as you want. If an air unit cannot legally land, it is destroyed.
3. Build Airfields – convert 3 supply tokens into a new airfield on an open spot on an island
4. Reinforce and Repair. You get a base of 10 points and an additional 4 points for each island you control to spend on reinforcements. Unit costs are on the turn summary card. You can repair a damaged naval unit by using one supply token from your home base. Also, you can use a supply token on an island to repair a damaged airfield.
5. Deploy - All new units are placed on your base card, unless you forward deploy. You can pay 1, 2 or 3 supply tokens to move new units off your base card and put them directly onto the board. You must pay this for EACH naval unit you want to deploy. Transports with units on them and Carriers with fighters on them deploy together
6. Check for victory – if one side is at 15 points, they win.

## COMMON RULES

- All naval units except for Transports and Subs are considered RESILIENT. This means that when hit, a roll of 1 destroys the ship, a roll of 2 only damages it. Move to base card.
- Further, Battleships take 2 hits to damage or destroy. They ignore the first hit (of any kind) against them.
- Transports hold 2 units, destroyers 1.
- Subs, when moving, also make a targeted attack against an enemy unit in the sea zone they are moving into.
- The areas marked with the circle and slash through them are not passable by naval OR air units.
- It takes one movement point to take off from an island to the adjacent sea zone. It does not take one movement point to take off

