

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:

Guadalcanal

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!
3. Because the Allies have three! Artillery, if you just wait up on the hills, they will slowly pick you off. So you will need to be aggressive. With the right set of cards, you may need to launch an attack in one of the sections. But do not wait too long, as you want to attack while you still have the Seishin Kyoku attack advantage.

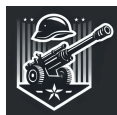
Classic Battlefield Reports

(percentage of Allied victories):

63%

Author:

Days of Wonder



Link:

General Howitzer / Battle Reports

Slopes of Mount Austen (Gaudalcanal)

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 **71.43%**

Average medals per side

Allies — Axis —

Submitted AARs

28 Games reported

Allied victories **20** · **71.4%**

Axis victories **8** · **28.6%**

General Howitzer / Community Strategy

Commander Strategy Notes

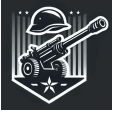
Battle-tested advice from registered commanders.

Allies 0 Axis 0 General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.



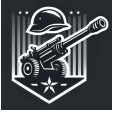
[Log in](#) or [register](#) to share a strategy.

Campaigns featuring this scenario

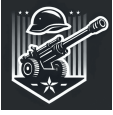
Explore the scenarios in each campaign, listed in campaign order.

Campaign Book, Vol.2

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



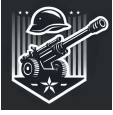
17. [Battle of Kock→ — Open Scenario](#)
18. [Luga Bridges→ — Open Scenario](#)
19. [Slim River→ — Open Scenario](#)
20. [Kota Bharu→ — Open Scenario](#)
21. [Ban Sadao→ — Open Scenario](#)
22. [Breaking the Jitra Line→ — Open Scenario](#)
23. [Gurun→ — Open Scenario](#)
24. [Kampar→ — Open Scenario](#)
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27. [Clearing Matanikau River→ — Open Scenario](#)
28. [Roi-Namur Landings→ — Open Scenario](#)
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35. [Counter-Offensive on Okinawa→ — Open Scenario](#)
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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. [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

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2. [Wake Island→ — Open Scenario](#)
3. [Guam Landings→ — Open Scenario](#)
4. [Matanikau River→ — Open 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 Current scenario

2. Tenaru→ — Open Scenario

3. Clearing Matanikau River→ — Open Scenario

4. Matanikau River→ — Open Scenario

5. Bloody Ridge→ — Open Scenario