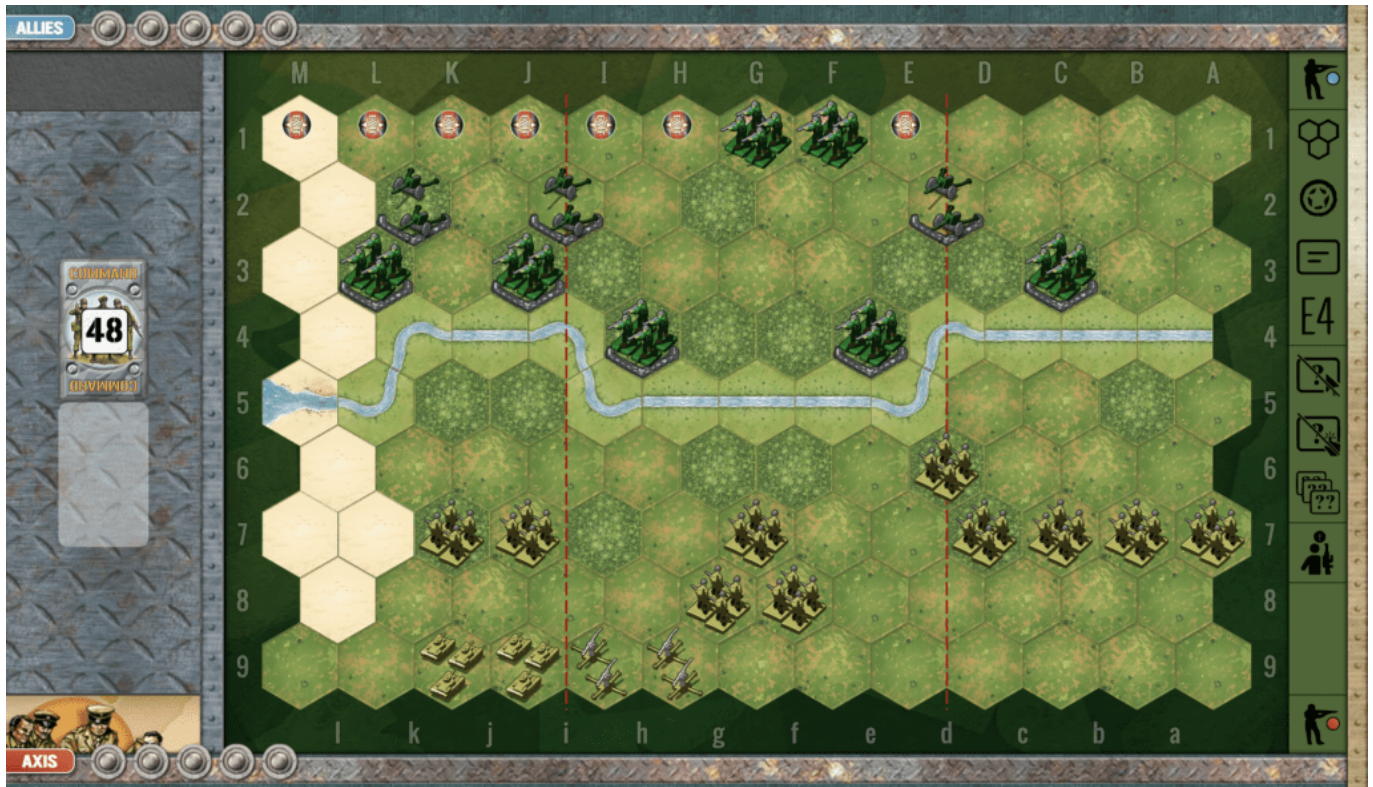




Matanikau River



The battle near the **Matanikau River** in **1942** was a key engagement during the **Guadalcanal Campaign** in the Pacific Theater of World War II. It involved several clashes between the **United States Marines** and **Imperial Japanese forces** as the Marines sought to secure their perimeter around Henderson Field, a critical airstrip on Guadalcanal.

Listen up. September to November '42, the Matanikau was the hinge of Guadalcanal. The enemy tried to shove our Marines into the sea; our answer was simple—cross the river, hit hard, and keep hitting. We used infantry up front, artillery and naval guns on call, and fighters overhead to hammer every position that dared resist. Result: their strength bled away, our foothold stiffened, and the initiative swung to us. Lesson—seize the crossing, smash the flank, keep air on the target, and don't stop until the island is yours.

~~ General Howitzer



5 VP's



Card Balance:

Allies - 6

Japanese - 6

Complexity:

3

Conditions

Location:

Guadalcanal

Year:

1942

Theater:

Pacific Theater

Campaign

Summary:



This scenario is pretty much an infantry battle with a bit of artillery support.

Objectives:

Five VP's, plus Exit hexes

Battlefield:

The Matanikau River cuts across the battlefield and presents a challenge for both forces as they try to maneuver and attack one another. And there are series of beach hexes along one flank which provides a rapid transit path for attacks.

Troops:

Allies - Infantry 7, Artillery 3

Axis - 10 Infantry, 2 Armor, 2 Artillery



□ **Winning as Allies**

1. Your forces are outnumbered by the Japanese, so unless you have the cards for it, stay behind the sandbags.
2. You have three artillery, so use them whenever you can.
3. Protect the backrow from any Japanese forces that may try to escape.
4. Remember that as Marines, you get the 'Gung Ho' advantage, so every section card allows you to move one extra unit than the card states. Remember that advantage, and use it - you will need it.

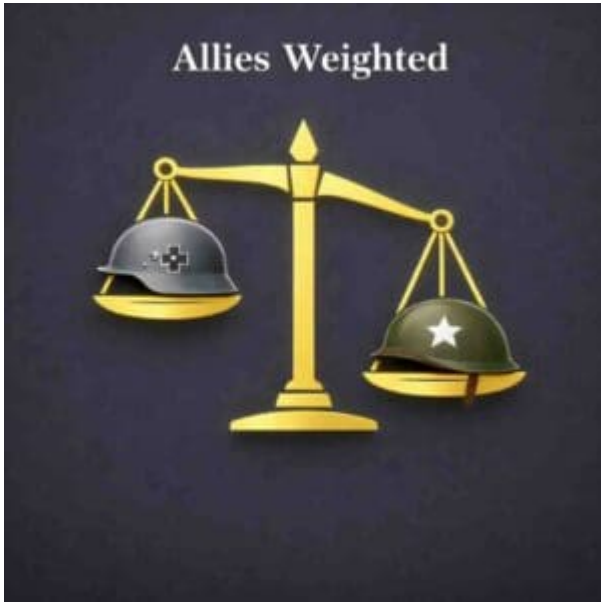


□ **Winning as Axis**

1. You have a strong presence on the right flank. If you get the cards, you should push forward and take control.
2. If you are able to advance all the way across the battlefield, you may be able to help some troops escape.
3. You have armor and the Allies do not, so move them in and make them feel your firepower! Armor are good candidates for escape across the back line. So if you move in close, you may be able to attack and then escape.
4. You also have two artillery, so if you can move them forward, you will be able to throw 2D attacks across the river.

Battle Reports (percentage of Allied victories):

67%



32

BR - Matankau



Allies Won



Axis Won

See Results

Vote

Author:

Days of Wonder

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