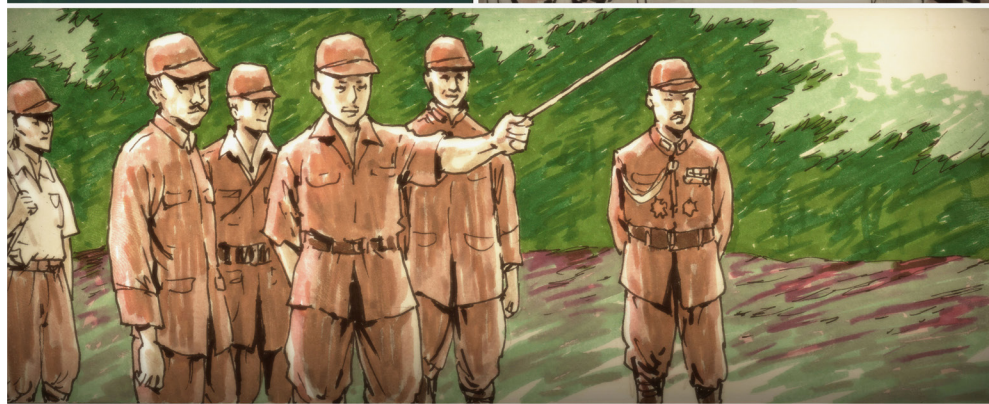
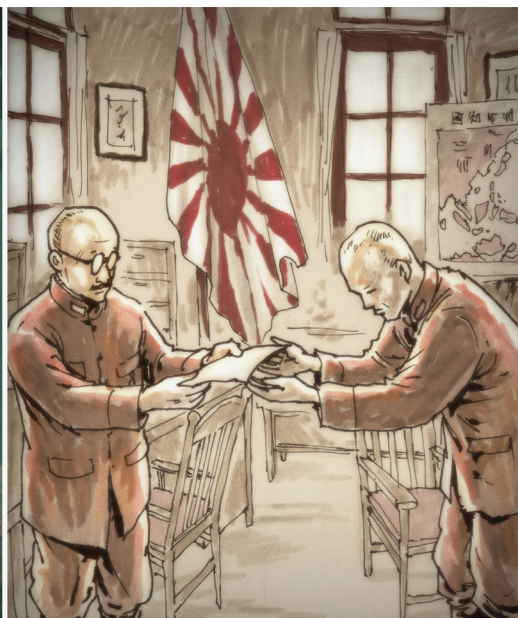
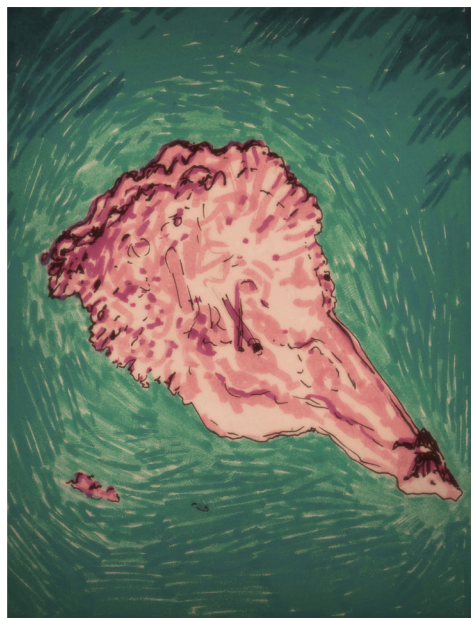




IWO JIMA

HELL ON EARTH

RULEBOOK





SCENE #01

Iwo Jima, which means Sulfur Island, is only 750 miles from Tokyo. If they could gain control of it, the US could use it as a strategic airbase for escort fighters to support long-range bombing missions against mainland Japan.

SCENE #02

General Kuribayashi was assigned by Tokyo to Iwo Jima. Tojo said: "The entire Army and the nation depend on you for the defense of that key island."

SCENE #03

Kuribayashi arrived at Iwo Jima in June. He was clear that no coastal defense could withstand the Americans. He ordered the artillery to be redeployed in the north or camouflaged at the base of Mount Suribachi.

SCENE #04

There were many natural caves and the terrain was excellent for digging tunnels. Kuribayashi continued to improve the island's fortifications.





SCENE #05

THE US HIGH COMMAND DISCUSSED THE PLAN TO ATTACK THE HEAVILY DEFENDED ISLAND FORTRESS. THE PLAN WAS LABELLED OPERATION DETACHMENT.

SCENE #06

A HEAVY 10-DAY BOMBARDMENT OF THE ISLAND WAS REQUESTED, PRIOR TO THE PLANNED AMPHIBIOUS ASSAULT. HOWEVER, ONLY A 3-DAY ONE WAS APPROVED.

SCENE #07

ON JANUARY 19, 1945, AT 08:59, ONE MINUTE AHEAD OF SCHEDULE, THE FIRST WAVE OF MARINES LANDED ON THE BEACHES OF THE SOUTHEAST COAST OF IWO JIMA.

SCENE #08

WELCOME TO HELL ON EARTH. HERE BEGINS THE CHALLENGE...

CLASSIFIED REPORT No. 265846/25.

ADMIRAL NIMITZ

1. INTRODUCTION

The Battle of Iwo Jima, a pivotal moment in the Pacific Theater of World War II, is a testament to the indomitable spirit of human will and the immense cost of victory.

This brutal conflict, fought between the United States Marine Corps and the Imperial Japanese Army, unfolded on the small volcanic island of Iwo Jima, just 660 miles south of Tokyo.

From February 19 to March 26, 1945, American forces carried out a relentless assault against a well-fortified enemy, determined to seize control of the island's strategic airfields. Iwo Jima was crucial to the Allied war effort, serving as a strategic base for fighter planes escorting long-range bombers on their missions to mainland Japan.

The battle was marked by the fierce resistance of the Japanese defenders, who had meticulously constructed a network of tunnels and fortifications.

The Marines faced relentless attacks as they fought their way through the rugged

terrain of the island. The iconic image of the Marines raising the American flag atop Mount Suribachi became a symbol of determination and sacrifice.

The Battle of Iwo Jima was one of the bloodiest in the history of the Marine Corps, claiming the lives of thousands of American and Japanese soldiers. The volcanic ash of the island and the violent combat conditions made it a grueling and exhausting experience for both sides.

Despite the heavy casualties, the Marines ultimately achieved their objective: securing Iwo Jima and bringing the United States one step closer to victory in the Pacific War.

Iwo Jima: Hell on Earth recreates this iconic battle. It is a challenging solitaire wargame that places you in command of the US Marine and Army Regiments in their fight against the entrenched Japanese Battalions during the iconic Operation "Detachment," which lasted 36 days. Each game Turn represents approximately four days, condensing the intense conflict into nine Turns of strategic decision-making.



The iconic image of the raising of the American flag on Mount Suribachi

2. DETERMINING VICTORY

At the end of Turn 9, assess your performance according to the following criteria:

Japanese units eliminated:

- For every two Japanese units eliminated (rounded down): +1 VP.
- All Japanese units eliminated before the end of the 9th Turn: +1VP (this also will mean the end of the game).

Key Objectives:

- Capturing Mount Suribachi in Turns 1-3: +1 VP.
- Capturing the First airfield in Turns 1-4: +1 VP.
- Capturing the Second airfield in Turns 1-5: +1 VP.
- Capturing the Third airfield in Turns 1-6: +1 VP.

Special Order Command markers:

- Roll a blue die at the end of the game. If the result \leq number of Special Orders played during the game: -1 VP. Apply a +1 DRM for each Error Intelligence marker in the Command Area.

US casualties:

- Five or more US units with 1 or 2 steps (back side of the US counters showing a yellow band) no matter where they are located (Map, Turn Track or Reserve Area) at the end of the game: -1 VP

Japanese surrender:

- If at the end of the 9th Turn you control the four Key Objectives and there are no more than 5 Japanese units on the island. Roll a red die: Result $>$ number of Japanese units on the map: +1 VP

FINAL ASSESSMENT

- 1 or less to 5 VP = We have a pen-pushing job with your name on it back in Oahu.
- 6 to 8 VP = This was our fault. You clearly aren't ready for this level of command yet.
- 9 to 11 VP = You were close to achieving victory, but the level of casualties was intolerable. You will be assigned to smaller operations going forward.
- 12 to 14 VP = You narrowly failed. You will have a second chance in Okinawa.
- 15 to 16 VP = You obtained a victory at a great cost, but you are on the right track.
- 17 to 18 VP = Undoubtedly it has been an overwhelming victory. Your career trajectory to the Joint Chiefs of Staff seems assured.
- 19 to 20 VP = An incredible victory at a minimal cost of American lives. Your name will be remembered as hero of our nation.



3. GAME COMPONENTS

- 1 Mounted Map
- 1 Operations Directive (Rule book)
- 1 Operational Summary (4 Player Aid Sheets)
- 120 Counters, of which:
 - ◊ 9 US units
 - ◊ 30 Japanese units
 - ◊ 26 Intelligence markers
 - ◊ 29 Command markers
 - ◊ 18 Status markers
 - ◊ 5 Objective markers
 - ◊ 3 Various markers
- 2 Cloth bags (blue and red)
- 2 6-sided dice (blue and red)

3.1. MOUNTED MAP

The game map represents the island of Iwo Jima. A hexagonal ("hex") grid is superimposed on the terrain for the purpose of determining the placement and movement of units.

The types of terrain within the hexes include:



Landing Area



Clear



Difficult



Rough



Mount Suribachi



Japanese Fixed Artillery:

The hexes containing the locations of Japanese fixed artillery have been represented with a thicker yellow frame so that you can easily distinguish them.

The important symbols that appear inside the hexes represent:



Hill



US Key Objective



Japanese Initial Deployment



Japanese Redeployment

The rest of the features on the map, such as cities and roads, are for background information only, and have no game effect.

The map is divided into six Japanese Defense sectors, numbered from 1 to 6.



Japanese Defense Sector



Japanese Defense Sector Lines

Defense Sector Lines: These lines demarcate the Japanese defense sectors.

Around the map, there are several tracks for recording information:

1 Victory Point Track: Numbered from 1 to 10, it tracks the VPs you have achieved.

2 Turn and Phase Track: the top row is numbered from 1 to 9 and is used to track the game Turn (one Turn = 4 days). In addition, it is used to place exhausted US units. They become available for deployment one or two Turns later.



Boxes 1, 3, 5, 7 and 9 have a Command Marker icon on them. This is a reminder that you take a Command Marker on those Turns from the blue bag. In box 7 there is a reminder to place the 147th NG unit; it will deploy on Turn 7. In boxes 6 and 8 is a Banzai icon. This is a reminder to place a Reaction marker in these boxes during the set-up.

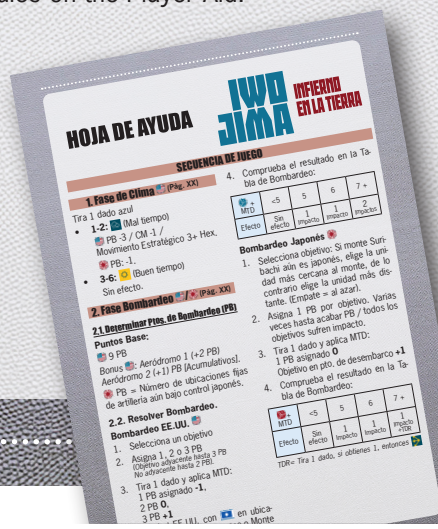
The bottom row is used to track the current Phase of the Turn. The icons at the top indicate which side acts: a box with a blue and red rhombus means the US acts first, then Japan; a box with only a red rhombus means only Japan acts; a box with no rhombus means only the US acts.

3 Command Area: This contains three slots that can be used to hold up to three Command markers.

4 US Reserve Area: This area displays US reserve units for quick identification. Units are placed here at set-up or from the Turn track during the game, in the slot matching their Divisional icon, ready for deployment.

3.2. OPERATIONS DIRECTIVE

This rulebook you are reading right now. There is also a Summary of the rules on the Player Aid.



3.3. COUNTERS

3.3.1. US units (9):

Each US unit counter represents two distinct combat elements:

1. The Marine/Ranger Regiments that fought in the battle; and,
2. The combat support that was provided to these regiments by artillery, tank and flamethrower teams.

During combat, a US unit counter can directly Assault a Japanese unit, in which case it represents the Regiment. It can also provide Combat Support to an Assault, in which case it represents the combat support element.

The following Regiments are represented:

- 9th Regiment (3rd Div)
- 21st Regiment (3rd Div)
- 23rd Regiment (4th Div)
- 24th Regiment (4th Div)
- 25th Regiment (4th Div)
- 26th Regiment (5th Div)
- 27th Regiment (5th Div)
- 28th Regiment (5th Div)
- 147th Ranger Regiment (Ohio National Guard). Available on the 7th Turn (assigned to the 3rd Div)

Each Regiment counter has an icon representing its Combat Support element:



Flamethrowers



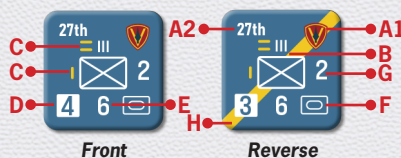
Tank



Artillery

Design note: These Combat Support elements abstractly represent the role played by the 12th and 13th Marine Artillery Regiments, the 3rd and 5th Armored Battalions, and flamethrower teams.

A US unit counter contains the following information:



- **(A1)** Marine Regiment No.
- **(A2)** Division Insignia
- **(B)** Unit Size and Type
- **(C)** Step indicator
- **(D)** Combat Factor (CF)
- **(E)** Movement Allowance (MA)
- **(F)** Combat Support Type
- **(G)** Combat Support Value
- **(H)** Band indicating the reverse of the unit.

Each US unit has 4 steps. When a unit takes a hit, it reduces a step as follows:

1. **From 4 to 3 steps:** Rotate the unit 90 degrees clockwise.
2. **From 3 to 2 steps:** Rotate the unit 90 degrees counterclockwise and flip it to its reverse.
3. **From 2 to 1 step:** Rotate the unit 90 degrees clockwise.
4. **From 1 to 0 steps:** Place the unit on the next game Turn box in the Turn and Phase Record track and rotate it 90 degrees counterclockwise (as if it had lost 2 steps). On game Turn 9 place the unit directly on their Division's reserved section in the Reserve Area instead.



Undamaged



1 step lost



2 steps lost



3 steps lost

3.3.2. Japanese units (30):

Japanese unit counters are similar to US unit counters: they represent both a specific Battalion and, separately, a Combat Support element.

The Japanese have Artillery and Tank elements, the same as the US. They do not have Flamethrower, but instead have Anti-tank. Unlike for US units, some Japanese units do not have any combat support element.

One Japanese unit (the 145th) has this icon, showing it is the headquarters (HQ) unit.

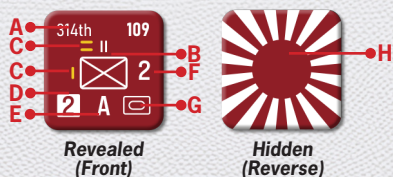


Anti-tank



HQ

A Japanese unit counter contains the following information:



- (A) Battalion
- (B) Unit Size and Type
- (C) Step indicator
- (D) Combat Factor (CF)
- (E) Defense Type: Cave A, Bunker B, Trench C
- (F) Combat Support Type
- (G) Combat Support Value
- (H) Japanese Flag

If the reverse of the marker is showing, the unit is Hidden.

Each Japanese unit has 3 steps. When a Hidden unit (reverse side showing) receives its first hit, flip the unit and reveal its front. When a revealed unit (front)

receives a hit, it reduces a step as follows:

1. **From 2 to 1 step:** Rotate the unit 90 degrees clockwise.
2. **From 1 to 0 steps:** Remove the unit from the game*.

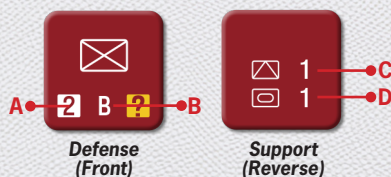


*Reminder: You score 1 VP for every two Japanese units eliminated (rounded down).

3.3.3. Intelligence Markers (26)

There are two types of Intelligence marker: Defense/Support and Reaction. They are used when a US unit Assaults a Hidden Japanese unit. The Defense/Support marker determines the initial Combat Factor / Combat Support of the unit. The Reaction marker determines its potential Reaction – Banzai or Redeployment – to the Assault.

- **Defense/Combat Support Markers (21):**



- **Reaction Markers (5):**



3.3.4. Command Markers (US) (29)

Command markers are drawn during the game and placed with their front side up in one of the three slots in the Command area on the board.

There are two types of Command markers: Special Orders and Intelligence Errors. One Special Order can be played per Turn to improve the performance of US units or provide tactical combat support, up to a maximum of five per game.

Intelligence Errors have no effect if drawn except to block the slots in the Command area, meaning you have less Special Orders available to play.



All Command Markers share the same reverse side.

The front side shows the Special Order that marker allows, or if it is an Intelligence Error:

- **Additional Combat Support (6)**



One of these markers can be played during an Assault, after determining which Combat Support US units will provide. They act as an additional Combat Support of the icon shown, adding the value shown. Note: Only one Flamethrower can be played per Assault, including the Special Order Flamethrower marker.

- **Extended Movement (2)**



One of these markers can be played at the start of a Normal Movement. They allow a select unit to move an additional 2 or 3 hexes for that movement.

- **Reconnaissance (2)**



This marker can be played at the start of the First or Second Attack Phase. They allow you to reveal two Hidden Japanese units adjacent to any US units that does not have a OR or DR marker.

- **Reroll (4)**



One of these markers can be played after any die roll of the color shown. They allow you to reroll that die. You must apply the new roll.

- **Additional Bombardment (2)**



One of these markers can be played either at the start of the Bombardment Phase, or at the start of the First or Second Attack Phases. In either case, it provides 2/3 Bombardment Points that can be assigned to Bombard Japanese units, following the rules for Bombardment in the Bombardment Phase.

- **Additional Command (2)**



One of these markers can be played either at the start of the Command Phase. They provide an additional +2 or +3 CPs to spend during the Command Phase.

- **Additional Attack (2)**



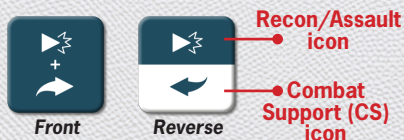
This marker can be played at the end of the First or Second Attack Phases. It allows you to choose up to two US units to perform an additional Assault, ignoring Situation Markers: any units on the map may be used to Assault and/or provide Combat Support.

- **Intelligence Error (9)**



This marker has no effect, but it occupies one of the three available slots for Command markers in the Command Area.

3.3.5. Situation Markers (US) (9)



A US unit may only make one Reconnaissance-in-Force (Recon) / Assault action per Turn, and one Combat Support per Turn. These markers are used to provide a reminder of this.



Recon/Assault icon on the top of the marker to indicate a unit has used its Recon / Assault for the Turn, but not its Combat Support.

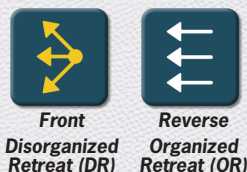


Combat Support icon on top of the marker to indicate a unit has used its Combat Support for the Turn, but not its Recon / Assault.



Reverse side of the marker showing both icons to indicate a unit has used both its Recon / Assault and its Combat Support for the Turn.

3.3.6. Retreat Markers (US) (9)



There are nine markers to indicate Retreats: Organized Retreat (OR), or Disorganized Retreat (DR).

3.3.7. Objective Markers (US) (5)

These markers record the capture of Key Objectives and grant 1 VP if they have been captured within the time limit (+1 on the reverse):

- **Raised Flag (1)**



Placed on the Mount Suribachi hex when you capture it. The marker is placed on the +1 (reverse side) if the objective was achieved on Turns 1 to 3 (see Determining Victory section).

- **Airfield Control Marker (3)**



Front



Reverse

Placed on an airfield hex when you capture it. The marker is placed on the +1 (reverse side) if the objective was achieved before the time limit for each airfield (see Determining Victory section).

- **Cleared Island/Surrender (1)**



Front



Reverse

Placed next to the Victory Point Record track on its reverse side if you clear the island of Japanese units before Turn 9, to indicate that you get +1 VP, or placed on its front side if the Japanese Surrender roll on Turn 9 was successful, again to indicate you get +1 VP (see Determining Victory section).

3.3.8. Various Markers (3)

- **Victory Point**



Front



Reverse

This marker is used to record the VPs on the Victory Point Record track. When you reach 10 VPs, flip the marker (the reverse indicates +10 VPs) and move it to box 1 on the track to indicate 11 VPs, and so on up to a maximum of 20 VPs.

- **Turn/Weather**



Front



Reverse

This is a dual-purpose marker. It tracks both the game Turn and the weather condition for the Turn. One side of the marker shows Good Weather, while the reverse shows Bad Weather.

- **Phase**



Front



Reverse

The front side indicates the US side and the reverse the Japanese side. The marker is used to record the current Phase of the Turn.

4. SET-UP

Follow the instructions below:

1. **Board markers:** First, place the markers:
 - Place the Game Turn marker in box #1 of the Game Turn Track, with the Good Weather side facing up.
 - Place the Victory Point Marker next to the Victory Point Track.
 - Place the Phase Marker with the US side facing up in box #2 (Bombardment) of the Phase Track.
2. **Objective markers:** Place all Objective markers (Raised Flag, Airfield Control and Cleared Island/Surrender) off the map, within easy reach.
3. **Situation and Retreat markers:** Place all these markers off the map, within easy reach.
4. **Command markers:** Separate out and set aside in a reserve off



the map six of the Intelligence Error markers (they may be added to the blue bag during the game). Place the remaining three Intelligence Error markers and all the Special Order markers inside the blue bag. Draw one marker at random from the bag and place it in the first slot of the Command Area with its front side facing up. Leave the bag within reach.

5. Intelligence markers: Place all Intelligence markers (Defense/Support and Reaction) inside the red bag, except for two Reaction markers. Place one of those Reaction markers, face-down on its reverse side, in box 6 of the Turn track and the other in box 8, again face-down on the same track. Leave the bag within reach.

6. Japanese units:

- Set aside the Japanese unit with the Headquarters (HQ) combat support icon (the 145th). Place the remaining Japanese units face down on the table and shuffle them.
- Draw four Japanese units randomly. Shuffle these together with the 145th (HQ unit) and place them face down, one by one, in the five initial Japanese locations in the Northern sector (marked with a 6).
- Finally, place the remaining Japanese units randomly from the table one by one face down in the remain-

ing initial Japanese locations on the map.

Play note: *It is important to do the deployment of Japanese units randomly and without looking at their Revealed side of the counters.*

7. US units:

- Deploy the 5th Division Regiments: One regiment is placed, face up, on each of the following Landing Beach Areas:
 - ◊ The 28th Regiment in the "Green" Landing Beach Area.
 - ◊ The 26th and 27th Regiments in the "Red 1" and "Red 2" Landing Beach Areas, one in each (you decide which goes in which).
- Deploy the 4th Division Regiments: One regiment on each of the following Landing Beach Areas:
 - ◊ The 23rd, 24th and 25th Regiments in the "Yellow 1", "Yellow 2" and "Blue 1" Landing Beach Areas, one in each (you decide which goes in which).
- US Reserve: Place the 9th and 21st Regiment in the 3rd Marine Division slot.
- Turn track: Place the 147th NG on box 7 of the Turn track. It will deploy from Turn 8.

All US units begin the game with four steps.

5. GAME SEQUENCE

The game is played according to the following sequence, repeated each Turn for the nine Turns of the game.

5.1. WEATHER PHASE

Roll for the weather (ignore on Turn 1, which has 'Good Weather').

Roll a die:

- **1-2: Bad Weather:** Reduce your bombardment points by 3 and the movement allowance of all your units by 1. The Japanese reduce their bombardment points by 1. All Strategic Movements performed during a Bad Weather Turn must end their movement 3+ hexes away from an enemy unit instead of 2+.
- **3-6: Good Weather.** (No effect).

Use the game Turn marker to indicate the weather for the Turn.

5.2. BOMBARDMENT PHASE

Both the US and Japan bombard each other's units in this Phase.

Each faction has a number of Base BPs:

- US: 9 Base BPs (6 with Bad Weather).
- Japan: Base BPs = Number of Japanese Fixed Artillery locations not controlled by the US. At start of game = 8 (-1 BP if Bad Weather).

These points are modified as follows:

US BPs

Bonuses for Controlled Airfields:

- Airfield 1 under US control: +2 BP.
- Airfield 2 under US control: +1 BP.

Play note: Bonuses are cumulative. The moment the Airfield are under your control, you apply the bonuses. The maximum number of BPs for the US is 12.

Japanese BPs

Base Points Penalty:



- Each fixed artillery hex under US control reduces the number of BPs by 1.

If Japanese BPs are reduced to 0, the Japanese will not carry out a bombardment.


5.2.1. Resolve the Bombardment US

(a) Select a target (Japanese unit)

- If the target is adjacent to a US unit, you can assign up to 3 BP.
- If the target is not adjacent to a US unit, you can assign up to 2 BP.

(b) Assign 1, 2, or 3 BP against that unit (according to the limits above).

(c) Next, roll the blue die and add or subtract the following modifier to the roll:

- 1 BP assigned: -1.
- 2 BPs assigned: 0.
- 3 BPs assigned: +1.
-  A US unit in a Fixed Artillery Location Hex or a hex containing a hill adjacent to the target unit with an artillery combat support icon: +1.

(d) Check the result in the Bombardment Table to determine the effect.

Repeat this process until you have spent all your BPs or there are no more Japanese targets available. You cannot bombard the same target more than once per Turn.

5.2.2. Resolve the Bombardment Japanese

(a) **Select a target** (US. unit) according to the following criteria:

- If Mount Suribachi is under Japanese control:
- Select the nearest US unit to Mount Suribachi. In case of a tie, choose the unit randomly.
- If Mount Suribachi is not under Japanese control:
- Select the most distant US unit by number of hexes from Mount Suribachi. In the case of a tie, choose the unit randomly.

(b) **The Japanese select one target per BP**, with each target being a different US unit (always applying the same criteria above to select a unit). If the Japanese have remaining BP and all US units on the map have been targeted start over, but only target US units that were not already hit by a Bombardment this Phase. If there are none, the remaining Japanese BPs are not used this Phase.

(c) **For each target, roll the red die** and apply the following modifier to the roll (if possible):

- Target in Landing Beach hex: +1

Play note: *The Japanese do not get a -1 modifier for assigning 1 BP, that only applies to the US player.*

(d) **Check the result** in the Bombardment Table to determine the effect.

5.2.3. Bombardment Results Table:

Roll	US Bombardment	Japanese Bombardment
4 or less	No effect	No effect
5	1 Hit	1 Hit
6	1 Hit	1 Hit
7 or more	2 Hits	1 Hit+DDR

DDR = *Disorganized Retreat Roll. Roll the red die, with a result of 1, place a DR Marker on that unit.*

5.3. FIRST MOVEMENT PHASE

In this Phase, US units may Rally, then Move.

5.3.1. Rally

Each US unit with an OR or DR marker can attempt to Rally. Roll one die for each such unit:

- 5 to 6 = Success
- 1 to 4 = Failure

Modifier to the roll:

- +1 if it has the OR marker.

In case of success, remove the marker and return it to the reserve. In case of failure, leave the marker on the unit.

A unit which has removed its OR or DR marker in this step can perform either normal or strategic movement.

5.3.2 Movement

- (a) Select a US unit to move. A unit with a DR marker cannot move.
- (b) Choose between Normal and Strategic Movement.
- (c) Return to the first step and select another unit. Continue until you move all your units or decide to end this Phase. A single unit cannot be moved more than once in this Phase.

Normal Movement

Each unit has 6 Movement Points (MPs) that it can spend to move between adjacent hexes.

If the Turn has Bad Weather, or the unit has an OR marker on it, its MPs are reduced by 1. This is cumulative, a unit with an OR marker in a Turn with Bad Weather would only have 4 MPs.

The MP cost of entering a hex depends on its terrain type, and other restrictions.

- **Landing Beach:** 1MP
- **Clear:** 1MP
- **Rough:** 2MPs
- **Difficult:** 3MPs
- **Mount Suribachi:** 3MPs (US units can only enter the Mount Suribachi hex if there is no Japanese unit in any hex adjacent to it).
- **Leaving a ZOC:** +1MP (prohibited for units on the Landing Beach – see Pinned Down below).
- **Leaving a Landing Beach hex:** +1 MP.

- **Movement restrictions:**

Moving between ZOCs: A Zone of Control (ZOC) is projected by a Japanese unit (Hidden or Revealed) into each of the six hexes adjacent to it. There is no additional cost to enter a ZOC, but a US unit may not move directly from a hex in a ZOC to another hex in a ZOC.

Pinned Down: A unit is pinned down when it is in a landing beach hex within a ZOC. Such a unit cannot retreat or move while in a ZOC.

US units: A unit can move through a hex occupied by another US unit, but cannot end its movement there.

Japanese units: US units cannot enter a hex containing a Japanese unit.

Strategic Movement:

Any US unit which does not have a DR marker on it, and which is not in an enemy ZOC, may perform strategic movement.

A unit taking a strategic movement may be placed anywhere on the map, but it must be at least two hexes away from any Japanese unit.

If current game Turns show Bad Weather and/or the unit has an OR marker, a unit using Strategic Movement must end at least three hexes away from a Japanese unit.

Units that perform a strategic movement cannot Assault in the First Attack Phase (place a Recon/Assault marker on it), but can provide Combat Support.

5.4. FIRST ATTACK PHASE

In this Phase, a US unit that does not have a Recon/Assault marker can perform:

- One of either a Reconnaissance-in-Force (Recon) or an Assault against an adjacent to a Japanese unit; and/or
- Provide Combat Support to an Assault being made by another US unit.

The type of action and order of resolution is up to you.

Once a Recon/Assault is complete, another US unit that has not made a Recon/Assault may be selected to do so. If none remain, or you do not wish to do any more, the Phase ends. In this case:

1. If a Japanese Hidden unit was attacked but not revealed / eliminated, leave the Defense marker on it; otherwise, return it to the bag, along with any other Japanese Intelligence markers.

Play note: By leaving the Defense marker on the unit you have some intel around which to better plan to attack it in the next Attack Phase.

2. Remove all Situation markers and return them to the reserve.

5.4.1 Reconnaissance-in-Force

A Recon is used to attempt Reveal and hit a Hidden Japanese unit. However, there is a risk that the US unit will receive a hit, and that an Intelligence Error marker is added to the Command marker pool.

To perform a Recon, follow the sequence below:

1. Select a Hidden Japanese unit adjacent to the US unit performing the Recon (revealed Japanese units cannot be targeted by Recon).
2. Roll the blue die, with the following modifiers to the roll:
 - +1 = For each additional US unit adjacent to the target (maximum modifier to the roll +2). Adjacent units with a DR or OR marker do not provide this bonus.
 - -1 = If the unit performing the Recon has an OR marker.
3. Check the result:
 - 5 or more = the Japanese unit suffers a hit (flipping it to its Revealed side).
 - 2 to 4 = No effect
 - 1 or less = the US unit suffers a hit (it may not make an Organized Withdrawal). There is no roll for Disorganized Retreat from this hit.

4. (if there are Intelligence Error markers left in the reserve) Roll the red die (no modifiers are applied):
 - 5 - 6 = Add an Intelligence Error marker to the blue bag.
 - 1 to 4 = No effect.
5. Place a Recon/Assault marker on the unit that took the Recon action, or flip the Situation marker to the Recon/Assault + CS side if the unit previously had a CS marker.

5.4.2. Assault

Up to two US units can Assault an adjacent Japanese unit. Up to three US units may provide Combat Support to the Assault.

Play note: It is possible for a US unit counter to Assault and provide Combat Support to that Assault. This is because the counter represents both the Brigade and separately a supporting asset such as artillery or tanks.

Each Assault is resolved separately, one after the other, following the sequence below:

1. Select the Japanese unit being targeted.
2. Select the Assaulting unit(s).
3. Select the unit(s) providing Combat Support.
4. Play an Additional Combat Support Special Order (optional).
5. Determine the Japanese unit's response (Hidden unit only).
6. Calculate the Combat Ratio.
7. Determine the DRM.
8. Roll for the result.
9. Apply hits and retreats.
10. Return Support / Reaction markers.

1. Select the Japanese unit being targeted.

The unit must be adjacent to the Assaulting US unit(s). It can be Hidden or Revealed.

2. Select the Assaulting US units

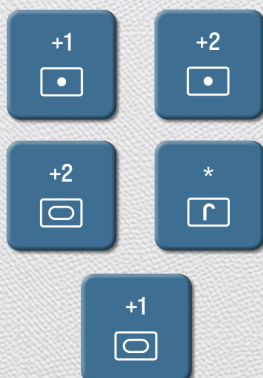
Select up to two US units adjacent to the target Japanese unit. A unit cannot be selected if it has a Recon/Assault marker (i.e. the unit has already undertaken a Recon or Assault in the current Phase).

3. Select units providing Combat Support

Select up to three US units to provide Combat Support to the Assault. They must be within range for the type of Combat Support being used (see below). A unit selected for the Assault may also be used to provide Combat Support to the same attack. A unit cannot be selected to provide Combat Support if it has a CS marker (i.e. the unit has already provided Combat Support in the current Phase).

4. Play an Additional Combat Support Special Order (optional)





The played marker provides as an additional Combat Support of the icon shown, adding the value shown.



5. Determine the Japanese unit's response (Hidden unit only)

If the target Japanese unit is Hidden, randomly draw a Japanese Intelligence marker from the red bag*, then apply the effect below depending on the marker drawn:

**If the Hidden unit already has a Defense marker on it from a previous Attack phase, proceed from step 2 of the left column below.*

Marker is Defense/Support	Marker is Reaction
<p>1. Place the marker with its defense side showing on the Hidden unit.</p>  <p>2. Draw another marker. If it is a Defence/Support marker, place it near the Hidden unit, with its support side showing.</p>  <p>Then resolve a Direct Attack (from step 6, below).</p> <p>If any marker drawn is a Reaction marker/,</p>   <p>the Defense/Support is cancelled and the Defense marker is placed back in the bag. A Reaction is resolved instead (see right).</p>	<p>Roll the red die, modifying the roll as follows:</p> <ul style="list-style-type: none">• Game Turn 4 to 6 = +1.• Game Turn 7 to 9 = +2.• Japanese HQ eliminated = -1. <p>Modified result:</p> <ul style="list-style-type: none">• 5 or less = Redeployment.• 6 or more = Banzai.

Play note: A defense marker is placed on top of the unit with its defense side showing. And a Support marker is placed near the unit with its support side showing.

Banzai and Redeployment:

Banzai	Redeployment
<p><i>The Japanese unit sends out forces to launch a suicidal attack at the nearest US unit within two hexes.</i></p> <p>Target the nearest US unit. In case of a tie, prioritize US units participating in the Assault, if possible. If still a tie, determine randomly.</p> <p>Roll the red die:</p> <ul style="list-style-type: none"> • 1 or 2 = No effect. • 3 or 4 = Assign 1 hit to the US unit. • 5 or 6 = Assign 2 hits to the US unit. <p>There are no Disorganized Retreat Rolls for Banzai Attacks. US units cannot perform an Organised Retreat to avoid these hits.</p> <p>Then roll the blue die:</p> <ul style="list-style-type: none"> • 6 = The Japanese unit launching the Banzai takes 2 hits. • 1-5 = The Japanese unit launching the Banzai takes 1 hit. (in either case this will Reveal the unit). <p>The unit moves from its current location to a new one.</p>	<p>1. Roll a die to select a Japanese sector.</p> <p>If the sector has no Japanese units in it, or there are no redeployment hexes free, then proceed to the next highest numbered sector (moving from sector 6 to sector 1 if sector 6 is unavailable for redeployment).</p> <p>2. Once a sector is determined, roll again to randomly determine the redeployment hex. If this hex is already occupied by a Japanese or US unit, proceed to the next highest numbered hex until the unit can be placed there (moving from number 6 to number 1 if number 6 is occupied).</p> <p>3. If a redeployment is not possible, the unit launches a Banzai from its original hex.</p> <p>4. If the Japanese unit redeployes, one US unit that was making the Assault can – optionally – advance into its hex. This US unit may then – optionally – Assault an adjacent Japanese unit.</p>

The Reaction marker is returned to the red bag immediately after resolving its effect.

After all marker draws have been completed, if the target unit is still present, an Assault is resolved against it (step 6).

6. Calculate combat ratio

The Combat Ratio shows the relative strength of attacking force to the defender. It determines which column to use on the combat table.

Calculating the Ratio:

1. Attacking Combat Factor: Add up the Combat Factors of all your attacking US units, subtracting 1 for any unit with an OR marker.
2. Defending Combat Factor: Add up the Combat Factor of the target Japanese unit. If the target is Hidden, use the Combat Factor on the Japanese Intelligence marker placed on top of it.
3. Divide and round down: Divide the Attacking Combat Factor by the Defending Combat Factor, then round down the result to the nearest whole number.

Example:

Your US units A (CF 4) and B (CF 3) (Attacking) have a total Combat Factor of 7 (4+3).

The target Japanese unit C (CF 2) (Defending) has a Combat Factor of 2.

Attacker Total: 7

Defender Total: 2

$7 \div 2 = 3.5$

Rounding down, 3.5 becomes 3.

The Combat Ratio is 3:1.

7. Determine DRM

A DRM is applied to the combat roll based on the combined effect of DRMs provided by Combat Support from both sides, and other factors.

7.1 Combat Support effects

Each Combat Support value provided by each side makes a positive (US) or negative (Japanese) contribution to the final DRM applied to the Assault result.

US Combat Support

For the US, the Combat Support to be used is determined in Step 3. The application and effect of US Combat Support is as follows:



Tank:

Tank support can be provided by a unit adjacent to the target Japanese unit, or within 2 hexes and with LOS (see below) to the target unit. If the tank support is 2 hexes away, or it is at a lower terrain level, then the Combat Support value is reduced by 1.

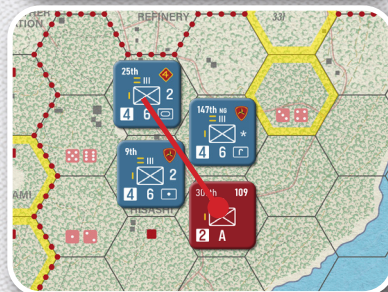
- **Terrain level:** Each hex has a different height, determined by its terrain type, as follows (from highest to lowest): Mount Suribachi, Rough, Difficult, Clear, A Landing Beach. If the US and Japanese units are in the same terrain type, a hex containing a Hill is considered to be a higher terrain level.



- **Line of Sight (LOS):** A unit with tank support must have a clear LOS to the target. LOS is clear when there is an unblocked line of hexes (of any length) from the tank support unit to the defending unit.

To trace an LOS, visualize a line through the center of the hex containing the tank support unit and the center of the hex containing the target unit. If the line crosses any part of any hex containing a friendly unit, or along the edge of a hex between two friendly units, the LOS is considered blocked.

Design note: LOS is only relevant for tank support in this game.



Effect: +1 DRM for each US tank support. Note that this can be negated by the effect of Japanese Anti-tank combat support (see below). There is a maximum US tank DRM of +2 (after applying negative DRMs from Japanese tanks).



Flamethrower :

Flamethrower support can be provided by a unit adjacent to the target Japanese unit. Only one unit can provide flamethrower support.

Effect: +1 DRM. If the US has received a positive DRM from tank support, and the target Japanese unit is defense type A, this modifier is increased to +2.



Artillery :

Artillery support can be provided by a unit at any distance away from the target Japanese unit. The support value of non-adjacent artillery is reduced by 1 unless the supporting unit is located on a hex with a hill, Mount Suribachi or a Japanese Fixed Artillery hex.

Effect: +1 DRM for each US artillery support. There is a maximum US artillery DRM of +2 (after applying negative DRMs from Japanese artillery).

Japanese Combat Support

For the Japanese, the type of Combat Support provided is determined in this step. The following Japanese units provide Combat Support:

- The target unit that is being attacked; and,
- All Japanese units adjacent to this attacked Japanese unit.

Adjacent Japanese units can be Revealed or Hidden.

If Revealed: Use the Combat Support type and value printed on the counter.

If Hidden: Draw one Japanese Intelligence marker.

- If it is a Defense/Support marker, place it on top of the Hidden unit, on its Support side up. This shows the Combat Support it will provide against the Assault.
- If it is a Reaction marker, resolve it as per step 5 (above) (resulting

in the unit either launching a Banzai attack or Redeploying).

The effect of Japanese Combat Support is as follows:



Tank:

Apply the full Combat Support value*. There is a maximum Japanese tank DRM of -2 (after applying positive DRMs from US tanks).



Artillery:

Apply the full CS value*. There is a maximum Japanese artillery DRM of -2 (after applying positive DRMs from US artillery).



Anti-tank (AT) support:

This only applies if the US is using tank support. In this case, roll a die. If the value on the die is equal to or less than the total Japanese AT support, the US tank support is not counted.

Example:

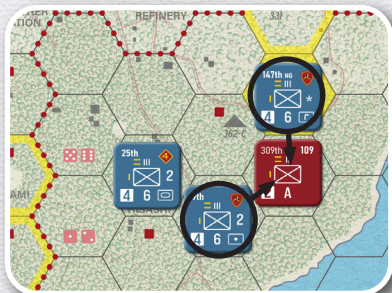
The US has tank support of a value of 2. The Japanese has AT support of 3 (the target unit has AT support of 2 and an adjacent Japanese unit is providing AT support of 1). The red die is rolled and there is a 2. Since the result is less or equal than 3 (the sum of all Japanese AT support) the US does not get a positive DRM for its tank support in the Assault.

**Unlike the equivalent US CS, which has a penalty if not adjacent or at a lower terrain level.*

The following factors also result in DRMs.

- **Japanese Defense Type (A, B or C):** Each Japanese unit has a Defense Type printed on its counter, which results in the following DRM:
 - ◊ A (Caves): -2
 - ◊ B (Pillbox): -1
 - ◊ C (Trenches): N/A

- **Flank attack:** A flank attack provides +1 DRM if the target Japanese unit is B or C type. A flank attack occurs when two US units attack from non-adjacent hexes, providing a combat advantage.



- **Terrain modifier:** If the target Japanese unit is on a hill or Mount Suribachi hex, apply -1 DRM.
- **HQ support:** If the target Japanese unit is the HQ, or if it is adjacent to the HQ unit, apply -1 DRM (only if the HQ is Revealed).

7.4 Determine the final DRM

Apply the effect of each DRM in Turn to end up with a final DRM. The final DRM cannot be higher than +3 or -3.



8. Roll for the result

Roll the blue die, apply the DRM, and cross reference the result against the relevant column on the Combat Table (based on the combat ratio (step 6))

Combat table

Roll	1:1 (-)	2:1	3:1	4:1	5:1	6:1 (+)
1 or less	A3	A2	A2	A2	A1	A1 D1
2	A2	A1	A1	A1	A1 D1	D1
3	A1	A1	A1 D1	A1 D1	A1 D1	D1
4	A1 D1	A1 D1	A1 D1	D1	D1	D2
5	A1 D1	D1	D1	D1	D2	D2
6	D1	D1	D1	D2	D2	D3
7 or more	D2	D2	D2	D2	D3	D3

Combat Results

A = Attacker

D = Defender

= number of hits received by the associated unit (e.g.: A1 means the attacker suffers 1 hit, D2 means the defender suffers 2 hits, etc.)

9. Apply hits and retreats

For Assaults, hits are only applied to the target Japanese unit and the US unit(s) making the Assault.

The targeted Japanese unit reduces its steps by the number of hits received. If the unit was Hidden, when the first hit is applied the Defense marker is removed and the unit is revealed.

A US unit that receives hits first checks for retreat before reducing steps.

If there were two US units participating in the Assault, distribute the hits received as evenly as possible, then check for retreat. If only 1 hit was received, the player decides which of the two units receives it.

Record 1 VP for every two Japanese units eliminated, rounded down. It is recommended to place the units off the board in pairs to facilitate counting during or at the end of the game.

Before applying hits to the US unit(s), check for retreat. Roll a red die for each unit that has received hits, applying a -1 DRM if the US unit has less than 3 steps.

Disorganized Retreat = Result is \leq number of hits the US unit has received:

- Reduce the number of steps of the US unit by the hits received.
- Then place the DR marker on it.
- The unit must retreat two hexes in any direction of your choice. If during the retreat, the unit enters an enemy ZOC, the movement stops and it suffers 1 additional hit.

Organized Retreat = Result is $>$ number of hits the US unit has received:

- Reduce the number of steps of the US unit by the hits received or perform an Organized Retreat.
- If Organized Retreat: place the OR marker on the unit and move it one or two hexes away (your choice) in a direction of your choice. Then reduce the hits received by 1 (can be to zero).
- If during the retreat, the unit enters an enemy ZOC, the movement stops and the unit suffers 1 additional hit.

A unit which is forced to retreat and cannot retreat takes 1 additional hit (except for pinned down units located on landing beach hexes). A unit can retreat through another friendly US unit provided that this unit is not also adjacent to a Japanese unit.

If the target Japanese unit is eliminated, an Assaulting US unit may occupy the now empty hex, except if that unit is in an enemy ZOC, in which case it may not advance. A unit that retreats (Organized or Disorganized) cannot advance after combat to occupy the emptied hex.

10. Return Support / Reaction markers

Any Japanese Support and Reaction markers drawn as a result of the Assault are returned to the red bag.

5.5. RAID PHASE (JAPANESE)

Following the First Attack Phase, Japanese forces will react with limited attacks. This is performed following the sequence below, noting that each Raid must be performed by a Japanese unit, and that unit can Raid multiple targets, while each US unit can only be the target of a single Raid during this phase:

- (a) Roll a red die for each US unit adjacent to a Japanese unit or up to two hexes away. If a US unit can be Raided by both an adjacent and non-adjacent Japanese unit, the adjacent one will Raid.
- (b) Apply the following die modifiers:
 - +1 if more than one Japanese units are adjacent to the US unit.
 - +1 if the target unit has a DR or OR marker.
 - -1 if the US unit is two hexes away.

(c) Check the roll result:

- 1 = the Japanese unit performing the Raid suffers 1 hit.
- 2 to 3 = no effect.
- 4 to 5 = the target (US unit) suffers 1 hit.
- 6 = the target (US unit) suffers 2 hits.

If several Japanese units have contributed to a Raid against a US unit and the roll is a 1, the player selects which Japanese unit receives the hit.

There is no check for Retreat roll, or option for the US unit to make an Organized Retreat.

5.6. SECOND MOVEMENT PHASE

This phase is a repeat of the First Movement phase.

5.7. SECOND ATTACK PHASE

This phase is a repetition of the previous First Attack phase. The only difference is that after the last Recon / Assault in made, all markers are removed, including Defense markers on Hidden Japanese units.

5.8. COMMAND PHASE (SKIP ON TURN 9)

In the Command Phase US forces attempt to rally, then you gain Command Points (CPs) to spend on a range of actions. The Japanese side then does a limited Command step.

5.8.1. Rally

This is the same as the Rally procedure in rule 3.1, but you receive an additional +1 modifier to the roll.

5.8.2. Spend Command Points

CPs can be spent on Reinforcements, Deployment and/or Command markers.

First determine how many CPs you receive by rolling the blue die:

- 1 to 2 = 3 CP
- 3 to 4 = 4 CP
- 5 to 6 = 5 CP

Reinforcements – 1 CP per unit: Recover one step (max) on a unit that has suffered one or more step losses.

Automatic Rally – 1 CP per unit: Remove a DR or OR marker (no roll required) from a US unit and return it to the reserve.

Deployment – 1 CP per unit: Deploy a US units in the Reserve Area to a Landing Beach. When a unit is selected for deployment, roll a die to determine which Landing Beach hex it is placed in (numbers printed on the map):

- 1: Green
- 2: Red 1
- 3: Red 2
- 4: Yellow 1
- 5: Yellow 2
- 6: Blue 1

Roll again if the hex is already occupied. If all landing hexes are occupied, Deployment is not permitted.

Command marker – 1 CP per marker: Randomly draw one or two Command markers* and place one in an empty slot in the Command Area, front side-up, or return it to the bag. If there are no available slots, you can first return an already placed Special Order marker from the Area to the bag.

**If drawing two, spend 2 CP, choose one marker to place, and return the other to the bag.*

Intelligence Error markers: If you draw an Intelligence Error marker you must place it, even if this requires you to return an already placed Special Order marker from the Area to the bag. The only exception is if there are already three Intelligence Errors in the three slots.

Remove Intelligence Error Marker – 2 CP per marker: Once per Turn you can remove one Intelligence Error marker from the Command Area to the Error Marker reserve.

5.8.3. Resolve Japanese Command step

Roll the red die for each Japanese unit on the map with only one Step, apply as follows:

- 1 = If it is Turn 8 or 9 or the current VPs are > 10, the Japanese unit performs a Banzai reaction (see Combat phase) against the closest US unit (two hexes away maximum). If multiple options, the player decides the target unit. Otherwise, ignore the result.
- 2 to 4 = No effect.
- 5 to 6 = the unit gains one Step.

5.9. ORGANIZATION PHASE

This is the final phase of the Turn. Follow the instructions below:

- Advance the Turn marker one box to the right.
- If there are US units with only two steps in that space, you can choose between these two options:
 - ◊ Move the unit to the Reserve Area.
 - ◊ Move the unit to the next Turn box, recovering all four steps.
- If there are US units with all four steps in that box, move them to the Reserve Area.
- If there is a Reaction (red) marker in the box, put it in the red bag.
- If the Turn box is highlighted (spaces 3, 5, 7, and 9), draw a Command marker and place it in an empty slot in the Command Area. If there are no free slots in the Command Area, you can - optionally - replace the new

marker for an existing one (return the discarded to the blue bag). The rules requiring the placement of, and not removing, Intelligence Error markers (see 8.2) also apply in this step.

Special Order markers

Once per Turn, you can play a Special Order Command marker from the Command Display. The explanation of each Special Order in the Player Aid and the Components section of this Rulebook explains exactly when the marker can be played.

Once it is played, place it off the board just beneath the Command Area track. You cannot play more than five Special Orders markers during the game.

Reminder: the number of Special Order markers played can have an affect on VPs at the end of the game.

COMBAT EXAMPLE

Assault #1



- 1. Select the Japanese unit being targeted**
The player starts the First Attack phase. The first Japanese target is selected for an Assault
- 2. Select the Assaulting units**
Both the 25th and 9th Brigades will Assault. Recon / Assault markers are placed on both units.
- 3. Select the units providing Combat Support**

The player decides to use only the Tank Support from the 25th. They flip the marker so it shows Recon / Assault + CS.

4. Play an Additional Combat Support Special Order (optional)

There is no Special Order in the Command Area, so this step is skipped.

5. Determine the Japanese unit's response

The Japanese Unit is Hidden so a Japanese Intelligence Marker is drawn. It is a Defense/Support marker, so this is placed, Defense side up, to show the units' Defense Type and CF. A second marker is drawn, and it is another Defense/Support marker. This is placed next to the unit, to determine the Combat Support it will provide to the combat. If either of the drawn markers would have been a Reaction marker, the player would instead roll to see if the unit took a Banzai action or redeployed.



6. Calculate the combat ratio

The Japanese unit has a CF is 2 (on its Defense marker).

Since the US 9th has OR marker, its CF is reduced by 1 to 3. The US CF=4+3=7. $7/2 = 3.5$.

The combat ratio is 3:1.

7. Determine the DRM

The player determines the effects of Combat Support from each side. The Japanese Support marker drawn provides a 1 value for each type of Combat Support.

The US units have only one Combat Support: a tank with a value of 2. As the Japanese has AT support, it is necessary to see if this cancels the US tank support. The player rolls a red die and gets a 1. Since this is equal to the AT value, the Japanese AT cancels the US tank support.

As a result, there is a net -2 DRM from CS effects on the combat: -1 from the Japanese tank support, and -1 from the Japanese artillery support.

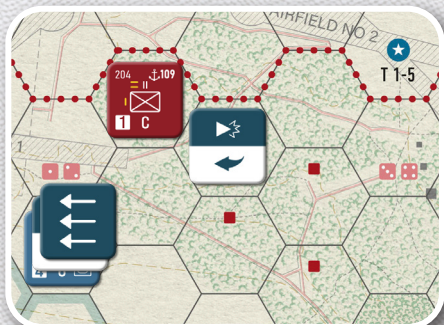
The player then checks for any other DRMs. None applies (the Japanese unit is a C type).

8. Roll for the result

The player rolls a blue die and gets a 4, modified to a 2. On the 3:1 column on the Combat Table this shows the result of A1/D1.

9. Apply hits and retreats

The player decides that the US unit receiving the hit will be the 25th Regiment. Before applying the hit, they roll the red die to check for Retreat. The die shows a result of 3, which is higher than the hits received for that unit, so no DR takes place.



Instead of taking a step loss, the player decides the 25th will take an Organized Retreat, moving the unit one hex away from the enemy and placing an OR marker on it.

The hit is also assigned to the Japanese unit, flipping it to Reveal the unit. The Defense marker is returned to the bag.

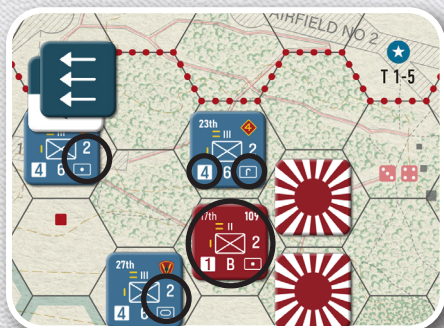
10. Return Support / Reaction markers

The Japanese Support marker is returned to the red bag.

Assault #2

1. Select the Japanese unit being targeted

The player will attack the Revealed Japanese 17th Brigade.



2. Select the Assaulting units

For this second combat, the player will Assault with two units. A Recon/Assault marker is placed on both units.

3. Select the units providing Combat Support

Since it is possible for up to three units to provide Combat Support, the player decides to use the two units making the Assault and the 9th Regiment. While the 9th Regiment made a Assault earlier in the Phase, it did not provide Combat Support, so it is still able to do that. All three US units have their Situa-

tion marker flipped to the Recon/Assault + CS side.

4. Play an Additional Combat Support Special Order (optional)

There is no Special Order in the Command Area, so this step is skipped.

5. Determine the Japanese unit's response

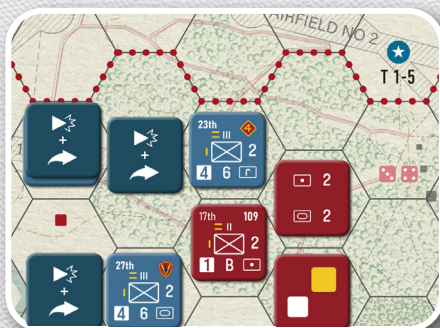
The Japanese unit is revealed, so this step is skipped.

6. Calculate the combat ratio

The Japanese unit has a CF of 1. The two US units attacking have a combined CF of 8. The ratio would be: 8:1, but the combat table shows that the maximum possible ratio is 6:1.

7. Determine the DRM

The player determines the effects of Combat Support from each side. There are two Japanese Hidden units adjacent to the unit being attacked, so two Intelligence markers will be drawn (one for each unit) to determine the Combat Support they provide.



The first marker is drawn for the top unit in the example. It is a Defense/Support marker, so the support side is placed up on top of the unit.

The second marker drawn is for the bottom unit. It is a Reaction Marker. A red die is rolled to determine if

a Banzai or Relocation takes place. The die shows a result of 4. As it is game Turn 4, +1 is added to the result, making it a 5, so a Redeployment takes place.

The red die is rolled again to determine the Redeployment Sector. The result is a 5, so the unit is moved to Sector 5. The red die is rolled again, a 6, so the unit will be placed on the redeployment hex 5-6. The Reaction marker is returned to the red bag.



The player then determines the DRM for the Assault:

The Japanese side has a total tank support value of 2. The US also a tank support value of 2, however, since this from the 27th Regiment, which is in lower terrain than the target, its value is reduced by 1. This means the net effect of tank support is -1 DRM. The US receives Flamethrower support of + 1 DRM (from the 23rd). The Japanese side has a total Artillery support of 4. The US has 2, however, since it is not adjacent to the target or on a hill, Mount Suribachi or fixed artillery hex, its value is reduced by 1.

This means the net effect of artillery support is -3 DRM. However, this becomes -2 as that is the maxi-

mum allowed for artillery.

Looking at other modifiers, the Japanese target unit defense type is B (Bunker), meaning -1 DRM. Finally, the US units are making a flank attack, giving +1 DRM. Final DRM = -1,+1,-2,-1,+1=-2.

8. Roll for the result

The player rolls the blue die and gets a 6, modified to a 4. On the 6:1 column this shows a result of D2.



9. Apply hits and retreats

The Japanese unit receives 2 hits. Since it only had 2 steps, it is eliminated. The US attacking unit that is not in ZOC (the 27th) advances after the combat to the emptied hex.

10. Return Support / Reaction markers

The Japanese Support and Reaction markers are returned to the red bag.

Now all US units adjacent to Japanese units have Recon/Assault + CS markers, no more Recon or Assaults can be performed. The First Attack Phase ends, and all the markers are returned to the bag.

7. OPTIONAL 'HEROIC MODE'

If you find the standard game rules not enough of a challenge, apply the following changes:

SET-UP MODIFICATIONS:

- Only gain a Command marker on Turns 1, 3, and 5.
- Take an Intelligence Error Marker from the reserve and place it in a slot in the Command Area.
- Shuffle in seven Japanese units with the HQ unit (instead of four). In addition to placing them in the five initial Japanese hexes of the North sector (6), place the remaining three in the initial Japanese hexes of the East sector (5).
- For US unit placement, place the units belonging to the 5th Division randomly among the "Green 1", "Red 1" and "Red 2" Landing Beach Areas. Then, place the units belonging to the 4th Division randomly among the "Yellow 1", "Yellow 2", "Blue 1" Landing Beach Areas.
- US units deployed during set-up only begin with three steps, instead of four. The three units belonging to the 3rd MD have four steps still steps.

BOMBARDMENT POINTS

Reduce your base BP (Bombardment Points) by 2 for the entire Operation.

END OF GAME SCORING

If four or more US units end the game with two or one step remaining at the end of the game = -1 VP.

COMMAND MARKERS (SPECIAL ORDERS):

You cannot play more than four Special Order Command markers during the game. In addition, you will suffer a fixed +1 DRM while playing Hero Mode. The

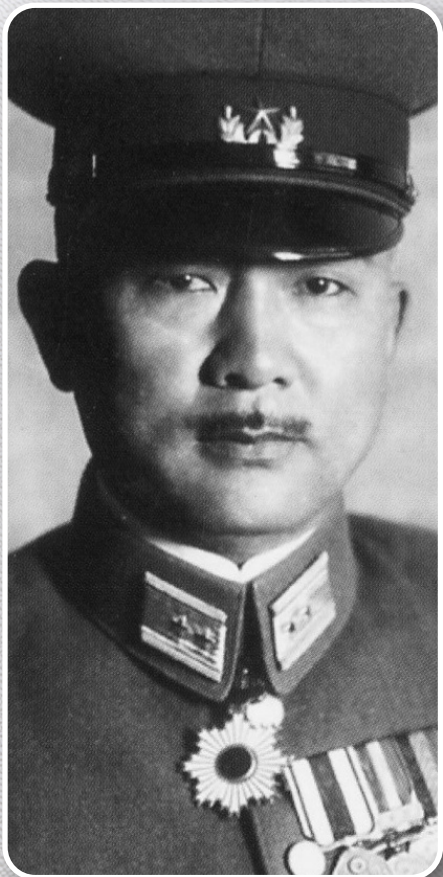
Error Intelligence markers still provide a DRM of +1 each. Then make the roll and check whether you reduce 1 VP or not.

COMMAND POINTS:

Apply a fixed DRM of -1 when calculating CPs during the Command Phase.

8. DESIGN NOTES

As a wargame designer, my goal has always been to develop a series of games with a unified system for small scenarios of World War II. The Skirmish line from Neva Wargames aligns perfectly with my vision, as it provides fast game-



Lieutenant General Tadamichi Kuribayashi

play and a reasonable number of game components, while offering an engaging combat system that ensures strategic decision-making and replayability for the player.

All Pacific scenarios are noteworthy. The well-known photograph captured by Joe Rosenthal, an Associated Press photographer, of the American flag being raised immediately came to mind. This led me to research and document the battle. After further reading and research, it became clear that Iwo Jima was a suitable choice to begin this series of games.

The battle is represented by a system of hexes and markers, which includes a ratio combat table, dice rolls, and a marker draw system. The design uses the fundamental elements of a classic hex & counter wargame, but has been adapted for fast gameplay and with reduced components on a small-sized map. The following are key decisions made during the design of this game:

GAME SCALE AND COMBAT SYSTEM:

• Number of units on the map:

Initially, I considered using battalion-sized units for the US forces. However, this would have resulted in a larger number of tokens, making the relatively small map appear crowded and unnecessarily lengthening the game's duration. Consequently, I increased the scale to regiments, which significantly reduced map congestion and shortened the game's duration. Despite this improvement, there was still an excess of US units on the map.

• Abstraction of artillery and armored regiments:

To address the problem of excess units, I decided to abstract artillery and armored regiments and integrate them as combat support within the US units. This modification provided more space, reduced the number of components, and drastically shortened the game's



Combat vehicles disabled by howitzers, mortars, and black volcanic sand.

duration. In addition, it introduced the concept of combining the combat support aspect of each US unit according to specific requirements and rules. This allowed players greater control and strategic decision-making to optimize their resources and achieve optimal results.

- **Flamethrowers:**

They were often used effectively against an enemy Hidden in caves, and sometimes mounted on tanks. This option was added as a new type of combat support for US units to use against Japanese forces.

REPLAYABILITY

- **Locations in preparation:**

The system showed initial promise; however, I encountered a replayability problem. My goal was to maintain historical accuracy while improving the player experience. At first, I considered allowing US Marines to land in the western beach sectors, as well as the east coast sectors, to provide a varied starting point. However, this approach did not provide a significant improvement, and to minimize the impact on the game, I chose to stick to the historical landing sectors.

- **Hidden Japanese units:**

Instead, to improve replayability, I placed units in Hidden and random locations for the Japanese. This slightly improved replayability, but further improvements were needed. I implemented a marker draw system for Hidden Japanese

units. These markers had one side indicating the Japanese combat factor and defense type, and the other providing Japanese combat support information. Drawing these markers during attacks improved the game dynamics.

- **Banzai/Redeployment:**

To further improve replayability, I incorporated special markers into the draw system for Hidden units. Now, Japanese units could unexpectedly perform a Banzai charge or redeploy to another sector. Redeployment is governed by a random system to introduce variability. Although this may seem abstract, considering that the Japanese maintained an extensive network of tunnels 18 km or more, it justified this implementation. Consequently, the system achieved the desired level of replayability.

- **Command markers:**

Towards the end of development, I decided to implement another marker draw system. This allowed the player to use valuable intelligence and command support at opportune moments to improve results. Various types of command markers introduced an additional layer of variability and replayability for the player.

These modifications led to the development of the existing combat system, which effectively balances complexity and game duration while offering depth. In addition, it provides dynamic mechanisms to counteract the seemingly static nature of this type of solitaire game scenario. This improvement results in greater player immersion in this battle.

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I hope you enjoy this and many games to come.

*Thank you,
José Manuel Neva.*

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