

# "Ateball"



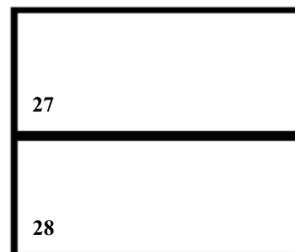
## Iwo Jima — February 26th, 1945

On the morning of February 26th, two Battalions of the 9th Regiment, 3rd Marine Division moved towards the area at the foot of Hill Peter. The jumble of rocks and blasted rubble at the foot of Hill Peter were the last major obstacle to securing the Motoyama Number 2 Airstrip. The assaulting Marines were quickly shredded by the machine guns of the emplaced Japanese. Supporting Sherman Tanks were no more successful and fell victim to Japanese anti-tank fire. Within minutes the attack was completely stalled. Three Sherman Tanks named Agony, Angel and Ateball were knocked out in the assault. Angel and Agony were burning wrecks, while Ateball was only immobilized. Near the tanks, crouched in shell holes were those Marines who had survived the withering Japanese fire. Lying in a crater in front of the Ateball was Corporal William R. Adamson, who had managed to escape from the burning agony. As the Marines prepared to rescue their brother Marines at the foot of the hill, a company of Japanese were gathering to rush forward and destroy the remaining Marine Sherman.

**VICTORY CONDITIONS:** The US Marine Player wins at the conclusion of any turn during which the Recovery vehicle has spent the entire turn in the same hex as the Ateball Sherman Tank. The Japanese Player wins immediately by destroying the Ateball. Any other result is a draw.



### Board Configuration:



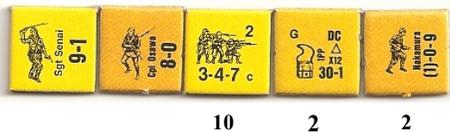
American Player set up first		1	2	3	4	5
American Player Moves First						



### Elements of IJA 109th Infantry Division (Emplaced units) (ELR 4) (SAN: 5) (Setup: on the H1 Overlay on Board 27)



### Elements of IJA 109th Infantry Division (ELR 4) (Setup: concealed on Boards 27-28 on or east of Row AA)



### Pinned down Elements of 9th Regiment, 3rd Marine Division (ELR 5) (Setup: as per SSR 3 & 4)



### Relief Elements of 9th Regiment, 3rd Marine Division (ELR 5) (Setup: enter Turn 1 on the West Edge)



### Special Rules/Notes:

- EC are moderate, with mild breeze from the southwest.
- Place Overlays as follows: on Board 27—**H3** on H2-I3 / **W4** on Z2-Z3 / **H2** on BB4-CC4 and on Board 28—**H4** on I6-H6 / **H1** on Y3-Z3. The H1, H2, H3 and H4 overlays are all Level 1 Hills.
- Place Shell Holes and Pinned Marines as follows: On Board 27—J8, O9 with 3-4-8 / on Board 28—L1, N2, Q1 with wounded 1-3-8 Hero, R5 with 8-0 and 3-4-8, S4 with 3-4-8 and T7.
- Place burning Tank on Board 27—L8 with smoke in M8 & N7. Place burning tank on Board 27—R9 with smoke in S9 and T8. Place immobilized Sherman (Ateball) with 9-2 Armor Leader on Board 28 in hex P1 with covered arc Q1-Q2.
- Wounded Hero represents Corporal Adamson. As long as Adamson is adjacent to Ateball, the tank does not pay the +1 for being buttoned up.



### Scenario GJ047

**Aftermath:** Bleeding badly from a leg wound, Corporal Adamson nevertheless, stayed in the fight and signaled the crew of the Ateball and helped direct their fire at the various Japanese machine gun positions. The Ateball blazed these positions with machine gun and 75mm HE fire. Japanese tank killers leapt from a nearby gully and rushed the disabled Sherman only to be cut down by its machine gun fire. In time, a relief detachment of Marines along with a recovery vehicle succeeded in reaching the Ateball and evacuating its crew along with Corporal Adamson. The Japanese would be denied the Ateball.