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Colonel Kiyono Ichiki

## The Battle of the Tenaru



## Historical Background

"On 13 August 1942, the Japanese High Command ordered Lieutenant General Haruyoshi Hyakutake's Seventeenth Army at Rabaul to retake Guadalcanal. With no clear intelligence picture of the American forces on Guadalcanal, Hyakutake decided to retake it with 6,000 troops from the 7<sup>th</sup> Division's 28<sup>th</sup> Infantry Regiment and the Yokosuka Special Naval Landing Force. These units would be followed by the 35<sup>th</sup> Brigade."<sup>1</sup>

## Situation

The spearhead of this effort will be made by the reinforced 2<sup>nd</sup> Battalion of the 28<sup>th</sup> Infantry Regiment, led by Colonel Kiyono Ichiki. After landing at Taivu Point, Colonel Ichiki establishes his headquarters, sends out scouting parties and awaits the arrival of his regiment. A raiding party is dispatched to gain intelligence about the American disposition. They report that the Marines are "cowering in a defensive perimeter around the airfield. Based on that information, Ichiki decides to march to the former Japanese construction camp east of the Tenaru, establish it as his headquarters and then move against the Americans. However, after learning that his scouting party has been destroyed by the Marine patrol on 19 August, Ichiki changes his plans. Fearing he has lost the element of surprise, he chooses to march westwards with the troops he has on hand. Although his knowledge of the terrain east of the Tenaru is incomplete, he does not expect to encounter any Americans east of the airfield."<sup>2</sup>

## Marine Mission Briefing

It's the evening of 20/21 August and Marine listening posts on the east bank of Alligator Creek detect the movement of a large body of Japanese troops. No sooner do the men withdraw than a severely wounded native stumbles into the Marine lines. Before collapsing, he warns of an imminent Japanese attack!

## Marine Forces

- 1x Platoon HQ: TQR 4 (d4 flares)
- 3x Rifle Squad: TQR 3–4
- 1x M1917 water-cooled machine gun: TQR 3
- 2x 37mm ATG; TQR: 3 & 4 (2d6 canister rounds)
- 2x M3A1 Stuart Tanks: TQR 2 & 3 (turn 5)

<sup>1</sup>Joseph N. Mueller, Guadalcanal 1942 - The Marines Strike Back: (Osprey, 1992): 43–50.

<sup>2</sup>Joseph N. Mueller, Guadalcanal 1942 - The Marines Strike Back: (Osprey, 1992): 43–50.



## Japanese Mission Briefing

We have finally received our marching orders and will soon meet the enemy on the field of battle. We have been marching in formation for some time, when suddenly our lead elements run into a single strand of barbed wire placed across the sand bar at the mouth of the creek. Our column has become temporarily disorganized, as we did not expect to encounter any defensive positions so far east.

### Japanese 1<sup>st</sup> Company

- 1x Company HQ; TQR: 4 (d4 flares)
- 4x Platoon HQ; TQR: 3–4
- 12x Rifle Squad; TQR: 1–4
- 2x Type 89 Team: TQR 2 & 3

### Set-up

Although the fighting takes place along a wide front, this scenario will depict the action of Ichiki's 1<sup>st</sup> Company as they attempt to outflank the American position through the surf. They are met by machine gun and 37mm canister fire. Later, the Marines counterattack with Stuart Light Tanks. The Marines begin hidden along the tree-line of the west bank. The Japanese begin on the east bank and may cross Alligator Creek. Three Japanese platoons enter from the east edge on turn 1, while the fourth platoon enters from the south on turn 2.

### Victory Conditions

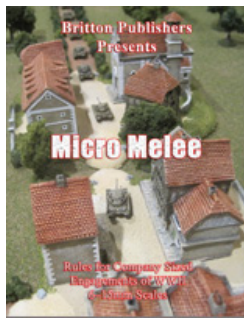
The Japanese player must overrun the two 37mm anti-tank gun positions and the heavy water-cooled machine gun in six turns. The Marines must avoid these conditions.

### Aftermath

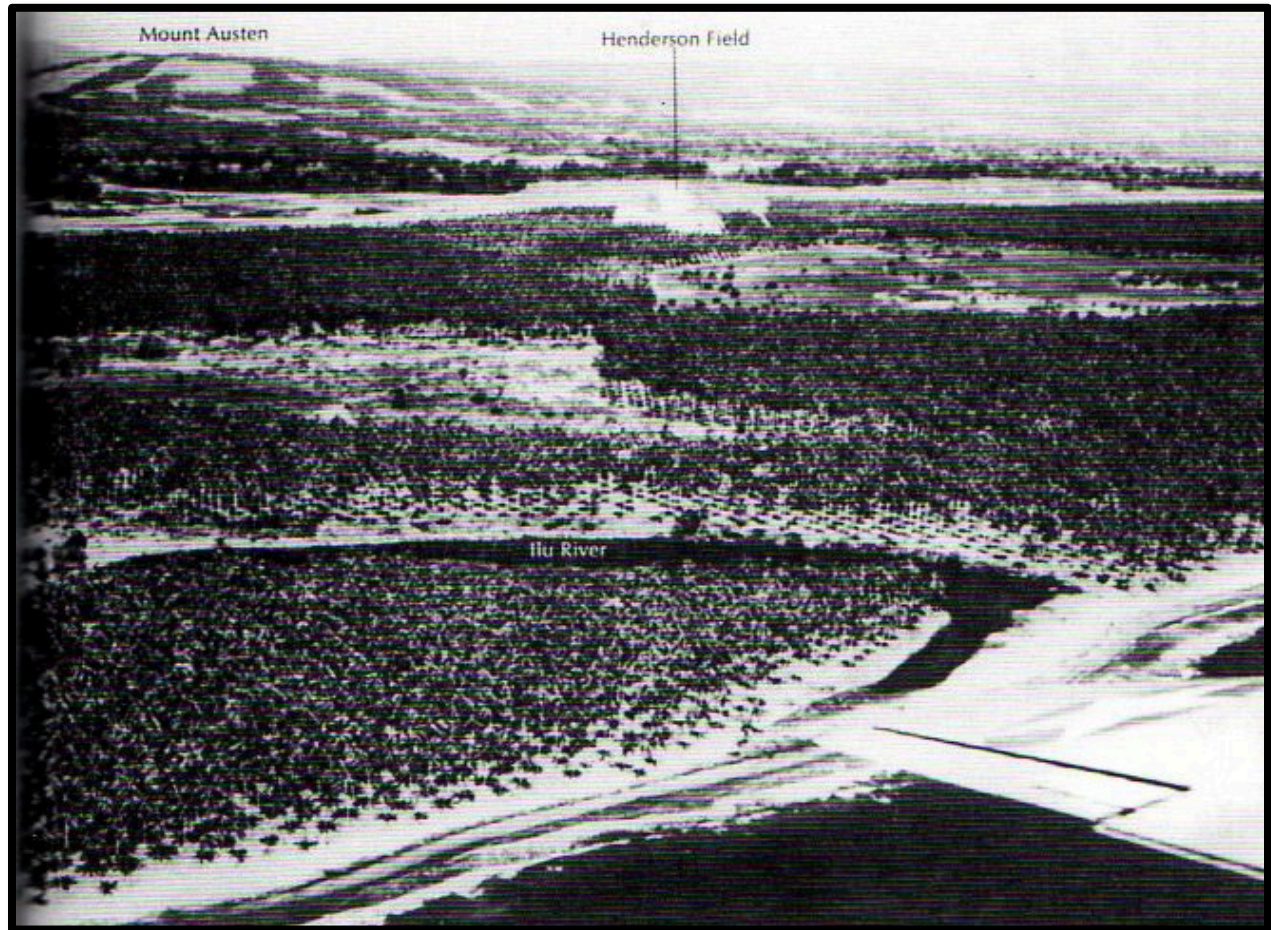
"The ensuing battle that erupted, which would later be referred to erroneously as the Battle of Tenaru, was fierce and savage. Using human wave tactics, the Japanese attempted to crush Lieutenant Colonel Edwin A. Pollock's 2<sup>nd</sup> Battalion, 1<sup>st</sup> Marines, which was defending the area. Unable to dislodge the Marines, who were now using heavy machine-gun and canister fire from two 37mm anti-tank weapons to decimate his troops, Ichiki sent part of his force south along the east bank to cross the creek upstream in an attempt to outflank the Marines. This attempt failed. He then sent a company out through the surf in an attempt to break through from the north. This attempt also failed. The last anyone saw of Colonel Ichiki, he was moving forward towards the sand bar, where he was undoubtedly killed."<sup>3</sup>

<sup>3</sup>Joseph N. Mueller, Guadalcanal 1942 - The Marines Strike Back: (Osprey, 1992): 43–50.



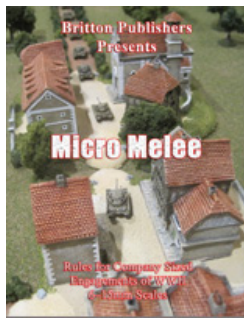


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East Bank of Alligator Creek

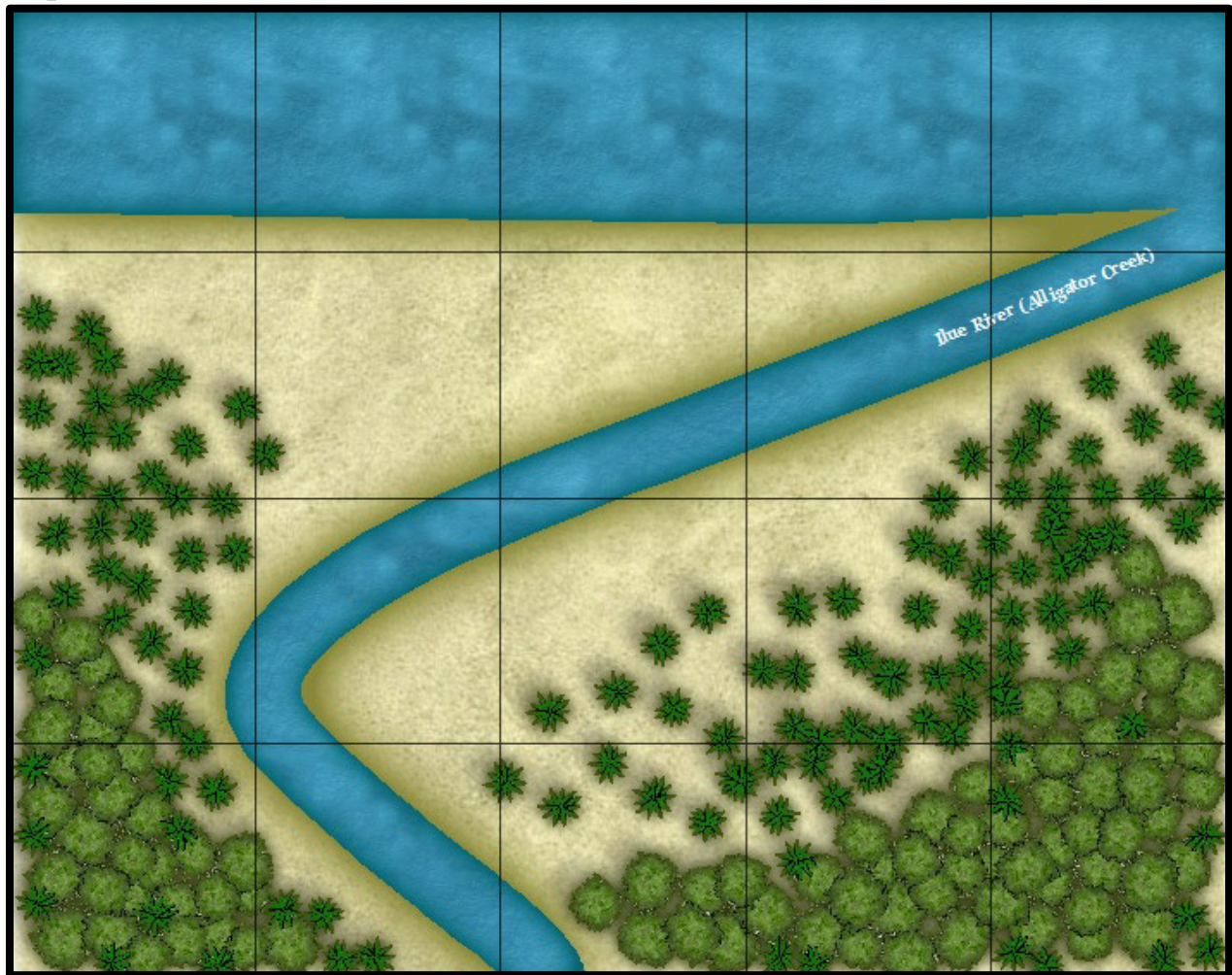




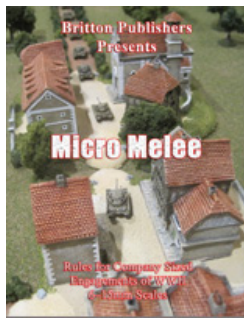
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## Map—The Battle of Tenaru





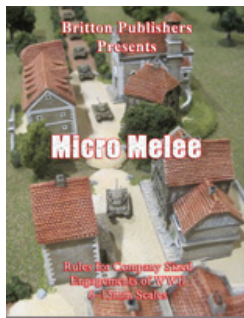


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**GM NOTES:** Night rules are in effect. The Marines begin hidden in foxholes anywhere on the west side of Alligator Creek. Japanese platoons 1–3 must enter from the east edge on turn 1 and Platoon 4 enters from the south edge of the map on turn 2 (east of Alligator creek). Darkness and the sandy ground will restrict the Stuart tanks to  $\frac{1}{2}$  the cross country rate.

- Although the canister round is not predicated on overpressure, the shotgun effect can still inflict casualties on nearby units. Apply the rules for HE.
- The river in this scenario is fordable, but it takes three action phases to accomplish. Once the unit moves to the river, it must stop for one action phase on the bank. Then, it spends one action actually crossing the river. Finally, it moves to the opposite bank where it spends the third action phase. Infantry units crossing the river in this fashion may not attack, and if suppressed during the *crossing-phase*, must be removed from play.
- Prior to executing a banzai charge, the company HQ unit combines its TQR with each subordinate unit and makes a saving roll (d10). If successful, those units will not be subject to suppression. If the save fails, the subordinate units must check suppression pursuant to the rules. Units under the influence of banzai are automatically ID'd.



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## 2<sup>nd</sup> Battalion/1<sup>st</sup> Marines

(Platoon HQ: 1x Thompson SMG, 5x M1903 Springfield)

(Rifle Squad: 1x Thompson SMG, 10x M1903 Springfield, 1x BAR, 1x M1903\*)

(Medium Machine Gun: 1x M1917 w/ tripod, 1x Thompson SMG, 7x M1903 Springfield)

\*Rifle grenade adds one fire power factor from point blank through medium range, once per phase.

### Movement: 6mm

| Slow | Standard | Tactical | Double Time | Dash |
|------|----------|----------|-------------|------|
| 3cm  | 6cm      | 4.5cm    | 10.5cm      | 18cm |

### FPF

| Range         | Point Blank<br>0–15cm | Short<br>15.1–30cm | Medium<br>30.1–60cm | Long<br>60.1–120cm | Extreme<br>120.1–240cm |
|---------------|-----------------------|--------------------|---------------------|--------------------|------------------------|
| Platoon HQ    | 8/7                   | 3/2                | 3/2                 | 3/2                | 3/2                    |
| Rifle Squad   | 12                    | 7                  | 7                   | 7                  | 7                      |
| Rifle Grenade | 1                     | 1                  | 1                   | NA                 | NA                     |
| MMG           | 15/14                 | 10/9               | 10/9                | 10/9               | 10/9                   |

HQ Platoon 1 **TQR: 4**

Damage Rating: 10

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Flare

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Smoke

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Squad 1/1 **TQR: 3**

Damage Rating: 16

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Squad 2/1 **TQR: 3**

Damage Rating: 16

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Squad 3/1 **TQR: 4**

Damage Rating: 17

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MMG 1 **TQR: 3**

Damage Rating: 12

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ATG 1 **TQR: 4**

Damage Rating: 9

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ATG 2: **TQR 3**

Damage Rating: 8

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## Ammo Consumption

**M3A1 (37mm) ATG 1**  
**Canister**

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**M3A1 (37mm) ATG 2**  
**Canister**

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| M3A1 STUART                                  |              |                 |            |                                  |            |   |            |
|--|--------------|-----------------|------------|----------------------------------|------------|---|------------|
| 4,621 produced from May 1942 to January 1943 |              |                 |            |                                  |            |   |            |
| ER: 20/15                                    |              | Speed: 36 mph   |            | Weight: 14.3 tons                |            | Crew: 4 (commander/loader, gunner, driver, co-driver) |            |
| Main Gun: 37mm M6                            |              | Ammo: 106/7,220 |            | Traverse: (hydraulic) 240°/phase |            | Elevation: -10° to +20°                               |            |
| Coaxial: M1919A4                             |              | Bow: M1919A4    |            | AA: M1919A4                      |            | Site: n.a.  |            |
| Hit Locations/Armor Resistance               |              |                 |            |                                  |            |   |            |
| Turret Face                                  | Turret Flank | Turret Rear     | Upper Hull | Lower Hull                       | Hull Flank | Hull Rear   | Top/Bottom |
| 4  | 3            | 3               | 4          | 4                                | 2          | 2   | 1          |
| Penetration Data                             |              |                 |            |                                  |            |   |            |
| Projectile                                   | Point Blank  |                 | Short      |                                  | Medium     | Long  | Extreme    |
| AP†  | 6            |                 | 5          |                                  | 4          | 3   | 2          |
| APCBC†                                       | 7            |                 | 6          |                                  | 5          | 5   | 4          |
| Movement                                     |              |                 |            |                                  |            |   |            |
| Terrain                                      | Yards        |                 | 6mm        |                                  | 10mm       | 12mm  | 15mm       |
| Road   | 176          |                 | 52.8cm     |                                  | 88cm       | 105.6cm   | 132cm      |
| Cross-Country                                | 132          |                 | 39.6cm     |                                  | 66cm       | 79.2cm  | 99cm       |
| Reverse                                      | 44           |                 | 13.2cm     |                                  | 22cm       | 26.4cm  | 33cm       |

**M3A1 Stuart 1 Ammo**

**HE**

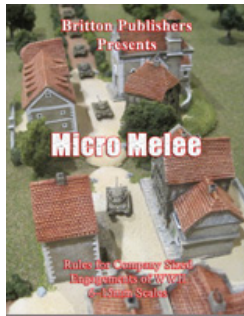
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**M3A1 Stuart 2 Ammo**

**HE**

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## A Company/28 IR

(Company HQ: 8x Type 38 Rifle)

(Platoon HQ: 6x Type 38 Rifle)

(Rifle Squad: 12x Type 38 Rifle, 1x Type 99 LMG)

(Type 89 Discharger: 3x Gunner, 3x Assistant)

### Movement: 6mm

| Slow | Standard | Tactical | Double Time | Dash |
|------|----------|----------|-------------|------|
| 3cm  | 6cm      | 4.5cm    | 10.5cm      | 18cm |

### FPF

| Range       | Point Blank<br>0–15cm | Short<br>15.1–30cm | Medium<br>30.1–60cm | Long<br>60.1–120cm | Extreme<br>120.1–240cm |
|-------------|-----------------------|--------------------|---------------------|--------------------|------------------------|
| CO HQ       | 6                     | 4                  | 4                   | 4                  | 4                      |
| Platoon HQ  | 5                     | 3                  | 3                   | 3                  | 3                      |
| Rifle Squad | 11                    | 9                  | 9                   | 9                  | 9                      |
| Type 89     | 3                     | 3                  | 3                   | NA                 | NA                     |

HQ Company **TQR: 4**

Damage Rating: 12

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HQ Platoon 1 **TQR: 3**

Damage Rating: 9

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HQ Platoon 2 **TQR: 3**

Damage Rating: 9

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HQ Platoon 3 **TQR: 3**

Damage Rating: 9

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HQ Platoon 4 **TQR: 4**

Damage Rating: 10

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Squad 1/1 **TQR: 3**

Damage Rating: 16

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Squad 1/2 **TQR: 1**

Damage Rating: 14

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Squad 1/3 **TQR: 3**

Damage Rating: 16

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Squad 1/4 **TQR: 3**

Damage Rating: 16

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Squad 2/1 **TQR: 2**

Damage Rating: 15

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Squad 2/2 **TQR: 2**

Damage Rating: 15

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Squad 2/3 **TQR: 4**

Damage Rating: 17

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Squad 2/4 **TQR: 4**

Damage Rating: 17

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Squad 3/1 **TQR: 1**

Damage Rating: 14

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Squad 3/2 **TQR: 3**

Damage Rating: 16

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Squad 3/3 **TQR: 1**

Damage Rating: 14

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Squad 3/4 **TQR: 2**

Damage Rating: 15

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Type 89 1 **TQR: 3**

Damage Rating: 9

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Type 89 2 **TQR: 2**

Damage Rating: 8

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## Discharger Ammo Consumption

Type 89 Team 1: HE ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Type 89 Team 2: HE ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

**NOTE:** Each of the 20x HE boxes represents an attack by a 3-tube team (three grenades).

## Company HQ

**Flares**

☐☐☐☐

**Smoke**

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