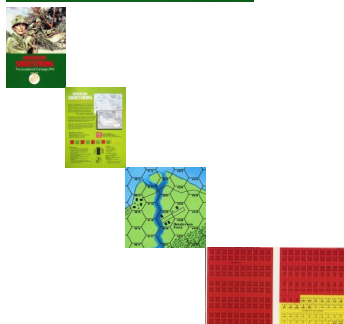
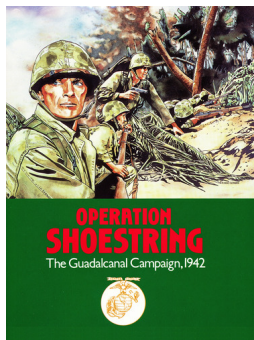


Operation Shoestring: The Guadalcanal Campaign, 1942



Unpunched good copy but staples rusty.

On the morning of August 7, 1942, the U.S. Marines landed on the beaches of Guadalcanal, marking the first American offensive against Japan

Rating: Not Rated Yet

Price

Price £29.95

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Manufacturer [GMT GAMES](#)

Description

Unpunched good copy but staples rusty.

On the morning of August 7, 1942, the U.S. Marines landed on the beaches of Guadalcanal, marking the first American offensive against Japan in the Pacific in World War II. The bitter and protracted struggle that followed involved major elements of the navies and air forces of both sides.

Guadalcanal was the operation that started the Allies on the road to Tokyo. From here the U.S. Marines would later launch the invasions of the Palau Islands, Bougainville and Guam. Operation Shoestring is a company-level game focusing on that dramatic first conflict.

Game Components : 600 full-color two-sided counters : One 22x34" full-color mapsheets

Game Features

Innovative combat resolution, integrating maneuver combat, close assault, artillery bombardment, shore bombardment, air support, and even Banzai charges into one easy-to-use system

Full-featured naval and air game that integrates with the island fighting

Engineers to rebuild airfields and construct improved positions

WW2 : Operation Shoestring: The Guadalcanal Campaign, 1942

Japanese hidden units and limited U.S. intelligence
Scenarios, campaign game and variants
Automatic Victory conditions that make each game different from the last

TIME SCALE 3.5 day per game turn

MAP SCALE One mile per hex

UNIT SCALE Company

NUMBER OF PLAYERS One to Four; suitable for team play

PLAYING TIME 5-30 minutes for introductory scenario; 2-3 hours for tournament scenario; 4-30 hours for campaign game

Complexity High : Solitaire Suitability High