

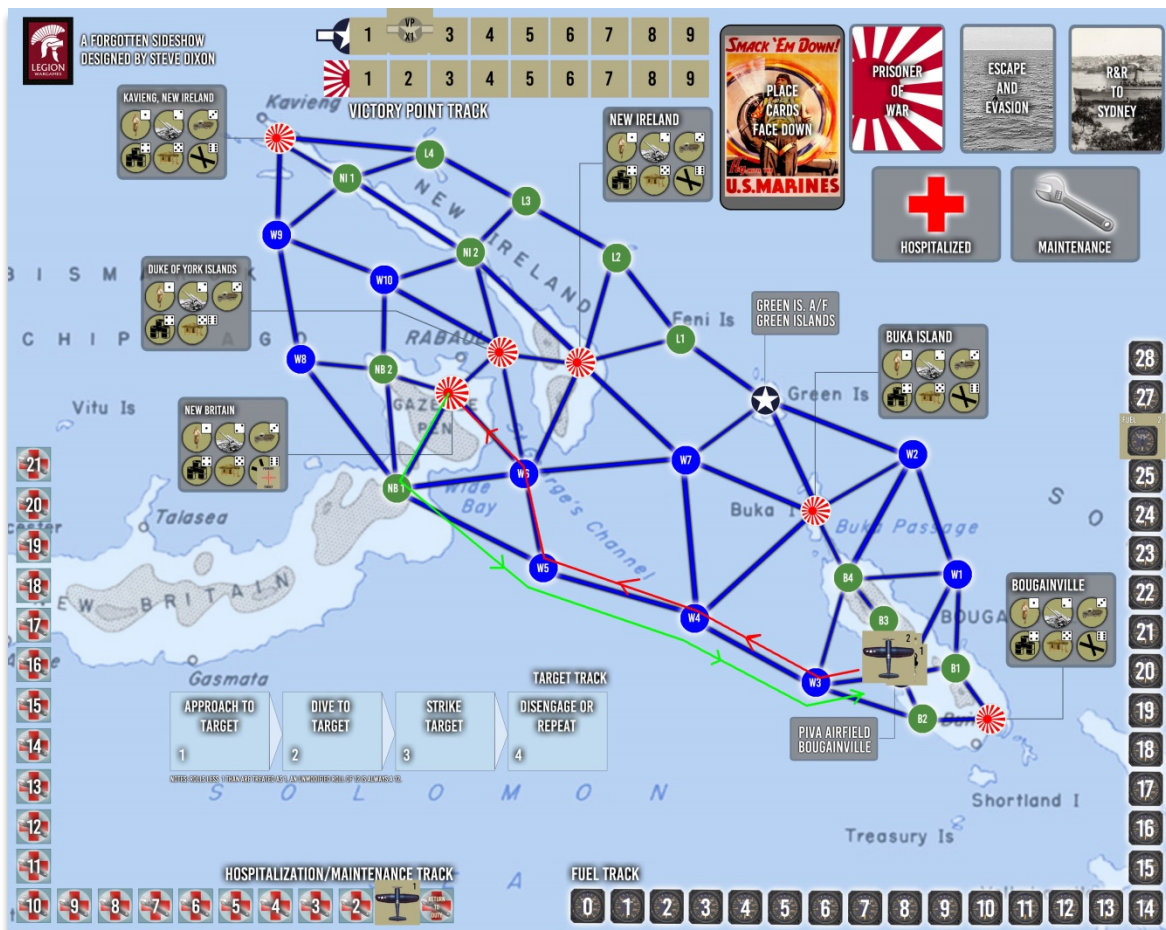
## A Forgotten Sideshow – Mission 2

This is an AAR of my second mission in the Basic Game Campaign, which consists of two missions per day. The length of the basic game campaign is six days. To determine my mission, I roll 2d6 on the Basic Game Mission Table. I roll a six, giving me a strike mission to Vunakanau Airfield on New Britain. I place a target marker on the airfield icon in the New Britain box.

4	Strike Mission. Experimental Farms, <b>New Britain</b> . Place target marker on huts icon in <b>New Britain</b> .	1 500 Pound Bomb/ 50 cal.
5	Fighter Sweep Mission. All zones in <b>New Ireland</b> and <b>Duke of York Island</b> . Place target markers on Japanese held zones on NI and DYI.	1 500 Pound Bomb/ 50 cal.
6	Strike Mission. Vunakanau Airfield, <b>New Britain</b> . Place target marker on airfield icon in <b>New Britain</b> .	1 500 Pound Bomb/ 50 cal.

On strike missions, your target is already stated for you. There is no need to roll the dice to determine type of target.

As in the last mission, I will be carrying a 500 lb. bomb along with my standard armament of 50 caliber machine guns. I will be using plane counter no. 2 for this mission. So I place it, the bomb marker and pilot marker No. 1 on the Piva space. I place the fuel marker labeled 2 on the 26 space of the fuel track.



So here is my route I will take (see previous page). My route to the target is in red and my route home is in green. A Strike mission does not allow for spotting enemy units on the way to the target. The player is free to spot when on his way home.

Since most of the mechanics were described in the first AAR, I will gloss over the same procedures. When a new item comes up I will go into detail with it.

My take off is ok, and weather was clear all the way to W6. For my next turn I will be entering the target zone. Here is the situation:



Like I did during my previous outing, I consume 1 fuel point and temporarily move my plane, bomb, and pilot counter to the space labeled 1 on the Target Track. I draw a card to determine Japanese resistance, and I draw a "None" – no resistance. It will be clear sailing as I drop my bomb. Because of no resistance, I immediately move my plane to the space labeled 3 on the Target Track. I now attempt to spot the Target, rolling on Table 3-2. I roll a 7, spotting the target. I now drop my bomb by rolling 2D6 under the airfield column and cross-reference it with the 500 lb. bomb. I roll a 9, scoring a direct hit. I remove my bomb target counter and proceed through the rest of the Target Track since there is no resistance.

I place my plane and pilot counters to the NB1 land zone and move my fuel counter to the space labeled 21. Here is my situation.



I can now search the NB1 Land space. Weather is clear so no modifier for that. I roll 2D6 on Table 3-1 to determine if a possible contact is made. I roll a 7 indicating a possible contact. I now roll 2D6 on Table 3-1A under the land column to see if I have in fact made contact with an enemy unit. I roll a 3 and a 5 which for this table is a 35. Buildings are spotted so I place a buildings marker on the space.



A card is drawn to determine the intensity of fire I may be facing. I draw a card indicating the Japanese will put up moderate fire. The player rolls three dice and for each 5 or 6 rolled, a hit is sustained by my plane.

During a search the Japanese Fire first, then I will fire. Lastly if I sustained any damage from Japanese fire it now goes into effect. Here is what I rolled: 1, 3 and a 5. Just one hit. I now determine where the hit occurred by rolling 1D6 on Table 4-1. I roll a six taking a hit in the tail section. I now see if any damage has been done by rolling on Table 4-6. I roll 2D6, resulting in a 7. I take a hit to the rudder. I mark the damage on my Corsair damage sheet. Two more hits to the rudder and I lose the plane. I now attempt to

fire, rolling 2D6 on Table 3-1C. I will look at the MG column under buildings to determine what damage if any I have caused. I roll a 4, missing the target. At this point the player makes a decision – attack the counter again or move to the next zone. I decide to attack again. Each attempt after the initial attempt to hit the target will cost me a fuel point. My fuel is now down to 20.



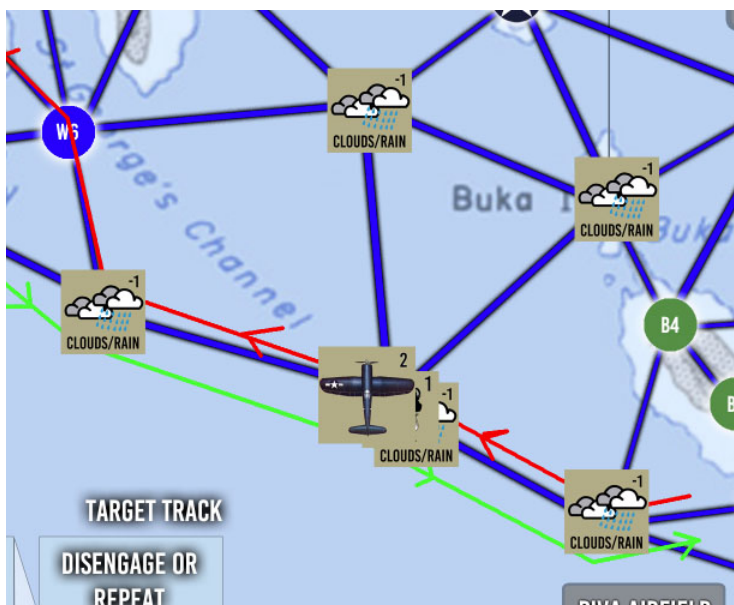
The Japanese fire again, using the card already picked. This time I roll a 3, 3, and a 4. No hits are scored. I now fire. I roll a 7, damaging the target. I place a damaged counter on the Japanese unit.

I decide to go around again and attempt to destroy the target, earning a point for doing so. But first the Japanese fire, rolling the following: 4, 6, and 6, two hits are scored. Rolling on Table 4-1 I suffer a hit in the starboard wing and fuselage. I take a hit to the aileron, destroying it. The damage is noted on the Corsair damage sheet. I now roll to see if the pilot may have been hit. He is, so I roll on Table 5-1 to see how severe his wounds may be. Unluckily he has suffered a serious wound (rolled a 5).



I now roll on Table 3-1C to see if I may have hit the target again. I roll 2D6 scoring a 4, missing the target. The buildings and damage markers are removed. I will risk no more attacks and

move to the next zone. The weather is clear since a marker is present. My fuel is at 18. My serious wound will hamper my attempts to make it back. So I move to the next zone, consuming a fuel point. Since no weather counter is present, wx counters on the board are removed, then I draw a weather card, revealing clouds/rain. Cloud Rain counters are placed my zone and zones connected to the one I occupy. My situation is below.



I now roll on Table 2-1 to see if I made it through the front. There will be a -3 modifier on my roll (-1 for the clouds/rain and -2 for my wound). I roll a modified roll of 4, so I have to roll again to see if I push through the front. My fuel now stands at 16. I roll again, getting a modified roll of 1. My plane is lost. My pilot bails out using the controlled column on Table 5-2. I roll a modified 2, indicating I bailed out safely. I now roll on the Escape and Evasion Table 5-4 to determine the fate of my pilot. I roll a 5, indicating I have been rescued by Dumbo. My counter, along

with a serious wound marker, is placed in the in the Hospital Box.

I now perform the End of Turn maintenance phase. First I earn 2 points for getting a direct hit on my target. The Japanese do not earn points for the loss of my plane since that was due to weather. Next the plane on the Hospitalization, Maintenance track is moved to the returned to duty space. I can now use it on my next mission. The counter is put in my pool of aircraft. I now roll 1d10 on Table A-6 to determine how long my pilot must stay in the hospital. There will be a +2 die roll modifier for the serious wound. My final, modified result is a 7. The pilot will spend four turns on the Hospital track. I place the pilot counter on the 4 space of the track.

Because I lost an aircraft, I check to see if I receive any aircraft to bring my total up to 25. I roll 1d10 on Table A-9, getting a 1. Cross referencing the result gets me 1 Corsair, so my total is back up to 25. There is no other item I need to perform so my turn is over.

What I thought would be a relatively good mission turned out to be costly – a plane lost and a pilot in the hospital.

