

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	10
☪ U.S.M.C. Moves First					END					

Mixed elements of the Iwo Jima Garrison setup on or east of hexrow 14:

E 4-4-8 7	1 4-4-7 14	10-0 2	9-1 2	9-0 2	8-0 2	8+1 2	50 Cal HMG FP: 8 Rng: 14 ROF: 3 3	HMG FP: 6 Rng: 14 ROF: 3 B#: 11 6	MMG FP: 4 Rng: 11 ROF: 2 B#: 11 6	LMG FP: 2 Rng: 6 ROF: 1 B#: 11 4	MA: 50° Rng: 1-16° ROF: 2° 6	FP: 30 Rng: 1 6
FT FP: 24 Rng: 1 PP: 1 2	2-2-8 23	Phone Cnet: 11 X# 12 72	AP Mine 72	AT Mine 18	? 7 morale 12	Type 1 MA: 47L ROF: 3 M# 11 3	Type 90 MA: 75 ROF: 1 M# 9 2	Type 91 MA: 105 ROF: 1 M# 6 2	Type 92 MA: 70° ROF: 1 Rng: (3)°-70° M# 12 2	Type 98 MA: 20L(4) ROF: 3 M# 11 2	Type 93 Twin MA: 12.7 ROF: 3 M# 7 2	
Type 97B CHI-HA MP: 14 MA: 47L MG: 2/R2 ROF: 1 6	Pillbox 1+5+7 6	Pillbox 1+3+5 4	Cave 1+4+6 16	Wire Mph - RPh 18	Trench 8							

[ELR: 4]
[SAN: 5]

HANDICAPS:

- 6 of the 4-4-8's in Japanese OB may designated Assault Engineers.
- ☪ Extend game length to 16 turns.
- ☪ Any mutually agreed upon alteration to either side's OB.

MAP LAYOUT:



(The entire UV map is playable)



OBJECTIVES: The U.S.M.C. must Control all non-cave level five Locations at game end.

SPECIAL RULES:

- EC are Clear and Wet with no wind. CGSR UV1-UV35 are in effect. Scenario length is 14 turns.
- The U.S.M.C. OBA consists of a 280mm NOBA (HE & WP) directed by a shipboard observer at level one recorded as any hex along the south edge. This module has one Pre-Registered hex. The U.S.M.C. also receives a module of 200mm Rocket OBA (HE only) with an Offboard Observer recorded at level one along the south edge. The U.S.M.C. Radio represents one module of 105mm OBA (HE & WP & S).
- The U.S.M.C. receives Air Support which arrives on turn one in the form of three '44 FB with Bombs/Napalm/Rockets. These aircraft are automatically Recalled at the end of turn three. See UV 24.
- The 60mm MTR in the U.S.M.C. OBA may *not* be exchanged for OBA.
- 3 x 7-6-8 squads in the U.S.M.C. OB and 4 x 4-4-8 in the Japanese OB are Assault Engineers. (H1.22). Record their ID's.
- The Japanese receive two modules of OBA. They receive 300mm OBA (HE only) with an Offboard Observer along either the north or east edge at level four. The Radio represents a module of 100mm OBA (HE & S). See UV 23.
- The Japanese AFV may begin the game Dug-In.
- The U.S. Flame Tanks start the scenario as M4A2 counters. An AFV is not revealed as a Flame AFV until it fires it's FT (see US vehicle note 21).
- The Japanese are limited to a maximum of two Cave Complexes.

IWO JIMA, 28 February 1945: Through two hellish days of fighting, the 3rd and 4th Marine Divisions had secured a base of operations for their assault on the foreboding heights of Hill 382, the high ground in the center of Iwo Jima. This position dominated almost all operations on the island. Hill 382 was also the keystone of the Japanese primary defensive belt on the island. The Japanese had chosen this spot carefully for it's commanding fields of fire and observation. Once selected, this hill and the surrounding areas had been the focal point of Japanese fortification. Material and workers were diverted from all over the Japanese held Pacific to lend strength to this effort. The morning of the 28th was to be the day that, according to Marine planners, Hill 382 was to fall. After having the hill worked over by the Navy's fighters and the Marine artillery, the Leathernecks headed off for their grim task. At 1630 that afternoon General Cates would call a temporary halt to the assault on the Japanese bastion. 532 Marines were to fall on this day, 119 buried in the burgeoning Marine graveyard at the base of Mt. Suribachi. As the Marines returned to a line near to the days start point, the Japanese still dominated the second airstrip from the heights of Hill 382.



© 1999 Critical Hit!, Inc.