

18.0 EXAMPLES OF PLAY

The following examples of play are intended to illustrate key aspects of the game, as well as ease players into play.

18.1 Scramble

The Japanese player has designated Soerabaja (1807) as the target hex. The most distant mission unit is flying from the Indochina off-map airbase (SR range of 8). The Allied player has two un-flown Brewster Buffaloes in Lombok (2108) and two flown P-40s at a disrupted mobile airbase in hex 1707. Darwin is not in range and there are no RB units on patrol within range of Soerabaja. A Japanese recon unit is over Soerabaja.



For the Lombok units, the “?” scramble modifier is its maximum of -4 (8 minus 3=5), plus 1 (for the Japanese recon unit), thus a net DRM of -3. The first Buffalo from Lombok rolls a die of 5 -3 DRM = 2 which is ≤ its 3 TMA and thus succeeds in its interception attempt. The second Buffalo from Lombok rolls a die of 10 -3 = 7 which is > its 3 TMA and thus fails to intercept the Japanese attack mission.

For the 1707 mobile airbase units “?” is also its max of -4 DRM (8-1=7). There is the +1 DRM for the Japanese recon unit and +2 DRM for the disrupted airbase, therefore, a net of -1 DRM. The first P-40 from 1707 rolls a die of 9 -1 DRM = 8, which is > its 4 TMA and fails to intercept. The other P-40 from 1707 rolls a die of ‘5’ -1 DRM = 4 which equals its 4 TMA and thus succeeds. At this point the Japanese player reveals that Soerabaja’s port is the target type in the hex.

18.2 Air Combat (includes AA and Bombing)

Since there is a successful interception, this takes place on the TBB. The Japanese player secretly assigns movement sequence numbers to each of the units in his coordinated mission: J1 and J2 go to the two Ki-21 (Sally) bomber units that he will place in entry hexes 3615 and 3815 respectively. Sequence numbers J3 and J4 go to each of the Ki-43 (Oscar) escort fighters, which will set up in hexes 3914 and 3514 respectively. Unit J3 has an ace marker with it. The Allied player assigns A3 to his Buffalo, and A4 to the P-40. All fighters start at high altitude. The loaded bombers start at medium altitude. The Air Battle Impulse Marker is placed in position 1 of the Air Battle Track. All mission units are placed in their entry area hexes.



ROUND 1

- **J1 (Ki-21)** Moves to hex 3612
- **J2 (Ki-21)** Moves to 3812
- **J3 (Ki-43 w/Ace)** (who has a modified TMA of 5) moves to 3713, facing 3714 (“backwards”)
- **A3 (F2A)** entry roll of 5 has him enter at 4206 and flies to 4006, facing 3906
- **J4 (Ki-43)** Moves to 3411, facing 3310
- **A4 (P-40)** Rolls an entry roll of 6, but judging the position to be sub-optimal, enters and immediately leaves the TBB



The Air Battle Impulse marker is moved to box 2 on the track.

ROUND 2

- **J1 (Ki-21)** Dives to low altitude (gains 1 MP) and moves to 3608 facing 3607
- **J2 (Ki-21)** Dives to low altitude (gains 1 MP) and moves to 3808 facing 3807
- **J3 (Ki-43 w/Ace)** Moves to 3711, facing 3811
- **A3 (F2A)** Dives to medium altitude (gaining 1 MP), to 3805, facing 3705
- **J4 (Ki-43)** Moves to 3507, facing 3607
- **A4 (P-40)** Remains off the TBB as the first of its two mandated impulses it must remain off-board



The Round Marker is moved to the 3 Box.

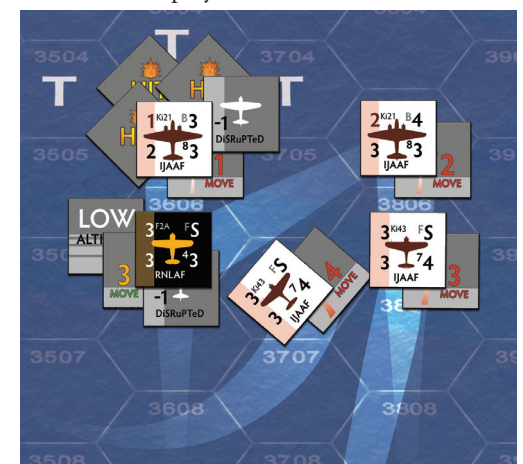
ROUND 3

- **J1 (Ki-21)** Moves to the target zone hex 3605 to unload its bombs on Soerabaja. The AA fire roll of 1 +2 (AA factor) = 3, and when cross-referenced on the 3 DF row, misses. The bombing DR is a 6. Adding the BF of 4 and +1 DRM (low altitude) nets an 11 result. Cross referencing this net result on the “Port” row of the Bombing Table, we find that the Ki-21 scores 3 hits on Soerabaja’s port (Hit markers are placed).
- **J2 (Ki-21)** Moves forward to hex 3805 (under A3)
- **J3 (Ki-43 w/Ace)** dives to medium altitude (gaining 1 MP), moves to 3806 facing 3805, and makes an attack against A3. He rolls a 1 that is modified as follows: +4 (Ki-21’s CF) +2 (Japanese Ace) -3 (F2A’s DF) -1 (Side shot), which makes a net of 3. This is equal to the F2A’s DF, so has No Effect, *but* a 1 was rolled, so another roll must be made on the Lucky Shot Table. The Japanese player rolls a 6, which has no effect.
- **A3 (F2A)** The Allied player decides to have A3 attack J1 with a rear shot, so he dives to low altitude (gains 1 MP) and first moves to 3705. Since

Note: Hit and Altitude markers are not put on the TBB normally, but are shown in these diagrams to illustrate the round’s actions

he is now at the same altitude as the bombers, J2 rolls to see if he can use defensive fire vs. A3. A comparison of their TMAs shows there is no difference and thus there is no DRM. He rolls a 7 and is unable to use defensive fire (needing a 5 or less to fire). J1 (2 hex range) attempts to fire but is unable to as well. A3 moves into hex 3606. J1 succeeds in being able to use defensive fire and causes a disruption on A3. J2 fails his Defensive Fire roll. A3 makes a 2-hexside turn (finishing his move) and now fires at the rear of J1. He rolls an 8, which is modified by +2 (targets rear arc) -2 (firer disrupted) +3 (firer’s CF) -3 (target’s DF), which nets out to a result of 8. The bomber’s DF is 3; this result is more than twice as much as the Ki-21’s DF, so the bomber is disrupted and takes a step loss.

- **J4 (Ki-43)** Dives to medium altitude (gaining 1 MP) and moves as follows: first to 3608, 3707, 3807, turns 2 hexsides (1 MP), and finally to 3706 facing 3606. Since he is at medium altitude, he cannot fire at A3 who is at low.
- **A4 (P-40)** Remains off-board finishing two rounds to redeploy



The Round marker is advanced to Round 4.

ROUND 4

- **J1 (Ki-21)** Since he is unloaded, his TMA is increased by one but the disruption reduces his TMA by 1. J1 moves to 3602 getting ready to exit the TBB.
- **J2 (Ki-21)** Moves 3804, left turn, into 3703 target hex and makes his bombing run. First there is the AA fire. The Allied player rolls a 10, modifies this by +1 (current AA), which nets an 11. Cross-referencing the net result with the bomber’s DF at low altitude results in a disruption and step loss to the bomber. The Japanese player now rolls a 2 for the bombing attack. This is modified by -2 (disrupted) +1 (low altitude) which produces a net result of 1. Consulting the Bombing Table on the Port row shows no hits.
- **J3 (Ki-43 w/Ace)** It is time to put some hurt on the F2A. He moves into 3807, 3808, 3708, 3608, 3607 and now fires at A3. He

rolls a 6, modified +4 (Ki-21 CF) +2 (Japanese ace) +2 (rear arc) -1 (1 hex between firer and target) -3 (F2A DF), which is a net result of 10. This result is more than double the F2A’s DF, so it is disrupted and takes a step loss.

- **A3 (F2A)** The F2A has only an TMA of 2 now. The Allied player decides that it is time to try and get out of harm’s way, and decides to climb to medium altitude and moves forward to hex 3605.
- **J4 (Ki-43)** Climbs to medium altitude and moves into hex 3606 (2 MPs) and fires at A3. His roll of 9 assures him of a step reduction and the F2A is removed from play. Knowing that the P-40 can still arrive, he continues his move to 3603, facing 3602.
- **A4 (P-40)** The Allied Player rolls his die to see where the unit will enter. He rolls a 5. This is way out of the action so he decides to not enter the unit and thus ends the TBB battle.



Air units now return to their airbases. Both bombers will return to Indochina. Since they are disrupted, the Japanese player must make Landing Accident rolls for them. There are no modifiers to the roll. For J1 he rolls a 4, so it lands safely. But for J2, he rolls a 10. It takes a step loss and is eliminated.

All other air units are not disrupted, so they land at their friendly bases in the flown not disrupted boxes.