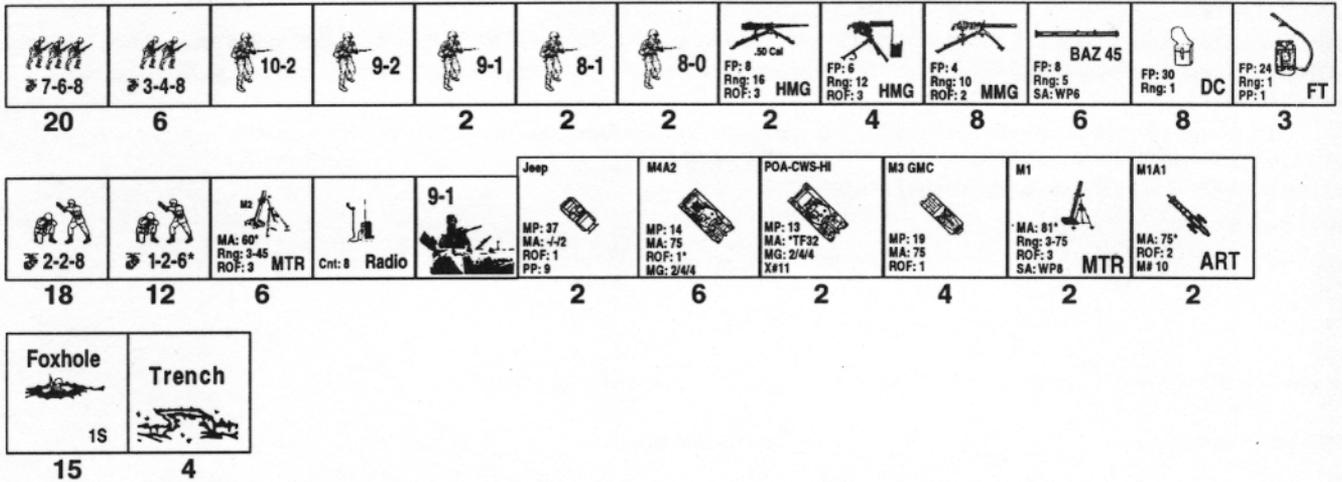
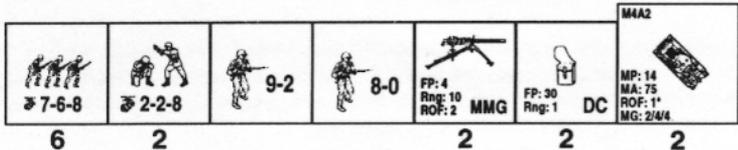


Elements of the 3rd and 4th Marine Divisions setup on or west of (alternating) hexrow A10-H9-P13-X9:


 [ELR: 5]
 [SAN: 3]



Enter on or after turn two along the south edge hexes numbered A15-A23 (inclusive):



UNCOMMON VALOR CAMPAIGN GAME SPECIAL RULES (CGSR):

TERRAIN:

- UV1 PTO Terrain: PTO terrain is *not* in effect. Note that the +1 DRM for Radio Contact is *not* in effect.
- UV2 SAND/DESERT OG: The island was covered by a fine volcanic ash from the volcano on the southern tip of the island. This sand would settle in the lower portions of the island which gave way to a hard, rocky ground as the elevation rose. Levels 2 and lower are considered Sand (F7). Levels 3-5 are considered Desert OG (F1). Sand may never become Hard Sand. Dust is never in effect.
- UV3 VOLCANIC ASH: Iwo Jima was covered in ash from the volcano Suribachi. This ash was very difficult to dig in. F7.421 is void. The Sand is +2 to entrench. The halving of TEM for foxholes in Sand (F7.42) still applies.
- UV4 CAVE/SAND SETUP: Delete Sand from those prohibited terrain types in G11.1, middle of second paragraph. (I.E. Caves may setup in non-depression crestlines if sand is ≤ cave entrance hex level.)
- UV5 CRAGS: Crags are considered Concealment/Ambush Terrain for all purposes. In daytime scenarios, E1.16 applies to Japanese Fortifications set up in Crag hexes. Note that Scrub is concealment but NOT ambush terrain. No vehicles or 5/8 counter may enter/exit a crag hex (Exc. DM ≤ 81mm MTR or Guns setup in a cave/pillbox)
- UV6 CRAG/SAND HEXES: Movement Costs: Inf.:3 No vehicles or 5/8 counter may enter/exit a crag/hex (Exc. DM ≤ 81mm MTR or Guns setup in pillboxes or caves). TEM/Hindrance +1. All other crag and sand rules apply normally.
- UV7 CRAG/FORTIFICATION SETUP: Delete "Crag" from B27.1 (i.e. fortifications may be setup/created in crag)
- UV8 SCRUB: Scrub is concealment terrain but not ambush terrain. All other scrub and sand rules apply normally.
- UV9 WADIS: Wadis (F5) are in effect.
- UV10 SAND/WADI: Sand/Wadi. Inf. 3MF Fully tracked 4MP 1/2track 6MP impassable to others. HE IFT halved as Sand.
- UV11 RUNWAY: The paved hexes of the Runway (ex F7) are subject to B7. (exc. Unless shellholes are present)

FORTIFICATIONS:

- UV12 SANGARS: The U.S.M.C. may purchase Sangars for setup at start of a CGS on levels 3-5 only. Sangars may not be created during play.
- UV13 TUNNELS: The entrance/exit hex for tunnels may be in any terrain on map. (Exc. paved hexes), The rest of B8.6-8.62 applies. The tunnel granted with a Japanese PB must still have one entrance/exit hex in the PB's location. Each Japanese Cave Complex receives one tunnel. This tunnel is in addition to any purchased or granted via G1.632. This tunnel must have one of it's entrance/exit hex in the complex which allowed it's creation. The other entrance/exit hex may be in another cave/complex/tunnel within 3 hexes. In addition ALL tunnels in UV may cross multiple levels between entrance/exit hexes.
- UV14 CAVE COMPLEXES: Due to the extensive pre-invasion construction by the Japanese all Cave Complexes in UV may extend 4 hexes from the primary cave counter.
- UV15 HIDDEN JAPANESE FORTIFICATIONS: E1.16 applies to fortifications setup in concealment terrain (note that crag and scrub are concealment terrain, see UV4). This includes caves unless the cave entrance hexside is a cliff.

UNITS:

- UV16 SW TEAM/MG CREWS: SW Team/MG Crew rules apply to the U.S.M.C. (G1.611 applies to the Japanese normally).
- MG Crews: (represented by 2-2-8) are the only MMC that may fire a HMG/MMG normally. Any other MMC firing a HMG/MMG results in a decrease of 1 being applied to the MG's B# and ROF. A +1 DRM is applied any TH attempt made by a MG manned by such units. The inherent FP of any squad is halved when firing a HMG/MMG. Any SMC may fire HMG/MMG normally (i.e. as per A9.12). Covering effects are NA for MG crews.

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