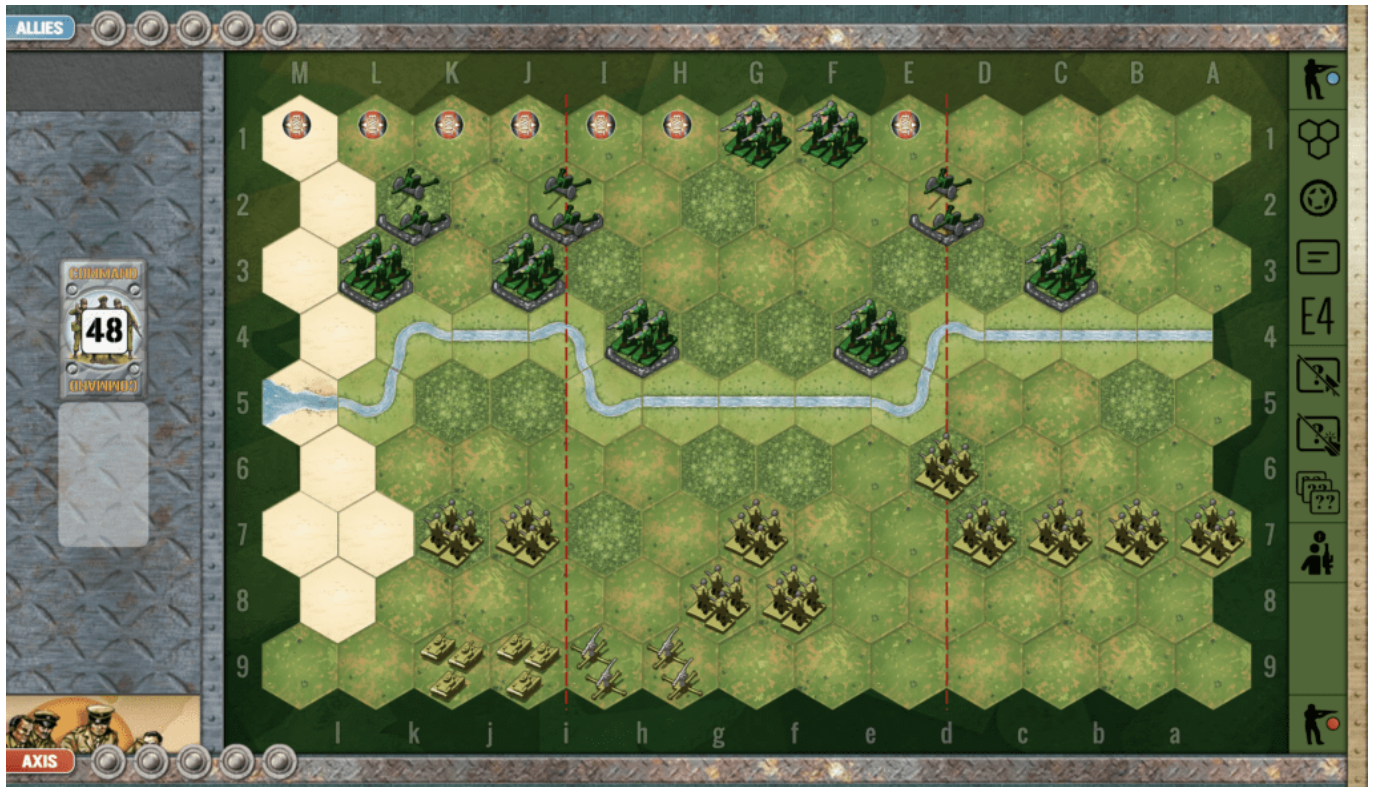


Matanikau River



The battle near the **Matanikau River** in **1942** was a key engagement during the **Guadalcanal Campaign** in the Pacific Theater of World War II. It involved several clashes between the **United States Marines** and **Imperial Japanese forces** as the Marines sought to secure their perimeter around Henderson Field, a critical airstrip on Guadalcanal.

Listen up. September to November '42, the Matanikau was the hinge of Guadalcanal. The enemy tried to shove our Marines into the sea; our answer was simple—cross the river, hit hard, and keep hitting. We used infantry up front, artillery and naval guns on call, and fighters overhead to hammer every position that dared resist. Result: their strength bled away, our foothold stiffened, and the initiative swung to us. Lesson—seize the crossing, smash the flank, keep air on the target, and don't stop until the island is yours.

~~ General Howitzer



5 VP's



Card Balance:

Allies – 6

Japanese – 6

Complexity:

3

Conditions

Location:

Guadalcanal

Year:

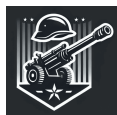
1942

Theater:

Pacific Theater

Campaign

Summary:



This scenario is pretty much an infantry battle with a bit of artillery support.

Objectives:

Five VP's, plus Exit hexes

Battlefield:

The Matanikau River cuts across the battlefield and presents a challenge for both forces as they try to maneuver and attack one another. And there are series of beach hexes along one flank which provides a rapid transit path for attacks.

Troops:

Allies – Infantry 7, Artillery 3

Axis – 10 Infantry, 2 Armor, 2 Artillery



□ Winning as Allies

1. Your forces are outnumbered by the Japanese, so unless you have the cards for it, stay behind the sandbags.
2. You have three artillery, so use them whenever you can.
3. Protect the backrow from any Japanese forces that may try to escape.
4. Remember that as Marines, you get the 'Gung Ho' advantage, so every section card allows you to move one extra unit than the card states. Remember that advantage, and use it – you will need it.

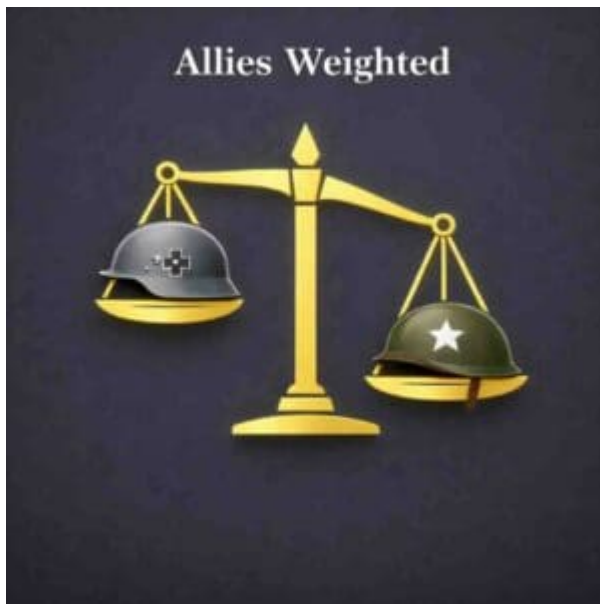


□ **Winning as Axis**

1. You have a strong presence on the right flank. If you get the cards, you should push forward and take control.
2. If you are able to advance all the way across the battlefield, you may be able to help some troops escape.
3. You have armor and the Allies do not, so move them in and make them feel your firepower! Armor are good candidates for escape across the back line. So if you move in close, you may be able to attack and then escape.
4. You also have two artillery, so if you can move them forward, you will be able to throw 2D attacks across the river.

Battle Reports (percentage of Allied victories):

67%



Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Matanikau River (Guadalcanal)

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 **79.41%**

Average medals per side

Allies—Axis—

Submitted AARs

34 Games reported



Allied victories **27** • **79.4%**

Axis victories **7** • **20.6%**

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.

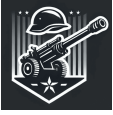
[Log in](#) or [register](#) to share a strategy.

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
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→ — Open 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](#) Current 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. [Gemenchek 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](#)

Pacific Theater

- 1. [Slopes of Mount Austen→ — Open Scenario](#)
- 2. [Wake Island→ — Open Scenario](#)
- 3. [Guam Landings→ — Open Scenario](#)
- 4. [Matanikau River](#) Current scenario
- 5. [Japanese Counterattack→ — Open Scenario](#)
- 6. [The Meat Grinder \[Iwo Jima\]→ — Open Scenario](#)
- 7. [Sugar Loaf and Half Moon. \[Okinawa\]→ — Open Scenario](#)
- 8. [Peleliu Landings \[Overlord\]→ — Open Scenario](#)

Guadalcanal Campaign

- 1. [Slopes of Mount Austen→ — Open Scenario](#)
- 2. [Tenaru→ — Open Scenario](#)
- 3. [Clearing Matanikau River→ — Open Scenario](#)
- 4. [Matanikau River](#) Current scenario
- 5. [Bloody Ridge→ — Open Scenario](#)