

IWO JIMA



INTRODUCTION

The Battle of Iwo Jima (19 February – 26 March 1945) was a major battle in which the United States Marine Corps and Navy landed on and eventually captured the island of Iwo Jima from the Imperial Japanese Army (IJA) during World War II. The American invasion, designated Operation Detachment, had the purpose of capturing the island with its two airfields: South Field and Central Field

This was achieved at the cost of 20,703 KIA and 1,152 Missing on the Japanese side (almost all the garrison) and 6,821 KIA, 492 Missing and 19,189 Wounded on the American side.

One player represents the United States of America's land and naval forces, the other has Japan's land forces. The Japanese have built extensive fortification, tunnels, and other defensive positions. The Americans, United States Marines and Naval Air, are well equipped and trained,

- The **Americans** must advance and Conquer Mount Suribachi, the 3 Airfields, and the «Northern Bastion».
- The **Japanese** must hold desperately against the onslaught of their enemy, hoping to inflict enough casualties to force the Americans to cease operations.

Be careful with the supply lines for the Americans, as Japanese counterattacks could cut units off from the beachhead supply sources. Japanese units are always in supply, reflecting their preparation of extensive supply caches

The game Cards and Events allow full replayability thanks to the numerous various situations that they create on the environmental, diplomatic, military, or political fields.

DURATION

Duration: 10h+

Favored Side: Americans

Most Difficult Side to Play: Japanese

The Iwo Jima campaign lasts 36 turns, from 19th February till 26 March 1945, each representing a day,

The **Americans** always plays first.



FORCES

The **American forces** include **United States Marines Corps (3rd, 4th and 5th Divisions)** and **United States Navy units**.

The **Japanese forces** include **Japanese Army** and **Japanese Navy Land (equivalent of Marines)** units.

MAPBOARD

The map represents the entire island of Iwo Jima, and “landing areas” where USA land units arrive.

Naval Air and Fire Support icons and units are placed in two “Off Map” Boxes representing the US Navy fleet offshore supporting the invasion.

There are objectives on the main map that yield Victory Points

AIR STACKING: in this scenario it is limited to 4 points of stacking in all regions except off-map boxes, where it is unlimited. Most air units have a 1 point stacking value (the Naval Fire support units are classified as ‘air’ units for purpose of movement and action but are worth 0 stacking points).



VICTORY

IMMEDIATE VICTORY

The **American player** wins if he captures captures all 3 Airfields, villages, tunnels and the “Northern Bastion” near Hill 362-B (4 regions).

The **Japanese player** wins if a preset level of Victory Points is reach, those VP being earned when US Marine units are eliminated in combat. He also wins automatically if his opponent does not control all the regions of Airfield#1 by the end of Turn 10.

Otherwise, the player with the most Victory Points at the end of the scenario wins the game.

BONUS VP

Many regions and structures give VP when captured, and may cause loss of VP if lost. All of those are shown by the VP stars on map and in the region navigator. *Right click on any owned region and examine the “Regions” tab and the “Structures” tab to see locations that award VP.*

Elimination of any **US Armor** or **Mobile Infantry** costs **USA -2VP** each.

Elimination of and **Japanese Armor** or **Mobile Infantry** gives **USA +1VP** each.

REINFORCEMENTS

AMERICANS

[Turn 1-3] February 19-21, 1945

4th Marine Division : Tank Battalion, 23rd, 24th, 25th Regiments each with 9 Infantry, 14th Artillery Regiment (4 Battalions).

5th Marine Division : 26th, 27th, 28th Regiments each with 9 Infantry, 13th Artillery Regiment (4 Battalions).

[Turn 6 or later] February 24-25, 1945

After turn Capture of the entirety of Airfield #1, the 3rd Marine Division will land over a span of 2 turns

3rd Marine Division : 3rd, 9th, 21st Regiments each with 9 Infantry, 12th Artillery Regiment (4 Battalions).

The player will have the choice of landing on the East coast or the West coast.

JAPAN

Lieut. General Tadamichi Kuribayashi, commanding

Army: elements of 109th Division, 145th Infantry Regiment, 17th Mixed Infantry Regiment, 26th Tank Regiment, 2nd Mixed Brigade

Navy: 125th Anti-Aircraft Defense Unit, 132nd Anti-Aircraft Defense Unit, 141st Anti-Aircraft Defense Unit, 149th Anti-Aircraft Defense Unit

No reinforcements in this scenario, but cards allow for the rebuild of some previously destroyed units.

Japanese Kamikaze attacks on the fleet are created via Card play.

SPECIAL RULES

WEATHER

At the time of this scenario some storms may occur in this part of the Pacific Ocean. This is handled via the play of cards or events. Bad weather will usually 'ground' all air forces and limit the movement ability of land forces.

REPLACEMENTS

USA receives 1 replacement every turn, beginning Turn 2.

Japan receives 1 replacement every turn, beginning Turn 2.

Additional replacements and constructions for both sides are handled by cards.

CARDS

One card is drawn each turn in this game, and players may keep up to 7 of them in hands.

SPECIAL RULES

SUPPLY SOURCES

Supply affects **American** units only. Their supply sources (the landing beaches) are identified by the supply icon.



BREAKTHROUGHS

In this game, breakthrough and pursuit are possible (usually with armor units).

TUNNELS

In this scenario, the **Japanese** player has Tunnels which work like fortifications.

START OPTIONS

The game offers to both side an array of different starting options, each at a cost in victory points.



The other side will not be aware of your choice, thereby creating new situations at each start of the game.

- The **Americans** may stay with the historical setup, request more Air Support, or ask for more replacements.
- The **Japanese** may choose to stay with the Historical setup, or ask for more replacements.

All those options and gambles are yours to discover. The game's event and cards allow full replay ability thanks to the numerous various situations that they create.

FOG OF WAR

Both sides benefit from a partial fog of war, i.e. the player cannot see what an enemy stack contains (only a flag is displayed on those that are nearby to friendly units) until they enter in battle with those.

DESIGN NOTES

This game is dedicated to all United States Marines past, present and future. Thank you for your service.

- The outcome of the game is inevitable: USA will eventually clear the island of Japanese forces. To make the game interesting without losing sight of the history, "milestones" are set that award Victory Points to Japan if not met.

[Hint: Every Marine unit eliminated in combat gives Japan 3 Victory Points. Be careful!]

DESIGN NOTES

- The landing “waves” of the 4th and 5th Marines actually all occurred on day 1. Stacking limits and game time scale led to spreading the landing waves over 3 turns [days]. Similarly, when the 3rd Marines are treated the same way when they arrive.

[Hint: Operational losses were a fact of life in Amphibious warfare. Equipment breakdown, landing craft sinking, troops dropping equipment in the surf, drowning..... Each landing unit is randomly subject to a 1 step loss while in the “Landing Regions” for their beach.]

- The modeling of Naval gunfire from Battleships and Cruisers posed interesting problems. Most SGS games are at a scale where artillery support is carried in units that are present in the same region as the battle [as they are also in Iwo Jima]. The naval “heavies” however have range that can reach every region on the map. Attempts to place units representing the gunfire each turn via reinforcements was getting very code intense and subject to errors and endless “bugs”. The solution is the “pseudo-Air” units that appear every turn. They have the same “infinite range” as the Carrier Air Groups, but cannot be intercepted or fired on in battle.

[Hint: Historically, Kamikaze were not used in large numbers at Iwo Jima. They are included here for game balance. There are Kamikaze Cards for both sides that reduce or permanently eliminate Air and gunfire units. The USA Cards are “must play”, and reduce available Air and Gunfire units for 1 turn (they are immobilized). The JAP card will permanently remove a number of USN Air units. Also, the number of available USN Gunfire units available each turn will reduce over time by design.]

- A historical Situation Map dated October 15 was used to name regions without obvious structures or geography using “grid references”. This same map shows the presence of numerous bunkers and other positions on the island. This game certainly has the most “cluttered” look of any SGS game to date, but that seems to represent the reality faced by the USMC.

- The earliest versions of structures and tunnels were being modeled as Fortress structures. However, the ability to “siege” rather than “assault” locations other than the tunnels of Suribachi didn’t seem realistic. Instead, structures are modeled as simple locations without fortification, and rather hefty bunker units are in place. Most of these have entrenchment levels set that penalized the attack factors of the opponent. The tunnels of Mt. Suribachi are modeled as fortresses with strong Tunnel units that give a siege bonus. Assaults are difficult, and sieges have very low success level, or even precluded by a negative Siege value. Armor units are prohibited from these mountainous regions, making the whole effort slow and bloody.

[Hint: Tunnels and Large Fortresses are difficult to destroy. Use fresh troop (few or no hits already) and 3 or 4 Naval Gunfire units and as many Air Units as possible. It may still require 2 turns of attacks to eliminate these “tough nuts”.]

- The Japanese side may use “Tunnel Movement” between the Suribachi regions, that allow free movement at low cost between regions controlled by Japan. The “Northern Bastion” around Hill 362-B also allows “Tunnel Movement” by Japan.