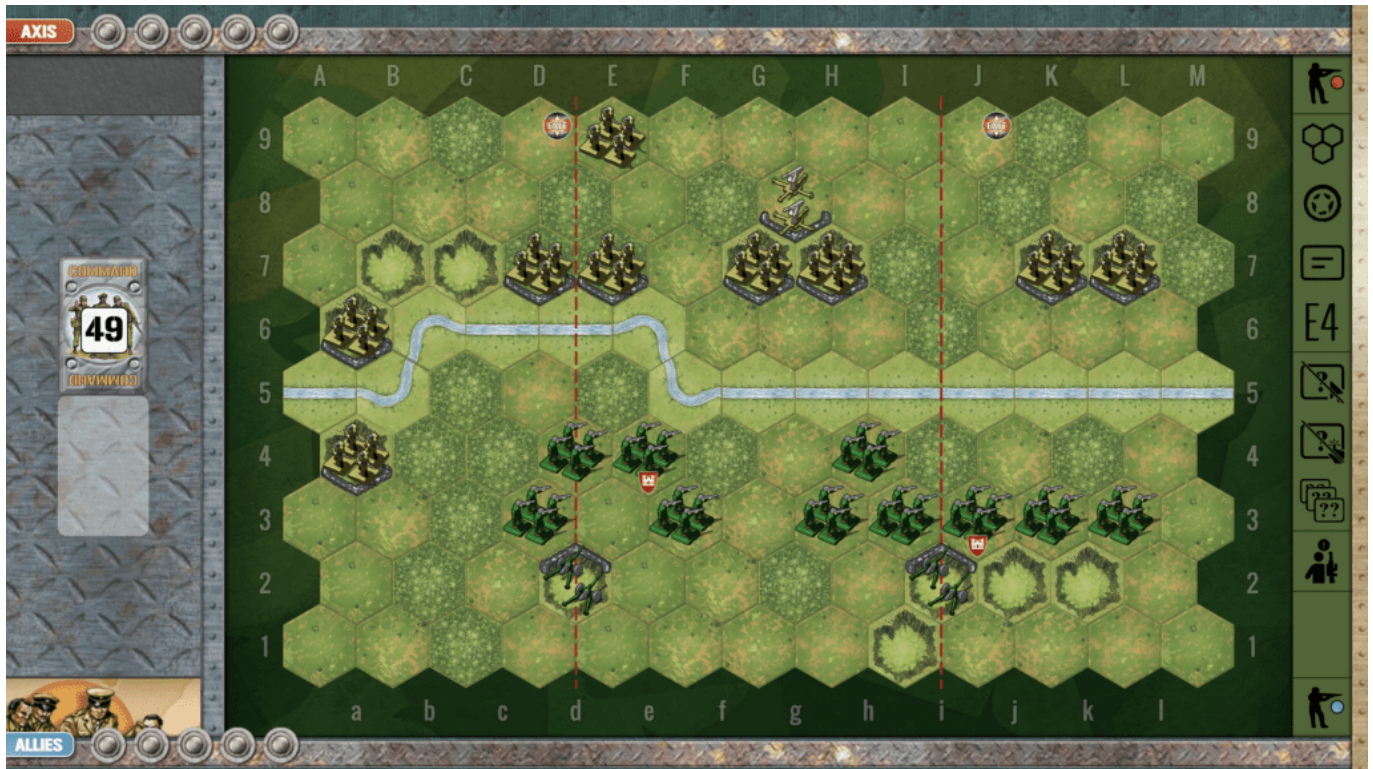




# Clearing Matanikau River



The **Battle of the Matanikau River** was a series of engagements during the Guadalcanal Campaign in late 1942, part of the Pacific Theater in World War II. The battles focused on clearing Japanese forces from the Matanikau River area on Guadalcanal to secure the perimeter around the strategic Henderson Field airbase, held by U.S. Marines.

In several operations between September and November 1942, U.S. Marines, supported by naval and aerial bombardment, launched attacks against well-entrenched Japanese positions along the river. These actions disrupted Japanese attempts to launch counterattacks against the American-held airfield.

General Howitzer's summary:

*We swept the jungle clean—rooted out every last Japanese fighter and locked down the western flank of Henderson Field. Those clearing fights weren't just mop-up—they were the nail in the enemy's coffin on Guadalcanal. That island was the*



*start of our long march west, and by God, it was the turning point that broke their back in the Pacific.*

**5 VP's**



**Card Balance:**

Allies - 6

Axis - 5

**Complexity:**

2

**Conditions:**

Jungle



**Context:**

Historical

**Location:**



Gaudalcanal

**Year:**

1943

**Theater:**

Pacific

**Campaign:**

Guadalcanal

**Summary:**

**Objectives:**

5 VP's

**Terrain:**

The Matanikau River cuts horizontally across the battlefield.

**Troops:**

Allies - 10 Infantry, 2 Artillery

Axis - 9 Infantry, 1 Artillery





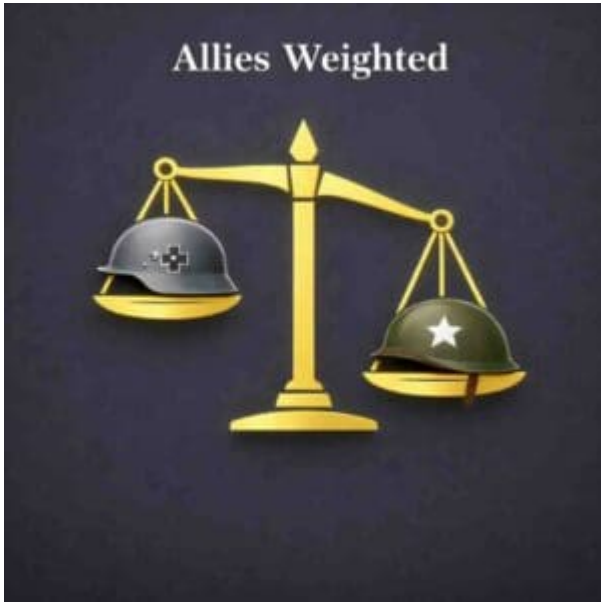
## □ **Winning as Allies**

1. Big Picture Strategy: your job is to clear the Matanikau River of all enemy belligerents. This will require advancing across the river, but do not do so until your two Artillery units have softened up the enemy forces. This primarily means to hit each unit at least once, thus eliminating the Seshin Kyoiku Doctrine with their powerful plus 1D attack powers.
2. Once they have been sufficiently softened up, and you have the right card combination in hand for an attack, then advance and win!
3. Be aware that the enemy infantry on your left flank at a4 is both a danger and an opportunity: a danger, because they are close enough to attack and gain a tactical medal win; but an opportunity, because they are trapped across the river, separated from their forces without a quick escape.



## □ **Winning as Axis**

1. Big Picture Strategy: As you are outnumbered, this is primarily a defensive scenario for the Axis. But if you can build up the cards to mount an attack in on one side, you should do it. For example, your Infantry at a4 on your right flank is within striking distance of the enemy Artillery, if you had a Behind Enemy Lines card.
2. Be wary of the powerful Allied Artillery, which historically, was able to turn the tide in many engagements in the Pacific. Keep at least five hexes away from them until you are ready.
3. Make use of your Seishin Kyoiku Doctrine and the Banzai War Cry to overwhelm the enemy when they get too close.



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BR - Clearing Matanikau



Allies Won



Axis Won

See Results

Vote

**Author:**

Days of Wonder

**Link:**