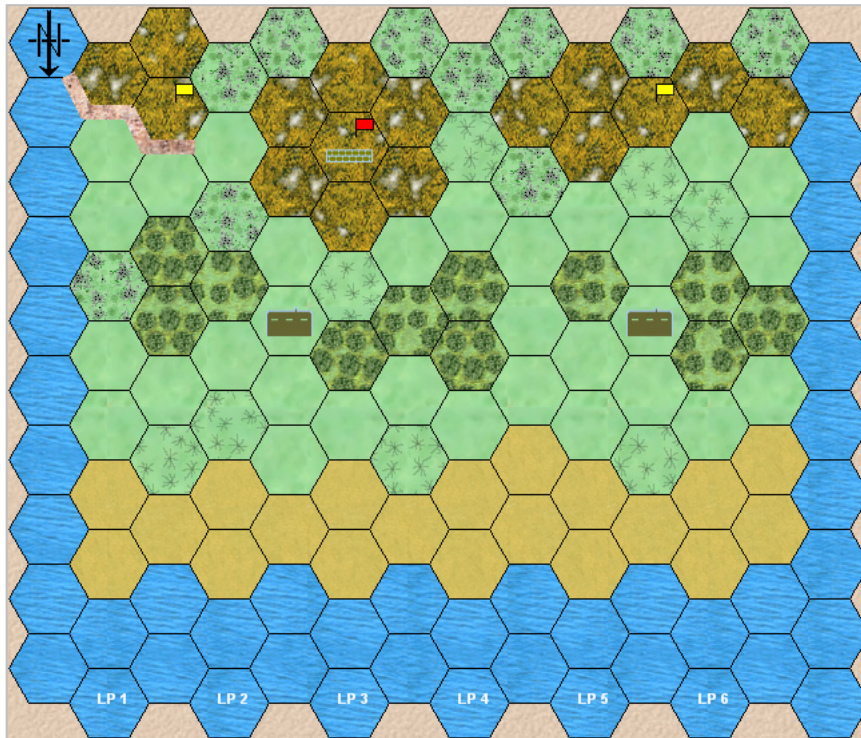


## Island Storming



Board Size: 12x10;  
Hex O: horizontal;  
Type: generic (Pacific);  
Date: unspecified.  
Max. Length: 12 turns

### Description

This is a generic scenario to simulate an attack to a Pacific island by US, Australian or New Zealand forces. The Allies need to clear the island of Japanese troops, while the last must resist the invasion using their strong points. The side water hexes are not playable and can be omitted from the game grid. The scenario is played to score a number of Victory Points (VP).

### Preparation

Japan: places one 2x HMG unit in each of the 2x bunkers and a 3x 75mm ART gun or 3x MTR dug-in in the red flag hex; two **HQ** may be placed within 5 hexes from the South baseline; 6x FIF platoons are kept in reserve for *ambush at will* during T4. One unit with 3x ARM (Type 95 Ha-Go; or 98 Ke-Ni or Chi-Ro; or 97 Chi-Ha) may enter latter (optional). On an assault DR all Japanese units deduct 1 from the die score.

Bunkers are grade 4 and may only fire to the front hexes (within a 120° arc). The marked edges on the South-West hill are escarpments.

Allies: four Coys of 3 platoons; two **HQ**; and two 3x 75mm Sherman units (optional).

Three Coys will disembark from landing crafts; one will parachute into the island.

The seaborne Coys may have each two attached stands, entirely at player's choice; no attachments allowed for airborne troops.

Check for tide (d6): 1-2 low; 4-6 high. Check for current: 1-2 E-W; 3-4 neutral; 5-6 W-E.

Before the game begins secretly select 3 hexes as landing points for each airborne platoon. In phase T2 of turn 1 make one call for an air-to-ground aircraft mission. The HQ may arrive along any platoon.

### Reinforcements

During T5 the Allies land on points LP 1 to 6 (d6): +1 if current E-W; -1 if current W-E. Each unit will occupy one landing craft. On a result lower than 1 or higher than 6 the unit will be delayed. On low tide the platoons must be unloaded in shore hexes; on high tide the landing craft may move 1 hex before unloading.

**Turn 1:** one Coy will arrive on 3 landing crafts (no DR needed); take 3 mission calls for airborne platoons.

**Turn 2:** one Coy will arrive on 3 landing crafts (no DR); one Sherman unit may arrive (DR required).

**Turn 3:** one Coy will arrive on 3 landing crafts (no DR); one Sherman unit may arrive (DR required).

**Turn 4 on:** one single late arriving Ally unit may attempt to land. The Japanese ARM unit may arrive on '6'.

### Objective (VP)

Take the red flag in the mountain top	8pt
Take a yellow flag	4pt
Destroy one Japanese unit or Bunker	1pt
Destroy one Allied platoon	2pt
Destroy one Sherman unit	4pt

Brilliant victory: 20VP and the enemy have less than 15VP.

Standard victory: 15 VP.

Marginal victory: score more VP than the enemy by turn 12.

Special rule: when an Ally HQ rolls a '6' he may issue orders to any **ready** unit, not necessarily the original unit.