

MOVE OUT!

UV #1

| | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☛ U.S.M.C. Moves First | | | | | | | |

Mixed elements of the 145th Infantry Regiment setup on or north of (alternate) hexrow G1-G7-I10:

| | | | | | | | | | | | | |
|--------------|--------------|------------|----------|----------|---|---|--|--------------------------------------|-----------------------|--------------------|------------|------------------|
| E 4-4-8 3 | 1 4-4-7 5 | 2-2-8 3 | 9-1 2 | 8-0 2 | FP: 6 Rng: 14 ROF: 3 B#: 11 2 | FP: 4 Rng: 11 ROF: 2 B#: 11 2 | FP: 2 Rng: 6 ROF: 1 B#: 11 2 | MA: 50' Rng: 1-16' ROF: 2 2 | FP: 30 Rng: 1 2 | ? 7 morale 6 | Radio 8 | AP Mine 12 |
|--------------|--------------|------------|----------|----------|---|---|--|--------------------------------------|-----------------------|--------------------|------------|------------------|

Factors

| | | | | |
|--------------------|-------------|------------------------|------------------|--------|
| Cave 1+4+6 6 | Trench 4 | Wire Mph - RPh 4 | Pillbox 1+5+7 | Tunnel |
|--------------------|-------------|------------------------|------------------|--------|

[ELR: 4]
{SAN: 5}

"I" Company, 3rd Battalion, 21st Marine Regiment enter along the south edge on/after turn one:

| | | | | | | | | | | | |
|-------------|------------|-------------|----------|----------|----------|---------------------------------|---------------------------------|-----------------------|--------------------------------|---|-------------------------------------|
| 7-6-8 12 | 2-2-8 4 | 1-2-6* 5 | 9-2 2 | 9-1 2 | 8-0 2 | FP: 6 Rng: 12 ROF: 3 2 | FP: 4 Rng: 10 ROF: 2 3 | FP: 30 Rng: 1 6 | FP: 24 Rng: 1 PP: 1 2 | BAZ 45 FP: 8 Rng: 5 SA: WP6 3 | MA: 60' Rng: 3-45 ROF: 3 2 |
|-------------|------------|-------------|----------|----------|----------|---------------------------------|---------------------------------|-----------------------|--------------------------------|---|-------------------------------------|

[ELR: 5]
{SAN: 3}

MAP LAYOUT:



(Only hexrows A-L and hexes numbered ≤ 10 are playable)

HANDICAPS:

- Add another DC to the Japanese OB.
- ☛ The U.S.M.C. OBA is 100mm.
- ☛ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are moist with no wind at start.
- US player has a module of 81mm Battalion Mortar OBA (HE + S) with a Pre-Registered hex directed by an Offboard Observer. The Offboard Observer must be placed at level 0 along the south edge.
- The Japanese Radio represents 70mm OBA (HE only).
- CGSR UV1-UV35 are in effect.
- (Clarification) The OB-given Tunnel is *in addition* to the tunnel granted in G1.632.

IWO JIMA, 25 February 1945: The attack to secure Airfield #2 was set to begin. "I" Company, 21st Marines objective was to advance 800 yards across completely exposed terrain and take a fifty foot ridge at the intersection of Motoyama #2's twin mile-long runways. Twenty-two year old Clayton S. Rockmore was "I" Company's CO. Most of his Marines were even younger, and all were heavy with fear and laden with combat gear. The 72-pound flamethrowers were loaded with explosive fuel and oxygen. The operators knew that they were walking human fire bombs who could die in a roaring blaze if they made a mistake. Rockmore seemed to be everywhere, shouting orders, screaming exhortations and warnings, always at the point of the attack. With him were his men, darting and scrambling ahead—solitary men, some in pairs, others in fire teams and squads. A few moments later, Rockmore and fifteen men made it across the runway. A sniper's bullet found its mark, Rockmore died instantly when the slug ripped through his throat. Lt. Archambault led the men into the beehive of caves and pillboxes. Units of one platoon reached the top and were met with torrents of fire from three directions. Then the Japanese rose out of their trenches to push the Marines off the ridge. What followed was a desperate man against man struggle for survival. The Marines held their bloody ground. Archambault had seized the ridge. The Japanese main defense line had been broken. The Marines had their desperately needed battlefield miracle.



| | | | | | | | | | | |
|--------------------------|---|---|---|---|-----|---|---|---|---|----|
| ● 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 | 9-1 | 9-0 | 8-0 | 8+1 | FP: 8 Rng: 14 ROF: 3 HMG | FP: 6 Rng: 14 ROF: 3 B#: 11 HMG | FP: 4 Rng: 11 ROF: 2 B#: 11 MMG | FP: 2 Rng: 6 ROF: 1 B#: 11 LMG | MA: 50' Rng: 1-16' ROF: 2' MTR | FP: 30 Rng: 1 DC |
| FP: 24 Rng: 1 PP: 1 FT | 2-2-8 | Cncl: 11 X#: 12 Phone | AP Mine | AT Mine | 7 morale | MA: 47L ROF: 3 M#: 11 Type 1 AT | MA: 75 ROF: 1 M#: 9 Type 90 ART | MA: 105 ROF: 1 M#: 8 Type 91 ART | MA: 70' ROF: 1 Rng: (3)-70 M#: 12 Type 92 INF | MA: 20L(4) ROF: 3 M#: 11 Type 94 AA | MA: 12.7 ROF: 3 M#: 7 Type 93 Twin AA | |
| Factors | | Factors | | Factors | | Factors | | Factors | | Factors | | |
| MP: 14 MA: 47L MG: 2/R2 ROF: 1 Type 97B CHI-HA | 1+5+7 Pillbox | 1+3+5 Pillbox | 1+4+6 Cave | Mph - RPh Wire | 8 Trench | | | | | | | |

{ELR: 4}
{SAN: 5}

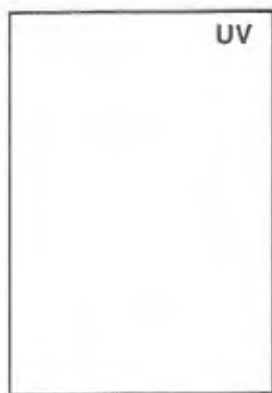
HANDICAPS:

● 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:

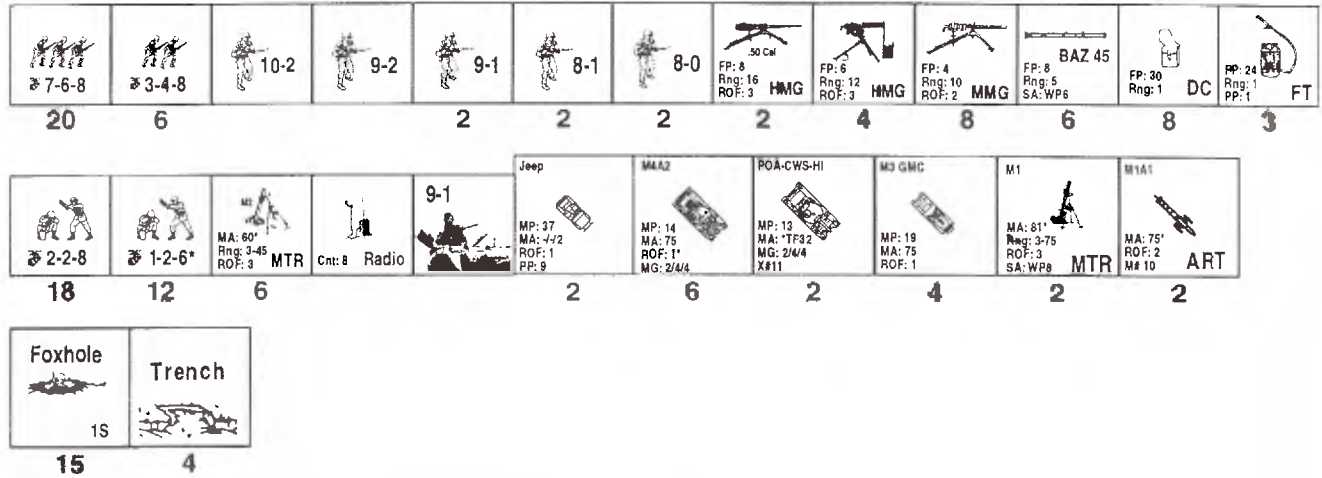
1. EC are Clear and Wet with no wind. CGSR UV1-UV35 are in effect. Scenario length is 14 turns.
2. The U.S.M.C. OBA consists of a 280mm NOBA (HE & WP) directed by a shipboard observer at level one recorded as any hex along the south edge. This module has one Pre-Registered hex. The U.S.M.C. also receives 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).
3. 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.
4. The 60mm MTR in the U.S.M.C. OBA may *not* be exchanged for OBA.
5. 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.
6. 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.
7. The Japanese AFV may begin the game Dug-In.
8. 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).
9. 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.

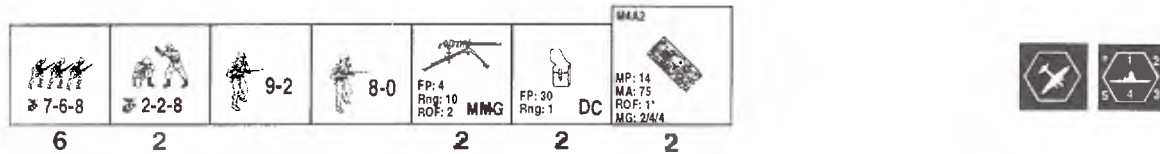


Elements of the 3rd and 4th Marine Divisions setup on or west of (alternating) hexrow A10-H9-P13-X9:

[ELR: 5]
[SAN: 3]



Enter on or after turn two along the south edge hexes numbered A15-A23 (inclusive):



UNCOMMON VALOR CAMPAIGN GAME SPECIAL RULES (CGSR):

TERRAIN:

- UV1 PTO Terrain: PTO terrain is *not* in effect. Note that the +1 DRM for Radio Contact is *not* in effect.
- UV2 SAND/DESERT OG: The island was covered by a fine volcanic ash from the volcano on the southern tip of the island. This sand would settle in the lower portions of the island which gave way to a hard, rocky ground as the elevation rose. Levels 2 and lower are considered Sand (F7). Levels 3-5 are considered Desert OG (F1). Sand may never become Hard Sand. Dust is never in effect.
- UV3 VOLCANIC ASH: Iwo Jima was covered in ash from the volcano Suribachi. This ash was very difficult to dig in. F7.421 is void. The Sand is +2 to entrench. The halving of TEM for foxholes in Sand (F7.42) still applies.
- UV4 CAVE/SAND SETUP: Delete Sand from those prohibited terrain types in G11.1, middle of second paragraph. (I.E. Caves may setup in non-depression crestlines if sand is ≤ cave entrance hex level.)
- UV5 CRAGS: Crags are considered Concealment/Ambush Terrain for all purposes. In daytime scenarios, E1.16 applies to Japanese Fortifications set up in Crag hexes. Note that Scrub is concealment but NOT ambush terrain. No vehicles or 5/8 counter may enter/exit a crag hex (Exc. DM ≤ 81mm MTR or Guns setup in a cave/pillbox)
- UV6 CRAG/SAND HEXES: Movement Costs: Inf.:3 No vehicles or 5/8 counter may enter/exit a crag/hex (Exc. DM ≤ 81mm MTR or Guns setup in pillboxes or caves). TEM/Hindrance +1. All other crag and sand rules apply normally.
- UV7 CRAG/FORTIFICATION SETUP: Delete "Crag" from B27.1 (i.e. fortifications may be setup/created in crag)
- UV8 SCRUB: Scrub is concealment terrain but not ambush terrain. All other scrub and sand rules apply normally.
- UV9 WADIS: Wadis (F5) are in effect.
- UV10 SAND/WADI: Sand/Wadi. Inf. 3MF Fully tracked 4MP 1/2track 6MP impassable to others. HE IFT halved as Sand.
- UV11 RUNWAY: The paved hexes of the Runway (ex F7) are subject to B7. (exc. Unless shellholes are present)

FORTIFICATIONS:

- UV12 SANGARS: The U.S.M.C. may purchase Sangars for setup at start of a CGS on levels 3-5 only. Sangars may not be created during play.
- UV13 TUNNELS: The entrance/exit hex for tunnels may be in any terrain on map. (Exc. paved hexes), the rest of B8.6-8.62 applies. The tunnel granted with a Japanese PB must still have one entrance/exit hex in the PB's location. Each Japanese Cave Complex receives one tunnel. This tunnel is in addition to any purchased or granted via G1.632. This tunnel must have one of its entrance/exit hex in the complex which allowed its creation. The other entrance/exit hex may be in another cave/complex/tunnel within 3 hexes. In addition ALL tunnels in UV may cross multiple levels between entrance/exit hexes.
- UV14 CAVE COMPLEXES: Due to the extensive pre-invasion construction by the Japanese all Cave Complexes in UV may extend 4 hexes from the primary cave counter.
- UV15 HIDDEN JAPANESE FORTIFICATIONS: E1.16 applies to fortifications setup in concealment terrain (note that crag and scrub are concealment terrain, see UV4). This includes caves unless the cave entrance hexside is a cliff.

UNITS:

- UV16 SW TEAM/MG CREWS: SW Team/MG Crew rules apply to the U.S.M.C. (G1.611 applies to the Japanese normally).
- MG Crews: (represented by 2-2-8) are the only MMC that may fire a HMG/MMG normally. Any other MMC firing a HMG/MMG results in a decrease of 1 being applied to the MG's B# and ROF. A +1 DRM is applied any TH attempt made by a MG manned by such units. The inherent FP of any squad is halved when firing a HMG/MMG. Any SMC may fire HMG/MMG normally (i.e. as per A9.12). Covering effects are NA for MG crews.

continued on other side

SW Teams: (Represented by 1-2-6, see UV17 for ML) are the only MMC that may fire a Lt Mtr/Baz normally. Any other MMC usage results in a decrease of 1 being applied to the SW's B# and ROF. A +1 DRM is applied to any TH attempts made by a SW manned by such units. Any SMC fire SW normally. (As A9.12)

UV17 U.S.M.C. MORALE: Assume all U.S.M.C. MMC have an underlined ML of 8, including the 1-2-6 crews

UV18 U.S.M.C. AMMO DEPLETION: The U.S.M.C. are treated as Elite for Special Ammunition Depletion purposes (C8.2)

UV19 JAPANESE CONCEALMENT: Japanese infantry may always start a scenario concealed regardless of terrain, if not HIP. (EXC. Runway hexes)

UV20 U.S.M.C. AERIAL ROCKETS: The U.S.M.C. FBs may be equipped with Rockets at the U.S.M.C. players choice. Sighting TC are made normally. Rocket attacks by aerial units are treated as E7 except as amended below. Rockets are *always* fired on the Area Target Type.

Strafing Run: Aerial units performing a Rocket attack during a Strafing Run must add +1 DRM to its TH roll. See also the Strafing Run Attack Effects Diagram for attack effects

Point Attack: Aerial units performing a Rocket attack during a Point Attack must add a-1 DRM to the TH roll. See also the Point Attack Effects Diagram.

Attack Resolution:

If a Hit is scored: resolve the effects per either the Point Attack Diagram or the Strafing Attack Diagram with the red hex representing the Intended Target Hex. Critical Hits are possible in all hexes and boxcars are resolved using the FP of that hex. (i.e. no "Duds")

Miss: The extent of error of the Rocket attack is resolved as follows:

| Final To Hit DR | Error | |
|-----------------|----------|--|
| 8 | 1 hex | *No effect in any hex and the Aircraft is Recalled |
| 9-10 | 2 hexes | |
| 11-12 | 3 hexes | |
| ≥13 | Misfire* | |

A Random Direction dr is made with the extent of error as above and the attack is then resolved at full FP.

Strafing Run Attack Diagram:



Point Attack Diagram:



UV21 U.S.M.C. PACK 75 ARTILLERY: The U.S.M.C. *75 ART piece (US ordnance note 12) may be dismantled (A9.8) and portaged. In it's dm state, the Pack *75 is considered to be 5FP and may only be assembled in the owning player's Prep Fire Phase. Once dismantled and reassembled, the Pack *75 is considered to have a B#(circled)10 if it is moved from the hex it was dismantled in. This condition lasts the remainder of the firefight. If the Gun starts the scenario dm, this condition will apply throughout the scenario. It may not be fired while dm. If captured while dm, the *75 ART may not be assembled by the Japanese but they may destroy it like any other weapon.

UV22 SHERMAN WOODEN SUPPLEMENTAL ARMOR: The U.S.M.C. Tank Regiments were utilizing wooden supplemental armor to help reduce the effectiveness of Japanese close combat techniques. The wooden casings proved marginally effective against the Japanese demolition charges. 1/3 (frd) of M4 tanks (including POA-CWS-HI Flame Tanks) MAY be equipped with wooden supplemental armor. Tanks with supplemental armor must be revealed as soon as an enemy unit establishes LOS. When tanks with supplemental armor are attacked by a Demolition Charge (regardless of facing) and the colored die on the attack roll is a 6 the DC has no effect on the tank but still may attack PRC collaterally. Wooden supplemental armor has no other effect on play.

OBA:

UV23 U.S.M.C. OBA: The U.S.M.C. may have a third OBA module in play provided that the third module is a 60mm Mtr OBA.

UV24 JAPANESE 330mm OBA: The Japanese 330mm OBA represents a late war 'spigot' mortar encountered on Iwo Jima and Okinawa. The mortar was mounted on short rails and rolled out of the cave to be fired. It was rarely, if ever, used to battery fire, more often as a single gun or in pairs. This OBA module effects only the center hex of it's FFE with full firepower. The surrounding hexes are attacked at 8 FP. Harassing Fire with this OBA is NA. Heavy Payload does *not* apply to this OBA. Barrage is NA for this OBA.

UV25 BARRAGE: For Barrage capable OBA missions the barrage hexgrain must correspond to the following:

U.S.M.C.: east-west

Japanese: north-south.

Game Mechanics:

UV26 ROUTING: Desert Routing (F.1C) is in effect.

UV27 STRATEGIC TERRAIN: In addition to the PL defined Strategic Terrain, any location which holds a good order U.S.M.C. SQUAD (not MMC or squad equivalent) at fire fight end is also considered Strategic Terrain.

UV28 SNIPER COUNTERS: Both sides utilize two Snipers which must be set up at least eight hexes apart. Utilize Random Selection to determine which counter is activated for an attack

UV29 MULTIPLE MMC SELF RALLIES: Both sides may attempt to self rally two MMC's during their player turns Rally Phase.

UV30 JAPANESE RESERVE SETUP: Japanese units purchased in Reserve may set up in cave complexes. Reserve units set up in cave complexes may not be released from reserve status in the CGS they are purchased. Units purchased for on map setup may set up in and leave the cave complex normally.

UV31 FLAMETHROWER REPLENISHMENT: Each player makes a separate dr for each (non-vehicular) FT, which was eliminated (by any means), in the previous CGS. If the dr is ≤ 3 the FT is retained and may be setup on map with any eligible unit, placed off map with oncoming reinforcements, or placed in reserve. NOTE: Eliminated/used DCs may never be retained.

UV32 FIREFIGHT END: Beginning in turn 6, at the end of EACH PLAYER TURN make a dr to determine if the CG ends. If the dr is ≤ to the number on the turn chart below, the CGS ends.

Turn 6- 1

Turn 7- 3

Turn 8- 5

Turn 9- 6

UV33 CGS VICTORY CONDITIONS: In the CG, Victory is determined solely by meeting the Campaign Victory Conditions. Scenario victory is not relevant. Any modifiers for scenario victory in PL 3.44 and other tables are simply ignored.

UV34 BORESIGHTING: Boresighting is NA.

UV35 RECOMBINING: PL 3.42 is NA for the U.S.M.C.. The U.S.M.C. player is NOT forced to recombine half squads.

THE MARINE WAY

UV #5

| | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☪ U.S.M.C. Moves First | | | | | | | |

Elements of the 2nd Battalion, 310th Infantry Regiment set up on or east of hexrow 27:



| | | | | | | | | | | |
|---------|-------|-----|-----|--------------------------------------|-------------------------------------|---------------------------------|------------------|------|-------------------|---------|
| 1 4-4-7 | 2-2-8 | 9-0 | 8-0 | FP: 4 Rng: 11 ROF: 2 Bk: 11 | FP: 2 Rng: 6 ROF: 1 Bk: 11 | MA: 50° Rng: 1-16° ROF: 2 | FP: 30 Rng: 1 | Cave | Wire Mph - RPh | Pillbox |
| 6 | 2 | | | 2 | 2 | | 2 | 5 | 6 | 1+5+7 |

[ELR: 4]
{SAN: 5}

Elements of the 2nd Battalion, 23rd Marine Regiment enter along the west edge on or after turn one:



| | | | | | | | | | | | |
|-------|-------|--------|-----|-----|----------------------------|------------------|---------------------------|--------|-----------------|------------------------------------|-----|
| 7-6-8 | 2-2-8 | 1-2-6* | 9-1 | 8-1 | FP: 4 Rng: 10 ROF: 2 | FP: 30 Rng: 1 | FP: 24 Rng: 1 PP: 1 | BAZ 45 | Cmr: 8 Radio | M1A1 MA: 75° ROF: 2 Mk 10 | ART |
| 9 | 3 | | | 2 | 2 | 4 | | | | | |

[ELR: 5]
{SAN: 3}



MAP LAYOUT:



(Only hexes numbered ≥ 24 in hexrows A-I are playable)

HANDICAPS:

- Add one 4-4-7 squad to the Japanese OB.
- ☪ Increase the U.S.M.C. SAN to '4'.
- ☪ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Overcast and Wet.
2. CGSR UV1-UV35 are in effect.
3. The M1A1 75mm Pack Artillery has special ammo C9 (see UV 25).
4. The U.S.M.C. Radio represents 81mm Battalion Mortars (HE & S).

IWO JIMA, 28 February 1945: The 2nd battalion, 23rd Marines relieved its sister unit, the 3rd Bn. on the night of 27 Feb after the 3rd made a tough and unsuccessful assault up the slopes of the Marines primary objective in the center of the island, Hill 382. This morning the Marines were ordered up the southwest face of the hill. This face of the objective was nearly impassable to vehicles due to steep slopes, crags and cliffs. This left the job of throwing the enemy off the objective to the Marine's primary weapon, a young man with a rifle and bayonet. One young Marine noted dryly as he headed into the maelstrom, "As usual, there are two ways to do things; the easy way and the Marine way." The Marines leaped to their task. The Japanese opposed the onslaught with the same determination as they had shown all over the island. As the tanks were unable to assist in the push, a 75MM pack howitzer was brought forward to assist the 2nd Bn. The battle raged throughout the gray day. Marines charged the mouths of enemy caves and lobbed in high explosive and white phosphorous. The 75 pounded enemy positions as the 2nd Bn. mortar section covered the Marines assault with smoke. All the Marine's effort and blood would buy them is an advance of about 150 yds. for the day.



INTO THE BREECH ONCE MORE

UV #4

| | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ☘ U.S.M.C. Moves First | | | | | | | |

Mixed elements of the 145th Infantry Brigade, 2nd Battalion, 310th Infantry Regiment and units of the Naval Landing Force set up on or east of hexrow F26-N30:

| | | | | | | | | | | | | |
|-----------------------------|-----------------------------|---------------------|----------------------------|---|--|--------------------|---|---|--|------------------------------------|-----------------------|--|
| E 4-4-8 4 | 1 4-4-7 6 | 2-2-8 6 | 10-0 | 9-0 | 8-0 | 8+1 | FP: 6 Rng: 14 ROF: 3 Bk: 11 2 | FP: 4 Rng: 11 ROF: 2 Bk: 11 2 | FP: 2 Rng: 6 ROF: 1 Bk: 11 2 | MA: 50 Rng: 1-15 ROF: 2 2 | FP: 30 Rng: 1 2 | |
| AP Mine 36 Factors | AT Mine 12 Factors | ? 7 morale 12 | Phone Chct: 11 X# 12 | Type 90 MA: 75 ROF: 1 M#9 ART | Type 91 MA: 105 ROF: 1 M#8 ART | Cave 1+4+6 9 | Pillbox 1+5+7 | Pillbox 1+3+5 | Trench 4 | Wire Mph - RPh 12 | | |

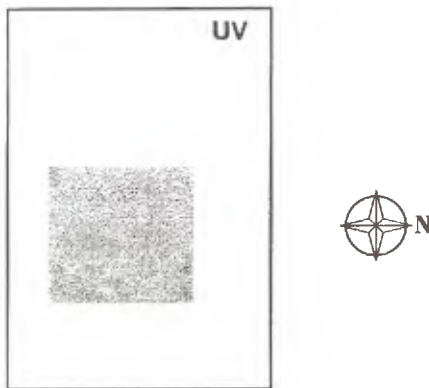
[ELR: 4]
[SAN: 5]

Elements of the 1st Battalion, 23rd Marine Regiment, 4th Marine Division set up on or west of any hex numbered 25:

| | | | | | | | | | | | | |
|----------------------|---|--|--|---|-----|-----|-----|---------------------------------|---------------------------------|-----------------------|--------------------------------|--------------------------------------|
| 3 7-6-8 12 | 2-2-8 7 | 1-2-6* | 9-2 | 9-1 | 8-1 | 8-0 | 7-0 | FP: 6 Rng: 12 ROF: 3 2 | FP: 4 Rng: 10 ROF: 2 2 | FP: 30 Rng: 1 8 | FP: 24 Rng: 1 PP: 1 2 | BAZ 45 FP: 8 Rng: 5 SA: WP6 |
| Radio Cnt: 2 2 | M3A1 MA: 37LL ROF: 2 MP: 12 AT 2 | M1 MA: 81 Rng: 3-75 ROF: 3 SA: WP6 MTR 2 | M3A2 MP: 14 MA: 75 ROF: 1 MG: 2/4/4 2 | M3 GMC MP: 19 MA: 75 ROF: 1 2 | | | | | | | | |

[ELR: 5]
[SAN: 4]

MAP LAYOUT:



(Only hexes numbered ≥ 22 in hexrows F-N are playable)

OBJECTIVES: The Marines must eliminate ≥ 4 caves or Control three of the non-cave Locations of the level 5 hexes on map (one of which must be H30) at game end.

IWO JIMA, 28 February 1945: In the 23rd Marines' zone of action the Japanese again resisted fiercely from Hill 382, repulsing attack after attack from the west. But northwest of the hill, on D-plus 8, the left flank of 1/23 gained 150 yds. against diminishing opposition. In it's zone of action on the right, 3/23 pushed close to the top of 382. Elements of this battalion engaged in raging hand to hand battle with the enemy around the ruins of the Japanese radar station, only to be driven off the crest by a heavy artillery and mortar barrage. When orders were received to consolidate on the most favorable ground with solid contact left and right, 3/23 withdrew it's advance elements to approximately the morning line of departure and dug in there. On the next day, D-plus 9, the boundary between assault battalions of the 23rd Marines was shifted. This change placed Hill 382 in the 1st battalion's zone. As he had the night before, Gen. Cates (Commander 4th Marine Div.) ordered his Marines to take the summit of 382 at first light. This came as no surprise to those same Marines as they received the word to head for the peak again. Regardless of the Marines awesome firepower, the Japanese resisted fanatically from their hilltop bastion. Repeatedly the Marines moved up the hill, only to be repulsed before the crest or to be pushed off by counterattacking Japanese or heavy artillery fire. At the end of the day, the Japanese remained, bloodied, but still defending their small piece of the Empire.



HANDICAPS:

- In the Victory Conditions replace the "4 caves" with "5 caves".
- ☘ All U.S.M.C. on levels 4 and 5 are Fanatic.
- ☘ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:










- EC are Overcast and wet. CGSR UV1-UV35 are in effect.
- The Marines receive one module of 60mm OBA (HE and WP) and one of 105mm OBA (HE and Smoke) with a Pre-Registered hex (105's) directed by an Offboard Observer which must be placed at level two along the west edge.
- The Japanese phone represents a module of 100mm OBA (HE only). The phone and one SMC possessing it at start may start HIP.
- The Armored Cupolas represent Dug In (D9.5) Type 97B CHI-HA Tanks. Contrary to D9.5, these cupolas may begin the game concealed but can never regain concealment. The Cupolas lose concealment as a Gun (A12.34).
- All Japanese units on level 4 or 5 and all U.S.M.C. units on level 5 are considered Fanatic.
- All U.S.M.C. infantry in eligible terrain may set up in Foxholes.

DEVIL'S DEN

UV #3









| | | | | | | |
|--------------------------|---|---|---|---|---|---|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 |
| ☼ U.S.M.C. Moves First | | | | | | |

Elements of the 21st Special Machine Cannon Unit (with Naval Guard Force) set up within ≤ 3 hexes of R10:

| | | | | | | | | |
|---|---|--|--|---|---|--|---|---|
|  E 4-4-8 3 |  2-2-8 2 |  9-0 |  FP: 4 Rng: 11 ROF: 2 B#: 11 MMG |  FP: 2 Rng: 6 ROF: 1 B#: 11 LMG | Type 93 Twin  MA: *12.7 ROF: 3 M#: 7 AA | Trench  4 | Cave  1+4+6 | Wire  Mph - RPh 4 |
|---|---|--|--|---|---|--|---|---|

[ELR: 4]
{SAN: 5}

"A" Company, 1st Battalion, 9th Marine Regiment enter along the south edge on or after turn one:

| | | | | | | | |
|--|--|---|--|--|--|---|--|
|  7-6-8 |  2-2-8 |  1-2-6* |  9-1 |  8-1 |  FP: 4 Rng: 10 ROF: 2 MMG | BAZ 45  FP: 6 Rng: 5 SA: WP6 |  FP: 30 Rng: 1 DC |
|--|--|---|--|--|--|---|--|

8

[ELR: 5]
{SAN: 3}

MAP LAYOUT:



(Only hexes numbered ≥ 7 and ≤ 15 are playable)

HANDICAPS:

- Replace the MMG in the Japanese OB with a HMG.
- ☼ Add an additional DC to the U.S.M.C. OB.
- ☼ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Clear and Wet with no wind
2. CGSR UV1-UV35 are in effect.
3. The Japanese AA Gun may not setup in or enter a wadi or cave location.

IWO JIMA, 27 February 1945: The Marines of Colonel Kenyon's 9th Marine Regt. had a tough day during their first day on the line, 26 Feb. They had made two determined assaults on Hill Peter, to no avail. After reorganizing during the night, the 9th Marines were ready for another push to the top of the hill. At 1250 hrs., their break came. Following a 10 minute preparation by division and corps artillery, both battalions struck out in a coordinated attack. With the 1st Bn. on the right and the 2nd on the left, the Marines began their move up the slopes of Hill Peter. The 1st Bn. overran Hill Peter and continued on down the reverse slope and up to the crest of Hill Oboe to the northwest. The 1st Bn.'s A Co. did not enjoy the same momentum on their way to Oboe. A Co. was stopped by a small AA detachment with supporting fire from emplaced MGs in a small draw on their right flank. A Co. rapidly deployed to meet this threat. After the initial surprise, A Co. dealt with this danger in a calm and efficient manner. The Marines utilized classic fire and maneuver tactics to envelop the Japanese positions that threatened A. Co's ability to keep up with other elements of the 1st Bn. The AA gun poured effective fire into the Marines until one member of the assault squads placed a high explosive satchel charge into the Jap position. This allowed A Co. to remain on line for the assault on Oboe. During this action the Bn. S-3, Capt. Jim Harper was wounded and evacuated to the rear. On the left, the 2nd Bn. drove ahead to bring its lines abreast of 1/9 for the first time since the attack started.



U.S.M.C. RG Chart: Elements 3rd and 4th Marine Divisions

| ID | Unit Description | Composition | CP | FF Max | CG Max | Notes |
|----|----------------------|--|----|--------|--------|-------|
| F1 | Close Air Support | 2 x '44 FB | 3 | 2 | 14 | b |
| I1 | Marine Rifle Pltn | 3 x 7-6-8, 1x1-2-8, 1x2-2-8, MMG, 2xDC, 60 Mtr | 6 | 3 | 20 | l |
| I2 | Marine Engineer Pltn | 3 x 7-6-8, 4 x DC, 2 x FT | 9 | 1 | 9 | le |
| I3 | MG Sect | 3 x 2-2-8, 1 x .50 Cal , 2 x HMG | 5 | 2 | 6 | |
| I4 | AT Sect | 2 x 1-2-8, 2 x Baz '45 | 2 | 2 | 15 | |
| I5 | HQ Sect | 10-2, 9-2, 8-0, 2-2-8, MMG | 6 | 2 | 2 | |
| V1 | MT Pltn | 4 x M4A2 MT | 7 | 1 | 6 | lr |
| V2 | Flame Tank Sect | 2 x POA-CWS-HI | 10 | 1 | 3 | r |
| V3 | Assault Gun Sect | 2 x M3 GMC | 4 | 1 | 4 | r |
| V4 | Tankdozer Sect | 2 x M4 Tankdozer | 6 | 1 | 2 | |
| G1 | Mortar Sect | 2 x 2-2-8, 2 x 81 MTR | 2 | 1 | 6 | g |
| G2 | Pack Arty Sect | 2 x 2-2-8, 2 x 75 ART | 2 | 1 | 4 | g |
| G3 | ATG Sect | 2 x 2-2-8, 2x 37LL ATG | 2 | 1 | 4 | g |
| O1 | 80+ Btln. Mtr. OBA | (HE, S, IR) + Radio/Phone | 2 | 2 | 10 | |
| O2 | 100+ OBA | (HE, S, IR) + Radio/Phone | 4 | 1 | 8 | |
| O3 | 280+ NOBA | (HE, IR) + Radio/Phone/SFCP | 6 | 1 | 6 | |
| O4 | 200+ Rocket OBA | (HE only) + Radio/Phone | 5 | 1 | 4 | x |
| O5 | Preregistered hex | | 1 | 2 | 28 | |
| O6 | Offboard Observer | Offboard/Shipboard/Aerial Observer | 1 | 2 | 28 | o |
| M1 | Sniper | SAN +1 | 1 | 1 | 21 | |
| M2 | Fortifications | 20 FP | 1 | 3 | 28 | |
| A1 | Attack Option | | 2 | 1 | 10 | |
| P1 | Patrol | | 2 | 1 | 10 | |

Notes:

- b. May come equipped with either bombs/napalm/rockets at owner's option. See CGSR UV 20.
- l. Determine leaders per PL 2.36-2.362. RG I2 receives an additional -1 DRM.
- e. Assault Engineers (H1.22). Denote ID's on side record.
- o. Offboard Observers are placed in any friendly controlled FME hex at the base level of the hex.
- r. Must enter as reinforcements if entered on the CG day of purchase unless payment of additional CP cost is made as per 2.34. May not be set up In Reserve. The RG is available for on map setup if purchased on any CG day prior to that of the current scenario at no extra CP cost as per 2.32.
- x. The U.S.M.C. made extensive use of rockets, both from rocket firing LCI's and from land based rocket firing trucks.
- g. Available for on map set up at no additional cost.



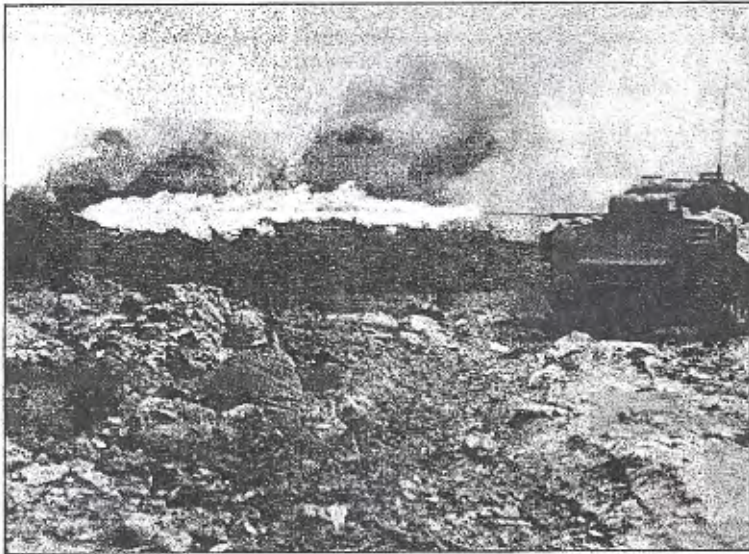
Japanese RG Chart: Elements of mixed units of the Iwo Jima Garrison

| ID | Unit Description | Composition | CP | FF Max | CG Max | Notes |
|----|--------------------|--|----|--------|--------|-------|
| I1 | Rifle Pltn | 4 x 4-4-7, LMG, 50 Mtr | 4 | 2 | 18 | l |
| I2 | Elite Pltn | 4 x 4-4-8, LMG, 50 Mtr, DC | 6 | 2 | 12 | l |
| I3 | Eng Pltn | 3 x 4-4-8, 3 x DC, FT, LMG | 8 | 1 | 4 | le |
| I4 | HQ Sect | 10-1, 10-0, 8+1, 4-4-7, LMG | 5 | 1 | 1 | |
| I5 | MG Sect | 4 x 2-2-8, .50 cal., HMG, 2 x MMG | 4 | 1 | 4 | |
| V1 | Tank Pltn | 4 x Type 97B CHI-HA | 6 | 1 | 2 | ld |
| G1 | AT Sect | 2 x 47L ATG, 2 x 2-2-8 | 3 | 1 | 3 | g |
| G2 | Mtr Sect | 2 x 70* MTR, 2 x 2-2-8 | 3 | 1 | 3 | g |
| G3 | Inf. Gun Sect | 2 x 70* INF, 2 x 2-2-8 | 3 | 1 | 2 | g |
| G4 | Art. Sect I | 2 x 75 ART (Type 90), 2 x 2-2-8 | 4 | 1 | 2 | g |
| G5 | Art. Sect II | 2 x 105 ART (Type 91), 2 x 2-2-8 | 5 | 1 | 2 | g |
| G6 | Art. Sect III | 2 x 150* ART (Year 4), 2 x 2-2-8 | 6 | 1 | 1 | g |
| G6 | AA Sect I | 2 x 12.7 AA (Type 93), 2 x 2-2-8 | 5 | 1 | 2 | g |
| G7 | AA Sect II | 2 x 20L AA (Type 98), 2 x 2-2-8 | 4 | 1 | 3 | g |
| O1 | 70+ Btln Mtr OBA | (HE, Smoke, IR) + Radio/Phone/Observer | 3 | 2 | 9 | |
| O2 | 100+ OBA | (HE, Smoke, IR) + Radio/Phone/Observer | 5 | 1 | 4 | |
| O3 | 300+ OBA | (HE only) + Radio/Phone/Observer | 7 | 1 | 3 | m |
| O4 | Pre-Reg | Pre Registered Hex | 1 | 3 | 27 | |
| O5 | Off Board Observer | Off Board Observer | 1 | 2 | 18 | o |
| M1 | Sniper | SAN +1 | 1 | 2 | 18 | |
| M2 | Fortifications | 30 FP | 1 | 4 | 36 | |
| A1 | Attack Option | | 2 | 1 | 2 | |
| P1 | Patrol | | 4 | 1 | 4 | |

Notes:

- l. Determine leaders per PL 2.36-2.362. RG I3 receives an additional -1 DRM.
- e. Units are Assault Engineers (H1.22). Denote ID's on side record.
- o. Offboard Observers can be placed in any FME hex and are considered to be at level three.
- d. CP cost is 50% if purchased as Dug In Tanks (see D9.5).
- m. see CGSR UV 24.
- g. Available for on map set up at no additional cost.

CG I: Flesh Against Concrete



CG VICTORY CONDITIONS: The U.S.M.C. player wins if at the end of the Campaign Game he Controls hexes I3, I4 I5, and all level 4 and higher terrain on map. The Japanese win by denying these to the American player.

TERRAIN CONFIGURATION: Entire UV map is in play

INITIAL FIREFIGHT INITIATIVE: U.S.M.C. Attack; Japanese Idle.

INITIAL FIREFIGHT SR:

I1: Initial EC are Moist with no wind. Weather is Clear.

I2: The Japanese may *not* purchase any of the following RG for the Initial Firefight: I4, V1, O3, and A1.

I3: The U.S.M.C. may *not* purchase any of the following RG for the Initial Firefight: I5, V2, V3, O3, and O4.

I4: Japanese RGs purchased for the Initial Firefight are available for on map setup and U.S.M.C. RGs purchased may enter at no additional CP cost.

FRIENDLY MAP EDGE: The initial FME for the U.S.M.C. is from A1 to A10. The initial FME for the Japanese is H1 north to X1, east to X34, south to A34, west to A24. Hexes A11 to A23 are No Man's Land at start.

INITIAL U.S.M.C. OB:

Elements **3rd and 4th Marine Divisions** [ELR: 5] enter on/after turn one on the south map edge between hexes A1-A10: {SAN: 3} 4 x Marine Rifle Pltn (I1), 1 x Marine Engineer Pltn (I2), 1x BtlN Mtr (O1), 1x Pre-reg hex (O5), 1x Offboard/Shipboard/Aerial Observer (O6), 1x Close Air Support (F1), 1x Medium Tank Pltn (V1), 25 CP

INITIAL JAPANESE OB:

Elements **Iwo Jima Land and Naval Garrison**. [ELR: 4] set up on or north of hexrow G1-G16-A19: {SAN: 5} 2 x Rifle Pltn (I1), 2 x Elite Pltn (I2), 72 AP mine factors, 24 AT mine factors, 1x Year 4 150* ART, 18 x Wire, 1 x 2-2-8, 3 x Cave Complex, 70mm BtlN. Mtr OBA (O1), 16 x Cave, 10 x 1-5-7 Pillbox, 6 x 2-5-7 Pillbox, 1x AT Section (G1), 1 x AA Section I (G6), 80 FP, 30 CP

Fortifications available for purchase:

| | |
|--------------------------|-----------------------------|
| Foxhole ^{hd} | Trench ^d |
| Sangar ^u | “?” |
| HIP | Wire |
| Pillbox ^{jd} | Tunnel ^{jd} |
| A-P Mine | A-T Mine |
| Cave ^{jfd} | Cave Complex ^{jfi} |
| Trip Flares ^u | |

Notes:

- h. +2 to entrench during play. Effects halved (see CGSR UV9).
- u. U.S.M.C. only. Sangars can only be placed on level three or higher.
- j. Japanese only.
- i. Cannot be purchased after Initial Firefight.
- f. Cannot be setup outside of Friendly MLR.
- d. Cost doubled after Initial Firefight.

| FF | Time/Date | Weather | EC | Wind | Moon |
|----|-------------------|---------|-------|--------------|------|
| 1 | AM 25 February | Clear | Moist | None | NA |
| 2 | PM 25 February | Clear | Moist | None | NA |
| 3 | Night 25 February | Clear | Moist | None | Half |
| 4 | AM 26 February | Overcst | Moist | Mild Breeze* | NA |
| 5 | PM 26 February | Rain | Wet | None | NA |
| 6 | Night 26 February | Rain | Wet | None | Half |
| 7 | AM 27 February | Overcst | Wet | Mild Breeze* | NA |
| 8 | PM 27 February | Clear | Wet | None | NA |
| 9 | Night 27 February | Clear | Wet | None | Half |
| 10 | AM 28 February | Overcst | Moist | None | NA |
| 11 | PM 28 February | Rain | Wet | None | NA |
| 12 | Night 28 February | Rain | Wet | Heavy Winds* | Half |
| 13 | AM 1 March | Clear | Wet | None | NA |
| 14 | PM 1 March | Clear | Moist | None | NA |
| 15 | Night 1 March | Overcst | Moist | None | Half |
| 16 | AM 2 March | Overcst | Moist | Mild Breeze* | NA |
| 17 | PM 2 March | Clear | Moist | None | NA |
| 18 | Night 2 March | Clear | Moist | None | Half |
| 19 | AM 3 March | Clear | Moist | None | NA |
| 20 | PM 3 March | Overcst | Moist | None | NA |

*All winds blow to the Northwest

| CG DRM: | U.S.M.C. | Japanese |
|------------------|----------|----------|
| Leader | -1 | 0 |
| Battle Hardening | 0 | -1 |
| OBA | -1 | 0 |
| CP Replenishment | 0 | -1 |
| Intensity | Low | Low |

CLOSE QUARTERS CARNAGE

UV #8

| | | | | | | |
|------------------------|---|---|---|---|---|---|
| U.S.M.C. Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 |
| JAPANESE Moves First | | | | | | |

Mixed survivors Iwo Jima Land and Naval Garrison enter along the east edge on turn one:

[ELR: 4]
{SAN: 2}

"E" Company, 1st Battalion, 28th Marine Regiment setup on or west of hexrow J:

[ELR: 5]
{SAN: 3}

BOARD LAYOUT:



(Only hexrows A-P are playable)



HANDICAPS:

- Replace HMG in US OB with .50 Cal HMG.
- ☠ U.S.M.C. Ammo Shortage starts after turn two.
- ☁ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are moist with no wind. CGSR UV1-UV35 are in effect.
- Night rules are in effect with a base NVR of 2. Japanese is Scenario Attacker. U.S.M.C. is Scenario Defender.
- The U.S.M.C. player may place six stone rubble counters on map. These rubble counters must be placed on hillock hexes. The PBs in the US OB must be set up with their CA's facing to the west.
- The DCs in the Japanese OB represent AT Mines strapped to soldier's chests and can only be used by DC heroes. The Japanese player may secretly record which unit possesses them until a DC Hero creation attempt is made, at which point the DC is placed on map.
- The Marine radio represents one module of 81mm Battalion Mortar OBA. (HE & S & IR) This module may only fire two IR.
- After turn three the U.S.M.C. are under the effects of Ammo Shortage.
- All hexes are Sand (F7). Hammada represents Sand/Crag hexes.

OBJECTIVES: The Japanese must Exit 15 CVP off the east edge *and* earn 6 CVP on the U.S.M.C. player by game end.

IWO JIMA, 8 March 1945: The Japanese had been pushed nearly to the north shore of Iwo Jima. The Marines had finally brought their massive firepower to bear on the beleaguered defenders of the island. Gen. Kuribayashi's plan to bleed the Americans to the breaking point had been a near run thing but the Marines were on Iwo to stay. On the night of March 8 a few hundred yards NW of the ruined village of Higashi the Japanese launched their first major counterattack. This was not to be the standard banzai charge with screaming and brandishing swords. This was a well-planned infiltration using stealth and deception to get behind American lines. The shadowy figures were first seen in front of the positions of E Co. 1st Bn. 28th Marines.



CREDITS

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PLAYTESTING: Darrell Andersen, Scott Cochran, Rory Millard, The Iowa City Gang, Ray Tapio, Kurt Martin, Christina Sinclair and Ian Dane.
 UNCOMMON VALOR is Critical Hit, Inc.'s trademark name for its Battle of Iwo Jima game.











Note the order number for CH listed on the folder pocket should be 914-278-9125, ext. 3.

UNFINISHED BUSINESS

UV #7













| | | | | | | |
|--------------------------|---|---|---|---|---|---|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 |
| ● JAPANESE Moves First | | | | | | |

● Elements of the 2nd Battalion, 312th Infantry Regiment set up anywhere on map but all *must* be HIP (see SR #2):

| | | | | | | | | | | | |
|--|---|---|---|---|---|---|---|--|---|-------|-------|
|  |  |  |  |  |  |  |  |  |  | | |
| 1 4-4-7 | 2-2-8 | 9-0 | FP: 4 Rng: 11 ROF: 2 B#: 11 | MMG | FP: 2 Rng: 6 ROF: 1 B#: 11 | LMG | MA: 25LL (H) ROF: 3 MF* | AA | 1+5+7 | 1+3+5 | 1+4+6 |
| 4 | 2 | | | | | | 2 | 2 | 2 | | |



[ELR: 4]
{SAN: 6}

● Elements of "A", "B", and "C" Company, 1st Battalion, 28th Marine Regiment set up anywhere on map (see SR #3):

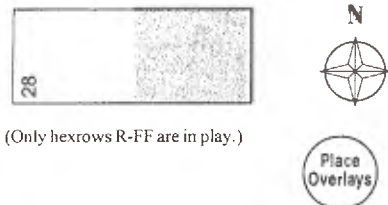
| | | | | | | | | | | | | |
|--|---|---|---|---|---|---|---|--|---|---|---|--|
|  |  |  |  |  |  |  |  |  |  |  |  | |
| 7-6-8 | 9-1 | 8-0 | 2-2-8 | 1-2-6* | 1-4-9 | (see SR #4) | FP: 4 Rng: 10 ROF: 2 | MMG | FP: 30 Rng: 1 | DC | FP: 8 Rng: 5 SA: WPs | BAZ 45 MP: 12/3 MG: J-14* PP: 15 ROF: 2 T#2 |
| 8 | | | 2 | 2 | | | 2 | 3 | 2 | 2 | | |

[ELR: 5]
{SAN: 3}

HANDICAPS:

- Reduce Japanese SAN to '4'.
-  Change Objectives to read " 6 more CVP..."
-  Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



(Only hexrows R-FF are in play.)

SPECIAL RULES:

1. EC are moist with no wind. All CGSR UV1-UV35 are in effect.
2. The *entire* Japanese OB *must* set up HIP, (i.e., in concealment terrain).
3. The U.S.M.C. OB may start anywhere on map. If they are set up in the same Location as a Japanese unit at start, one round of pre-game HtH CC is resolved with the Japanese as the Attacker. If neither side eliminates the other, any such units start the game under a HtH Melee counter. No U.S.M.C. MMC may set up in the same Location with or adjacent to another American MMC. No U.S.M.C. unit may start the game concealed.
4. The Marine 1-4-9 counter represents Corporal Stein and his machine gun. This counter is assumed to have a FP of 2, ROF 1 and an underlined range of 8. All other heroic aspects are unaffected.
5. All hexes are Sand (F7). Hammada represents Sand/Crag hexes. Scrub is played per Ch. F with a +1 to all MP/MF for Sand.
6. Place overlays as follows: **H6** on W8-V8; **W3** on Y4-Z4; and **H2** on BB1-CC2.

OBJECTIVES: The U.S.M.C. must have earned four more CVP than the Japanese at game end.

IWO JIMA, 19 February 1945: The 1st battalion, 28th Marine Regt.'s mission was to slash across the small waist of the island of Iwo Jima, cutting off Mt. Suribachi to the south. The Marines had been surprised by the light resistance met on the beaches. The battalion pushed elements of 3 companies across to the far shore but had bypassed many enemy positions. The area was far from secure. This mopping up operation was loosely organized as all of the battalion's elements had been dispersed in the dash across the ashen terrain between the two coasts. Small groups of Marines would stumble on an incredibly well camouflaged enemy position and silence it. At times, the Marines found a position only after the enemy within would lay low one of the attackers. One of these small groups of Marines was led by Cpl. Tony Stein, a former Machinist's Mate who had fashioned a rig which allowed him to single handedly wield a machine gun salvaged from a wrecked aircraft. With his "Stinger" in hand Cpl. Stein and his colleagues went about the business of securing the area at the base of Mt. Suribachi.



