

Battle for Iwo Jima



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1.0 Introduction

Battle for Iwo Jima simulates the iconic battle for the Pacific island during February and March 1945.

Battle for Iwo Jima is a single player game where the player commands the US invasion forces. Each unit represents a line company of the 3rd, 4th, or 5th Marine divisions. Each game turn represents one day of the battle. Each day is broken into a series of phases.

To win, the player must find and eliminate the units of the defending 109th Infantry division of the Imperial Japanese Army, take key objectives, and strive to keep their own losses to a minimum.

The Japanese had months to prepare for the invasion and had turned the island into a virtual fortress of bunkers, entrenchments, and mutually supporting strong points. Prior to the battle, American intelligence sources were confident that Iwo Jima would fall in one week. It ended up taking 5 weeks and resulted in over 26,000 casualties.

Can you do better?

2.0 Historical Notes

Iwo Jima was placed in a unique strategic position along the B29 Superfortress route from the Marianas to Tokyo. It contained two airfields and had a third under construction in addition to a radar station that could detect planes two hours away.

The USAAF wanted the island to stage P51 Mustang long range fighters and as a emergency landing base for damaged bombers returning from their missions over Japan.

In October 1944 the decision was made to capture Iwo Jima and planning started.

Iwo Jima is a sulfur island about 750 miles due South of Tokyo. The island is just over 5 miles long and at its widest point in the north 2.5 miles wide.

The USAAF started bombing the island in August 1944 and by December were bombing it every day.

February 16th, 1945 the invasion fleet arrived off the coast of Iwo Jima and for the next 3 days until the landings bombarded the Island with everything it had available.

Despite the amount of ammunition dropped on Iwo Jima the defenses were relatively untouched and the Japanese defenders would be ready for the invading forces.

3.0 Quick Game Overview

The objective of the game is to clear the island of Japanese defenders and capture 7 key objectives. However, that alone does not guarantee a victory. In order to truly excel, the player must meet their objectives while also limiting their own casualties and bettering the timetable of the actual battle.

Each turn represents a full day of the battle. Each turn plays out in a number of phases:

- Invasion Phase (Happens once only on turn 1)
- Japanese Invasion Bombardment Phase (Happens once only on turn 1)
- Marine Reinforcement Phase
- Marine Support Phase
- Marine Movement Phase
- Japanese Opportunity Fire
- Japanese Artillery Phase
- Japanese Combat Phase
- Marine Combat Phase
- Marine Replacement Phase
- Night Phase
- Record Phase and end of turn summary

During each turn, the player can decide which of their units receives support, move units, and engage in combat. While moving, the player's units may discover previously hidden enemy units. Japanese units will also conduct harassing opportunity fire against Marine units moving in the open, often inflicting casualties. When the player has finished moving their units, the Japanese will call in artillery strikes and then conduct attacks against Marine units in contact. Surviving Marine units will then conduct their own attacks on the Japanese. Each day ends with a night phase, during which the Japanese will conduct infiltration or Banzai charge attacks.

On some turns the player may receive reinforcements, which represent follow-up waves of units from the participating Marine divisions. The player may also receive replacements which can be used to make good some of the losses that have been inflicted by the Japanese.

At the end of each turn the game will inform the player of the status of each of their objectives. If any of the end game conditions have been met, the game will inform the player of their victory (or defeat). The game is finished at the end of turn 35, or D-Day+34.

4.0 Game Controls

Keyboard Controls

AWSD – Navigate around the map

Arrow Keys – Navigate around the map

M – Show/Hide Minimap

T – Show/Hide Map Terrain Levels

P – Take Screenshot. You can find your screenshots here C:\Users\xxxx\iwojima\Screenshots where xxxx is your windows username.

Mouse Controls

Left click for most actions

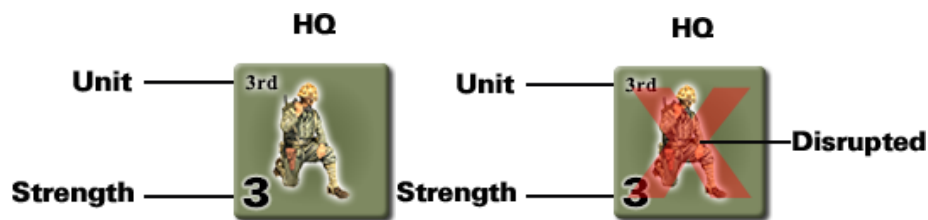
Left click and drag to navigate around the map

Right Click to remove support from a unit in the Support Phase

5.0 Units

Marine Divisional HQ

Your HQ unit provides Command and Control (C & C) to your units. Their C & C has a range of 5 hexes. Units beyond that can still move but will not be able to engage in combat.



Unit – The Division the HQ belongs to

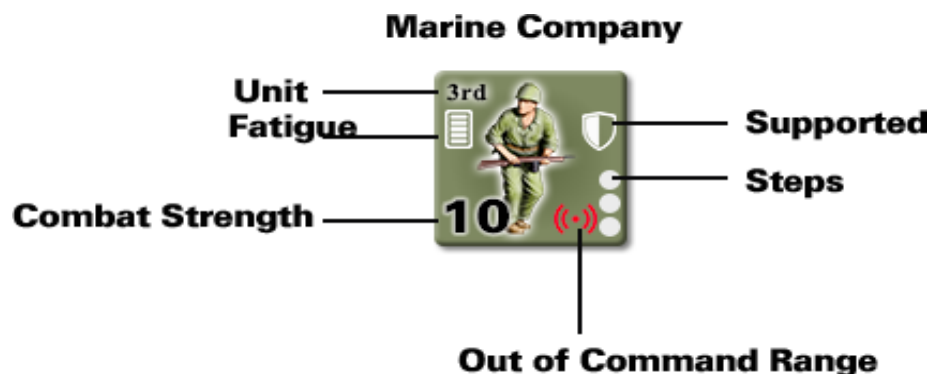
Disrupted – Indicates the HQ is disrupted for that turn

Any unit within 5 hexes of its respective HQ is in C & C and will be able to move, fight and recover Fatigue as normal. Units that start the day out of range of their HQ will not be able to initiate combat in that turn. They will also not recover fatigue if they remain out of range at the end of the day.

HQ units cannot be destroyed but they can become disrupted during combat. If a HQ unit become disrupted all of the units in the same division will be marked as out of C & C of their HQ and unable to conduct combat that turn. HQ units recover from being disrupted at the end of the day.

Marine Company

These represent your main fighting units. They will tire quickly if constantly in combat and become less effective. Rotate them out of combat and move them away from the enemy to allow them to rest.



Unit – The Division the unit belongs to

Fatigue – Unit fatigue level

Strength – Combat strength of the unit

Supported – Indicates unit is supported that turn

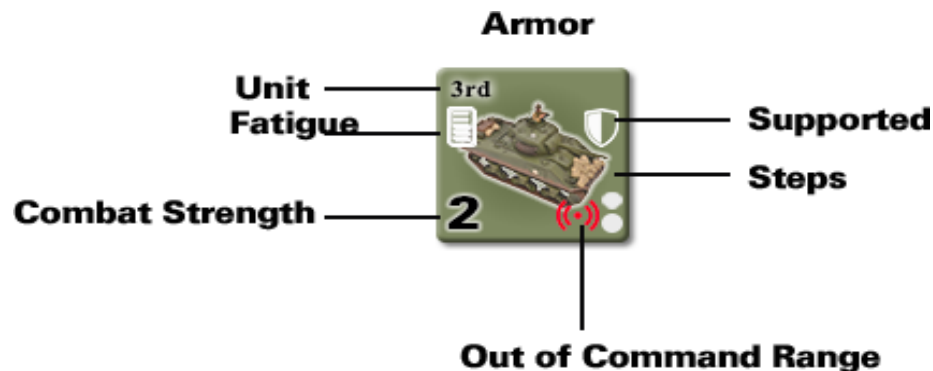
Steps – Number of damage steps the unit can take before being destroyed

Command & Control – If this is shown then unit has started the day outside of C & C and will be unable to initiate combat that turn.

Your marine units will be at their most effective if they have minimal fatigue and are at full combat strength. Supported units take less damage if attacked.

A armor

Your Armor units will give your USMC units support during combat. They are best used as supporting units rather than in direct assaults against Japanese units who will quickly destroy them.



Unit – The Division the unit belongs to

Fatigue – Unit fatigue level

Strength – Combat strength of the unit

Supported – Indicates unit is supported that turn

Steps – Number of damage steps the unit can take before being destroyed

Command & Control – If this is shown then unit has started the day outside of C & C and will be unable to initiate combat that turn.

Armor can support the USMC units who are attacking the enemy by simple being adjacent to the attacking unit. In the example below the armor unit can support the 4 USMC units should they attack Japanese units adjacent to them. An armor unit could potentially support up to 6 Marine units. In a combat phase.

You can confirm a USMC unit has armor support by looking at the combat popup that appears when you hover over an enemy unit you want to attack.

Having armor support is key to winning the game.



Japanese

You will never be truly aware of the combat strength of the Japanese units although the current step level of the unit will give you some indication. This represents the fact that the Japanese were almost constantly hidden from the Marines and had to be engaged at close range.

Japanese Company



Steps

During the Night Phase you may be faced with the feared Banzai charge. In this case the unit image will change:

Banzai



6.0 Phases

Each turn represents a day and is broken up into phases which are described in more detail below.

Invasion Phase

The game starts with a visual representation of the USMC invasion of the island. This phase only happens on the first turn of the game.

Japanese Invasion Bombardment Phase

The Japanese waited almost an hour after the USMC had landed before they opened fire with everything they had. The USMC were caught by surprise at the ferocity of this attack having thought most of the Japanese had been killed in the pre-landing bombardment that had been going on for days prior to the invasion. This phase only happens on the first turn of the game.

Turn Start

The start of each turn represents the beginning of a new day. Several things happen at this point that are important to the player. First, the game determines if there are any reinforcements and/or replacements available during the turn. Reinforcements will be deployed during the following Marine Reinforcement Phase. Replacements will be shown in the bottom menu and will be available for use during the Marine Replacement Phase.

The game also determines the amount of support points available. These are also displayed in the bottom menu.

Finally, the game also determines if units are in command and control for the turn. Each HQ exerts a command and control range of 5 hexes. Units within that range are considered to be in command and control for the entire turn. Units that are beyond that range are considered out of command and control. Units that are out of command and control will be marked with a red symbol at the bottom of the unit counter. These units may move, but may not engage in combat, receive replacements, or recover fatigue.

Marine Reinforcement Phase

The invasion force comprised almost 70,000 men. The invasion beaches weren't large enough to handle that large a force, even if the planners had wanted to deliver them all together. Instead, the Marines were delivered over the course of several days.

During the Marine Reinforcement Phase any scheduled reinforcements will be automatically deployed on the map. These reinforcements will be delivered to the landing beaches designated for their parent division.

Units in this game may not stack. If the invasion is going badly and the beaches are not clear of units, then reinforcements may be postponed. Postponed reinforcements will be delivered on the next turn that has clear beach hexes.

Marine units landing as reinforcements are automatically considered to be in command and control for that turn. They may move and attack normally, receive replacements, and recover fatigue.

Table 1.0 Marine Reinforcement Schedule

Day	Division	Landing Units
D-Day+1	4 th Marine	13 units
D-Day+1	5 th Marine	7 units
D-Day+3	3 rd Marine	10 units
D-Day+3	5 th Marine	9 units
D-Day+4	3 rd Marine	1 unit
D-Day+6	3 rd Marine	11 units

Support Phase

The Japanese had turned Iwo Jima into a defensive nightmare, with multiple defensive lines of bunkers and entrenchments supported by a myriad of mutually supporting strongpoints. Attacking enemy positions often required herculean effort.

However, the American forces at this time were perhaps the best equipped, most heavily armed in the world. The attacking Marines were able to call upon a wide range of support options including artillery, close air support, armor, and heavy weapons.

In the Marine Support Phase you may assign support to one or more of your units. Support reduces the effectiveness of enemy fire and so may reduce the casualties inflicted on a unit.

Clicking on a unit will apply support to the unit. The unit will be marked with an icon to indicate that it has been granted support. If you change your mind, you may unassign support by using a right mouse

click on a supported unit. The support will be returned to the pool of support points and can be allocated to a different unit.

Once granted, support applies for the entire game turn and is only removed at the end of turn.

The availability and amount of support is not guaranteed, however. The pool of available support is determined at the start of each game turn and will vary from turn to turn. The available support points are displayed in the bottom menu



Once all support points are used, you may no longer provide support to other units. Unused support points are not carried over from turn to turn. Unused support points are lost if they are not used.

Marine Movement Phase

You may move any of units in this turn. Movement range is unlimited but can be restricted by the following:

- A unit's movement is interrupted when it receives Japanese opportunity fire attacks. The unit may continue moving after the attack is resolved.
- Unit movement ends when it enters the Zone of Control of an enemy unit
- Units cannot move into fortified hexes in the Zone of Control of an enemy unit
- Units cannot move into a hex occupied by an enemy unit
- Units cannot end their turn in a hex occupied by another friendly unit
- Armor units cannot move onto Mount Suribachi

USMC units that move within a two (2) hex range of any Japanese unit will be subject to opportunity fire. Note that this means if you move within two (2) hexes of one or more Japanese units, each unit may take an opportunity attack against that moving USMC unit. Each Japanese unit will opportunity fire on any Marine unit that moves within this two (2) hex range, this means that the Japanese unit can fire many times in a turn; however, they may only make one opportunity fire on the same unit no matter how many times it enters the within this two (2) hexes range in that turn.

Japanese Artillery Phase

The Japanese had over 400 artillery pieces on Iwo Jima. Most were well hidden in fortified emplacements. The Japanese also had excellent visibility from Mount Suribachi in order to direct accurate fire onto Marine positions.

During the Japanese artillery phase, the Japanese will attack multiple Marine units with an artillery strike. The number of strikes depends on several factors. First, the Japanese divided the island into a number of defensive zones, each with artillery assets. The player cannot know exactly where each deployment zone lies, just know that the amount of available artillery varies over the island.

Mount Suribachi also provides a bonus to the Japanese. Taking Mount Suribachi will reduce the number of artillery strikes directed at Marine units, but will not completely neutralize the attacks.

There are a number of modifiers that will impact the effectiveness of artillery strikes during the game. These modifiers increase or decrease the strength of an artillery attack.

- Strikes against units located in airfield hexes receive a +1 modifier.
- Strikes against units located in beach hexes receive a +1 modifier.
- Strikes on D-Day receive a +2 modifier.
- Strikes on D-Day+1 receive a +1 modifier.
- Strikes in open hexes close to the beaches receive a +1 modifier. This modifier applies until D-Day+3. After this turn the modifier is no longer applied.

As you can see, artillery strikes against units in open hexes can be quite effective.

Each artillery strike can inflict up to 2 steps of damage on the receiving unit. Targeted units can be eliminated by artillery fire. When damage is inflicted, victory points are rewarded to the Japanese. The Japanese receive 1 victory point for each step of damage inflicted. If the unit is eliminated, the Japanese receive an additional victory point.

Japanese Combat Phase

Japanese units adjacent to a USMC unit will initiate combat against that unit. If next to several US Marine units, it will pick only one to attack.

The Japanese will get combat bonuses for the following:

- Being in higher terrain than the defending unit
- Defending unit is within range of more than one Japanese unit and therefore exposed to multiple angles of fire
- Defending unit is in a Beach hex
- Defending unit is in an airfield hex
- Japanese unit is attacking an armor unit.

Units that are supported that turn will reduce the hidden combat factor of the Japanese unit and thus potentially reduce the number of step losses it may suffer.

If the Japanese attack is successful, the Marine unit will lose one or more steps. For every step lost the Japanese score 1 point. If a unit is destroyed, they receive an additional point.

Regardless of the result of combat, the targeted units will suffer fatigue.

Marine Combat Phase

You may initiate combat against any Japanese unit adjacent to your units. Each marine unit may only attack once and attacks individually. Armor units from the same parent division that are adjacent to the attacking unit will support the attack. Each Armor unit can support an unlimited number of attacks in a turn provided it is adjacent to the attacking units. Armor units may also attack on their own but their combat strength is low and their value is much greater as supporting units.

There is a chance for each marine combat action to trigger a Japanese ambush. If an ambush occurs, then the marine attack is cancelled, and the attacking unit becomes the target of a Japanese attack instead. This attack is resolved in the same way as attacks in the Japanese combat phase.

When initiating a marine attack, the game will display a graphic that shows the various combat factors that will affect the results.



The attacking unit has armor support



The Japanese unit was previously attacked in this turn. Subsequent attacking units get this bonus.



No factors will affect this combat



Units with low fatigue levels will lose combat efficiency



Unit is attacking a Japanese unit that is in higher terrain than attacking unit



Bonus awarded on the turn Mount Suribachi is captured

Japanese units are in three possible levels of fortification. The higher the fortification level the harder it will be to kill them. Units in a level 1 fortification have no marker.



Level 2 fortification



Level 3 fortification

Marine Replacements

If available, you will be assigned replacements that you can use to replace steps lost by units in the game.

The number of replacements available are displayed in the bottom display. They are split between replacements for your marines and armor units.



Units eligible for replacements will be highlighted. To assign a replacement to a unit simply click on the highlighted unit. You will see the number of steps it has increased by one.

Night Phase

During the night turn you will face additional Japanese attacks. These may take the form of infiltration attacks or banzai charges.

Infiltration Attacks

Japanese infiltration attacks are far more common than banzai charges. During infiltration attacks, small Japanese units will harass your units. Marine units have no chance to defend themselves. Casualties are unlikely, but these attacks will increase the fatigue of your units.

Banzai Charges

Occasionally, Japanese units will conduct a suicidal “banzai” charge. When these occur, the strongest unit in contact will make the attack. The defending marine unit will be able to defend itself and can inflict casualties on the attacking Japanese unit. Because of the exposed nature of the charge, Japanese units will always take at least 1 step of damage during a banzai charge.

Record Phase/End of Turn

At the end of each day you will see a summary of points the Japanese have scored and your completion of objectives. In addition, disrupted HQ's will recover and units can recover fatigue if they meet the conditions to do so.

The Japanese score points as follows:

- 1 point for each USMC unit step loss
- 1 point for each USMC unit destroyed
- 3 points for each turn they hold Mount Suribachi
- 2 points for each turn they hold Airfield 1
- 2 points for each turn they hold Airfield 2
- 1 point for each turn they hold Airfield 3
- 2 points for each turn General Kuribayashi remains alive
- 1 point for each turn they hold Tachiiwa Point
- 1 point for each turn they hold the Sea Hex

7.0 Fatigue

Every time a USMC unit is attacked it will fatigue. The level of fatigue is reflected with the fatigue marker. Like a battery, the more fatigue a unit has the less effective it will become, and it will suffer penalties when it attacks the enemy. Units start off with no fatigue and have a maximum of 10 fatigue points.

Potentially a USMC unit could lose several fatigue steps in a day from being attacked by the Japanese in Movement, Japanese Combat and Night Phases.

To recover fatigue a unit must be in Command range and not adjacent to an enemy unit. It will recover 1 fatigue point per turn.

8.0 Objectives

To win a decisive victory you will need to take the objectives marked on the map by the day stated in the Objectives display. These are the historical dates that these objectives were taken by the USMC in 1945.

Iwo Jima Objectives	
Airfield 1	D-Day + 1
Mount Suribachi	D-Day + 4
Airfield 2	D-Day + 8
Airfield 3	D-Day + 12
The Sea	D-Day + 17
Tachiiwa Point	D-Day + 23
Gen Kuribayashi	D-Day + 33

If you succeed in capturing the objective on time you will see the Japanese flag change to a Green US symbol.



If you capture the objective later than its historical date you will see a Red Star



9.0 Mini Map



The Mini map allows you to quickly move around the map by clicking on the area you are interested in.

10.0 Top Menu

Display or hide the Mini Map



Exit game and return to the Main Menu



Game Manual



Change Sound level



Change what in game effects are displayed



11.0 Saving the Game

This game employs automatic saves. The game is saved at four points during each turn:

- At end of Marine Movement
- At end of Marine Combat
- At end of Marine Replacement
- At the end of each day

Save games can be loaded from the main game menu.

12.0 Strategy Tips

In order to achieve a decisive victory, the player needs to capture all the objectives on or before their required turn, eliminate all Japanese forces, all while limiting their own casualties. It's easy to see that some of these objectives are in opposition to the others. Taking the objectives on time demands speed. Speed can mean casualties. It's very easy to limit casualties by proceeding methodically only to find that time has run out before the last Japanese holdouts can be reached.

The player has a number of additional obstacles to face in their pursuit of victory. Neutralizing level 3 fortifications can be a daunting task, and doubly dangerous if occupied by some of the stronger, 4 step Japanese units. Finite support points and armor units naturally limits the number of safe attacks that can be made in each turn. And finally, combat can quickly increase fatigue in front line units to the point where they are combat ineffective, especially against entrenched Japanese units.

Dealing With Fatigue

Marine units accrue fatigue during most combat actions. You will find that via opportunity fire, combat, and night attacks that a unit in contact can gain enough fatigue in a single turn to negatively effect their combat performance. It will be necessary to rotate units in contact frequently if you want to maximize your chances of inflicting casualties on the enemy. Having units to rotate necessarily means you cannot attack with all available units. If you ignore this you will quickly find yourself with an exhausted division with no offensive capability. Pacing is crucial to success.

Minimizing Casualties

Most marine casualties will be inflicted during Japanese artillery, opportunity fire, and combat actions. Casualties due to artillery and direct combat are not easily avoided, but you can avoid opportunity fire. Careful planning of the movement of marine units can deny Japanese units opportunity fire chances. This can be especially important when dealing with strong Japanese units.

Adding support to units moving into (or out of) contact is another good way to limit casualties. Even if you only avoid 1 step of casualties a turn, over the course of the game that's over 30 victory points. It may be the difference between victory and defeat.

HQs and Command and Control

Command and control is vital for a marine division. Without it you will not be able to attack or receive replacements that turn. Fortunately, maintaining command and control is not terribly difficult. However, you may find things get sticky when trying to exploit a breakthrough in a defensive line. Be careful when moving your HQs that you do not expose them unnecessarily to opportunity fire. A disrupted HQ is an excellent way to waste an entire turn for a division.

Using Armor

Cracking the defensive lines and strongpoints with their level 2 and 3 fortifications can be a tough challenge. Every advantage is needed. The combat bonuses provided by armor are vital. It's best to decide on your attacks for the turn, move your infantry into contact, then move armor directly behind the front line in places where they can support the most units.

While you may conduct attacks directly with armor units this is not recommended. On their own, armor units attack strength is relatively low and they are much better used as supporting units for infantry attacks.

Replacements

It will quickly become obvious that the supply of replacements is more of a trickle than a steady stream. There simply will not be enough replacements to make good the losses in marine units. Once you realize this, the question becomes: How will you allocate your replacements?

It should also be clear quite early that some marine divisions have more punch than others. The 5th Marine units are the strongest in the game when at full strength. That difference in attack strength can have a significant impact on results, especially when attacking Japanese units in level 2 or 3 fortifications.

As commander of the marine forces on the island, you may have to make a tough call and reserve your replacements for the units most likely to make a difference during the long, hard fighting ahead.

General Strategy

The landing beaches for the marine divisions follow the historical plan. The 5th Marine division lands on the left end of the beaches, near Mount Suribachi. The 4th Marine division lands to the right.

The objective schedule means that there is little time to waste upon landing. You have to move quickly, and overwhelmingly, on the first airfield. Ignore other considerations until the capture of the airfield is assured.

After that point, Mount Suribachi is the next obvious target. It's capture also carries the bonus of reducing Japanese artillery fire. The 5th Marine divisions, which also represents your strongest units, is positioned perfectly to carry out the task of clearing the objective. 4th Marine can clear the remaining strongpoints around the airfield or attempt to pierce the first defensive line, but the focus should be on Mount Suribachi.

By the time Mount Suribachi is taken the 3rd Marine division should have landed their initial wave. Now is the time to work on piercing the first defensive line and taking the second airfield. Focusing effort between the divisions while avoiding unnecessary exposure to flanking fire is the best tactic, while making plentiful use of support and armor. Rotate fatigued units frequently while also using support to protect moving units from Japanese opportunity fire. Once replacements become available, use them carefully to maintain the strength of your strongest division.

Things just get more difficult when approaching the second defensive line. Both General Kuribayashi's redoubt in the north and Tachiiwa Point in the south are nightmares of mutually supporting level 3 fortifications and bunkers. Replacements will be winding down to a thin trickle by this point so the focus should be on preserving and protecting combat strength in the 5th Marine division. The other divisions, which will likely be reduced to masses of 2 step units may still be helpful attacking less strongly held positions or reducing the final last-ditch resistance by weakened Japanese defenders. At this point the battle becomes a test of endurance.

Good luck.

13.0 Developer Notes

The battle for Iwo Jima is always difficult to model as a wargame as it was very much a case of the Japanese sitting in their bunkers and the USMC having to root them out bunker by bunker.

What we have tried to focus on in this game is how hard it actually was for the USMC to fight an enemy that would rather die than surrender, had been preparing for months for the battle and who's main objective was to inflict as many casualties as possible.

Hence, we have focused on the way you have to manage your troops during the battle and keeping your units together as they were historically during the battle. The Japanese actions have been modeled on what happened during the battle. Marine units in the front line are under constant threat when they move, when they attack (Potential of a surprise Japanese attack), and even at night there is no rest.

Developers:

- Lance Craner
- Bruce Rennie

Graphics

- Marc von Martial – Map
- Allie Kim – Splash Screen Painting
- Jeun Youn – Unit Graphics

Play Testers

- Jonathan Poxon
- Don Lazov

14.0 Bibliography

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By Derrick Wright and Jim Laurier

PUBLISHER: Bloomsbury Publishing

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By Derrick Wright and Gordon L. Rottman

PUBLISHER: Bloomsbury Publishing

RELEASED: Sep 20, 2011

Tank Warfare on Iwo Jima

By David E Harper

Marines In World War II - Iwo Jima: Amphibious Epic

By Lt. Col. Whitman S. Bartley USMC and General Lemuel C. Shepherd USMC

PUBLISHER: Verdun Press

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By Richard Wheeler

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