

# Island Assault

Toy Soldier Game About Hitting The Beach on a Pacific Atoll

## Introduction

This game is a simple simulation representing the problems of planning and executing an amphibious assault of Japanese-held island in the Pacific.

The game is intended for use with 1/300 scale models.

Ground scale is 1"=100 metres.

Figure scale is 1 base = 1 platoon, one vehicle or gun model = 2 vehicles/guns. One landing craft = one landing craft.

## Supplies

Each platoon/tank requires supplies to shoot (but doesn't need them to move).

One unit of supplies is enough to provide for up to five units at once, within 3" of the unit. It is then consumed. Parts of a supply unit may not be saved up.

Supply units can move on their own, at infantry speed.

Bunkers are assumed to always be supplied.

## Loading

**LST** Can carry one tank OR one gun+lumber OR one company of infantry OR 3 units of supplies or 4 jeeps.

**LSA** Can't carry tanks. One platoon of infantry or 1 unit of supplies.

Turn around times:

Inward/Return trip to transports 3 turns

Reloading landing craft 5 turns

## Movement

	<u>Beach</u>	<u>Open</u>	<u>Jungle</u>	<u>Steep Slope</u>
Tanks	4"	5"	1"	Not allowed
Infantry	2"	3"	2"	x 1/2
Trucks	5"	6"	1"	Not allowed
LST/LSA	-	3"	-	-

### Seeing/Hearing the Enemy

	In open	In jungle
Camouflaged bunker	1"	Invisible
Bunker firing	10"	3"
Infantry	5"	1"
Infantry firing	15"	5"
Tanks	10"	3"
Tanks/Guns Firing	20"	8"

### Combat

Roll 1d6, score in table to score a hit

#### Against Infantry targets

Range	1"	4"	8"	12"	
Infantry	3+	4+	5+	n.e.	-3 fighting in jungle +1 target moving
Tanks	2+	4+	6	6	
Atk guns	6	n.e.	n.e.	n.e.	

#### Against Bunkers

	Close Assault	1"	4"	
Infantry	5+	6	n.e.	-1 fighting in jungle
Tanks	4+	6	6	
Atk guns	n.e.	6	6	

#### Against Armour

	Close Assault	1"	8"	12"	
Infantry	2+	5+	n.e.	n.e.	-2 in jungle (except when close assaulting)
Tanks	2+	3+	5+	6	
Atk guns	2+	3+	4+	5+	

#### Artillery

Artillery (especially naval gunfire) must be given a target point 2 moves in advance.

Beaten zones:	Field gun battery	1" x 2"
	Naval Gunfire	3" x 3"

All targets in area roll for damage, score for a hit:

Stationary Infantry	4+	Moving infantry	2+
Bunkers	n.e.	Tanks	6
Soft vehicles/supplies	2+	Atk guns	3+
Landing craft	4+		

## Damage

Each unit can take a certain number of hits before it is wiped out:

Infantry platoon	4	Small bunker	2
Atk guns	2	Big bunker	3
Tanks	2	Supply unit	1
Soft vehicles	1	Landing craft LST	4
Landing craft LSA	2		