



1943 Inu Jima
(1943 Island Number 10)

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Version: Initial Release

TOAW Version: TOAW IV 4.0.1.40

***** SCENARIO ANALYTICS *****

:: Hotseat :: IJA PO ::

Map scale: 2.5km

Turn Scale: 1 Day

Unit Scale: Battalion and company maneuver units

Formation Scale: Regiment (USMC), Battalion (IJA)

Length: 30 turns (Short) / 100 turns (extended)

Start Date: 8 August 1943

Complexity:

USMC Invasion Force (player controlled)

Approximate deployment (deployment depends on Theater Options implemented)

12 regiments, approximately 69 battalions

Supported by naval surface task forces, aircraft and miscellaneous ground units

Theater Options, 5

IJA Defenders (programmed opponent controlled)

Approximate deployment (deployment depends on random events)

13 regiments, approximately 70 battalions (IJA battalions are broken down and deployed as company subunits)

Supported by naval surface task forces, aircraft and miscellaneous ground units

***** SCENARIO INTRODUCCION *****

This scenario simulates an island invasion by a USMC amphibious corps against an island defended by the Imperial Japanese Army. Although the invasion is fictitious, the scenario is plausible with unit TO&Es based on data provided by Niehorster.Org.

The scenario is designed for USMC forces to be controlled by the player and IJA forces by the Programmed Opponent. The objective is to locate and destroy the IJA Army HQ within 30 days (turns). If unable to meet the objective, a Theater Option is available to extend the game.

The scenario uses variable force deployments, objective locations, defender objective tracks, events and Theater Options to give the scenario maximum replay value.

***** DESIGN NOTES..*****

IMPERIAL JAPANESE ARMY

Named village/towns and Army HQs contain significant supply stocks, small villages contain lesser caches. These caches will be consumed as the scenario progresses.

Starting around turn 10 IJA coastal defense batteries will begin disbanding with their equipment delivered to the replacement pool.

Supply is consumed over time as reflected by reductions in the IJA force supply value. IJA supply will be increased as the USMC player exercises Theater Options for the 3rd Mar Div and 147th Infantry Regiment.

USMC

Named village/towns with anchorages will support significant supply depots, small coastal villages and beaches without villages will support small supply points following occupation and a short delay (maximum of 3 turns anchorage, 5 turns beach/village). Occupied airfields are capable of minor supply capability.

Some battalions are fitted with amphibious vehicles. These units may disembark on shallow water hexes and cross over to land hexes. Units with amphibious capability: 4th Mar Div – 23rd Marines, 5th Mar Div - 26th Marines and 3rd Mar Div – 9th Marines.

After turn 10 capturing IJA Airfield #1 allows MAG-12 to deploy on the airfield.

Destroying IJA Army HQ wins the game, destroying IJA divisional HQs score 7VPs each.

Initial LST/LSI Sea Lift is 3500. This is sufficient to transport an entire Marine Division and the maneuver units of a second division. LST/LSI landing craft will sustain casualties lowering total lift capacity to between 3430 and 3150. For reference, the approximate weights of Marine units are:

Divisional HQ – 1080

Infantry Regiment – 355

Artillery Regiment – 430

Engineer Regiment – 225

Initial Theater Recon is 5%. By turn 25 Theater Recon will gradually increase to 15%.

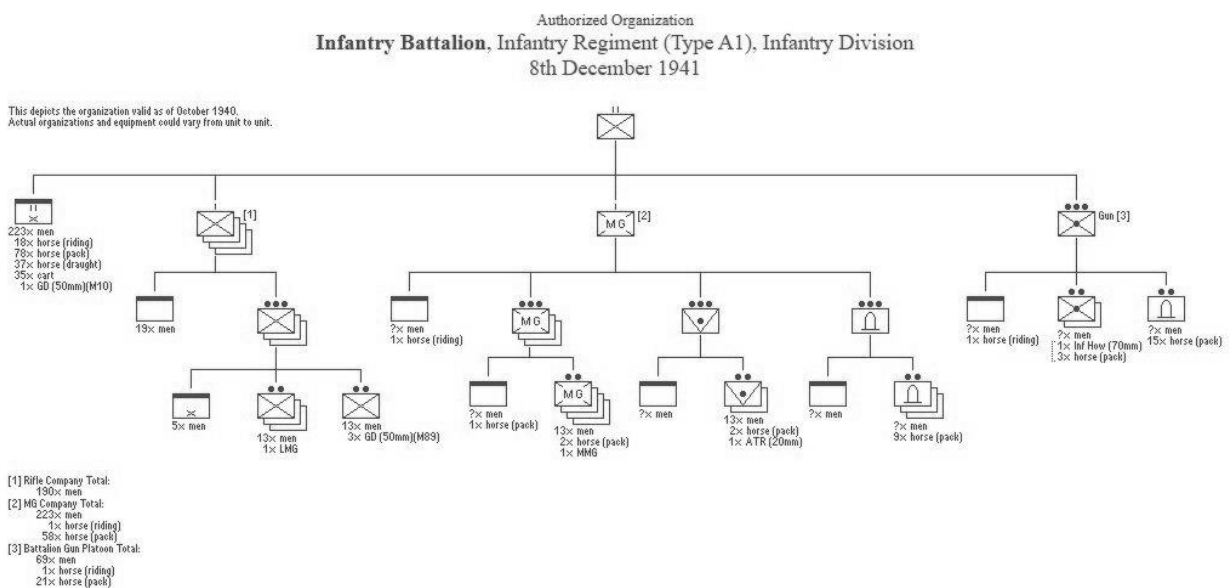
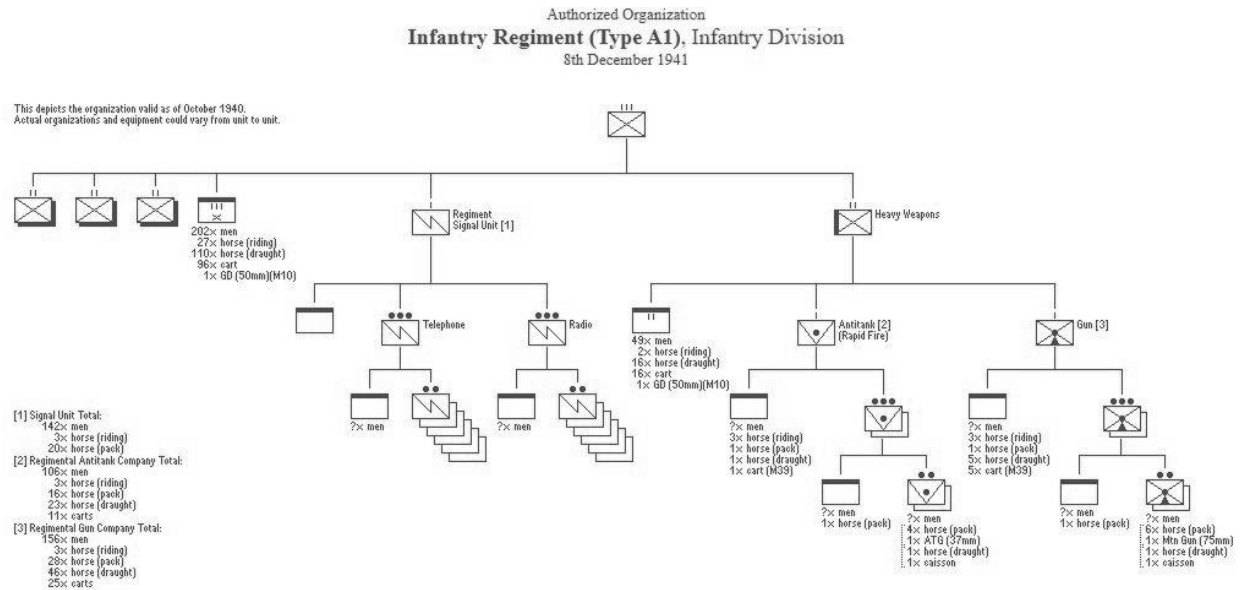
***** THEATER OPTIONS *****

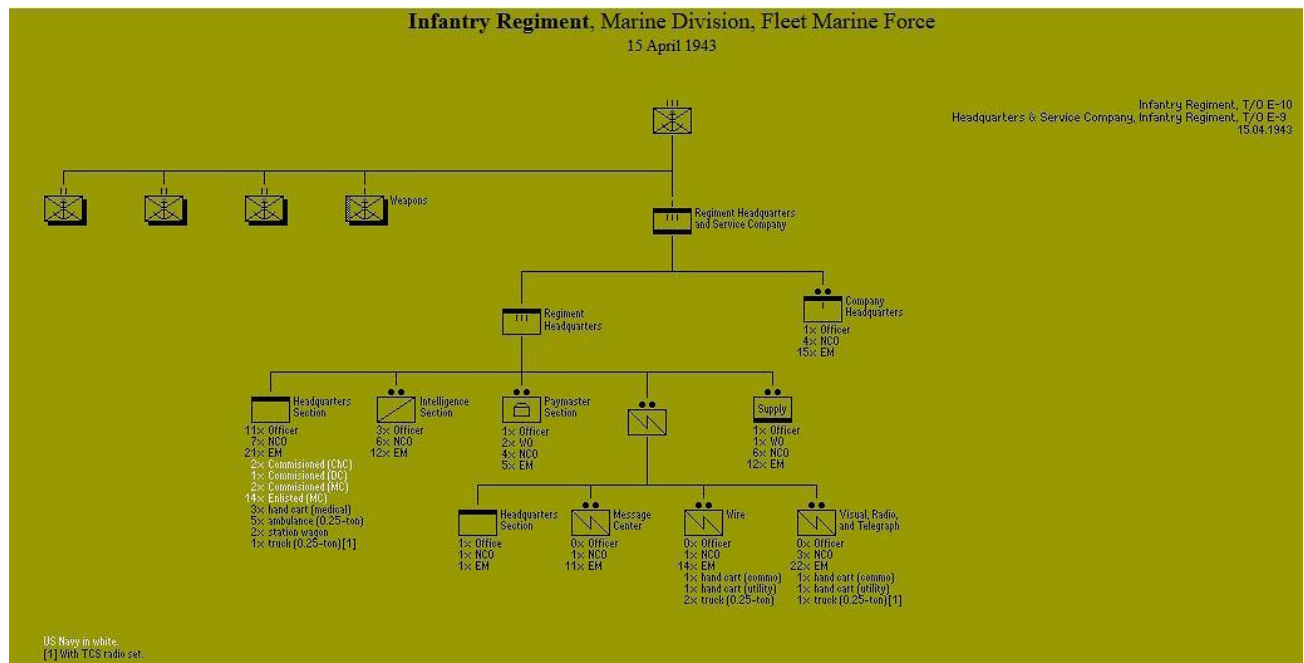
Around turn 5 a Theater Option will become available to deploy the 3rd Marine Division. Activating the 3rd Mar Div in turn enables Theater Options to activate Marine Air Group 12, USN battleship task force TF-04 and the 147th Infantry Regiment.

On turn 28 a Theater Option will be available to extend the scenario to turn 100. This allows extra time to locate and eliminate the IJA Army HQ.

***** FORCE TO&Es *****

TO&Es were derived from the work published at Niehorster.Org. Below are extracts showing organizations used by the belligerents. IJA units have been deployed as Battalion HQs and component companies. Companies are indivisible. USMC units are deployed as Regiments HQs and component battalions. IJA 1941 TO&E was the latest data available.





***** RESOURCES *****

Niehorster.Org. Appreciate that Dr. Niehorster has given permission to reproduce his work in this document.

