



# 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**.

*The fight for Mount Austen was no Sunday stroll—it was a slugfest in choking jungle against an enemy dug in like ticks and mean as hell. The Japs were camouflaged, stubborn, and ready to die where they stood. But our boys hammered them with*



*infantry, blasted them with artillery, and pounded them from the air until every inch was ours. By mid-January '43, we owned that mountain and the ground around it—breaking their grip on Guadalcanal and shoving the whole damned campaign toward victory.*

*~~ General Howitzer*

**5 VP's**



**Card Balance:**

Allies - 6

Axis - 5

**Complexity:**

2

**Conditions:**

Jungle

**Location:**

Gaudalcanal

**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.

3. Get your armor into fire positions as soon as you can. The open pathway between the jungle hexes will provide you with the quickest access to the enemy.



### 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.
2. You have a couple of infantry units that are well behind the field of play. Bring them forward so that they can have some fun too!

### Classic Battlefield Reports

(percentage of Allied victories):

63%

21

BR - Mount Austen



Allies Won



Axis Won

See Results

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