

# INTO THE BREECH ONCE MORE

UV #4

<p>● JAPANESE Sets Up First</p> <p>U.S.M.C. Moves First</p>	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

**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	1 4-4-7	2-2-8	10-0	9-0	8-0	8+1	FP: 6 Rng: 14 ROF: 3 BA: 11	FP: 4 Rng: 11 ROF: 2 BA: 11	FP: 2 Rng: 6 ROF: 1 BA: 11	MA: 50" Rng: 1-16" ROF: 2"	FP: 30 Rng: 1	DC
4	6	6					2	2	2		2	2

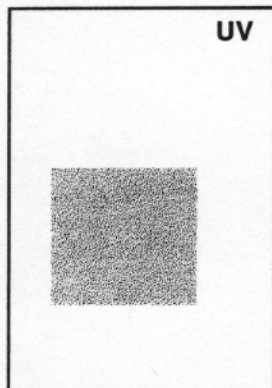
AP Mine	AT Mine	?	Phone Cnct: 11 X# 12	Type 90 MA: 75 ROF: 1 M#9	Type 91 MA: 105 ROF: 1 M#8	Cave 1+4+6	Pillbox 1+5+7	Pillbox 1+3+5	Trench	Wire Mph - RPh	OBA
36 Factors	12 Factors	12				9			4	12	

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

7-6-8	2-2-8	1-2-6*	9-2	9-1	8-1	8-0	7-0		FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2	FP: 30 Rng: 1	FP: 24 Rng: 1 PP: 1	FP: 8 Rng: 5 SA: WP6
12	7				2	2			2	2	8	2	

Cnt: 8 Radio	M3A1 MA: 37LL ROF: 2 M# 12	M1 MA: 81" Rng: 2-75 ROF: 3 SA: WP8	M4A2 MP: 14 MA: 75 ROF: 1" MG: 2/4/4	M3 GMC MP: 19 MA: 75 ROF: 1
2	2	2	2	2

## 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 its 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 its 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.



© 1999 Critical Hit!, Inc.

## 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:

1. EC are Overcast and wet. CGSR UV1-UV35 are in effect.
3. 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.
4. The Japanese phone represents a module of 100mm OBA (HE only). The phone and one SMC possessing it at start may start HIP.
5. 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).
6. All Japanese units on level 4 or 5 and all U.S.M.C. units on level 5 are considered Fanatic.
7. All U.S.M.C. infantry in eligible terrain may set up in Foxholes.