

Base: Dobodura

Aircraft: Standard B-25D (no options used)

Crew 5: Bombardier – 2^{LT} Miles Goodwin; Pilot – 1ST Steve Dixon; Copilot – 2^{LT} Bob Hoskins;

Radio/Nav/Gunner – T/SGT Mike Nivens; Gunner – CPL. Vince Toole

Squadron Position: LOW

Section Position in Squadron: HIGH

Position in Section: Number 2

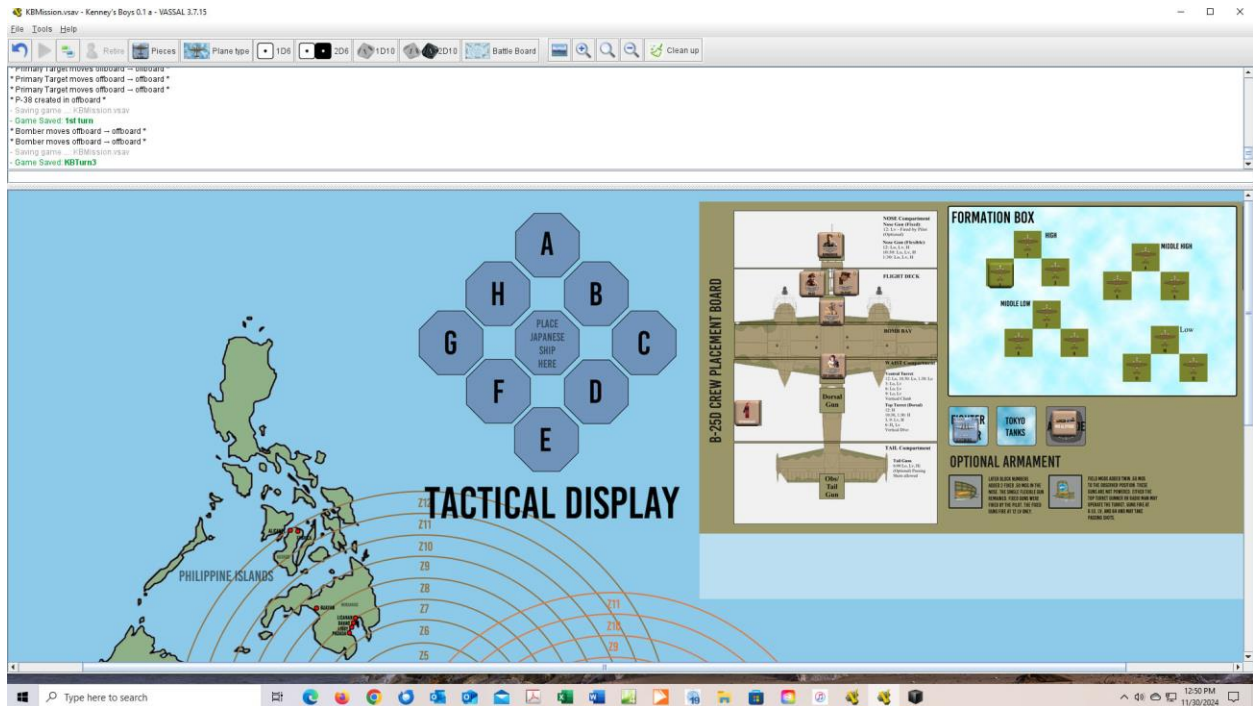
Target: Airfield at Wewak (Zone 9)

Expected Japanese Resistance: Moderate

Escort Available: Yes – P-38 Lightning

Bomb Load: 500 pounders

Weather over Base is Good.



(See picture 1)

The following narrative is a test run using the 1st draft of the rules for Kenney's Boys.

Kenney's Boys takes the B-29 Superfortress/Target for Today system back to the Pacific, but focusing on medium bombers - the A-20, B-25, and the B-26.

For this example of play, only the basic rules are used. The advanced rules introduce a tactical aspect when attacking some land targets as well as shipping targets and their escorts. Several campaigns are provided to allow the player to fly missions from New

Guinea to the Philippines. It also provides specific bomb loads or torpedoes depending on target assignment, Tokyo Tanks and range limits, promotions, and other items.

The Basic game is meant to familiarize the player with the games system. Planes carry 500 pound bombs and may strike any target at any distance.

Narrative:

With my crew gathered around “Bag of Bolts”, I informed them of our target. All appeared eager, it would be our first mission together. We climbed aboard, and each of us went through our pre-flight procedures.

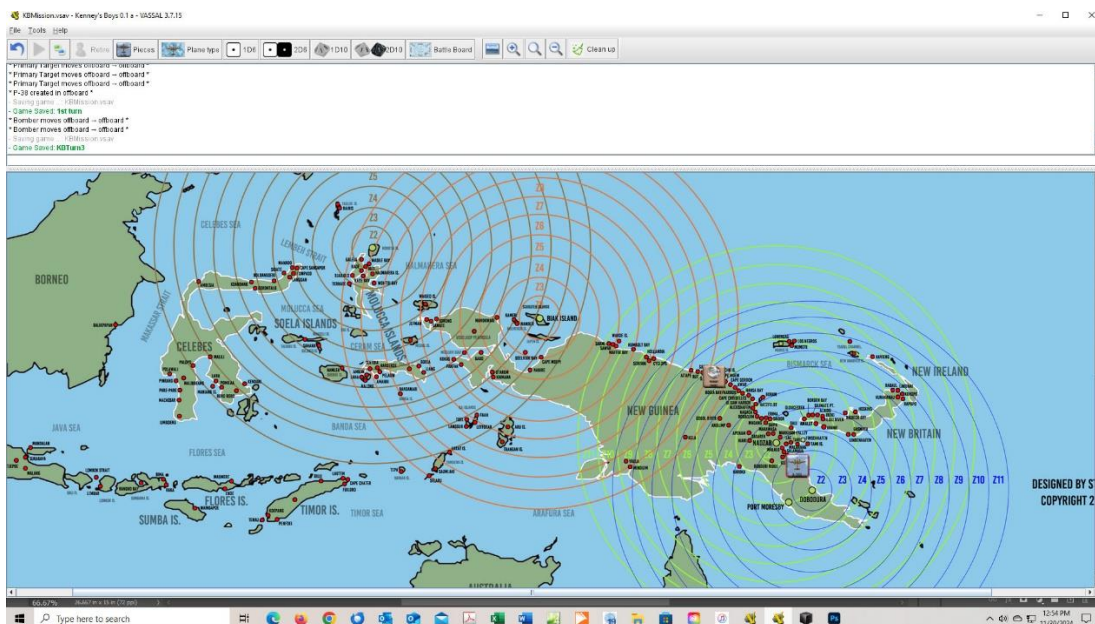
We started the engines and slowly began to taxi to our allotted position for takeoff. The green flare went off, and one by one each aircraft lifted off to join in the formation for the trip to the target.

Zone 2 - Out

We reached medium altitude (5,000 – 9,999 ft.) with the aircraft purring right along. The weather was a bit hazy, but it did not prevent our escort of P-38s from providing cover. The Japanese, on the other hand, decided not to offer any resistance. We continued towards the target.

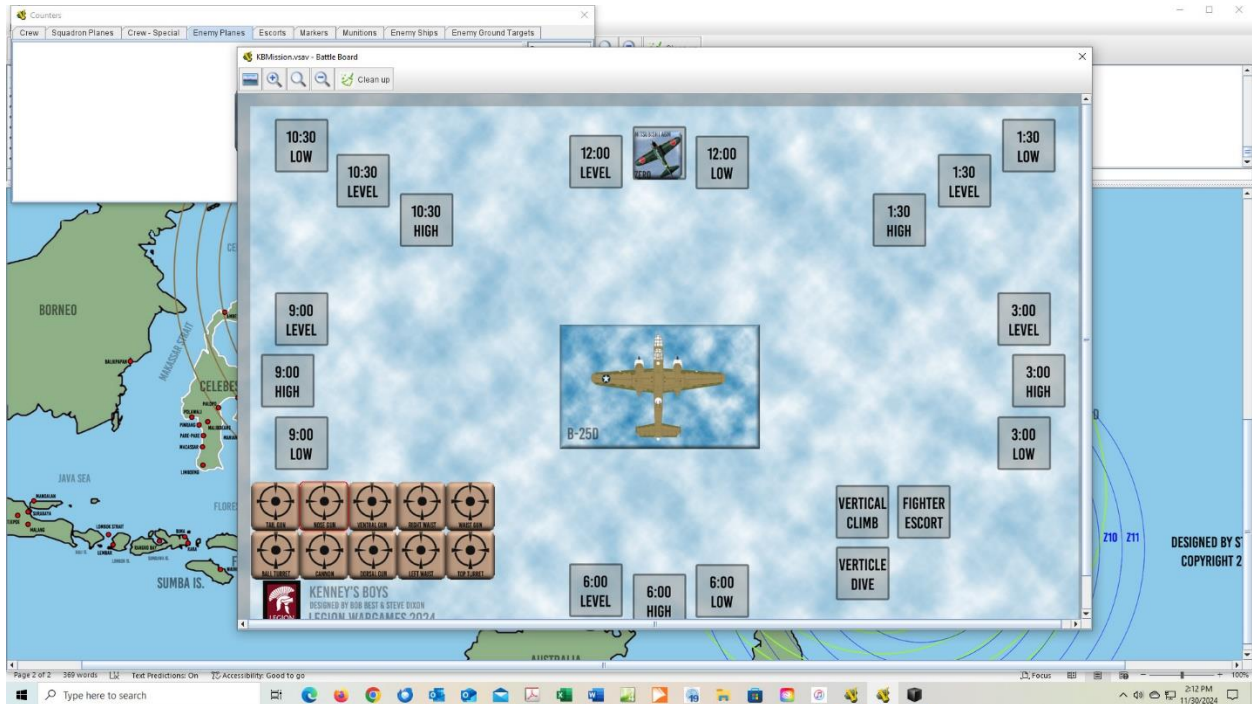
Zone 3 - Out

Clouds started rolling in as we continued towards are target at medium altitude. We thought we say some Japanese fighters heading our way, but nothing transpired. Bag of Bolts is purring like a kitten – I hope it stays that way.



Zone 4 - Out

As we moved closer to the target the clouds dissipated. The Japanese sent a fighter up to meet us. As it approached the 12H position, our P-38s forced it to turn tail and run. With Bag of Bolts still operating at peak efficiency, we moved on. It was at this point that our fighter escort was recalled. They turned around to head home. We were now flying naked.



Zone 5 - Out

Wouldn't you know it...the minute the escorts pulled away the Japanese show up. Three waves! The first wave saw a Nick and three Tony's attack us. We shot down two of the Tony's and damaged another. We suffered three hits but nothing serious. No one was wounded.

We couldn't hit squat during the second and third waves. Neither could the Japanese. The remaining fighters turned for home, and we continued towards the target.

Zone 6 - Out

Ran into two more waves. One Zero lobbed rockets at us to no effect. In another wave we shot down one Zero. Again, lady luck smiled on us, we suffered no major damage.

Zone 7 - Out

Clear weather greeted us as we moved closer to the target. Fighter escort has appeared but not as strong as before. We were attacked by one Tony but Goodwin in the nose was able to damage the fighter and drove him away. Goodwin reported he's low on ammo; not a good sign since we have to make the trip home. I just hope the Japanese are not as active for the trip back.

Zone 8 – Out



The clear weather remained, and the Japanese greeted us with three Zeros. One was driven away by our escort and the other two set up for an attack at 12 and 1:30. The top turret, manned by Toole, damaged the Zero at 12 high. Goodwin's gun jammed as he tried to hit the Zero at 1:30 level. The two remaining fighters came in for another pass at 6 high and 3 high. Toole targeted the Zero at 6 high and damaged it, but the Zero scored two hits. Our right engine is out, but the fuel leak from the second hit self-sealed. With the loss of the right engine, we also lost suit heat and electrical systems affecting radio, intercom, navigation and turrets. And the second fighter has yet to attack...

The second fighter raked our fuselage, hitting the tail twice (control cables and left rudder), nose (superficial damage), flight deck (co-pilot wounded), and bomb bay (no damage).

On the third attack, bothers missed and broke off their attack. With the damage we have, and the low ammo situation, I made the decision to abort. We drooped our load and turned to head home.

Zone 8 – In

Since we dumped our load, we are able to maintain our medium altitude. However, it will take us longer to get home. Our top turret is the only gun that can fire and its running low on ammo. Fingers crossed...

In the first wave, one Zero attacked at 3 high. Toole, our top turret gunner, missed the Zero. It came around again, attacking at 3 Level. Toole once again takes a shot and misses. The Zero also misses and repositions to attack at 9 high. Toole misses once again, using the last of his ammo. The Zero made his last pass at 10:30 level and missed.

Zone 7 – In

I have made the decision to ditch. If we kept on flying, I didn't think we could make it. With us ditching, we could hope for dumbo rescue. I lowered the nose and ordered the crew to prep for ditching...

Final Notes:

Headquarters – 345th BG. Bag of Bolts declared missing, crew presumed dead or captured.