

For those of you following the second edition of Steve Dixon's Target For Tonight Campaign game, the date is the night of 1/2 August 1943 and No. 101 Squadron is heading for Ramscheid Germany. Here is "R for Roger's" Hamburg mission AAR. Hope you enjoy!

No. 101 Squadron (KX) Bomber Command - "R for Roger"
1/2 Aug 43
Mission 04/ TGT - Ramscheid, Zone 6.
Formation - Last 1/3.

Crew:

Name	Rank	Position
Malcolm Fraser	Warrant Officer	Flight Engineer
William Cavendish	Warrant Officer	Bomb Aimer
Jacob Morton	Sergeant	Rear Gunner
Alfie "Binky" Williams	Pilot Officer	Navigator
Theodore "Teddy" Fernsby	Flying Officer	Pilot
Jeremiah "Jerry" MacKenzie	Sergeant	Mid-Upper Gunner (1 Ju88c6)
Oscar Addington	Flight SGT	Wireless Operator/Gunner
Sidney Cartwright	Warrant Officer	Senior Erk

"The Mission to Ramscheid" A Game player's perspective.

Like all fan's of Narrative Solo Aerial War Games, I am "addicted" to the idea of telling a story about a bomber and its crew... A crew, that I created and which has sometimes spanned years in developing the characters and adding to their back stories as the missions unfold... Most "addicted" narrative gamers become quite attached to their crews and it can cause you a lot of stress each time you risk your characters in a mission, especially if you have so much of yourself invested in creating them. I would imagine that the feelings I get each time the crew goes out on a mission is quite like the feelings that real life crews felt as they risked their lives in mission after mission, wondering if this was the mission their "number was up!"

That was how this mission was for me... like a gambler on a Hot Streak ... the dice keep falling in my favor as zone after zone passed and ... ABSOLUTELY NOTHING BAD happened! Perspiration formed on my brow as the tension mounted... I did all the "lucky things" a gambler does when he is trying to keep his Hot Streak Alive! I blew on the dice before I threw them and I talked to them as if that would help keep my luck alive... Lady Luck was smiling on me...

I could feel my pulse pounding as I rolled to see if that night fighter in zone 4 was going to find me... He didn't ... Then, an adrenalin spike as the dice saved me from that Search Light in zone 5... and I'm sure that my heart was beating just as fast as any real life pilot's did when he was deep in enemy territory. I sweated out the Bomb run with my Pilot and had that feeling in the pit of my stomach and the dice finally stopped rolling and showed the AAA gun attacks in the Target Zone were a MISS! ... And then that feeling of sheer excitement as the dice came up in my favor... AGAIN!... As that night fighter failed to find us... "How long could it last?" I asked myself as another drop of perspiration rolled lazily down my forehead as I blew on the dice and shook them... But last it did!

Finally there was that "weak in the knees" feeling as my bomber touched down in England and rolled to a stop! I MADE IT! ... A BIG sigh of relief escaped my lips!!! I savored the moment! ... Then, like a creeping black tide, my thoughts turned to the next mission and I wondered... "Will I be so lucky next mission!!! I could see Lady Luck with that teasing smile looking back at me!

This mission was a total MILK RUN! ... Probably one of the dullest missions I have flown in many years playing Narrative solo wargames. The crew never fired a shot, the Germans never found us and "R for Roger" took no damage... and even the Bomb Run" was Good!... "R for Roger" was On Target with 40%

Senior Erk, Warrant Officer Sidney Cartwright was very pleased to get "Roger" back all in one piece!

"R for Roger" was ON TARGET w/ 40%. No enemy aircraft were claimed and there were no casualties. "R for Roger" will be ready for the next mission.

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Plane Name: "R for Roger"

