

## Matanikau (TCS #4) update for 4.0 rules

1.1d Ignore since tanks can't sport for mortars anyway.

### 1.4 Spotting for Indirect Fires

Unless assigned to a Prepared Defense Op Sheet, only Infantry Platoons may serve as spotters for indirect fires (both mortar and artillery).

2.3 Marines treat all SYR results as Suppressed instead. Marine units may not elect to SYR out of Assault combat.

2.4 Whaling Scouts are not subject to Battalion Morale.

2.5 Higgens Boats. Treat Higgens Boats as Carriers using the rules as written in the Matanikau rulebook but with these clarifications:

- Higgens Boats are always in Fire Mode and have only ONE step.
- They may move even though they are in Fire Mode. Naturally they cannot move if they fire an SFA.
- Since they are Carriers, they may not use Impulse Movement.
- Higgens Boats are B-0 targets and thus vulnerable to Infantry fire.
- Higgens Boats are not affected by Mortars, Inf Guns or artillery unless they are in partial land hexes (to unload for instance). AT guns may fire at them with Point Fires only unless they are in partial land hexes.

2.6 Naval Gunfire Support. The Ballard is treated as an Infantry Gun with a Firepower of 20. It may fire as part of an SFA (or the entire SFA) once per turn.

### 2.7 Air Power

#### 2.7a Air Spotting of Artillery Fire

During day turns, the U.S. player is always considered to have a good LOS (three hexes or less) to any clear terrain hex for artillery firing due to aerial spotting.

#### 2.7b Air sorties

During each daylight turn the US player rolls on the Aircraft Table to determine how many air sorties he may use that turn. The US player can only conduct air sorties against spotted hexes. These include all clear terrain hexes (due to air spotting) or any hex to which a US unit can trace line of sight. This effectively means that air sorties cannot be used to attack Japanese units out of LOS in the jungle.

Roll 2D6:

2-7 ne

8-10 1xP-400 (Area Fire: 15, P:10+)

11-12 2xP-400

2.8 Chesty Puller. The 1-7 may roll 2x each Command Phase to recover from Battalion Morale.

3.1a. The Japanese uses Row 8 for Artillery Fire, modified normally. The Japanese may not fire Continuous Fire or Fast Fire missions.

### 3.2 Japanese Morale

3.2a When calculating the morale modifier for the Morale Table, the Japanese receive a -1 modifier for having 8 steps in a hex, with an additional -1 for every additional 4 stacking points (rounded down). Thus 8-11 steps is a -1, 12-15 steps a -2, 16-20 steps a -3 and so forth. Any final morale level lower than 0 is treated as 0.

3.2b Ignore the night combat morale modifier for all Japanese units for morale purposes.

3.2c When a Japanese stack receives a Surrender result from the Morale Table, you've simply made them angry. Remove any Suppressed or Paralyzed marker and flip the whole stack to Move Mode. If adjacent to US units it is now subject to the Banzai rule below, even if it did not begin the Action Phase adjacent to a US unit.

### 3.3 Assault style combat (i.e. Banzai Charge)

The Japanese were very successful with direct assault (i.e. Banzai) in China, but found that these tactics were less successful against the Marines on Guadalcanal. To represent the Japanese tactic of direct assault, use the following rules:

3.3a Any Japanese Infantry Platoon that begins its Action Phase adjacent to a US-occupied hex and is already in or enters Move Mode can only conduct an assault combat as its first action before undertaking any other actions that phase. Should the units in question no longer be adjacent to a US-occupied hex during the course of the action phase for whatever reason, it is released from this restriction for the action phase. Use the included Banzai markers as convenient reminders if desired.

3.3b Japanese Infantry units which initiate Assault Combat must remain in move mode during the whole assault. Weapons units may flip to Fire Mode normally.

3.3c When Japanese units initiate assault combat, change any morale results suffered by them as follows: For each suppression result, the stack loses a step instead and is not suppressed. For each Paralyzed or SYR result, ignore it and inflict a 1/2 1D6 result instead (i.e. 1-3 step losses as on the Area Fire Table). Stacks that receive a Surrender result lose 1D6 steps and continue fighting on.

3.3d Ignore all BN morale modifiers when Japanese units initiate an assault.

3.3e Japanese units may not voluntarily SYR out of an Assault they initiate. That would be quitting!

3.4 Battalions [simply renumber this rule to 3.4]