

D-DAY AT IWO JIMA TURN SEQUENCE TRACK

I. US AMPHIBIOUS OPERATIONS PHASE

- 1) Conduct Landing Checks.
- 2) Move units in Beach Landing Boxes.
- 3) Place units scheduled to arrive next turn in Beach Landing Boxes.

II. HQ PHASE

(AM & PM GTs Only. Start GT 7)

- 1) Place Garrison Markers.
- 2) Convert Regt. HQ units to CP and increase command range of previously established CP.
- 3) Expend replacement points to re-build units.
- 4) Assign tank and engineer units to regiments.
- 5) Transfer units to and from the Reserve Pool.
- 6) (PM GT Only) Return HQ to the map.

III. FIRST EVENT PHASE

(Start GT 2)

If event is persistent: place the card upside down. Remove the card as per event instructions.

FIRST EVENT CARD

IV. JAPANESE FIRE PHASE

- 1) Draw fire card and conduct Japanese Fire.
- 2) Remove disruption from eligible Japanese units.

JAPANESE FIRE CARD

V. SECOND EVENT PHASE

(Start GT 7)

If event is persistent: place the card upside down. Remove the card as per event instructions.

EVENT CARD

VI. US ACTION PHASE

- 1) Conduct NG and Airstrikes.
- 2) Conduct movement (including preservation) and combat actions (in any order). Attack and barrage cannot occur against the same hex, in the same phase.
- 3) Conduct deliberate CC.
- 4) Units that did not conduct preservation movement may un-disrupt, if they were not disrupted this GT.

VII. JAPANESE ARTILLERY FIRE PHASE

(GTs 3 & 6 and then every GT starting on GT 7)

- 1) Check for each Artillery sector.
- 2) Apply losses or disruptions to US units.

JAPANESE FIRE CARD

VIII. JAPANESE RAID PHASE

(Start GT 7)

- 1) Check US occupied hexes for open flanks.
- 2) Draw fire card for each US hex with open flanks.
- 3) Inflict disruptions or hits due to Japanese raids.

US units disrupted in this phase cannot recover until Phase VI. (step 4) of the next GT.

JAPANESE FIRE CARD

IX. END OF TURN PHASE

- 1) Remove Smoke markers from the map.
- 2) Discard cards on the Turn Sequence Track.
Exception: Cards with a persistent event that is still in effect.
- 3) If this is a PM GT remove all disruptions from Japanese units.
- 4) Check for Shuffle.