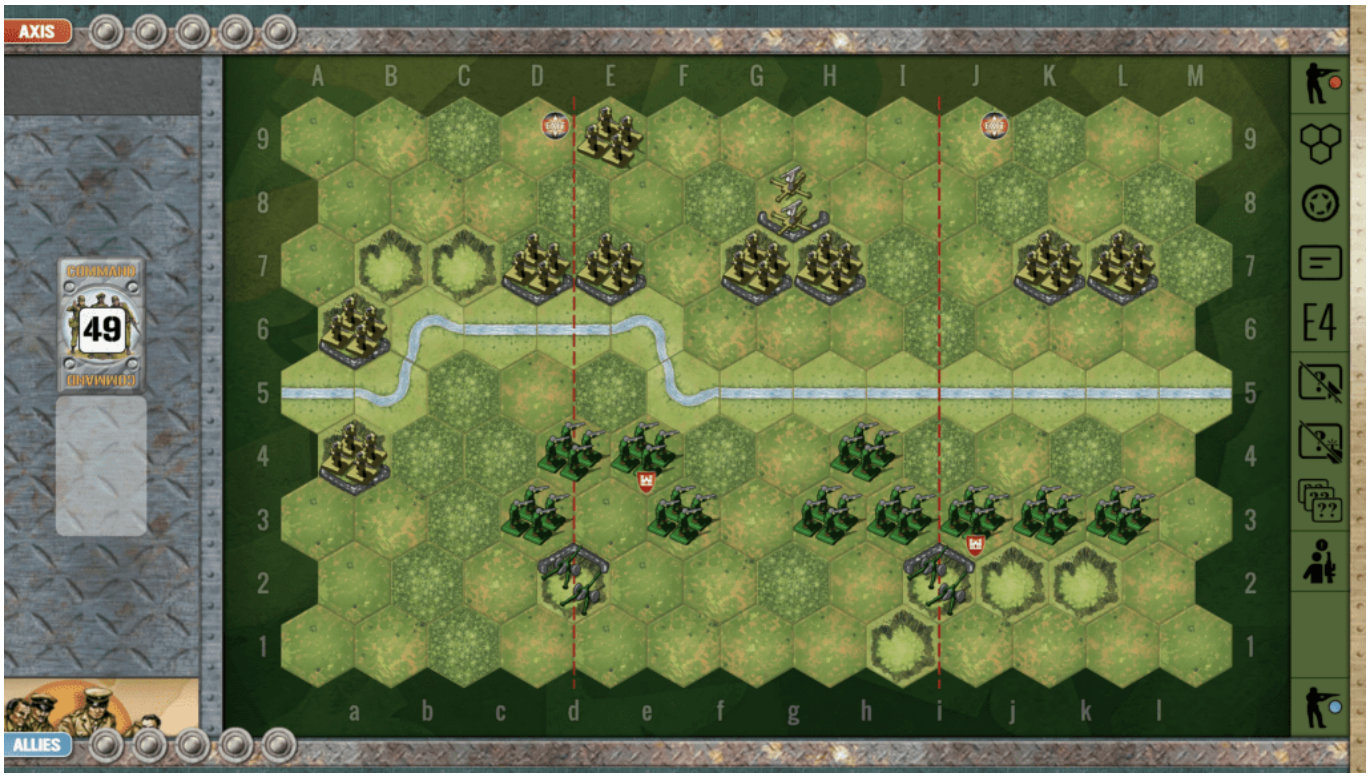
Clearing Matanikau River



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!

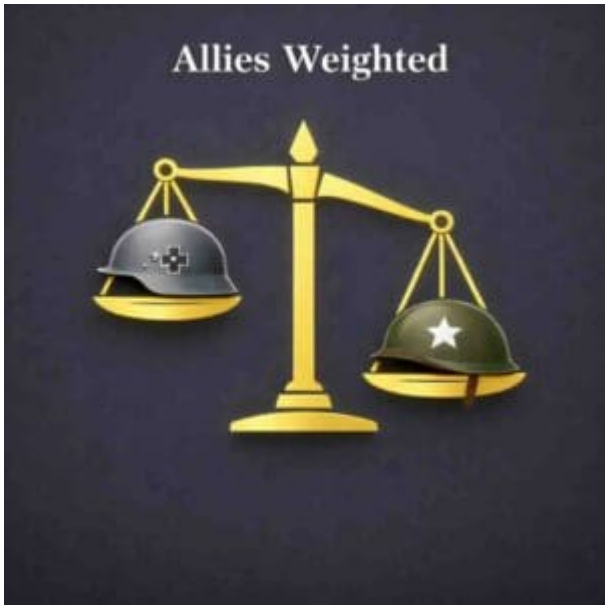
3. Be aware that the enemy infantry on your left flank at a4 is both a danger and an opportunity: a danger, because they are close enough to attack and gain a tactical medal win; but an opportunity, because they are trapped across the river, separated from their forces without a quick escape.

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
36Games 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 0Axis 0General 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
15. Hel→ — Open Scenario
16. Tomaszow Lubelski→ — Open Scenario
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
22. Breaking the Jitra Line→ — Open Scenario
23. Gurun→ — Open Scenario
24. Kampar→ — Open Scenario
25. Bakri→ — Open Scenario

26. Tenaru→ — Open Scenario
27. Clearing Matanikau River Current scenario
28. Roi-Namur Landings→ — Open Scenario
29. Kwajalein→ — Open Scenario
30. Engebi Landings→ — Open Scenario
31. Guam Landings→ — Open Scenario
32. Orote Peninsula→ — Open Scenario
33. Landings at Peleliu→ — Open Scenario
34. Iwo Jima Landings→ — Open Scenario
35. Counter-Offensive on Okinawa→ — Open Scenario
36. The Rescue of Mussolini→ — Open Scenario
37. Umurbrogol Pocket→ — Open Scenario
38. Capture of Parry→ — Open Scenario
39. Medeera Pocket→ — Open Scenario
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

Guadalcanal Campaign

1. Slopes of Mount Austen→ — Open Scenario
2. Tenaru→ — Open Scenario
3. Clearing Matanikau River Current scenario
4. Matanikau River→ — Open Scenario
5. Bloody Ridge→ — Open Scenario