

AMBITIOUS PLANS



SCENARIO BB16



VICTORY CONDITIONS: The U.S. wins immediately when they have exited ≥ 35 Exit VP off the north edge of any Ocean overlay. This VP total is increased by a number equal to the circled number on the turn of the Turn Record Chart in which the U.S. Air Support arrives.

TURN RECORD CHART

U.S. Sets Up First [181]	1	2	3	4	5	6	7	8	9	10	11	12	END
JAPANESE Moves First [135]		3	3	2	2	1	1						



Elements of the 1st Battalion, 7th Regiment, 1st Marine Division [ELR: 5] set up on board 39 on Level 2/3 hill hexes numbered ≥ 6 : {SAN: 3}



5-5-8	4-5-8	9-1	8-1	8-0	1-4-9	4-10
3	10					2

Elements of ad hoc landing craft flotilla enter on Turn 2 along the north edge of any Ocean overlay:



6



Elements of the 2nd Battalion, 124th Regiment [ELR: 4] set up on board 39 on/west of hexrow Q in hexes numbered >9 and/or enter on Turn 1 along the south edge of board 39: {SAN: 5}



4-4-7	2-2-8	10-0	9-1	4-11	2-6	50-1-10
10	2			2	2	2

SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1). All Gullies are Paths.
- Place overlays as follows: O3 on 39H1-H2; Be4 with hexes 401-402 on 37L2-L1; Be5 with 501-502 on 406-405; Be6 with 601-602 on 566-567; OC1 with 1001-1002 on 505-504; OC2 with 2001-2002 on 618-617; and OC3 with 3001-3002 on 677-676. Beach slope is Moderate.
- Despite the possibility of the Japanese entering play from entirely offboard, the U.S. may not Bore Sight. Contrary to G1.631, the Japanese may not utilize HIP.
- The U.S. is conducting a Seaborne Evacuation (G14.3). Prior to setup, the U.S. may secretly designate one LC which will add a -1 DRM to any attack using its MA (Landing Craft Multi-Applicable Note C). The U.S. receives random Air Support (E7.2), which will consist of one FB armed only with one 4 FP MG.
- The U.S. receives one module of 120+mm NOBA (G14.6; HE and WP) which is directed by the initial U.S. hero; this hero is considered an onboard Observer (C1.6) for all purposes, but only if he has LOS to Level 1 of the battery's pre-designated Ocean hex (G14.62). All NOBA actions conducted by the hero are concealment loss activities. The hero's Radio Contact value is "8"; radio malfunction and G.7 are NA. Once Contact is gained or maintained, no further Maintenance DR are required provided the hero does not exit the hex from which he last conducted a NOBA action; otherwise a normal maintenance DR is required. While the hero is directing the NOBA, Battery Access is gained automatically [EXC: subsequent Battery Access draws are required as per C1.21].

POINT CRUZ, GUADALCANAL, 27 September 1942: After the series of Bloody Ridge engagements earlier in the month, General Vandegrift knew that a sizable Japanese force was operating from Matanikau village east of Point Cruz. A series of ambitious offensives in regimental strength were planned to clear out the enemy. Forces under the commands of Colonel Edson and Lieutenant-Colonel Lewis B. "Chesty" Puller attacked the Japanese forces from the east, but met with very heavy Japanese resistance. A message sent to Edson led him to mistakenly believe that the Marines were making good progress. In order to exploit this misinterpreted success, Edson sent Chesty Puller's 1st Battalion, 7th Marines to land west of Point Cruz and attack Matanikau from the rear supported by fire from the destroyer *USS Monssen*. No sooner had the first ridge been gained when two Japanese columns attacked the flanks of the battalion and cut it off from the shore.

BOARD CONFIGURATION:

HANDICAPS:

- U3: Use U2, and expand the Japanese setup area to include hexes numbered "10" east of hexrow Q on board 39.
- U2: Use U1, and in the U.S. OB, replace three of the LCP(L)s with three LCVs (Landing Craft Note 3).
- U1: Add one 9-0 leader, and one Japanese MMG and its crew to the Japanese OB.



OC1	OC2	OC3
Be4	Be5	Be6
37	O3	
39		

- J1: In the U.S. setup instructions, replace " ≥ 6 " with " ≥ 5 ".
- J2: Use J1, and in the VC, replace " ≥ 35 " with " ≥ 31 ".
- J3: Use J2, and one 7-0, one 5-5-8 and one U.S. MMG to the U.S. OB.

6. Direction of the U.S. NOBA battery will be permanently assumed by a Shipboard Observer (G14.68) immediately when the initial U.S. hero loads onto an LC, becomes wounded, or loses Good Order status.

7. To represent flanking fire, during the MPh/DFPh of each U.S. Player Turn, the Japanese may conduct up to three 1 FP attacks against any Ocean hex(es), resolved as though they were Residual Fire attacks.

AFTERMATH: Lacking radio equipment with which to communicate their plight, the isolated Marines were able to signal a liaison aircraft by spelling out "HELP" with their t-shirts. Once word of the Marines' predicament was reported to HQ, Chesty Puller boarded the *Monssen*, and with a band of landing craft headed to the initial landing site. When the *Monssen* reached station, it could not communicate with the retreating Marines until Sergeant Robert Raysbrook exposed himself to fire in order to semaphore fire directions to the destroyer. Under cover of the *Monssen's* guns and occasional strafing runs made by the liaison plane, the Marines reached the beach and setup a hasty perimeter. As the landing craft approached the beach, they began taking flanking fire from the promontory of Point Cruz. As soon as the boats beached, the Marines boarded under the covering fire provided by the craft's manning Coast Guardsmen. For his outstanding performance contributing to such fire during this evacuation, Coast Guardsman Douglas Munro was posthumously awarded the Medal of Honor—the only Coast Guardsman to receive this award. In the end the 1st Battalion was successfully evacuated, but at a cost of 18 Marines killed and 25 wounded.