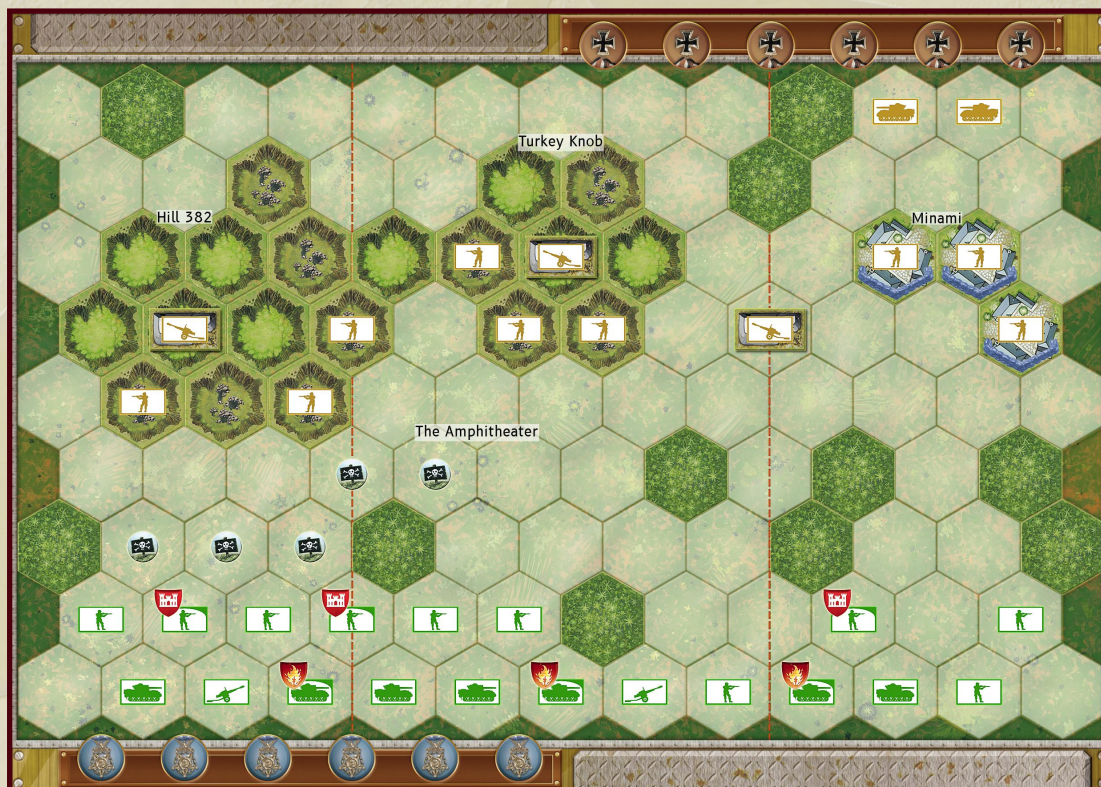




THE MEAT GRINDER

- BATTLE OF IWO JIMA

FEBRUARY 26-MARCH 6 1945



Setup order

- 1  x11
- 2  x10
- 3  x9
- 4  x3
- 5  x3
- 6  x3
- 7  x5

Historical Background

On February 26, 1945 the Marines of the 4th Division found themselves facing a formidable complex of defensive positions on Iwo Jima. Hill 382, The Amphitheater, Turkey Knob and the village of Minami, were to become collectively known as the 'Meat Grinder'. A well-planned defense layout, the remarkable combination of weapons, minefields, caves and bunkers devised by Japanese General Kuribayashi held out against repeated attacks.

Several times, the Marines' advance looked promising, only to bog down and then be driven back under heavy fire. The Japanese forces also used infiltration tactics and a counter-attack with a limited number of tanks to further slow the Marines down.

Units from the 3rd Division were also thrown against the position as the massive casualty figures truly earned the 'Meat Grinder' its name in a short week's worth of fighting.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player (Japan):
- Take 5 Command cards.

Allied Player (United States Marine Corps):
- Take 5 Command cards.
- You move first.

Conditions of Victory

7 Medals.

Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on US Marines engineer units (Troops 4 - Combat Engineers).

Place a badge on US Marines flame thrower tank units (Troops 13 - Flame Thrower Tanks).

The Japanese player is in control of the Bunkers (Terrain 2 - Bunkers), and lays out the minefields (Terrain 29 - Minefields).

Air rules are in effect: Give both Air Sortie cards to the Allied player at game start.