V11 A FINAL SURPRISE

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HISTORICAL ACCOUNT

LOCATION: Iwo Jima
DATE: 26 March 1945
COMMENTARY: Iwo was declared secure on March 14. This was clearly premature, as the Marines suffered an additional 6,000 casualties mopping up, but by March 26, the fighting was long over. By the 26th, exactly five weeks after D-Day on Iwo, the Japanese defence was extinguished. The Fourth Marine Division was already gone, sent back to Maui to try to build a fighting division out of the pieces left after Iwo, The Fifth Marines were almost gone as well. The Third was still at work chasing down stragglers, but Seabees and Army troops would soon take up the task of cleaning up the island and transforming it into a major airbase. There remained not a single identified pocket of resistance. All over the island, night time found the Americans peacefully asleep. The first warning that all was not over came at 0515 hrs, in the form of sudden small arms fire around Motoyama Number Two.

Hundreds of Japanese burst through the sleeping camps, catching a mixed bag of Marine shore parties, supply troops, Air Corps crewmen, AA gunners and Seabees completely by surprise. The Japanese has picked an excellent spot for an effective attack, as few of these men knew the first thing about combat on Iwo. Dozens of Americans went down in the first minutes, riddles with bullets or hacked and stabbed by Japanese swords and bayonets.

But the attack also fell on the Fifth Pioneer Battalion, and these Marines quickly pieced together a scrimmage line, led by Lt. Harry Martin. Black rear echelon troops formed the backbone of the line, standing their ground until the main Japanese attack fell to pieces. By sunrise, Martin had been wounded twice, but kept moving to help other pockets of Marines, while the battle raged around the bivouacs.
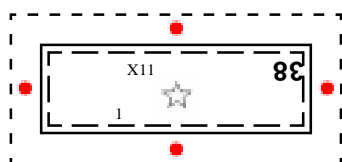
By the time Army troops and a flamethrower tank arrived to help at 0800 hrs, the last battle on Iwo was over. The Americans had suffered 172 casualties, and the ground was littered with 262 Japanese bodies. Lt. Martin received the last Iwo Jima Medal of Honor for his spirited leadership on the defence; but he was also one of the last Marines to die on the tiny island.

TURN RECORD CHART

	1	2	3	4	5	6	END
☆ **AMERICAN Sets Up First**							
🔴 **JAPANESE Moves First**							

THE BATTLEFIELD AND CONDITIONS

Place overlay **1** on T2/T1 and **X11** on R7/S7.
Treat all buildings as Huts (G5.) (EXC: all are TEM 0, Rally Terrain for US only, Collapse and Fire are NA).
Treat all Woods, Brush and Marsh as Crag.
Treat orchard hexes as shellholes.
Treat Pond and Grain as Sand (F7.)

EC are Moist, with No Wind at start.

VICTORY CONDITIONS

The Japanese win by having at least 24 CVP, including VP for his units on/between hexrows J and P, at game end.

SCENARIO SPECIFIC RULES:

1 During turns 1 and 2, Night rules are in effect, with an initial NVR of 2, overcast conditions and a half moon. At the end of the CCPh of the US GT2, Night rules end and all Cloaked units are placed onboard concealed. During turns 3 and 4 there is a LV Hindrance equivalent to Heavy Rain. There is no LV Hindrance after GT4.

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Elements of 5th Pioneer Battalion and assorted Army and Marine units set up in huts. The US is the Scenario Defender, but receives no HIP units and only 10 dummy counters. During the Night turns, all Americans are Lax (EXC: SMC and Marine units are Normal). All US SW must set up dm and unpossessed in the same Location as non-Marine MMC. There is a +1 drm to starshell attempts on the Japanese GT1.

BALANCE: remove one 5-3-6 from the US OB.

ELR: 4
SAN: 2

6-6-8	3-4-8	5-4-6	2-3-6	5-3-6	9-1	8-0	7-0	MMG 4-10
3	3	2	8	3			2	2

🔴

Remnants of 145 Infantry Brigade, 2 Mixed Brigade, and other units enter any board edge on/west of hexrow W on Turn 1, with units entering the North or South edge having expended ½ their MF (FRU). The Japanese is the Scenario Attacker, and has 21 Cloaking Counters at start. No Japanese MMC may recombine during Night turns. The Japanese are not subject to Straying but do suffer from Ammunition Shortage.

BALANCE: Remove one 3-4-7 from the Japanese OB.

ELR: 2
SAN: 2

4-4-7	3-4-7	3-3-6	2-3-8	2-3-7	2-2-8	10-1	10-0	9-0	dm MMG	LMG	DC 30-1
3	5	4	2	2			2			2	