

Come On Charlie!

Setting

Date: June 9, 1942, ~1040 hours

Location: Near Cape Ward Hunt, New Guinea

History: On the morning of June 9, 1942, 11 B-26 Marauders bombed the Japanese airfield at Lae. The formation was attacked by Zeros of the Tainan Air Group and badly shot up before they could rendezvous with their outbound fighter escorts. The escorts from the 39th Fighter Squadron (call sign Charlie) came upon the Zeroes as they were completing their attacks on the Marauders and enjoyed the advantage of altitude for a change. Jack Jones was the first to spot the Japanese and led his element into the attack

Conditions: Max/Auto Visibility: 20/10 Sun: Edge 2

CAB: Low

Clouds: Table Clouds: none Cloud Border: none

American Orders: Achieve more victory points than the opponent. Score +4 VP for each B-26 that exits the south table edge and reaches Port Moresby safely

Japanese Orders: Achieve more victory points than the opponent.

Game Length: no limit

Scenario Rules

1. The Japanese Zeros have been engaged in a running fight with the B-26's. All Japanese aircraft have already fired their guns.
2. B-26s have dropped their bombs and are not loaded. The bombers must still move in move group 1, but may move ahead of other aircraft in that move group if they have altitude or sun advantage.
3. Japanese aircraft are not carrying radios. Japanese players may only communicate by hand signals.
4. The Japanese are fixed on their bomber targets and have been bounced. All except Yoshino must move in Move Group 1 for the first turn.



Japanese Naval Air Force

Elements Tainan Air Group

1x A6M2 w/ Ace (+3) aircrew (Petty Officer 1st class Saburo Sakai)

1x A6M2 w/ Veteran (+2) aircrew

5x A6M2 w/ Skilled (+1) aircrew

Set up second, 3-10 hexes from US bombers. Roll a d6: 1-3 position aircraft with any bomber in F arc, 4-6 position aircraft with all bombers in R arc. All aircraft must be at least 2 hexes from each other. TAL 1-3, Speed d3+1.

1x A6M2 w/ Veteran (+2) aircrew (Warrant Officer Satoshi Yoshino)
Set up last, 3 hexes behind Lt Bartlett. Any TAL, Any Speed.

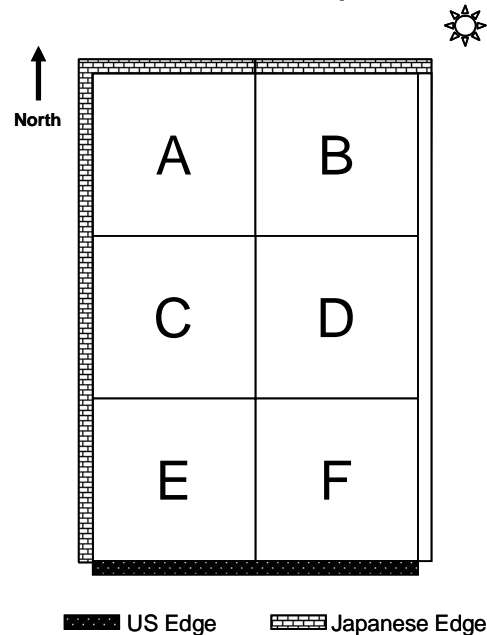
Variable Rules

- 1-3 Built Tough.** The fight against the robust US bombers has consumed large amounts of cannon ammunition. One random Zero other than Yoshino is out of cannon ammunition and has only LMG available.
- 4-6 Poor Conditions at Lae.** Downgrade one skilled Japanese aircrew to Green (+0) due to poor diet and malaria.
- 7-10 Reinforcements.** One A6M2 Zero enters on turn 2 anywhere within 5 hexes of the edge of Board Sections A or C. TAL 1, Speed 2

Aftermath

Although the B-26 formation was badly mauled prior to the arrival of the Airacobras, Jones and Suehr each managed to down a zero in the engagement, including flight leader Satoshi Yoshino, credited with 15 kills at the time. The rest of the flight recorded 3 more Zeros downed. Jones and Suehr finished the war as aces with five kills each.

Scenario Set-Up



United States Army Air Force

Elements of 39th Squadron, 35th Pursuit Group

Jones' Element

1x P-400 w/ skilled (+1) aircrew (2nd Lt Curran L. 'Jack' Jones)

1x P-400 w/ skilled (+1) aircrew (2nd Lt Dick Suehr)

1x P-400 w/ skilled (+1) aircrew (2nd Lt. Price Bartlett)

1x P-400 w/ green (+0) aircrew

Set up third, in formation behind Jones, at least 3-10 hexes

from any Japanese fighter. Any TAL, any Speed. Bartlett must be furthest from the Japanese.

Green's element

1x P-400 w/ skilled (+1) aircrew (1st Lt. Robert 'Joe' Green)

1x P-400 w/ skilled (+1) aircrew

2x P-400 w/ green (+0) aircrew

Enter on turn 2 anywhere in Board Section C or D. TAL 6, Any Speed.

Elements 22nd Bomb Group

6x B-26 w/ skilled (+1) aircrew

Set up first in Board Section A or B at least 10 hexes from any edge. TAL 2, Speed 2.

Variable Rules

- 1-3 Prop malfunction.** The variable pitch on Joe Green's aircraft has malfunctioned. The aircraft may either abort and not enter the table or may enter with the following penalties: Lx, -1 top speed, half climb.
- 4-6 Trigger happy.** Any American pilot with a legal shot during the first turn must take the shot.
- 7-10 Bird Hunter.** Jack Jones grew up hunting birds and is a naturally good shooter. Treat Jones as a Veteran (+2) aircrew when shooting