

Weather Report - Hurricanes and Thunderbolts

P-47N vs Ki-84

CAB Medium

Sun SE, 1400 hrs

Victory conditions – shoot down as many enemy as possible without minimal losses. Standard VP scoring

USAAF

1x P-47D25 Veteran (+2) aircrew

2x P-47D25 Skilled (+1) aircrew

1x P-47D25 Green (+0) aircrew

Set up second within 5 hexes of SW corner, any Speed, TAL 4

Variable Rules

1-4 Upgrade Veteran to Ace

5-7 Separated by clouds. Set up one element w/in 5 hexes of SW corner and one element w/in 5 hexes of SE corner

8-10 Is that a P-47 ? – must fly straight and level until Japanese within 10 hexes.

JAAF

1x Ki-84 Ia Veteran (+2) aircrew

3x Ki-84 Ia Skilled (+1) aircrew

2x Ki-84 Ia Green (+0) aircrew

Set up one shotai of 3 aircraft first within 5 hexes of north edge at TAL 5, Any speed

Set up second shotai of 3 aircraft third within 5 hexes of north edge TAL 2, Speed 2

Poor Manufacturing:

Roll d10 for each aircraft before the game begins

1-7 No changes

8 Reduce Robustness to 1

9 Change Accel to Normal and climb to 30

10 Both of the above

Variables Rules

1-3 Combat experience – upgrade 1 Green to Skilled

4-7 Bandits 3 o'clock Low! – Second Shotai sets up within 5 hexes of SE table edge

8-10 Upgraded armament – upgrade one aircraft to the Ib standard by replacing the 2 HMG with 2 MC.

Normandy Strike

P-47's strike against German Panzers moving toward the beaches.

Time: 1100 hours

CAB: Surface Low

Sun: East

Victory Conditions: Standard victory points plus 1 point for each hex attacked, +1 point for each vehicle damaged and +2 points for any vehicles destroyed.

Scenario Special Rules

Place German convoy about 2/3 of the way from south side. Convoy is a mixture of armored and soft targets. If a ground attack hit is scored on the hex, roll damage against robustness for each vehicle using the 11-15 column for 1 hit and the 21-25 column for 2 hits. Soft vehicles are R0, light armor is R1, and fully armored vehicles are R3. Bombs destroy targets as heavy cannon (i.e fail by 2). The German convoy may have several light SPAA (~1 per 4 hexes of convoy).

USAAF

Covering Flight

1x P-47D25 with veteran (+2) aircrew

1x P-47D25 with green (+0) aircrew

Set up first within 5 hexes of south edge, any Speed, any TAL 5.

Attack Flight

1x P-47D with veteran (+2) aircrew

2x P-47D with skilled (+1) aircrew

1x P-47D with (+0) green aircrew

Set up first within 5 hexes of south edge, any Speed, TAL 3.

All aircraft of the attack flight are carrying a Medium bomb load and are considered loaded.

Variable Rules

- 1-3 FlaK over the coast – on random aircraft of the attack flight forced to turn back
- 4-7 Tank buster –aircrew of the attack flight have trained extensively for ground attack and get additional +1 to hit ground targets
- 8-10 Late rendezvous – The Covering Flight was late to the rendezvous point and enters the table on the south edge on turn 2.

Luftwaffe

2x Bf 109 G-6/U4 with veteran (+2) aircrew

2x Bf 109 G-6 with skilled (+1) aircrew

Set up second within 5 hexes of NE table edge, any TAL, any Speed.

Variable rules

- 1-3 Eastern Front Vet - Replace one veteran aircrew with Ace (+3) aircrew
- 4-7 Recalled to the Fatherland – replace one veteran aircrew with a green (+0) aircrew
- 8-10 Bounce – one element of two Bf 109 enters the table on turn 2 at TAL 6 anywhere on the southern half of the table at least 4 hexes from any US aircraft.