February 19, 1945, Iwo Jima
The small Pacific island of Iwo Jima with its extinct volcano Suribachi casting a long dark shadow over the ash grey beaches looked like hell itself, hardly a bargain in real estate. Its importance lay in the airfields there. From this point Japanese fighters could intercept the new B-29 superfortress bombers enroute to Japan. For the Americans, the taking of the island would not only eliminate that problem, but also provide the Allies with an emergency landing field, and a base for escorting fighters. After weeks of "softening up" by B-24s and carrier aircraft, and the hugest pre-invasion bombardment in history, the landing craft headed into shore. The smoke and din that filled the air were a somber prelude to the life and death struggle about to begin.

**VICTORY CONDITIONS**
To win, the American player must have all beach hexes on board P-17 and all airfield hexes on board 14 free of all unbroken visible Japanese units. Otherwise, it is a Japanese victory.

**Board Configuration**

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<table>
<thead>
<tr>
<th>N</th>
<th>14</th>
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</thead>
<tbody>
<tr>
<td>P-17</td>
<td>14</td>
</tr>
</tbody>
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**Japanese set up first**

**Americans move first**

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**JAPANESE**: 109th Infantry Division (Units may not leave the board of their original placement)

**Board P-17**

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5-4-8 4-4-7 2-3-7 8-0 9-1 9-2 10-2 LMG MMG HMG 50GL 50Mtr 47ATG 37AA
```

75ATG 75IG ATM 2+3+5 2+5+7 Mines Entrench. Trenches Tunnels(hexes) 1-8-8(-4)

**Board 14**

```
4-4-7 4-3-6 5-4-8 8-1 9-1 10-3 1-4-9 1-8-8 1-8-8 LMG MMG HMG ATM Demo. 75AA
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75ATG 75IG 1+5+7 3+5+7 Turrets Radio Tch

**AMERICAN**: 28th Marine Regiment

**Enter in Landing Craft, South Edge, turn 1**

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6-6-7 6-6-6 7-4-7 7-0 8-1 9-2 MMG HMG Demo. FT Baz. Rad. LCVP LVT-4 LVT(A)4 Dozer
```

**Enter in Landing Craft, South Edge, Turn 4**

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6-6-7 6-6-6 7-4-7 8-0 9-1 10-2 MMG HMG Demo. FT Baz. Rad. LCVP LVT-4 DUKW M4A1(76)
```

**Enter in Landing Craft, South Edge, turn 8**

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6-6-7 6-6-6 5-5-6 60Mtr. LVT-4 LCVP DUKW M-3HT T-27RL 75How. 9-1 9-2 10-3
```

See special rules section for creation of leaders and heroes.

SL Rule 147.6 is in effect for all U.S. tanks.
P-12.1 Pregame Bombardment - After the Japanese setup, and immediately prior to turn 1, the American player has 6 modules of 200mm offboard artillery. He chooses 6 hexes on either board, and rolls for accuracy. A die roll of 1-3 means he is on target. Otherwise, direction and extent of error must be rolled for and cannot be corrected. This fire is then executed, and its effects take place immediately. Any units broken by this fire may neither go beserk nor rally until the Japanese phase of turn 1.

P-12.2 Offboard Artillery and Air Support - During the game each side has certain offboard support as follows:

1) American - 4 modules of 150mm (plentiful ammo), one per complete turn.
   3 modules of air support, automatically available at the player's discretion, except in a turn that offboard art. is firing. It consists of 2 Corsairs, one with HE; the other, napalm. These are secretly predesignated by the player.

2) Japanese - 6 modules of 80mm (plentiful ammo), one per complete turn.
   These modules do not have to be called in by radio. They land on target with a roll of 1-3, and if direction and extent of error are rolled for, they may not be corrected.

P-12.3 Special Invasion Rules - Due to the uniqueness of this particular invasion, certain special rules are used.

1) All vehicles must roll for bog for each beach hex they enter, unless they use roads made by the dozer tank. The tank moves normally, and a trail marker or prep fire marker (reversed) should mark these roads.

2) Heroes, Leaders - SL rules 115 and 159.7 are modified as follows for the American player. On any attempt to create either, modify the roll with a -2, in addition to any other normal modifiers.

3) Turrets - The Japanese tanks were immobile, dug in as bunkers. Turrets are for T-97 tanks, considered hull down, may rotate and fire coaxial MGs.

4) Japanese initial Fire - No Japanese unit may fire until at least 3 U.S. squads have entered a beach hex, or if any 1 unit has advanced 3 hexes.

5) Tunnels may be up to 4 hexes long, and may begin and end in any type fortification hex.

6) Terrain changes - (a) woods are brush hexes (b) wheat fields are level one hills (c) roads are trails, no move bonus (d) Hedges and walls are gullies. Concerning the new mapboard (P-17) Mount Suribachi appears to the left (3 levels, C3,.+,11,12). Terrain beginning at V10 and E12 is ground level. See Pacific Rule 5b for sea hexes.

AFTERMATH The biggest invasion in the history of the Pacific had begun. The Japanese cleverly let the first wave of U.S. Marines move inland, then opened with a vicious crossfire. Accurate artillery fire from Suribachi and from the North mixed American blood with island sand. What was deemed to be an Operation of days turned into weeks. 27 Medals of Honor were to be later awarded (most posthumously) to gallant, intrepid Marines. The price paid was great. The cost of real estate was going up!
P-12 Iwo Editor's Comments

SSR P-12.3 (6) terrain coordinates V10 and E12 should be V1 and E2 on the VSQL board. The physical board has rows 11 to 20, not the standard 1 to 10. We don't know if this is a complete board or rows 1 to 10 are missing.