

Kenney's Boys AAR #2

This is the second AAR for Kenney's Boys. I am using the optional rules so I can demonstrate attacking a convoy. Just how large the convoy will be, and if it has an escort, is determined when I enter the Zone and draw a marker from the container containing the convoy markers. I am flying out of Biak. The date is July 1, 1944. I'll be using a B-25-J with the standard armament. All aircraft in the game carry two fire extinguishers.

Crew:

Pilot: 1LT Harry Bunson

Co-pilot: 2LT Tom Beaker

Bombardier: 2LT Chuck Gassman

ENG/Dorsal Gunner: MSGT Toby Turner

Radio/Waist: TSGT Scott Wilson

Tail Gunner: CPL Bob Baker

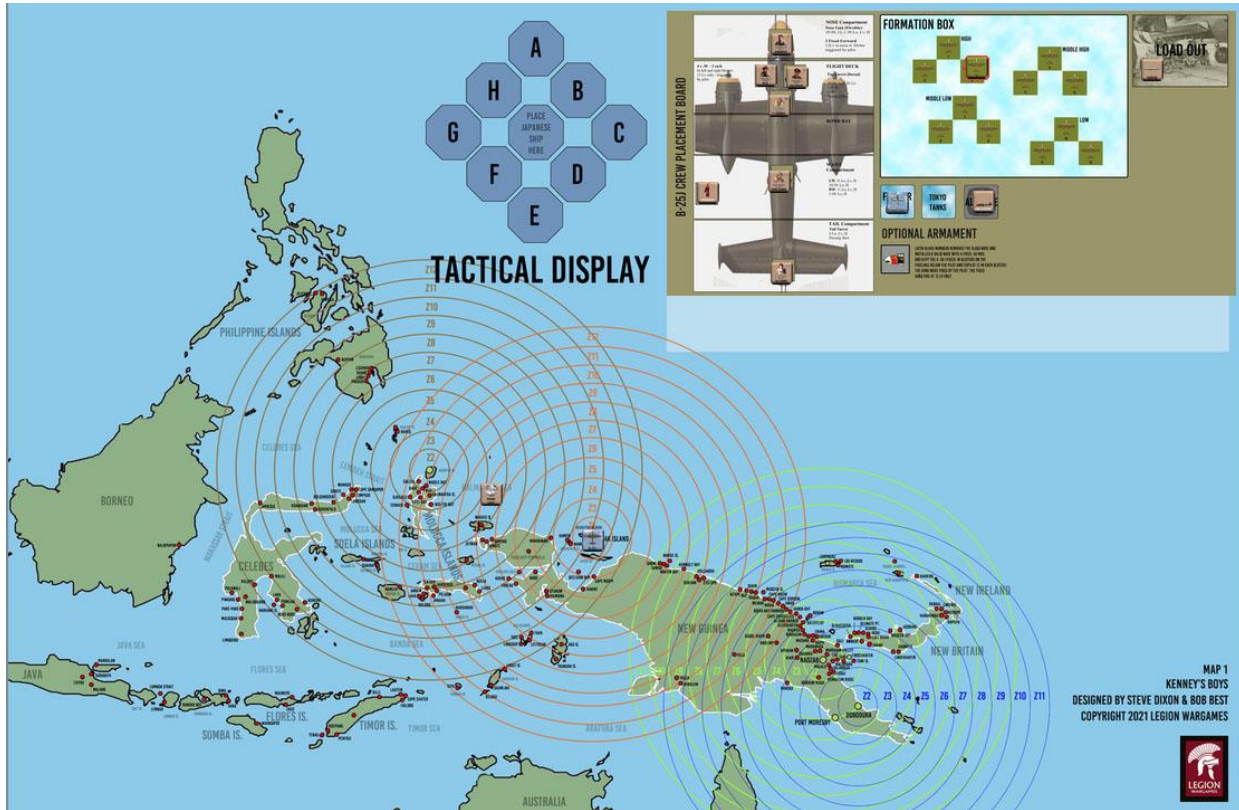
Expected Japanese resistance for the time period is Token. My initial attack formation is Trailing Section. My plane will be carrying a torpedo, along with its standard armament. I have P-47s as an escort. Escort is "good" all the way to the target.

The above information is determined during the set up phase prior to taking off from the base. Unlike the basic game, the aircraft are restricted by range. So, depending on which Zone the target is located, you could carry Tokyo Tanks or land at an allied base to refuel prior to reaching your target. Since my target is located in Zone 7 and the B25-J has a range of 12 Zones, I do not need the Tokyo tanks, nor do I have to land at an allied base to refuel.

NOTE: There is a glitch in the vassal module that affects the bomber zone marker on the map. It changes from the B-25 to the A-20. It will be fixed for playtesting.

Kenney's Boys AAR #2

Set up prior to take off:



Turn 2 (Take Off)

No issues taking off. Proceeding to Zone 2.

Zone 2

Our P-47s join us and we have them all the way to the target and back. The weather is a bit hazy but poses no problems for us. No problems with the aircraft as we climb to medium altitude. The Japanese are active as we spot a few of their planes heading our way. The P-47s maneuver to engage them. We see two George's coming in; one at 1:30 Low and one at 9 level. Both are driven away by our fighters. On to Zone 3.

Kenney's Boys AAR #2



Zone 3

As we moved into Zone 3, the clouds increased to 50% cloud cover. We maintained our medium altitude and our plane continues to operate on all cylinders. One Tojo attempted to attack us but was driven away by our escorts. On to Zone 4.



Kenney's Boys AAR #2

Zone 4

We maintain our altitude as the clouds cleared giving us good visibility. But that works for the Japanese as well. "Toad Stool" continues to operate at a 100%. Luck was with us as no fighters appeared. (Rolled a Random Event – Rabbit's foot). We inch closer to the target.



Zone 5

We continue to maintain altitude and our B-25 encounters no mechanical issues. Clouds are now at 50%. We encounter no Japanese Fighters and move on to Zone 6.



Kenney's Boys AAR #2

Zone 6

Weather turned crappy at 100% cloud cover. We hear no recall and continue at medium altitude with "Toad Stool" showing no glitches. We see no enemy fighters! On to the target!



Zone 7

I've reached the target hex. This is where the game departs from others in the series. Once entering the target zone I immediately "Hit the Deck" (use the low altitude marker) and form up in the Trailing Section formation. I maintain the same position – position 3. A card is provided with the three On-The-Deck formations. See the end of report.

Weather is haze and will have no effect on targeting. No mech failure so now to see if the Japanese attack with their air assets. My fighter cover is good, and the Japanese do not attack.

To determine what you will be hitting, you would draw an open seas counter out of a cup, revealing your target. Since I am using a vassal module that is not complete, for illustration purposes I will be attacking a small convoy, comprised of one cargo ship and one destroyer. Since it contains a destroyer, I must attack it before attacking the cargo ship. I place this marker in the target zone.

Kenney's Boys AAR #2



Next, I pick a counter out of the destroyer cup and place it on the Tac Board face-up with its bow pointing towards the letter A. I will be attacking an Asashio class ship. As an option, the player may determine the name of his ship and tonnage by using the provided ONI pamphlet. In the pamphlet, you will also find the ships fire fields for combat. See below:

Asashio Class Destroyer

Gunnery Fields

Page 3

ASASHIO CLASS - DD 76-85

ARMAMENT

PROPELSION

Gunnery Notes: Light, Medium or Heavy matches column to be used on Table 6-3 when firing at US planes.

Known Names

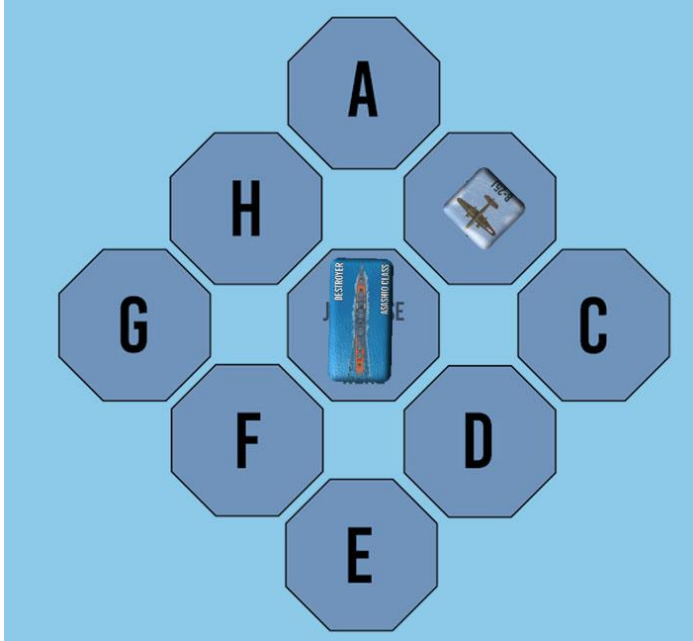
Roll	Name	Tonnage
00-09	Asashio	1500 to 1650
10-19	Ōshio	1500 to 1650
20-29	Michishio	1500 to 1650
30-39	Arashio	1500 to 1650
40-49	Asagumo	1500 to 1650
50-59	Yamagumo	1500 to 1650

Roll	Name	Tonnage
60-69	Natsugumo	1500 to 1650
70-79	Minegumo	1500 to 1650
80-89	Arare	1500 to 1650
90-99	Kasumi	1500 to 1650

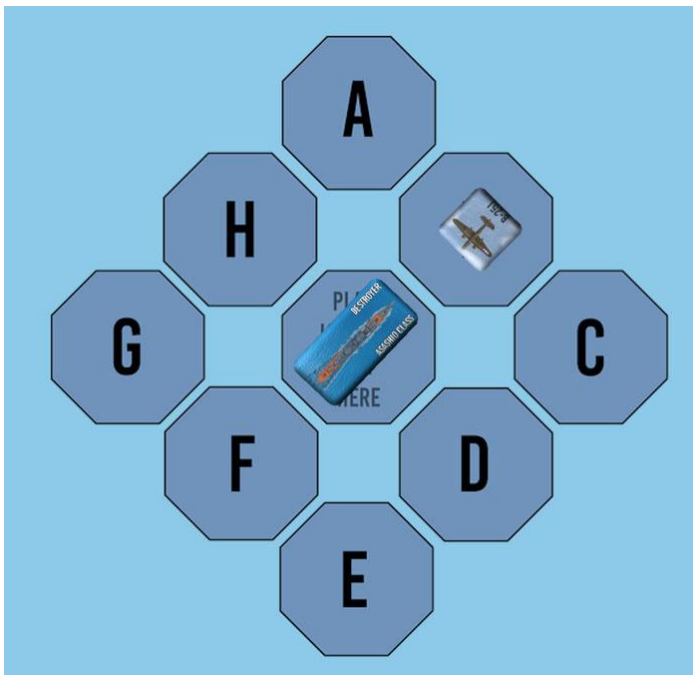
Kenney's Boys AAR #2

I'll roll for a name and the tonnage. I roll a 19 using 2D10. I will be attacking the Ōshio, weighing in at the 1500 to 1650 ton range.

Next, I place my zone marker counter in any hex facing the destroyer. I choose to place it in Hex B.



Now, the destroyer attempts to maneuver by rolling on Table 6-6A. I roll an eight, the ship moves one hex side to starboard (right). The ship now has his bow facing at me.



Kenney's Boys AAR #2

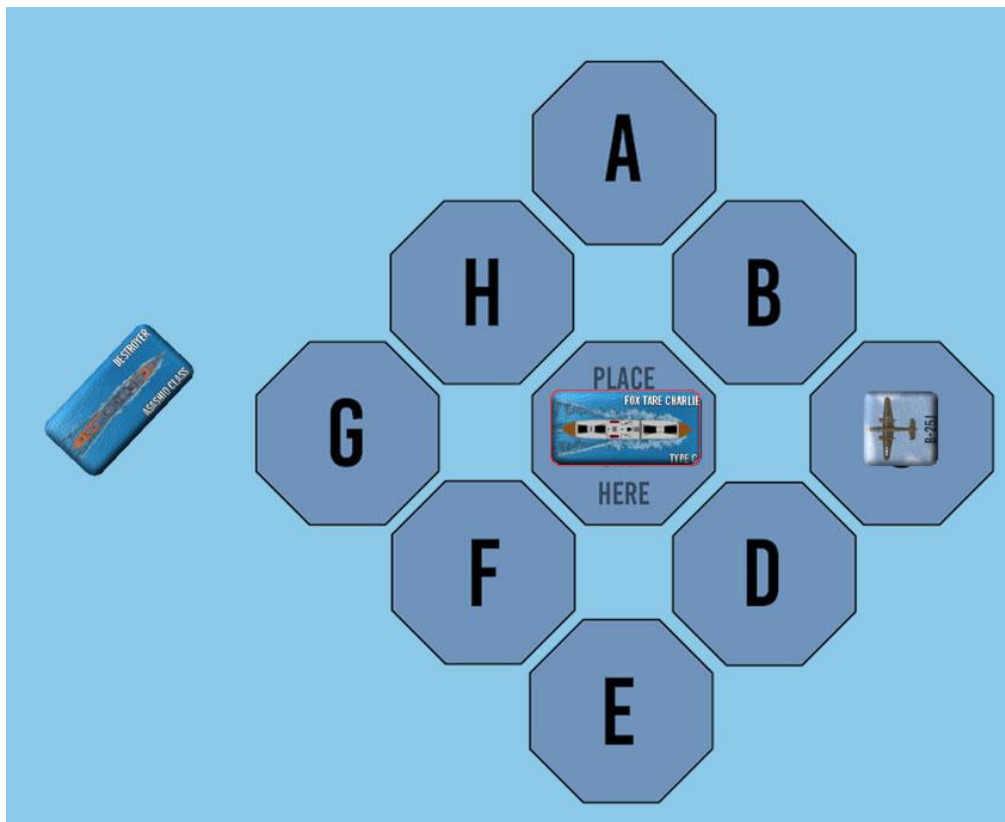
This represents the final positions of each before the first round of combat commences. The Japanese will fire first, followed by the US player. All damage is resolved after the US player fires.

The destroyer has the ability to throw medium flak at the 45 degree angle, so the player will roll 2D6 three times under Table 6-3 under the medium column. One hit is received by my plane.

Now, I fire my torpedo under Table 6-7A. I roll a seven, lightly damaging his ship. This causes one point of damage. I note this on my mission log sheet. I next roll for damage caused by the flak hit. Since the ship will always attack from the 12 Level position, I roll 2D6 under Table 5-16 on the B-25 Pilot Manual. I take a hit on the starboard wing. I then go to Table A-6 Wings of the pilot manual roll 2D6. The flak hit knocks out my starboard wing aileron.

The next round of combat begins. I have three options: go after the destroyer again, go after a cargo ship, or head for home. Since I have fulfilled the attack on the destroyer, I decide to strafe the cargo ship. The destroyer marker is set off to the side and I replace it with a cargo ship, a Fox Tare Charlie Type C: the Atsuta Maru, listed at 2,750 tons. The ship is unarmed.

I leave B-25 where it is, while the cargo ship attempts to maneuver. The ship moves two hex sides to starboard, facing me. Not a good angle for me.



Kenney's Boys AAR #2

Rolling under table 6-7C, I roll a 9, subtracting 1 for the destroyer still afloat. The result is an eight; Dead in the water with three hits. The ship can no longer maneuver. I mark off four boxes for both the left and right blister to show the expended ammo.

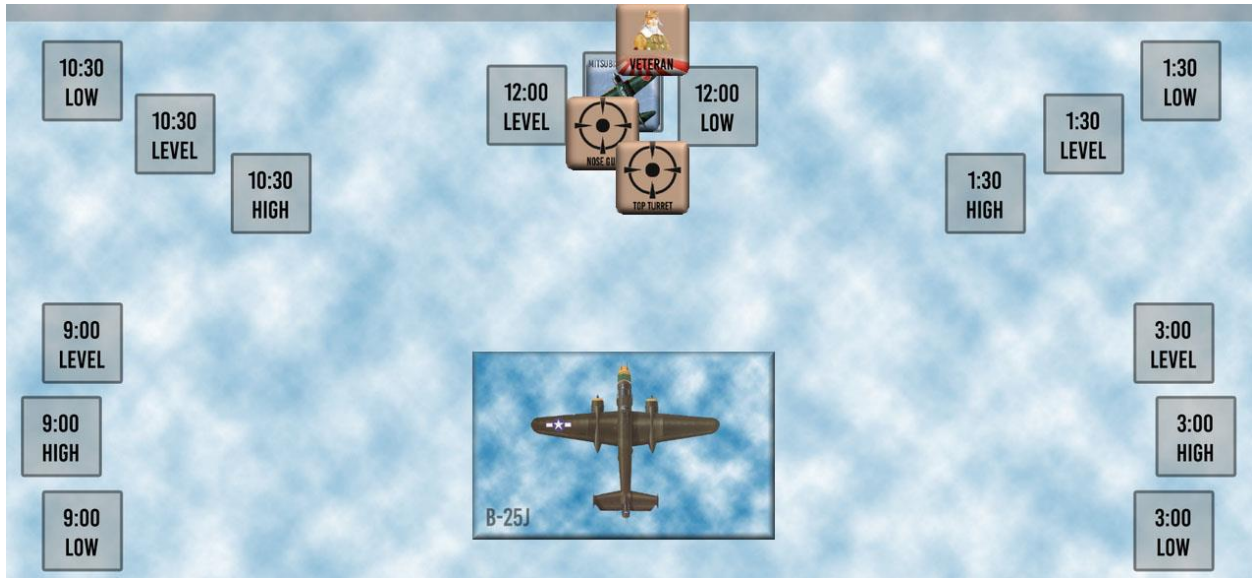
Since the ship can no longer move, I place my bomber on the hex labeled "E". I roll again resulting with an 8, -1 for the destroyer, giving me a 7. Three more hits; the cargo ship has suffered 6 hits. It only takes four hits to sink a cargo ship. I remove the ship from the board. I opt not to attack the destroyer again, and head for home. I return my bomber marker to Zone 7 pointing it towards Biak.



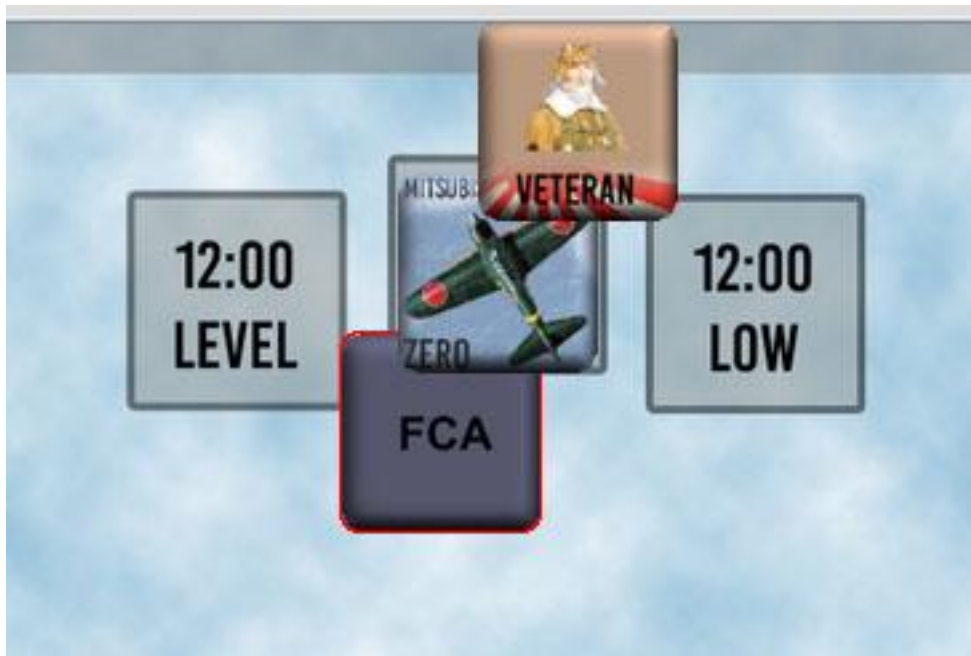
Zone 7 (heading home)

As we turned around, we were attacked by two Zeroes. Our fighter cover drove them both away. Another two came in in another wave. One fighter was driven off leaving one Zero attacking us at 12 high!

Kenney's Boys AAR #2



My top turret and nose gun will target the Zero. Piloting the Zero is a veteran pilot. My nose gun missed but the top turret scored a hit. The hit damages the Zero but it continues its attack.



The Zero scores a hit on "Toad Stool" causing superficial damage. It now comes in for another attack from the same position at 12 high. Both my Nose and Top turret fire again. The nose gun misses but the Top turret gets another hit, an FBOA. Since the Zero already had an FCA, it is now considered shot down. With the actions complete, I move my aircraft to Zone 6.

Kenney's Boys AAR #2

Zone 6 (Inbound)

I climb to medium altitude. The weather is still hazy. No mechanical issues encountered. No Japanese fighters encountered.

Zone 5 (Inbound)

Maintaining altitude and the haze has cleared. Our bomber is still purring like a kitten. One Japanese Zero attempted to attack us but was driven off by our P-47s.

Zone 4 (Inbound)

Maintaining speed and altitude (medium). Clouds have moved in – thick as pea soup (100% CC)! No mechanical issues. No Japanese fighters appear.

Zone 3 (Inbound)

Speed and altitude remain the same. Clouds remain thick. “Toad Stool” keeps rolling along – no mech issues. Once again, no Japanese fighters appear.

Zone 2 (Inbound)

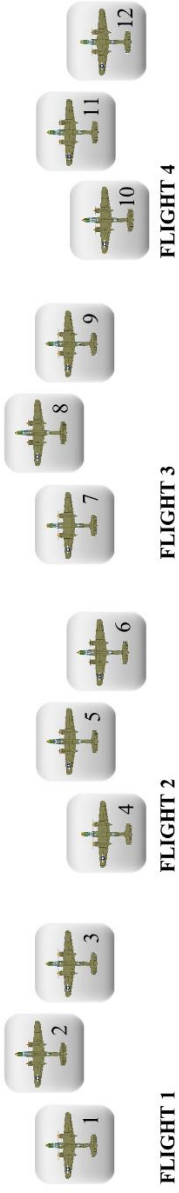
Maintaining speed and altitude. No let up in the cloud cover. No issues with the aircraft. Again, no Japanese fighters.

Zone (Inbound – Landing)

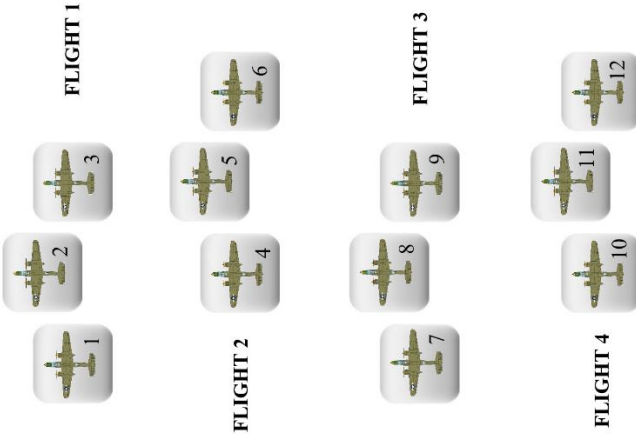
With our airfield in sight, we prepare for landing. Approach is uneventful and with the weather now clear, we make a perfect landing. We have minimal damage, and our plane will be ready for the next mission. MSGT Toby Turner was given full credit for his kill.

On the Deck Bombing/Strafing Mission Formations

Formation 1 - Line Abreast



Formation 2 - Trailing



Formation 3 - Trailing/Section

