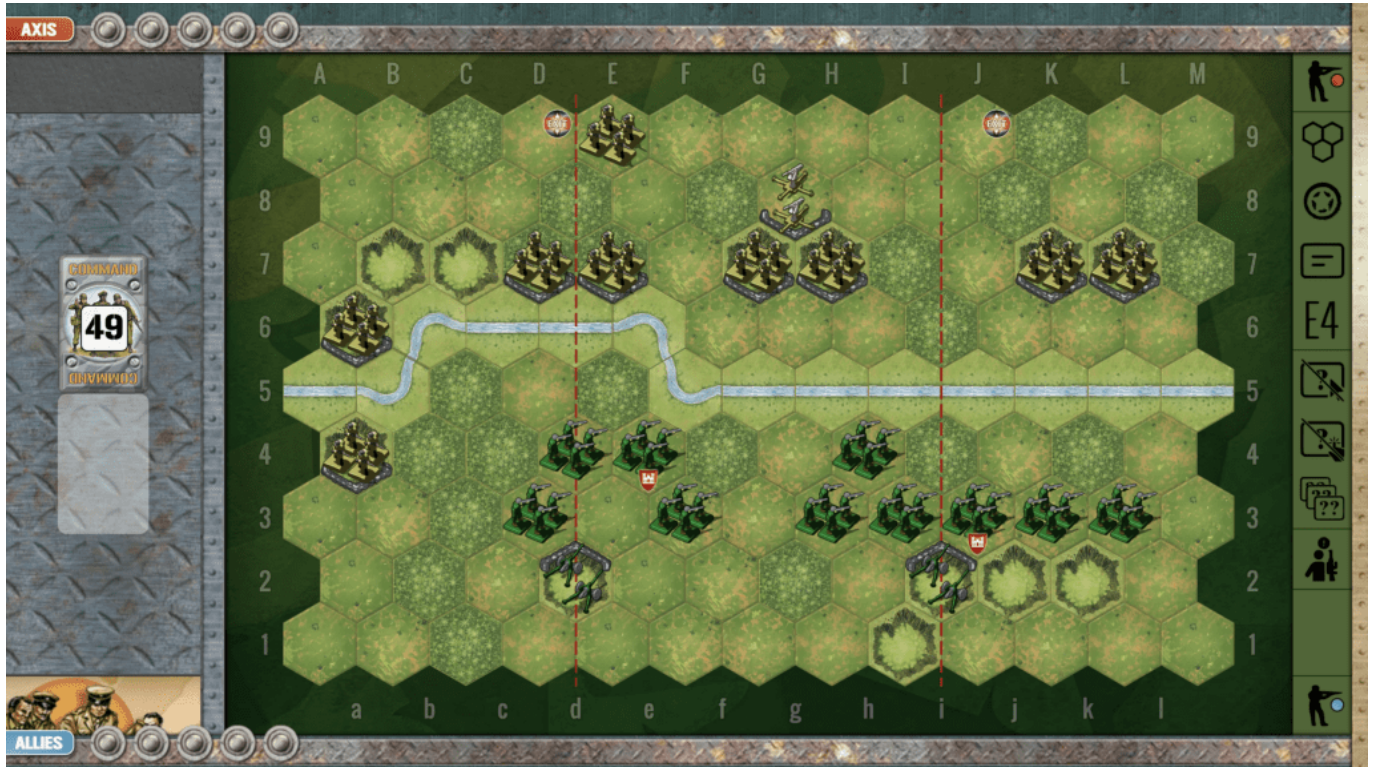




Clearing Matanikau River



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





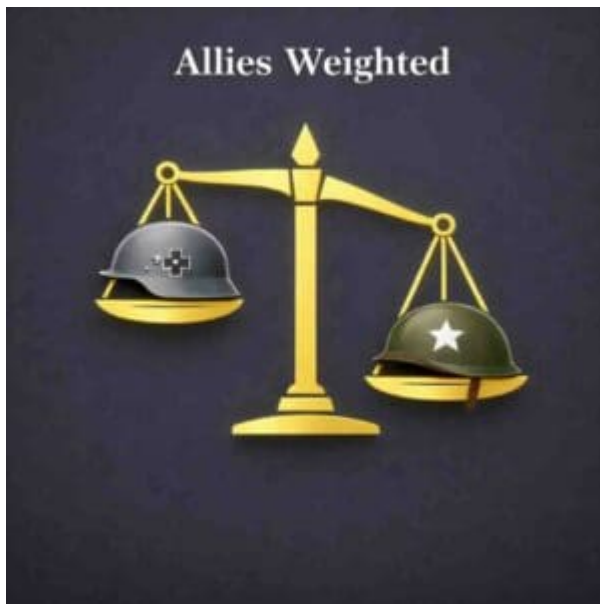
□ **Winning as Allies**

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.



Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Clearing Matanikau River

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. [Register](#)

Please login, so your battle history can be updated. [Login](#)

Allied win rate **77.78%**

Average medals per side

Allies **5.0** Axis **1.5**

Submitted AARs

36 Games reported



Allied victories **28** • **77.8%**

Axis victories **8** • **22.2%**

GeneralHowitzer recently played this battle.

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

[Log in](#) or [register](#) to share a strategy.

Campaigns featuring this scenario

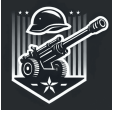
Explore the scenarios in each campaign, listed in campaign order.

Campaign Book, Vol.2

1. [Battle of Warsaw](#) → — Open Scenario
2. [Slopes of Mount Austen](#) → — Open Scenario
3. [Operation Frankforce](#) → — Open Scenario



4. [Drop in the Night: 82nd→ — Open Scenario](#)
5. [The Coup de Main→ — Open Scenario](#)
6. [Cut of the Cotentin→ — Open Scenario](#)
7. [The Scottish Corridor→ — Open Scenario](#)
8. [The Charging Bull→ — Open Scenario](#)
9. [The Hedgerow Breach→ — Open Scenario](#)
10. [The Avranches Breakthrough→ — Open Scenario](#)
11. [Tigers Versus Kangaroos→ — Open Scenario](#)
12. [Take Falaise→ — Open Scenario](#)
13. [Tuchola Forest→ — Open Scenario](#)
14. [Bzura River→ — Open Scenario](#)
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17. [Battle of Kock→ — Open Scenario](#)
18. [Luga Bridges→ — Open Scenario](#)
19. [Slim River→ — Open Scenario](#)
20. [Kota Bharu→ — Open Scenario](#)
21. [Ban Sadao→ — Open Scenario](#)
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24. [Kampar→ — Open Scenario](#)
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26. [Tenaru→ — Open Scenario](#)
27. [Clearing Matanikau River](#) Current scenario
28. [Roi-Namur Landings→ — Open Scenario](#)
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40. [Singapore→ — Open Scenario](#)
41. [\[Stalingrad\] Red Barricades Factory Complex→ — Open Scenario](#)
42. [Matanikau River→ — Open Scenario](#)
43. [Japanese Counterattack→ — Open Scenario](#)
44. [\[Iwo Jima\] The Meat Grinder→ — Open Scenario](#)
45. [Counter-attack on Mortain→ — Open Scenario](#)
46. [Bloody Ridge→ — Open Scenario](#)
47. [Roi→ — Open Scenario](#)



- 48. [Namur→ — Open Scenario](#)
- 49. [Gemencheh Bridge→ — Open Scenario](#)
- 50. [Kepa Oksywska→ — Open Scenario](#)
- 51. [Szack→ — Open Scenario](#)
- 52. [Drop in the Night: 101st→ — Open Scenario](#)
- 53. [Coldstream Hill→ — Open Scenario](#)

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- 4. [Matanikau River→ — Open Scenario](#)
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