

AGONY, ATEBALL AND ANGEL

UV #2

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9
☛ U.S.M.C. Moves First									

Mixed Elements of the 145th Infantry Regiment set up on or north of hexrow H:

E 4-4-8	1 4-4-7	2-2-8	10-0	9-1	9-0	8-0	FP: 8 Rng: 14 ROF: 3	FP: 4 Rng: 11 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50° Rng: 1-16° ROF: 2°	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1
4	6	6				2	2	4	2			4

8	Mine	Mine	1+4+6		Mph - RPh	1+5+7	2+5+7	MA: 47L ROF: 3 M#: 11	MA: 150° M#: 88 B#: 11	6 OBA 2 3
	24	8 Factors	7	4	8			2		
	Factors									

[ELR: 4]
[SAN: 6]

Elements of 1st Battalion, 9th Marine Regiment and Company "A" and "B", 3rd Tank Bn. enter on south edge on/after turn one:

7-6-8	2-2-8	1-2-6*	10-2	9-2	9-1	8-1	8-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2	FP: 30 Rng: 1	FP: 24 Rng: 1 PP: 1	MA: 60° Rng: 3-45 ROF: 3
15	4	5			2		2		3	6	2	2

Cnt: 8 Radio	FP: 8 Rng: 5 SA: WP6	MP: 14 MA: 75 ROF: 1 MG: 2/4/4	MP: 13 MA: TF32 MG: 2/4/4 X#11
	3	5	

[ELR: 5]
[SAN: 3]

HANDICAPS:

● Substitute one 75 ART (type 90) for one 47L ATG.

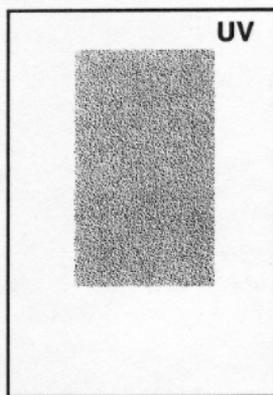
☛ Add an additional FT to U.S.M.C. OB.

☞ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Overcast, moist with no wind. CGSR UV1-UV35 are in effect.
2. 3 U.S.M.C. 7-6-8's (and their HS) may be designated as Assault Engineers. Record their ID's.
3. The Marine Flame Tank starts the scenario as an M4A2(L) counter. It is not revealed as a flame tank until it fires it's FT (see U.S. Vehicle Note 21, page H35).
4. The U.S.M.C. receive one module of 150mm NOBA (HE Only) directed by a Shipboard Observer who is placed along the south edge at level one. The Radio represents 81mm Battalion Mortar OBA (HE & S).
5. The Japanese 150*ART must setup on map concealed. Any fortification that the Gun is in must set up on map as well.
6. The Japanese 4-4-8's (and their HS) are Assault Engineers (H1.22).
7. The Japanese Radio represents 70mm OBA (HE & S).
8. CLARIFICATION: The 150* Basic AP TK # is 17 (see Japanese Ordinance Note 18, page H96).

MAP LAYOUT:



(Only hexrows D-R and hexes numbered ≥ 7 and ≤ 20 are playable)

OBJECTIVES: The Marines must Control (A26.11) all level 4 non-cave Locations on-map at game end.

IWO JIMA, 26 February 1945: This morning was the first in the line for the 9th Marine Regt. After a difficult and deadly relieving of the 21st Marine Regt. the night before, "Red" Kenyon's men were ready to go after the enemy. That morning the objective was Hill Peter, a major obstacle to securing Motoyama #2 and the formidable terrain surrounding it. The 1st Bn. was tasked with taking the summit. The Marines were granted armor support in the form of six Shermans. At 0930 the assault began with three Shermans, named Agony, Ateball and Angel, at the point. As soon as the Marines pushed forward Agony and Angel were hit by concealed AT Guns and set ablaze. The other Shermans pushed the enemy positions with accurate fire from their 75mm cannons. The assault was aided by the appearance of a Flame Tank which was eventually dispatched by a 150mm artillery piece that had bedeviled the Marines all day. This seemed to take the resolve from the Marines. A platoon had crested Hill Peter only to be pushed off with many casualties. Many Marines had fallen during the 9th Regiment's first day on Iwo, and Hill Peter's defenders still wracked the front with murderous fire.

