



Slopes of Mount Austen



The **Battle of the Slopes of Mount Austen** (December 1942–January 1943) was a critical engagement during the **Guadalcanal Campaign** in the Pacific Theater of **World War II**. Mount Austen, a strategic high point on Guadalcanal, was vital for controlling the surrounding terrain and protecting Henderson Field, a key Allied airbase.

The battle involved intense fighting between U.S. forces, primarily the **Americal Division**, and entrenched Japanese defenders, including the elite **Ichiki and Kawaguchi Detachments**. The Japanese had fortified positions on the rugged slopes, including a stronghold known as the **Gifu**.

American troops faced challenges due to dense jungle terrain, well-camouflaged enemy defenses, and determined Japanese resistance. Over weeks of combat, the Americans used coordinated infantry assaults, artillery support, and close air support to dislodge the Japanese. By mid-January 1943, U.S. forces had secured Mount Austen and its surrounding



areas, significantly weakening the Japanese hold on Guadalcanal and contributing to the eventual Allied victory in the campaign.

5 VP's

Card Balance:

Allies - 6

Axis - 5

Complexity:

2

Conditions:

Jungle

Location:

Guadalcanal

Year:

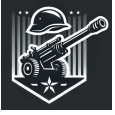
1943

Theater:

Pacific Theater

Campaign:

Guadalcanal Campaign



Codename

Summary:

Objectives:

5 VP's

Battlefield:

The battlefield is pretty wide open, except for three hilly hexes spread across all three sections.

Troops:

Allies - 10 Infantry, 2 Armor, 3 Artillery

Axis - 9 Infantry, 1 Artillery



Allied Strategy:

1. The right flank has no artillery defending, so it presents a possible path for attack for the Allies.
2. The Allies have three artillery. This is a powerful assist to the Marines. Use the artillery to soften the Japanese forces. The goal is to knock out at least one figure per hex, in order to eliminate the Seishin Kyoiku advantage.



Axis Strategy:

1. Make use of your artillery on the right flank. There are a couple of Allied units with no retreat, which you can hit with 2D attacks.

Classic Battlefield Reports

(percentage of Allied victories):

63%

1

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