

Eye for an Eye

Japanese Briefing

Date: Sept 5, 1943 ~1030 hours

Place: Nadzab, New Guinea

Situation: Imperial Intelligence has provided us with a golden opportunity. We have learned that the Americans will mount an airborne assault on the Nabzab airfield and that General Douglas MacArthur himself will be on hand to observe the operation. Although there is not time to use this information to assemble sufficient forces to oppose the landings, the Japanese Army Air Force has assembled a number of fighters to attempt to penetrate the American air patrols and intercept the General's aircraft. The Army will avenge the Navy's dishonor from the loss of Admiral Yamamoto!

Conditions: Max/Auto Visibility: 20/10 Sun Edge: NE Corner

CAB: Surface Low

Clouds: Table Clouds - smoke screens at TAL 1.
Cloud Border - none

Orders: Destroy the VIP flight at all costs

Game Length: no limit

Scenario Rules

- 1) The Americans have deployed smoke screens to shield the landing zones of the paratroopers. Treat each smoke screen as a cloud at TAL1 only.
- 2) Japanese pilots who have run out of ammunition or have been damaged may attempt to intentionally ram the American bombers. A successful intentional ram does an extra lucky hit to both the bomber and the attacking aircraft.
- 3) B-17's are significantly larger and heavier than the Japanese fighters. In any collision the bombers lose speed as normal but are not randomly reoriented.
- 4) The upper CAB boundry is a friendly American border due to the presence of numerous fighters flying top cover.

Japanese Army Air Force

Elements of 59th Sentai

1st Shotai

- 1x Ki-43-II-Ko Hayabusa with Ace (+3) aircrew
- 2x Ki-43-II-Ko Hayabusa with Skilled (+1) aircrew

2nd Shotai

- 1x Ki-43-II-Ko Hayabusa with Veteran (+2) aircrew
- 2x Ki-43-II-Ko Hayabusa with Skilled (+1) aircrew

3rd Shotai

- 1x Ki-43-II-Ko Hayabusa with Veteran (+2) aircrew
- 2x Ki-43-II-Ko Hayabusa with Skilled (+1) aircrew

Elements of 68th Sentai

1st Shotai

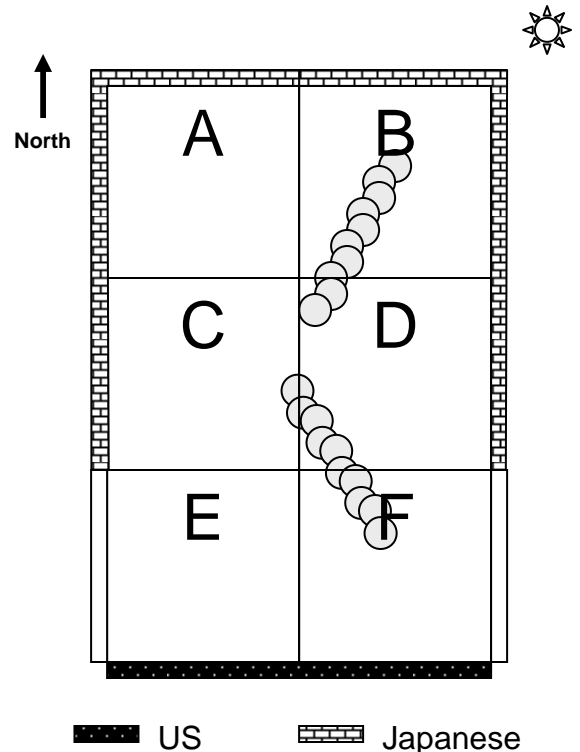
- 1x Ki-61-I-Otsu with Veteran (+2) aircrew – field modification to carry 2x MG151/20 cannon
- 1x Ki-61-I-Otsu with Skilled (+1) aircrew

2nd Shotai

- 1x Ki-61-I-Otsu with Veteran (+2) aircrew – field modification to carry 2x MG151/20 cannon
- 1x Ki-61-I-Otsu with Skilled (+1) aircrew

Japanese shotai may be set up in board section A or B. One shotai may set up in each of board sections C and/or D. Japanese players should note which board section they will deploy in before the Americans deploy. After the Americans have deployed, deploy each shotai into the chosen board section within 5 hexes of the table edge. Make an aircrew test for any shotai set up in C or D using the highest skill of the shotia. If failed, the formation has been delayed getting into position. Leave the aircraft bases in place and deploy the aircraft into those hexes at the beginning of Turn 2.

All Japanese aircraft start at TAL 1, any speed.



Eye for an Eye

American Briefing

Date: Sept 5, 1943 ~1030 hours

Place: Nadzab, New Guinea

Situation: General MacArthur has invited himself along to observe the jump of the 503rd Parachute Infantry Regiment into the vicinity around Nadzab. General Kenney has organized a Brass Hat Flight of three B-17s to carry the MacArthur, Kenney, and General Vasey to observe the operation. Most of the US fighter cover is stacked overhead. Is that movement down in the trees over there?

Conditions: Max/Auto Visibility: 20/10 Sun Edge: NE Corner

CAB: Surface Low

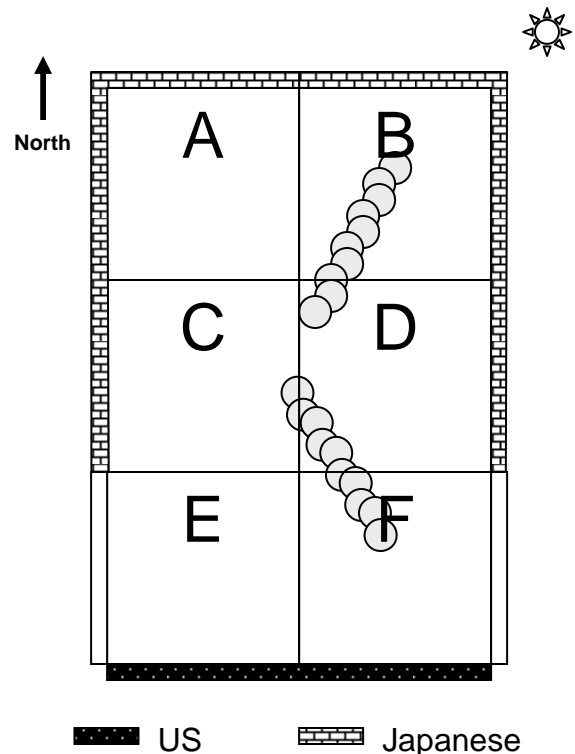
Clouds: Table Clouds - smoke screens at TAL 1.
Cloud Border - none

Orders: Protect the VIP flight and destroy as many Japanese fighters as possible.

Game Length: no limit

Scenario Rules

- 1) The Americans have deployed smoke screens to shield the landing zones of the paratroopers. Treat each smoke screen as a cloud at TAL1 only.
- 2) If no Japanese start within 10 hexes of any US aircraft, the Americans must plot an F2 maneuver for turn 1 and must carry out the plotted maneuver until the Japanese are spotted. As soon as any formation sees the Japanese, the Americans are free to adjust their maneuvers for that turn, adjust speed, and to freely plot maneuvers for following turns.
- 3) B-17's are significantly larger and heavier than the Japanese fighters. In any collision the bombers lose speed as normal but are not randomly reoriented.
- 4) The south table edge is a friendly edge for the Americans. Any bomber exiting any other table edge must roll to safely return to base as normal. The upper CAB boundary is a friendly American border due to the presence of numerous fighters flying top cover.



United States Army Air Force

Elements of 80th Fighter Squadron, 8th Fighter group

1st Element

1x P-38F Lightning with Veteran (+2) aircrew

1x P-38F Lightning with Skilled (+1) aircrew

2nd Element

1x P-38F Lightning with Veteran (+2) aircrew

1x P-38F Lightning with Skilled (+1) aircrew

3rd Element

1x P-38F Lightning with Veteran (+2) aircrew

1x P-38F Lightning with Skilled (+1) aircrew

Elements of 43rd Bombardment group

Brass Hat Flight

2x B-17F Flying Fortress with Veteran (+2) aircrew

1x B-17F Flying Fortress with Skilled (+1) aircrew

Set bombers first in board section D within 5 hexes of board section A and with at least 1 hex between each bomber. Facing north, TAL 3, Speed 2. Set up fighters within 10 hexes of bombers facing north, any TAL, Speed 2.

All Japanese aircraft start at TAL 1, any speed.