

Scenario: Against the Clock

This scenario offers a more rigorous and accurate representation of this iconic battle. We have introduced specific historical milestones and facts to provide a deeper level of flavor and chronology for players who enjoy realistic simulations.

Historical Cronology

Objective	Capture Date (1945)	Units / Details
Mount Suribachi	February 23	The famous flag raising occurred in the morning (first flag) and at noon (second flag).
Airfield 1 (Chidori)	February 22 – 24	Primarily secured between the fourth and fifth days of the invasion.
Airfield 2 (Central)	February 27	Fighting was brutal; it was declared under control following a massive offensive.
Airfield 3 (North)	March 2 – 3	Under construction at the time. It was bypassed as the Marines advanced northward.
Hill 382	March 3	Part of "The Meat Grinder." It was captured after days of house-to-house (bunker-to-bunker) fighting.

Historical Background: The Meat Grinder (Hill 382)

Hill 382 was the highest point in northern Iwo Jima and formed part of a deadly defensive network known as "The Meat Grinder." Along with the "Amphitheater" and "Turkey Knob," it was transformed by General Kuribayashi into a fortress of interconnected tunnels, hidden anti-tank guns, and camouflaged machine-gun nests. For the 4th Marine Division, capturing this hill meant fighting for every yard of volcanic rock. The struggle was so costly that the area earned its grim nickname due to the staggering number of casualties sustained while attempting to dislodge the deeply entrenched Japanese defenders.

Special Event: The Night Attack (March 7th)

Historically, the Marines avoided night assaults to prevent friendly fire and counter-infiltrations. However, at 05:00 AM on March 7th, the 21st Marine Regiment launched a daring pre-dawn surprise attack without

the usual preliminary artillery bombardment. By maintaining silence and using the low light, the Marines bypassed Japanese expectations—who were used to attacks following heavy shelling—advancing hundreds of yards and capturing the vital Hill 362C with significantly fewer casualties than expected.

Shortly after, between March 8th and 9th, Captain Samaji Inouye launched a final, desperate Banzai charge. While bloody, the failure of this charge effectively decimated the remaining Japanese defenders in the sector, allowing US forces to declare the zone secured soon after.

Difficulty Modes and Alternative Scenarios

This scenario works with **Standard, Hero, Hell** modes, and the Scenario: **The Western Beaches**.

SET-UP CHANGES



Set Japanese Units on their Initial Deployment hexes as usual, except for **9 relocated units**. Refer to the map for deployment changes; X marks hexes that are now invalid, so use the yellow-circled spots instead.

BOMBARDMENT

- The US player may not assign more than **2 BP** to the Japanese unit occupying Hill 382.

ASSAULT

- The Japanese unit on Hill 382 receives a **-3 DRM** for being on a Hill (replacing the standard -1).

RAIDS

- Japanese Raids originating from Hill 382 receive a **+1 DRM**.

BANZAI

- Do not apply any DRMs when drawing a Reaction Marker. For the duration of the game, a unit will perform a Banzai attack **only on a roll of 6**. On any other result, it will perform a Redeployment.

OBJECTIVES (VP Bonuses)

Objective timeframes have been updated to match the historical chronology. Victory Points (VPs) are awarded as follows:

- **Capture Mt. Suribachi:** During Turn 1: **+2 VPs**. By the end of the First Attack Phase: **+1 VP**.
- **Capture 1st Airfield:** During Turns 1–2: **+1 VP**.
- **Capture 2nd Airfield:** During Turns 1–3: **+1 VP**.
- **Capture 3rd Airfield:** During Turns 1–4: **+1 VP**.
- **Capture Hill 382:** During Turns 1–4: **+1 VP**.

SURPRISE ATTACK (Turn 5)

At the beginning of **Game Turn 5** (between the Weather Phase and the Bombardment Phase), the US player may choose **one** of the following advantages:

1. **Reconnaissance:** Reveal up to two Hidden Japanese Unit next to a US unit.
2. **Infiltration:** Move up to 3 units using Normal Movement and conduct an Assault with a **column shift to the right** on the Combat Results Table (e.g., if the ratio is 4:1, resolve the attack on the 5:1 column). Situation markers should not be placed on the US units involved in this assault; these units will remain available for the First Attack Phase as per standard procedure. If the 21st Regiment unit takes part in this Assault, you gain an extra +1 DRM.
3. **Preparation:** Begin the bombardment phase with **+4 additional BP**.