



The Meat Grinder (Iwo Jima)



The “Meat Grinder” on Iwo Jima was not just a nickname—it was exactly what it sounded like. In February ’45, our Marines walked into a hornet’s nest of bunkers, tunnels, and artillery, all dug in by Japanese defenders who were ready to fight to the last man.

Every yard was paid for in blood. Concealed machine guns, artillery, and traps cut men down as they clawed forward. It wasn’t pretty, it wasn’t quick—it was steel against flesh, and the cost was high. But those Marines never quit. Day after day they smashed into that fortress, until finally the defenses cracked.

Taking the Meat Grinder was hell, but it was necessary. With it in our hands, the island opened up, and the road to victory on Iwo Jima was clear. It was proof again that American grit and guts could chew through anything—even the toughest rock the enemy could throw at us.

~~ General Howitzer



7 VP's



Card Balance:

Allies - 5

Axis - 5

Complexity:

3

Conditions:

Jungle



Context:

Historical

Location:

Iwo Jima



Year:

1945

Theater:

Pacific

Summary:

Objectives:

7 VP's

Battlefield:

Island jungles and hills with caves, allowing for quick movement by Japanese

Troops:

Allies – 10 Infantry, 7 Armor, 2 Artillery

Axis – 9 Infantry, 2 Armor, 3 Artillery



Allied Strategy:

1. Because the Engineers can avoid terrain restrictions during close assault, you need to quickly get them up to the sandbagged hills where the enemy are lodged,



and dislodge them!

2. Use your artillery to soften up the enemy before the assault.
3. You need 7 VP's to win, so you are going to have to address the artillery and deal with it.
4. Your forces on the right and center sections are really bunched together. You need to get some early movement for your infantry, or they will be subjected to some no-retreat hits.



Axis Strategy:

1. You are outnumbered in the center and right sections. Your left flank has more units than the enemy. If you can get your armor into position to defend the open terrain, it will make it difficult for the enemy to move approach.
2. You outnumber the enemy with artillery, 3-2, so use it to soften up the enemy as they approach.
3. Make good use of your full-powered units through the Seishin Kyoiko Doctrine (SKD), to advance on the enemy and roll the extra dice to quickly knock them senseless.

Classic Battle Reports:

(percentage of Allied victories)

30%

22

BR - Iwo Jima

○



Allies Won



Axis Won

See Results

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