

# Enemy Coast Ahead The Doolittle Raid

SPECIAL AVIATION PROJECT NO. 1

Jeremy White

## scenario book

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# Introduction

There are ten scenarios. The first nine are “historical scenarios,” meaning they are studies of the Doolittle Raid in game format, beginning with small tactical fragments and culminating with the entire mission.

**Scenarios 1-6** are presented chronologically to study the tactical action over the targets, incorporating only the rules of Part 1 [rule sections 1.0-4.0]. Using only an 8.5” x 11” Target Map, they are brief affairs that portray each fragment of the raid. Taken collectively, the fragments combine to present the fleeting but violent mission over Japan. Each scenario includes a unique Debriefing Chart (in this book), putting its fragment into a historical context and offering a glimpse of a larger narrative. If you are new to *Enemy Coast Ahead: The Doolittle Raid*, Scenario 1 is a good place to start [p.5, but read pages 3-4 too].

**Scenarios 7-8** add the rules of Part 2 to those already learned, and make full use of the Flight Map on the large mapsheet. They explore the flight of Doolittle’s sixteen bombers, commencing just after launching off the carrier deck. They too have their own Debriefing Charts (this book), organized into two sections, one devoted to the bombing of targets and the other to landing. Hitting the target effectively was only one aspect of this raid. Landing a squadron of medium bombers in China was the other important goal.

**Scenario 9** treats the entire raid. Starting on April 2 in Alameda, California, it involves the Naval Map and Part 3 of the rules in addition to Parts 1 and 2. It uses Scenario 7’s Debriefing Chart but adds a third part to it that assesses the Naval outcome. A variant of Scenario 9 allows you to use Scenario 10’s Debriefing Manual instead of the Debriefing Charts, and incorporates Part 4 of the rules, the Denouement Segment.

**Scenario 10** is the complete game, the “Campaign Game,” incorporating Part 5 of the rules. It begins in January during the Planning Segment, and it asks you to plan the raid. That means making key decisions about where to land the bombers after they hit their targets, how many bombers to launch, how to modify the bombers, and the skills and skill levels needed by the crews. There are also important security issues to deal with. Because there are so many decisions to make during the Planning turns, you are advised to play at least one of the Attack scenarios (1-6) and Scenario 7, and maybe Scenario 9 too, before tackling the Campaign Game. Experience from those scenarios will allow you to make sense of the decisions you make during planning.

## setting up

Set up instructions are provided for each scenario, including a brief historical narrative to establish the setting.

## outcomes

Each scenario has a Debriefing Chart with “outcomes.” In the case of Scenario 8, it uses Scenario 7’s Debriefing Chart. Generally, the higher up the chart your outcome, the more successful your mission. Historical outcomes are **boxed**. Locate your outcome by reading the Debriefing Chart left to right, column by column. Each column poses a question that will lead you to the next column until you find your specific outcome.

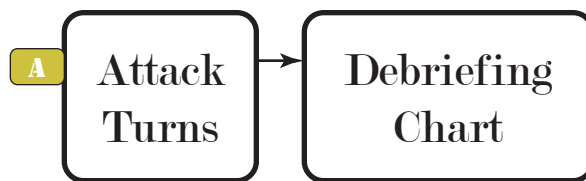
*For example, in Scenario 1 [p.6] you first must answer the question about the Blast Value in Tokyo West. That is, the leftmost column asks you to add the value of all of the Blast markers in Tokyo West, and that sum will establish the row to use for the next question in the next column. You must then note all of the Target Boxes on the map that have a Blast marker in it, and that will give you the outcome. Thus, if Tokyo West has a number of Blast markers in it totaling a Blast Value of 3, and two Target Boxes on the Target Map have Blast markers in them, the outcome would be “damage” (the historical result).*



## game flow

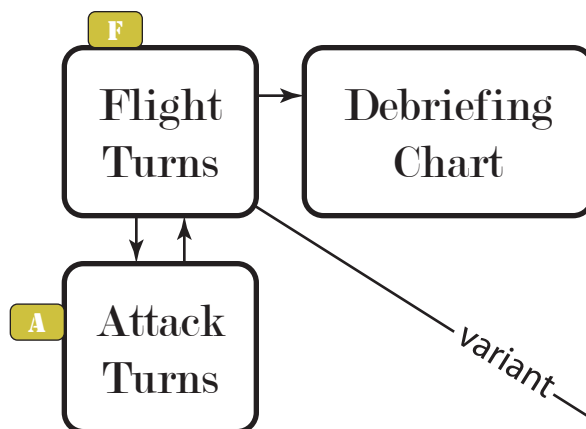
### Scenarios 1-6

The Attack scenarios involve only Attack turns and have their own Debriefing Charts. Those charts are in this book.



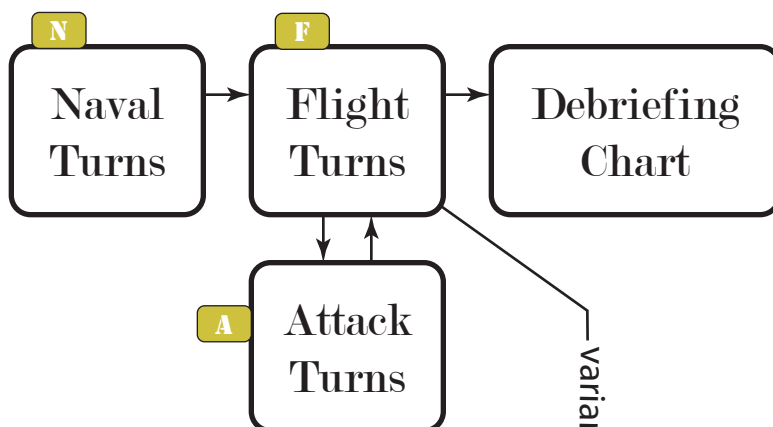
### Scenarios 7-8

The Flight scenarios involve Flight and Attack turns. They have their own Debriefing Charts, but a variant of each allows you to play the Denouement Segment and use Scenario 10's Debriefing Manual instead of the charts in this book.



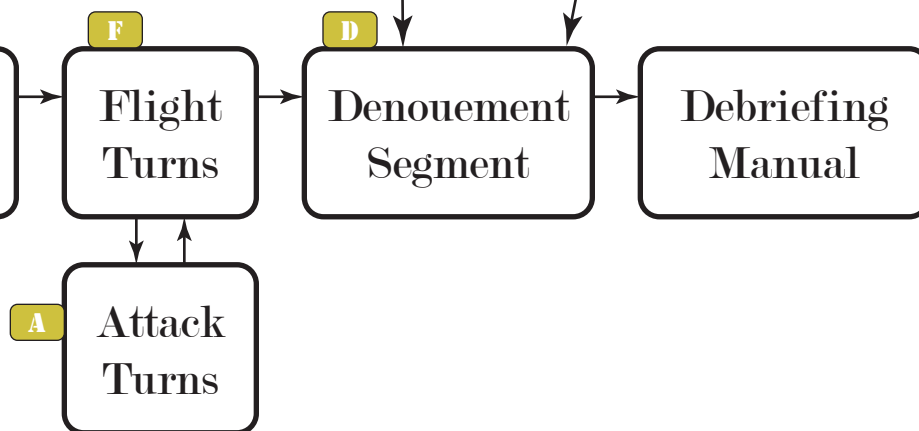
### Scenario 9

This scenario involves Naval, Flight, and Attack turns. It has its own Debriefing Chart (in this book), but a variant allows you to play the Denouement Segment and use Scenario 10's Debriefing Manual.



### Scenario 10

Scenario 10 is the full game, also called the "Campaign Game," using the entire mapsheet, the target maps, and involves every segment of the game. You will not find a Debriefing Chart for it in this book, you must use the Debriefing Manual.



#### Airstrike? X

The Airstrike sequence is initiated during a **Naval Turn**, as the result of a Secrecy Test. It is possible that an Airstrike will end the game.

# Historical Scenarios

## Scenarios 1-9

To play these scenarios, you don't need to set up the Mission Planning Blotter (shown here), but if you wish to, it should look like this. The ratings resulting from crew training (February and March Sections of the blotter) are summarized below, and apply to all historical scenarios.

### Ratings

**+1**

Navigation Training skill (day)

**+1**

Navigation Training skill (night)

**1**

Evasion



Gunnery (four dice)

**+2**

Bombing

**5**

Guzzle Check rating



Secretcy Value (five dice)

If playing Scenario 10, the ratings will be determined by your actions during the Planning Segment. That segment of the game is not played in the historical scenarios (1-9).

# FEBRUARY

Mid-Continent Airlines (Minneapolis)

**Modifications:** removed Radio (A), Carburetors Propellers (C), Top Turret (D), Armor Plating (E), Fake Guns (F), Mark Twain (B), De-icers (G), extra 4 Fuel (H), removed Ventral Turret (I), .30 caliber guns (J)

**Conditions:** If Lt. Col. Doolittle is present: no delay modifier

**Guzzle Check rating:** 4 (light), 4 (WIGHT), 5 (+6), 6 (weight Start), 7 (GUNS), 8 (-1 Short Take Off), 9 (heavy), 10 (-1 Short Take Off)

**MODIFICATIONS:** 0, 1, 2, 3, 4, 5, 6

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# MARCH

Eglin or McClellan Field

**Modifications:** Doolittle, McClellan Field Sacramento, Extra Liberty granted MORALE, Security Measures quarantine, extra M.P.s MORALE

**MORALE:** 3 low, 4, 5 Start, 7, 8 MORALE, 10, 12 high

**Crewman draws:** 4, 5, 7, 8, 10, 12

**Bombing** (day and night)

+3, +2, +1

Start

**Night Flying**

+1, +2, +2, +1 Extra Training

Start

**Navigation** (daylight only)

+3, +2, +1

Start

**Short Take Off** (pay to roll dice)

-1 modifier if Weight is Heavy

+ to roll a third die (add to sum)

2 dice	12	20	400 ft.
	11	18	450 ft.
	16	16	500 ft.
	7-8 dd	14	550 ft.
	5-6 ddd	12	600 ft.
	4 ddd	10	
	3 cdd		
	1-2 ccdd		

Carrier Deck Capacity (number of B-25s)

**Gunnery**

Start 30 caliber, Start 50 caliber

**Hedgehopping** (Evasion Rating (low altitude))

Elite Pilots: +1, +1, +1

0 Start

c B-25 Crashed, d B-25 Damage

## Attack Scenarios

### Scenarios 1-6

These scenarios use only a Target Map and the Attack Segment of the game (do not play Flight or Naval turns). The large 22x34 mapsheet is not needed. These are very short scenarios offered here for historical reasons – so you can see how the raid unfolded. Playing them in sequence will show you how the Japanese gradually woke to the attack.

**OBJECTIVES:** Each Attack Scenario indicates the Flight's main objective. You should strive to make successful Detonation Checks in those Target Boxes.

**VARIANT ENTRY OPTION:** Instead of following the historical order of entry during the Airspeed Phase, and instead of using the space(s) of entry indicated by the scenario instructions, you may opt to select the order in which each B-25 enters. The first B-25 may enter in any periphery Area. All other B-25s enter in that same Area, one each turn.

The Target Map indicates which Hazard markers to use. Place them in a cup. Place Response Hazard markers in a second cup (draw from it when the first cup is empty).



**SCENARIO END:** Attack scenarios end when all B-25s have exited the Target Map, or have been destroyed.

**TURN 9 END:** If Attack Turn 9 has been completed and the scenario is still not over (because a B-25 is still on the target map), the game automatically ends anyway. The B-25 is considered to exit (unless an interceptor is attached, in which case the B-25 is destroyed), and soon runs out of fuel and ditches somewhere off Japan. Lower the Outcome by one row for each B-25 that ditches due to Turn 9 fuel exhaustion.

## Attack Scenario Outcomes

Each Attack Scenario has its own **Debriefing Chart** [in this book]. Use it to determine the Outcome. Also, if one or more B-25s are damaged or destroyed during the scenario, use the “destroyed B-25?” and or “damaged B-25?” section on this page to add to the scenario's narrative. Finally, check the **Imperial Palace Bombed?** box (also on this page) to determine if the palace was damaged, and the repercussions if it was.

### destroyed B-25?

To determine the fate of the crew, check each destroyed B-25 by rolling a die:

**1-5**, that number survive the crash or managed to parachute safely, the rest are killed.

**6**, all die.

If an **Elite Crewman** is attached, roll a die to determine if he survived: if **EVEN**, he survives. If **ODD**, he is killed.

**Trial:** Survivors (crew and elite crewmen) are captured, interrogated, and tried. If the Imperial Palace is damaged, all survivors are executed. If Doolittle is tried, he is paraded and then executed regardless.



### damaged B-25?

Check each damaged B-25 as it flees Japan by rolling a die:

If **EVEN**, its twin engines labor on and the pilot assures his crew “Okay boys, next stop Chunking.”

If **ODD**, and the die roll is a ‘1’, the pilot struggles to climb in order to allow the crew to bail out (treat as a destroyed result). If a ‘3’, the B-25 ditches before it reaches the China coast (there are no survivors but none of the crew are captured). If a ‘5’, it makes it to the China coast but no further.



**Elite Pilot:** If the damaged bomber has an Elite Crewman (pilot), roll two dice instead of one, and choose one die. Apply the result from that die.

### Imperial Palace Bombed?

Make this check even if the only damage is from pre-existing Blast Markers. If one or more Blast markers are in the **Tokyo West Area** (not counting those in Target Boxes), roll two dice: if their sum is **5** or less (6 or less if a night scenario), the Emperor's Imperial Palace is damaged (if a **6** or higher, it is not). If damaged, roll a die: if **EVEN**, the Japanese press downplay the damage. If **ODD**, the damage inspires Japan's morale (*as Doolittle feared it would*). If the Imperial Palace is damaged, morale in the United States gets a boost.

# Scenario 1: Attack of the First Flight

Tokyo Bay, 1230 hours, April 18, 1942

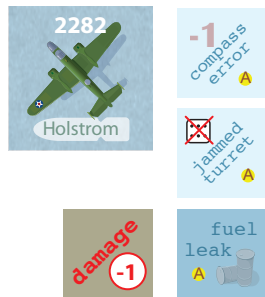
OBJECTIVE: Target Boxes in Tokyo West.

Lt. Colonel "Jimmy" Doolittle reached landfall several miles past the lighthouse at Inubo Saki. Ten miles out from Yokohama Bay he spotted a flight of Japanese fighters, but they either did not notice him or mistook his B-25 for one of their own aircraft. Encountering nothing but quiet skies he banked across the northeast side of Tokyo and climbed in preparation for release. His target was the armory in Tokyo West. Staff Sgt. Fred Braemer released four 128 pound incendiary bombs, missing the target but setting fires to several homes and a school.

Lt. Travis Hoover had followed Doolittle to Tokyo, also untroubled by the enemy. He managed to hit the Asahi Electrical Manufacturing plant in Tokyo West. Lt. Robert Gray lost sight of Hoover and Doolittle enroute, encountering land south of the lighthouse. Banking west, 40-2270 crossed Tokyo Bay, avoided barrage balloons and the beginning of anti-aircraft fire from gunners protecting the docks, now waking up after the first two bomber runs. Gray located the target in Tokyo West, a diesel factory, and his bombardier released at the right time to score a direct hit. Smoke plumed into the air and could be seen by crews of the second flight heading towards the Japanese capital. All three bombers banked for China, staying low to avoid flak while scanning the sky above for fighters. The first bombs had fallen on Japan.

**variant:** Holstrom arrives Turn 6 (any periphery Area):

40-2282 does not appear in this scenario. It was the fourth bomber in this flight. Struggling with navigational problems, a fuel leak, jammed guns, and damaged by Japanese fighters just as it crossed the coastline, Lt. Everett Holstrom ordered the bombardier to release ordnance over the ocean. "When I saw bullets bouncing off our wing I figured the hell with this!"



Fuel Leak will have no effect on this scenario; the Hazard marker is indicated here merely for historical context.

Alert Level 1

Turn 1

Turn 2

"There were no pursuit planes or anti-aircraft. The populace had shown no alarm at our coming."  
 – Lt. Carl Wildner, navigator of 40-2292

Turn 5

TOKYO TARGET MAP	
Turn Track	1 2 3 4 5 6 7 8 9
Detonations	0 2 3 4 5 6 7 8 9+
Hazards	-2 0 1 2 2 3 3 3 4

Turn 1, zero Detonations

# Scenario 1: Attack of the First Flight

## DEBRIEFING CHART

Blast Value in Tokyo West includes Blast markers in Target Boxes and in the Area	number of Target Boxes with Blast Value of 2 or more	Outcome
5 or more	3 or more	<p><b>significant damage</b></p> <p>As the last B-25 zigzags towards China, the turret gunner looks back and describes the plume of black smoke lofting into the sky to the rest of the crew. He thinks about the fires burning in the heart of the enemy's capital city. "Yes sir, we got it all right!" Below, some residents remember their training and reach for their gas masks, while others wonder if this is just another drill.</p>
	2	<p><b>effective damage</b></p> <p>Smoke swirls skyward from multiple points in the heart of Tokyo. As B-25s dive to rooftop level heading for the safety of China, crewmen snap photographs. Meanwhile, Doolittle worries that a stray bomb may have hit the Emperor's Palace, fearing it will inspire the enemy just as damage to Buckingham Palace inspired the British during the Blitz of 1940. Down below, in neighborhoods close to the blasts, civilian wardens urge their neighbors to stay calm and not to neglect their gas masks.</p>
2-4	3 or more	<p><b>satisfying damage</b></p> <p>As the B-25s scatter for China, crewmen look back at smoke wafting from multiple points over Tokyo. Photographs are snapped in an attempt to capture the historic blow against Japan. Meanwhile, down below on the ground, a civilian warden in Tokyo West is anxious to hear the sound of the air raid siren, and wonders why it's not blaring. He tells his wife to keep the radio on.</p>
	2	<p><b>damage</b></p> <p>Surprise was achieved and bombs fell. The feeling that Pearl Harbor has been avenged flashes for an instant before crewmen settle in for a tense flight towards China. Meanwhile down below, air raid sirens begin to wail but most Tokyo residents believe it is another drill. Those close to the detonations, however, know otherwise, and some are in shock. They've been expecting this.</p>
	0-1	<p><b>haphazard damage</b></p> <p>Ordnance was released and detonations could be felt aboard the low flying bombers, but how effective was the damage to Tokyo? Before the last B-25 zooms away air raid sirens begin their shrill chorus from multiple stations across the city. Many people look up, but most of them don't see any planes.</p>
0-1	3 or more	<p><b>Tokyo hit</b></p> <p>Ordnance fell, smoke plumed skyward, and B-25s race to escape the heart of the Japanese empire. Roll a die: if the number rolled is EVEN, air raid sirens fill the air. If ODD, they do not.</p>
	0-2	<p><b>missed the mark</b></p> <p>A teacher surveys the damage while trying to calm the children. Small bodies lie on the road outside, and the survivors try to understand what is happening. The first bombs have fallen on Tokyo.</p>

# Scenario 1v: Doolittle Attacks at Night

Tokyo Bay, 0030 hours, April 19, 1942

OBJECTIVE: Target Boxes in Tokyo West.

Lt. Colonel Doolittle seriously considered launching at dusk to arrive over Tokyo in the cover of night. He trained pilots and navigators relentlessly at Egan Field for such an eventuality, training regularly after midnight and flying low over the Gulf of Mexico far from familiar landmarks.

This scenario assumes that the circumstances of the launch are different, and the B-25s arrive over Japan undetected at night.

## Map Entry:

Doolittle's B-25 enters in any periphery space. Roll a die for each of the other B-25s. If you roll EVENS, it enters in the same Area; if ODD, it enters an adjacent periphery Area of your choice.

Turn 1: Doolittle (2344)  
 Turn 3: Hoover (2292)  
 Turn 4: Gray (2270) - Whiskey Pete  
 Turn 5: Holstrom (2282)

Markers: fuel leak, jammed turret

Fuel Leak will have no effect on this scenario; the Hazard marker is indicated here merely for historical context.

## Lights On:

For Approach Checks, the lights are not out [4.8.3]. Thus, roll only two dice when you make Approach Checks.

**Alert Level 0**

**TOKYO TARGET MAP NIGHT**

Turn Track	1	2	3	4	5	6	7	8	9
Detonations	0	1	2	3	4	5	6	7	8
Hazards	-2	-1	0	1	1	2	2	2	3

Attack Turn: 1

Detonations

Attack Turn

Turn 1, zero Detonations



# Scenario IV: Attack of the First Flight

## DEBRIEFING CHART

Blast Value in Tokyo West includes Blast markers in Target Boxes and in the Area	number of Target Boxes with Blast Value of 2 or more	Outcome
8	3-4	<p><b>majestic deliberation</b></p> <p>One after another, the four dark bombers roar over the bustling capital city, pinpointing their targets with unrelenting precision. As the last Billy banks for China its turret gunner looks back at the glow of fires dotting the central northwest of Tokyo. "Boys," he shouts, "that's a sight."</p>
5-7	3-4	<p><b>blasted capital</b></p> <p>Fires burn at multiple points in the heart of Tokyo as the last B-25 zooms over rooftops racing for China. The glow of flames is easy to see from the surrounding hills, points of light dotting the blackened out capital. From a camp near the Navy yard in Yokohama, interned Americans are thrilled to see guards scanning the sky for more bombers, ignoring their jubilant prisoners.</p>
	2	<p><b>satisfying damage</b></p> <p>As the B-25s scatter for China, they leave behind darkened streets now filled with people scanning the sky. Antiaircraft guns fire intermittently and Japanese fighter pilots dare not dive as low as the American bombers for fear of being hit. Talk of bombers from Hawaii occupy conversation for days, although official radio broadcasts will ridicule the attack and its leader, "Colonel Do Little."</p>
	1	<p><b>first damage</b></p> <p>The first bombs fall from nowhere, but by the fourth bomber zigzagging over the city, many residents understand what is happening. They've been expecting this, but to see it actually happen is startling. After four years, the war has finally come home.</p>
0-4	4	<p><b>scattered damage</b></p> <p>Most residents did not see the enemy planes, but some mistook their own fighters for American bombers. While the B-25s race towards China, most residents are not aware that their city has been attacked.</p>
	2-3	<p><b>Tokyo damaged?</b></p> <p>Several buildings are set ablaze throughout the city, and many people are hurt, some killed. The fires don't last, they are doused quickly. Some residents are annoyed by this night-time air raid drill.</p>
	0-1	<p><b>wanton destruction</b></p> <p>Bombs seem to fall indiscriminately as the Americans target civilians. The attack against women and children will be decried for days by Japanese radio broadcasters. Tokyo Rose will call Colonel Doolittle a "cowardly monster".</p>

# Scenario 2: Attack of the Second Flight

Tokyo Bay, 1300 hours, April 18, 1942

OBJECTIVE: Target Boxes in Tokyo West.

Lt. Davy Jones led the second flight, their targets were factories in central Tokyo and the same armory Doolittle was supposed to hit. When they roared past Inubo Saki they expected to be met by enemy interceptors, and Jones had gunned the throttle ready for evasive maneuvers. The skies remained empty. Flying another ten minutes the navigator confirmed Jones' suspicion that they had lost their bearings, the landmarks seemed unfamiliar. Banking east, Jones guessed correctly and soon Tokyo Bay was visible, crowded on all sides by the spread of Tokyo's urban conurbation. Climbing to 1200 feet, 40-2283 approached the target area but neither its pilot nor the bombardier identified the target. The shore across the bay was rich with obvious targets, however, and so Lt. Denvir Truelove guided Jones while using the Mark Twain bombsite. He aimed for distinctive barrel shaped structures near the dockyards and managed to hit them upon release. The *Green Hornet*, 40-2298, followed, while its co-pilot, 2nd Lt. Robert Meder noticed enemy aircraft several thousand feet above them. Aiming for the huge steel mill in Tokyo West, the *Green Hornet* let loose its ordnance and damaged the mill, killing one of its owners, but mostly exploding on nearby homes. Lt. Ted Lawson, pilot of the *Ruptured Duck* and soon to be author of the book, *Thirty Seconds Over Tokyo*, had lost the other two B-25s. His four bombs were adorned with the set of IJN Friendship medals Doolittle had presented on board the *USS Hornet* several days earlier on the carrier deck. After crossing the coast and zigzagging through valleys, he came in from the east. His gunner, Corporal David Thatcher, noticed those same fighters, but now they were diving towards them. Aiming for a factory on the west bank of Tokyo Bay, the B-25 released its bombload only to inflict marginal damage. Remaining at low altitude, the three bombers gunned their twin engines for China, outrunning the enemy fighters.

"In days and nights dreaming about Tokyo and thinking of the eight millions who live there, I got the impression that it would be crammed together, concentrated, like San Francisco. Instead it spreads all over creation, like Los Angeles."  
 - Lt. Ted Lawson, pilot of 40-2261. *The Ruptured Duck*

Alert Level **Alert Level 1**

Turn 1

Turn 2

	Airspeed	Place Hazards	Evade Hazards	Gunnery	Resolve Hazards	Exit	Approach	Bombs Away

**TOKYO TARGET MAP**

Turn Track	1	2	3	4	5	6	7	8	9
Detonations	0	1	2	3	4	5	6	7	8
Hazards	-2	-	0	1	2	2	3	3	4

Turn 4

Attack Turn

Bombs at 10s

Turn 1, 3 Detonations

## Scenario 2: Attack of the Second Flight

## DEBRIEFING CHART

When using this chart, include the Blast Value of all pre-existing Blast markers.

number of Target Boxes in Tokyo West with Blast Value of 2 or more	Blast Value of the Armory in Tokyo West Target Box	Outcome
3	4	<b>obliterated</b> As the last B-25 zigzags towards China, explosions rip through several areas in Tokyo West. Refineries burn, sending smoke into the air as fire crews contend with nearby residents scrambling to escape. The armory is a mess of rubble now, as is a steel mill and other important installations. Prime Minister Tojo will survey the damage and instruct his staff to reorganize Tokyo's military layout, dispersing important facilities beyond the city's edge. He will also think about how few air raid shelters there are in Tokyo.
	2	<b>plastered</b> Black plumes loft into the sky from the heart of the enemy capital. As the last B-25 races towards the coast, skimming tree tops and roof tiles, the gunner looks back and shouts, "We plastered 'em!" The next day Prime Minister Tojo surveys the damage and agrees with his staff who remarks, "Luckily the armory is not completely destroyed." Plans to disperse vital facilities out of the city's heart will be drawn up.
2	6	<b>materiel destroyed</b> The last B-25 eludes interceptors as it roars towards the coast and then China. The co-pilot once again assures both the bombardier and the pilot that they hit the target pretty good. "It's gone." Meanwhile, Prime Minister Tojo is informed that the armory in Tokyo West is destroyed. He is told that better engineering is needed, but takes solace in knowing that other vital facilities were left undamaged, including other armories.
	4	<b>payback</b> Feeling pretty lucky to have made it this far, the crew of the last B-25 chatter about what they see out the window. Plumes of smoke swirl into the air and down on the streets there is a commotion. But in the sky enemy fighters are diving towards them. The chatter stops when the gunner shouts, "You better gun it, Lieutenant."
	2	<b>paper houses</b> The incendiaries pop and make an unreal noise. The B-25 zigzags over rooftops, the pilot having dived to tree top height after releasing ordnance, and the co-pilot is happily surprised to see a fire already raging behind them on the ground. He's more concerned about the sky, however, hoping he doesn't see fighters diving after them.
	0	<b>authenticity</b> Standing at the platform of a railway station in Tokyo East, a business man casually remarks to another passenger, "It looks real, doesn't it? Just like an attack."
1	0	<b>death</b> B-25s flew low across the city, scattering ordnance below and heading for China. One bomb crashed through the roof of a factory and exploded near workers enjoying their lunch break, killing twelve of them. Incendiaries set fire to innumerable wood and brick houses in several neighborhoods, killing more workers and their families, and keeping fire crews busy throughout the day.

# Scenario 3: Attack of the Third Flight

Tokyo Bay, 1330 hours, April 18, 1942

OBJECTIVE: Target Boxes in Tokyo West and Yokohama.

Lt. Harold Watson approached from the north, after nearly catching up to the second flight, overshooting Tokyo Bay. After releasing ordnance on a hazardous-materials warehouse and banking for China, his gunner, Sgt. Eldred Scott, spotted Japanese fighters descending upon them. Alarmed to see tracers nearly reach their B-25, he returned fire, chasing off the interceptors. Lt. Richard Joyce's target was the steel plant in Yokohama and its nearby warehouses. Contending with anti-aircraft fire from below, the B-25 hit the target, but suffered a hole in its fuselage. As Joyce pulled away two fighters appeared from above, with more behind them. Joyce pushed the engines to over 300mph and dove to rooftop height, outrunning the interceptors. More holes were noted by the crew. Lt. Ski York noted an enemy aircraft carrier below as he reached land, but like the others, his flight crossed the coast-line off the intended navigational mark. His target was an aircraft manufacturing plant but by the time his B-25 neared Tokyo he was prepared to hit any target. Banking thirty minutes after landfall and finally seeing Tokyo ahead, he aimed for the main building of a factory. As the bomb bay doors opened, Lt. Nolan Herndon uttered the Twenty Third Psalm, and then shouted "Bombs away!" The four bombs, including one incendiary bundle, missed the mark, doing minor damage to a scattering of nearby buildings. York consulted with Lt. Bob Emmens, his co-pilot, about flying to Russia instead of China after releasing ordnance, because of the fuel situation. The B-25 had already exhausted its auxiliary tanks.

"Where in the hell is Mt. Fujiyama? I'd seen lots of Jap laundry calendars and I thought old Fujiyama, snow-covered and pink, would be looming up to meet us long before now. But only a rugged mountainous sky line began appearing inland."

- Lt. Bob Emmens, co-pilot of 40-2242.

**Alert Level 1**

**Attack Turn**

**Detonations**

**Turn 1**

**Turn 2**

**Turn 4**

**TOKYO TARGET MAP**

Turn Track	1	2	3	4	5	6	7	8	9
Detonations	0	2	3	4	5	6	7	8	9+
Hazards	-2	1	0	1	2	2	3	3	4

York's Fuel Leak will have no effect on this scenario; the Hazard marker is indicated here merely for historical context.

# Scenario 3: Attack of the Third Flight

# DEBRIEFING CHART

When using this chart, include the Blast Value of all pre-existing Blast markers.

Number of Target Boxes in Tokyo West with Blast Value of 2 or more	Highest Blast value in Tokyo West Target Box	Number of Target Boxes in Yokohama with Blast Value of 2 or more	Outcome
3	2-4	2	<b>flames</b> The B-25 bounced, pushed by the concussion of the detonation below, drowning out the sound of anti-aircraft fire in the distance and the high drone of a siren beginning to wail. Flames and smoke shoot into the air.
		1	<b>oil</b> If a Blast marker is in the Dockyard target box in Yokohama, roll a die: if EVEN, oil storage containers light and explode. If ODD, or if that box is empty, damage is scattered.
		0	<b>sirens</b> As the last B-25 evades anti-aircraft bursts and heads for the coast, a siren finally wails. Tokyo has woken up to the attack. Throughout the city their shrill has been going on and then off for more than an hour.
	6	0	<b>christ</b> When Tokyo finally came into sight plumes of smoke already swirled skyward and one or two fires were visible through the haze. By the time the last B-25 zoomed away, skimming over rooftops and trees, fires blazed across much of downtown Tokyo. "Kee-rist boys!" exclaimed the pilot. "We hit 'em."
2	total Blast Value in Yokohama (in Target Boxes and Area)		<b>Outcome</b>
	4-6		<b>surreal</b> Scanning the sky for interceptors, the gunner couldn't help looking across the city at all of the smoke. Fires were hard to see, but he was amazed to see people rushing out into the streets. He could have sworn some of them even waved up at the bomber as it roared past.
	2-3		<b>not a drill</b> Robert Guillain, a French journalist writing in Tokyo, watches smoke lofting into the air from several places across the city. He is more interested in the people who, like him, have only gradually caught on to what's happening.
	1		<b>commotion</b> If a Blast marker is in the Dockyard target box in Yokohama, roll a die: if EVEN, oil storage containers catch fire. If ODD, or if that box is empty, they are not damaged. In either case, fire crews struggle to contain the fire engulfing nearby houses.
	0		<b>another drill</b> A dozen or so neighborhoods are alive with activity. There are some fires and plenty of smoke. But in the rest of the city most people ignore the siren once it starts to wail.

# Scenario 4: Attack of the Fourth Flight

Tokyo Bay, 1400 hours, April 18, 1942


OBJECTIVE: Target boxes in Yokohama and Tokyo Bay South.

Captain Ross Greening, the pilot of the *Hari-Kari-er*, approached Tokyo Bay just as four enemy fighters descended upon him and the two B-25s trailing behind. They had reached the coast in good order and then veered into separate trajectories, when *Hari-Kari-er* caught the most attention. Tracers flew while Greening and his co-pilot ate sandwiches, or attempted to. His gunner, Melvin Gardner, shot down one of the fighters and scattered the others, but more were now in pursuit. Flying on the deck, even scooping below power lines desperate to shake the pursuit, Greening announced that they would release against the first available target. With holes running the length of its wings, the aggregate damage inflicted by enemy fighters, the *Hari-Kari-er's* three demolition bombs struck the buildings of the Katori Naval station and surroundings. Greening sped up to 300mph and zigzagged for Kyushu and China. Lt. Bill Bower managed to shake off pursuit more easily and approached Tokyo Bay unhindered. His target was too close to barrage balloons so he instructed his bombardier that they would aim for a nearby refinery, and only just barely missed. Lt. Edgar McElroy, pilot of the *Avenger*, passed an airfield near Tokyo Bay, catching all manner of anti-aircraft fire. His co-pilot, Lt. Richard Knobloch, spotted several naval vessels off Yokosuka, including one being converted to an aircraft carrier (the *Ryuho*). Enduring fierce anti-aircraft fire from the ground and from ships in the bay, the *Avenger* released its ordnance in line with the carrier and the docks behind it. The hit delayed the *Ryuho's* completion by several months.


"Ahead was the bay. Down to the surface we went, mouths like glue, eyes wide open, and the target in sight."  
 - Lt. Bill Bower, pilot of 40-2278, *Fickle Finger of Fate*.

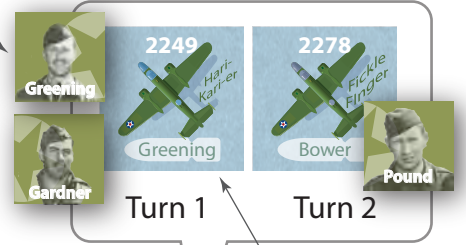
"It was a thrilling sensation to see the sprawling metropolis below. This was it, our answer for Pearl Harbor."  
 - Lt. Robert Bourgeois, bombardier of 40-2247, *Avenger*.

choose Greening or Gardner




**Alert Level 1**







Turn 1      Turn 2

2249 starts with this Interceptor hazard attached



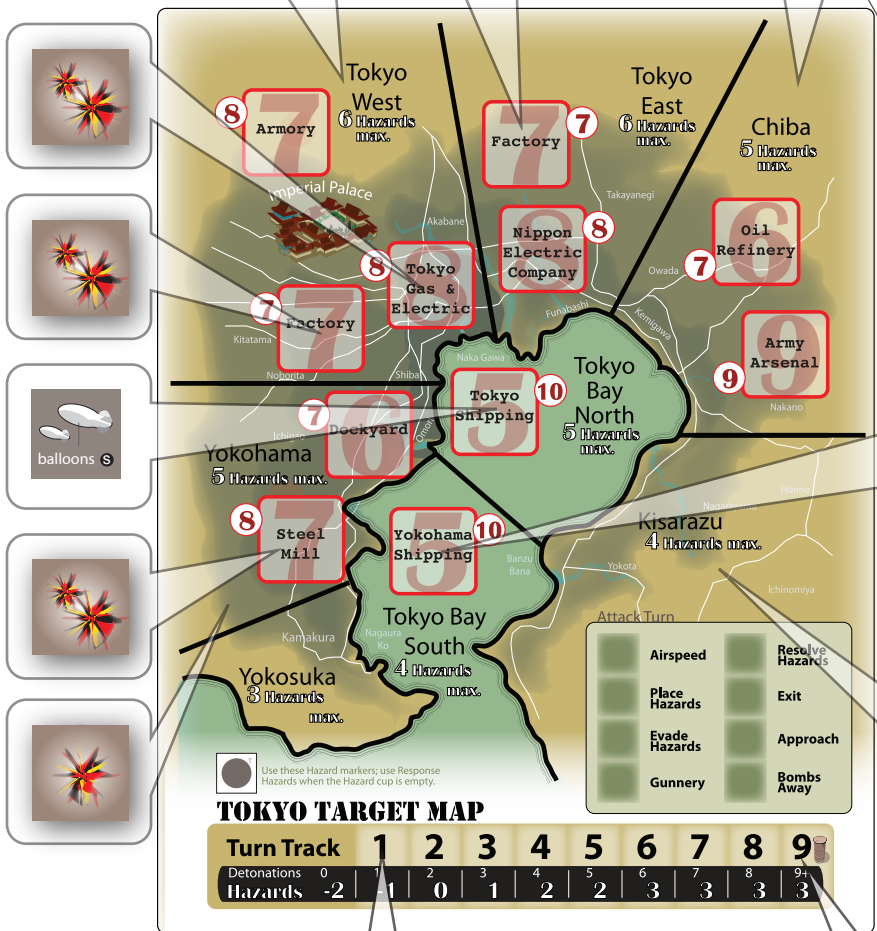


Ryuho



2247 Avenger  
McElroy


Turn 3




**TOKYO TARGET MAP**

Turn Track	1	2	3	4	5	6	7	8	9
Detonations	0	2	3	4	5	6	7	8	9+
Hazards	-2	1	0	1	2	2	3	3	3

Turn 1



9 Detonations



# Scenario 4: Attack of the Fourth Flight

# DEBRIEFING CHART

number of Target Boxes in Yokohama with Blast Value of 2 or more	total Blast Value in Tokyo Bay South (in Target Boxes and Area)	Outcome
2	4	<p><b>heart of the rising sun</b></p> <p>The crack and pop of anti-aircraft guns can be heard near and far as the last B-25 to visit Tokyo heads for China. As sirens blare, Dr. John Morris, professor at Tokyo University, carries a copy of the <i>Japan Times &amp; Advertiser</i> under his arm as he strolls down the Ginza amidst bewildered locals. He smiles for a moment, thinking of how the morning's editorial had insisted that the Pacific was now a Japanese lake.</p>
	2-3	<p><b>arc of fire</b></p> <p>A B-25 maneuvers wildly as it evades fighters, roaring over the Swiss embassy on the hill above Tokyo. Diverted from his lunch, Joseph Grew, the U.S. ambassador, now stands on the terrace. He is elated to realize that the fires dotting Tokyo are the result of an attack.</p>
	1	<p><b>wood houses</b></p> <p>Lunch at the Swiss embassy is interrupted by the noise of a low flying aircraft. Joseph Grew, the U.S. ambassador, steps with his host onto the terrace and notices several fires dotting the urban landscape. At first it seemed an unlikely number of house fires in so many different places, even for this wooden city. And then he hears the air raid sirens.</p>
	0	<p><b>concentrated targets</b></p> <p>The co-pilot marveled at all the targets in the city below. As the B-25 climbed, red lights on the instrument panel flashed, indicating ordnance released. He said to himself: "If only my wife could see me now."</p>
1	6	<p><b>naval damage</b></p> <p>Roll a die: if EVEN, the Katori Naval Air station is obliterated. If ODD, the nearly completed facility suffers damage, but can be completed in three or four months despite this attack. If the die roll is a 1, no workers are killed. If a 6, fires engulf the construction site as well as a nearby neighborhood, killing many.</p>
	3-5	<p><b>refinery</b></p> <p>Across the city black smoke rushes into the air and disappears into the hazy sky. The last B-25 is chased out of Tokyo by diving fighters. Roll a die: if EVEN, explosions near the dockyards shake houses several miles away and a fire rushes across the dockyards. If ODD, fire crews quickly handle the impending conflagration. In either case, the B-25 outruns its pursuers.</p>
	1-2	<p><b>wager</b></p> <p>Staff in the British embassy in Tokyo took some time to realize this was not another drill. One had even waged a small sum, assuring his fellows that "this is not our fondest wish come true. It is only another one of their nuisance practice drills."</p>
	0	<p><b>no need for shelters</b></p> <p>As he watched a bomber race out of sight pursued by several aircraft, the Danish minister to Japan recalled his dinner conversation last night. The wife of Japan's foreign minister had insisted with a laugh that she certainly had no intention of building an air-raid shelter. "Such a wasteful expense."</p>

*Ryuhō:* If the Ryuhō Hazard marker is in the Tokyo Bay Shipping Box, and a Blast marker is in that box, shift the Outcome up one level.

# Scenario 5: Attack of the Fifth Flight

Nagoya, 1430 hours, April 18, 1942

OBJECTIVE: Target Boxes in Nagoya, and Barracks Target Box.

Major Jack Hilger piloted 40-2297 towards Nagoya, the third largest industrial complex in Japan. He kept the B-25 low and swept east at the coast and then north, his navigator guided by landmarks. Banking at the Nagoya Castle north of the city and then climbing to release height of 1200 feet, he commenced his run by opening the bomb bay doors. He carried four bundles of incendiaries, each dedicated to a separate target. He first released against the Third Army barracks, missing the target, and then the Atsuka Aircraft factory, scoring a hit. As anti-aircraft fire began to make his run interesting he pressed on to the last target, the one he had been looking forward to for days, the Mitsubishi aircraft factory. After scoring another hit, he pulled up and banked to the west for China.

Second Lt. Billy Farrow, piloting the *Bat Out of Hell*, lost track of Major Hilger and Lt. Smith before reaching the coast, but he soon made his way to Nagoya. His orders allowed him to attack targets either there or in Osaka, and he chose Nagoya, eager to get it done. Aiming for aircraft factories, the B-25 climbed to over 600 feet before ordnance was released. Plenty of smoke and debris, a fire too, but minimal damage. Farrow circled as anti-aircraft gunners trained in on the *Bat Out of Hell*, before it headed west for China.

Alert Level 2

**Attack Turn**

- Airspeed
- Place Hazards
- Evade Hazards
- Gunnery
- Resolve Hazards
- Exit
- Approach
- Bombs Away

**NAGOYA TARGET MAP**

<b>Turn Track</b>	1	2	3	4	5	6	7	8	9	
Detonations	0	1	2	3	4	5	6	7	8	9+
Hazards	-2	-1	0	1	1	2	2	3	3	

Turn 1  
0 (zero) Detonations

Turn 5

Turn 1

or

"The Japanese country is beautiful and their towns look like children's play gardens. It is a shame to bomb them but they asked for it."

- Major Jack Hilger, pilot of 40-2297



## Scenario 5: Attack of the Fifth Flight

## DEBRIEFING CHART

number of Target Boxes in Nagoya with Blast Value of 2 or more	total Blast Value on map	Outcome
2	4	<p><b>mission accomplished</b></p> <p>Roll a die: if EVEN, the aircraft factory is completely destroyed and will not be rebuilt. If ODD, the damage is alarming, and the bombardier is convinced he obliterated it. The B-25 banks for China.</p>
	4	<p><b>third division</b></p> <p>If a Blast marker is in the Barracks target box in Kachikawa, roll a die: if EVEN, that target is devastated (treat this result as the highest outcome on this chart, “mission accomplished”). If ODD, there are numerous casualties but the structural damage to the facility is slight and there is possible collateral damage: if the number rolled is a 1, an incendiary hits Nagoya castle nearby and a fire rages through its upper stories. If no Blast marker is in the Barracks target box, shift this result down one box on this chart, to “a near thing.”</p>
1	3	<p><b>a near thing</b></p> <p>The pilot and bombardier went back and forth about it, but finally the pilot said “we’re going for that one with the sawtooth roof.” The bomb-bay doors opened as the B-25 climbed to 1200 feet for the release. Roll a die: if EVEN, the ordnance was observed by the bombardier to punch through the roof prompting him to shout “got it” (he does not know it failed to explode). If ODD, the ordnance explodes nearby, putting a six foot wide crater in the street.</p>
	2	<p><b>lost</b></p> <p>Roll a die: if EVEN, the downed B-25 makes it to the coast before going down. If ODD, it explodes within two miles of Nagoya, and there are no survivors. In either case, Tokyo radio will claim several American bombers were shot down, while the U.S. Army will not know the fate of the bomber and its crew until after the war.</p>
	4	<p><b>explosions</b></p> <p>If a Blast marker is in the Barracks target box, treat this result as “a near thing” result above. Otherwise, roll a die: if EVEN, the B-25 is buffeted by the concussion, and the gunner shouts “direct hit!” If ODD, several buildings are hit and a fire starts in one of them. If the number rolled is a 1, the co-pilot bloodies his forehead as the B-25 bounces from the detonation (but the bomber is not damaged).</p>
0	1-3	<p><b>baseball</b></p> <p>As the B-25 thunders towards Nagoya, the third largest industrial city in Japan, the pilot notices a familiar sight below. Off the bomber’s portside a baseball game is in full swing. As he flies by, the pilot rocks the B-25, wagging the bomber’s wings, and continues on. After releasing ordnance, the B-25 dives back down to tree top altitude and banks for China.</p>
	0	<p><b>vanished</b></p> <p>In ten days Radio Tokyo will announce the execution of several American flyers. Convicted of crimes against women and children, their bodies will never be recovered even after the war.</p>

# Scenario 6: TNT's Attack

Osaka Bay, 1530 hours, April 18, 1942

OBJECTIVE: Target Boxes in Kobe East and/or Kobe West.

Lt. Donald Smith, piloting *TNT*, waved his hand to the B-25 off his wing. Without a radio it was the only communication possible, besides the wagging back and forth of the B-25's wings. Piloted by Major Hilger, that other bomber banked north for Nagoya (Scenario 5), leaving Smith and the four men of his crew to continue along the coast for Kobe. Passing over a multitude of fishing boats, Lt. Smith ordered his men not to fire their guns. "This is supposed to be a surprise," he told them. Just before banking north himself he flew over boys scrabbling about on the beach. They tossed rocks at the bomber as it roared by on the deck. After climbing over mountains and following the Shinyodo River to Osaka Bay, the crew were pleased to see nothing in the sky besides a commercial airliner on its way to Tokyo and nothing on the ground but the mundane comings and goings of a large metropolitan urban landscape. No anti-aircraft fire. Smith pointed out the steel foundry to his bombardier, commencing his run by opening the bomb bay doors. Navigator and bombardier Howard Sessler dropped ordnance using the Mark Twain bombsight, creating smoke and debris but mostly missing the target. Several houses were wrecked but miraculously only one person was killed. As Smith continued for the coast and then China, Lt. Thomas White captured images of Osaka Bay with his camera, noticing an aircraft carrier under construction in the dockyards (the *Hiyo*). None of his photographs would survive the mission.

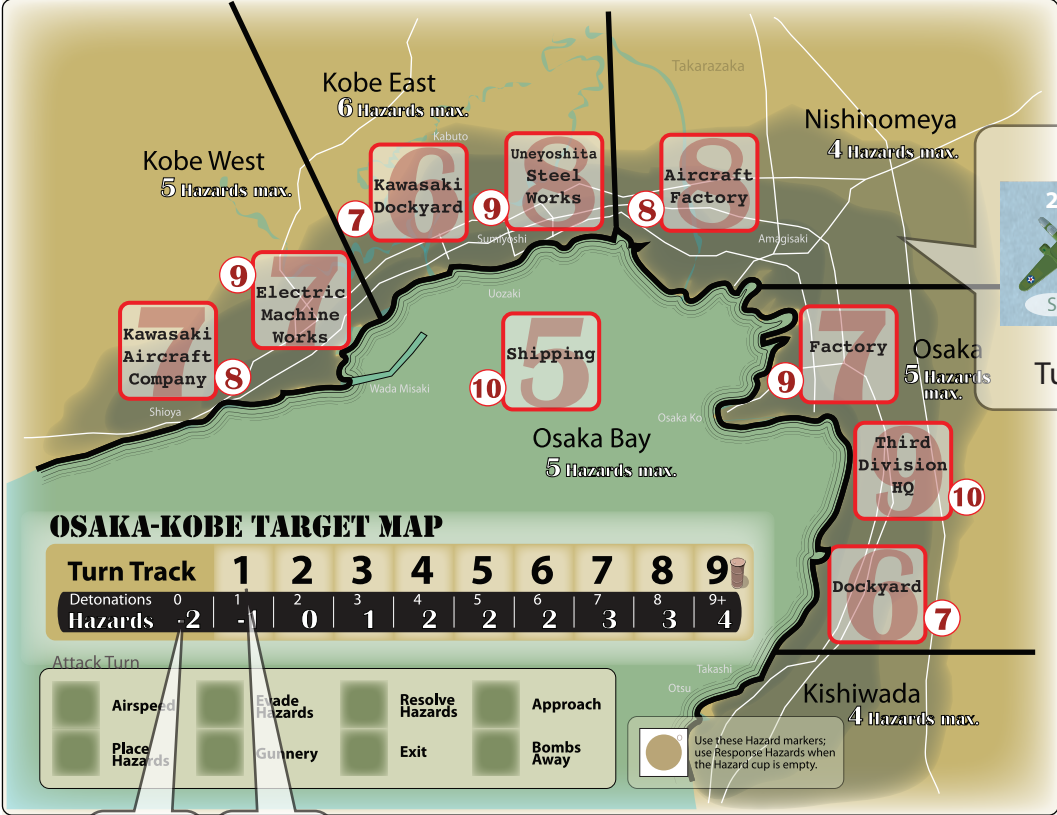
"I bet they got a bang out of that!"  
 - Sgt. Edward Saylor, engineer of 40-2267, *TNT*.


Alert Level 2

**SPECIAL INSTRUCTIONS:** You may attempt to bring Farrow into play. Roll a die on Turn 3: if EVEN, Farrow enters (choose any periphery Area). If ODD, that B-25 attacks Nagoya instead (and does not appear in this scenario).



**SPECIAL RULE:** Each B-25 may perform Release Ordnance twice in this scenario, but only once per turn. A B-25 becomes unloaded only after the second release.





**OSAKA-KOBE TARGET MAP**

Turn Track	1	2	3	4	5	6	7	8	9
Detonations	0	1	2	3	4	5	6	7	8
Hazards	2	0	1	2	2	2	3	3	4


Attack Turn	Airspeed	Evade Hazards	Resolve Hazards	Approach
	Place Hazards	Gunnery	Exit	Bombs Away

Use these Hazard markers: use Response Hazards when the Hazard cup is empty.





Turn 1  
0 (zero) Detonations



Turn 1

# Scenario 6: TNT's Attack

# DEBRIEFING CHART

total Blast Value on map	number of Target Boxes in Kobe East & West with Blast Value of 2 or more	Outcome
<p><b>4 (8)</b> use number in parenthesis if Farrow was present</p>	<p><b>2 (4)</b> use number in parenthesis if Farrow was present</p>	<p><b>Kobe burning</b> The B-25 flew along the arc of the bay, hovering just above the rooftops, until it climbed to 1500 feet and opened its bomb-bay doors. Ordnance fell out of the aircraft's belly, exploding and splitting apart buildings. Roll a die: if EVEN, an oil fire ignites and won't be doused for several hours. If ODD, the bombardier is frustrated that a blaze doesn't take hold. He keeps looking back until the city is out of sight, hoping to see smoke rise skyward.</p>
	<p><b>1 (2-3)</b> use number in parenthesis if Farrow was present</p>	<p><b>thrilling</b> As the B-25 races for the coast, the gunner describes the smoke plumes rising into the sky. "Pinch me, somebody." The co-pilot can't believe their luck. He expected more trouble.  Roll a die: if EVEN, the gunner catches a glimpse of an explosion in Kobe, just as the city disappears from view. If ODD, the co-pilot says to the pilot, "keep zigzagging," and then shouts, "we have company!"</p>
	<p><b>0 (0-1)</b> use number in parenthesis if Farrow was present</p>	<p><b>Osaka burning</b> Fires are started in Osaka as people fill the streets and sirens wail. If all three target boxes in Osaka have Blast markers in them, treat this as the topmost result in this chart (equivalent to "Kobe burning").</p>
<p><b>1-3 (1-7)</b> use numbers in parenthesis if Farrow was present</p>	<p><b>1-2 (2-3)</b> use number in parenthesis if Farrow was present</p>	<p><b>losses</b> By the time the B-25 zigzags out of sight, the entire Bay is alive with activity as people come out into the streets to look for more bombers. Only a rare few residents will experience loss firsthand from this attack. If a target box labeled "factory" or contains the word "aircraft" has a Blast marker in it, roll a die: if EVEN, the attack starts several fires and one ignites hazardous materials causing an explosion that destroys the facility. If ODD, the fires are doused. Regardless, smoke plumes into the air as the B-25's crew snaps photographs.</p>
	<p><b>0 (0-1)</b> use number in parenthesis if Farrow was present</p>	<p><b>minimal damage</b> The crew is pleased with itself, as the B-25 races for the coast, all thoughts now bent towards China. But they leave behind a city whose residents are more puzzled than afraid by the attack. In fact, many will question whether news of the attack was its government's tactic to urge citizens to work harder.</p>
<p><b>Hiyo</b> apply if the <i>Hiyo</i> hazard was revealed; this outcome is in addition to those above</p>		<p><b>Hiyo Hit</b> If the <i>Hiyo</i> hazard is in the Shipping target box, AND that box has a Blast marker in it, the aircraft carrier under construction is severely damaged. Roll a die: if EVEN, it is scuttled. If ODD, it's completion is delayed six months. In either case, in terms of success, the outcome is equivalent to the topmost box on this chart ("Kobe burning").</p> <hr/> <p><b>Hiyo not hit</b> If the <i>Hiyo</i> hazard is in the Shipping target box but that box does NOT have a Blast marker in it, damage done by the American attack is minimal. The air-raid drill siren eventually goes quiet and people get back to their Saturday afternoon.</p>

## Scenario 7: The Army Launches for Japan

### Pacific Ocean, 0300 hours, April 18, 1942

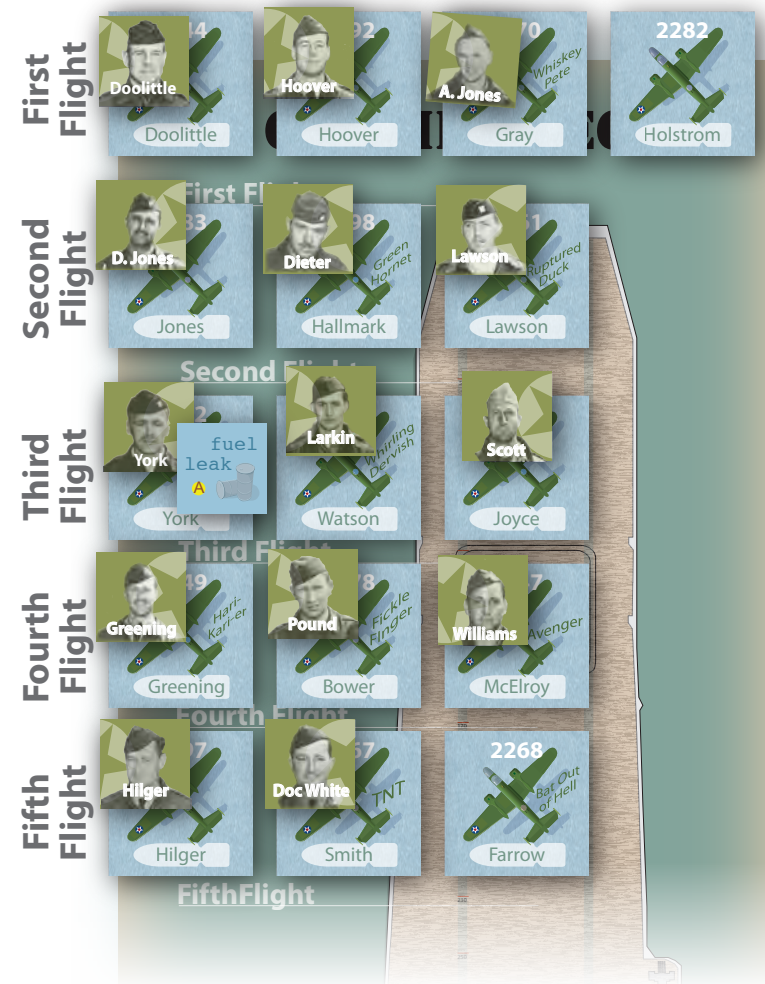
Radar operators aboard the *USS Enterprise* detect enemy surface ships a little more than ten miles in front of the task force. Within minutes lookouts aboard the *USS Hornet* spot lights at that same bearing. Vice Admiral “Bull” Halsey orders the task force to general quarters, and to turn ninety degrees hoping to lose the enemy ships. After radar operators confirm loss of contact at 0415 hours, Halsey orders a westerly course resumed.

At 0600 Lt. Osborne Wiseman, piloting one of three scout planes, spots a fishing boat forty miles off the *Hornet's* bow. He circles back to the *Enterprise* and drops a message indicating the sighting, observing radio silence. Halsey once again orders a turn, this time to the southwest, in order to evade detection, but at 0738 lookouts aboard the *Hornet* spot another small fishing craft. (It is only eight miles from the task force, and its captain is already signaling Tokyo: “Three enemy carriers sighted. Position 600 nautical miles east of Inubo Saki.”) The *USS Nashville's* flags request permission to open fire, and a minute later, at 0751, Halsey responds affirmatively. Within sixty seconds the cruiser’s fire commences. As the guns blast away, the *Enterprise* sends up more signal flags, but these are directed to the *Hornet*: “Launch planes. To Doolittle and gallant command good luck and God bless you.” Captain Mitscher immediately shakes hands with Doolittle and then orders deck crews to prepare for a launch. The *Hornet's* loudspeakers blare the alarm: “Now hear this. Now hear this. Army pilots, man your planes!”

Meanwhile, observing the *Nashville's* attack, circling fighters sight a second Japanese boat further out, a small trawler. They strafe it multiple times, sinking her. By then bombers from the *Enterprise* attack the first Japanese boat, the *Nitta Maru*, setting her aflame at 0820 and forcing her to surrender. As the two survivors are fished out of the water, B-25s roar off the *Hornet's* deck.

One by one they rev engines before lurching forward, their takeoff synchronized with the dipping of the carrier’s deck as the great ship is tossed in the gale. Each bomber circles once, its navigator using the line of the *Hornet* to check his bearings. That flattop is crowded with sailors eager to watch what they consider a historic flight. Cheers rise up as each B-25 is pushed forward by the deck crews. The last to take off is *Bat Out of Hell*. The thirty knot wind and the bobbing of the ship nearly toppled her off while its pilot and crew waited their turn, shoved to the edge of the deck to make room for other bombers being pushed forward. A swarm of navy crewmen finally pull the *Bat Out of Hell* into launch position, contending with a slippery and bobbing deck. One of the sailors nearly loses an arm when he backs into the left prop as it begins to turn. He is the raid’s first U.S. casualty.

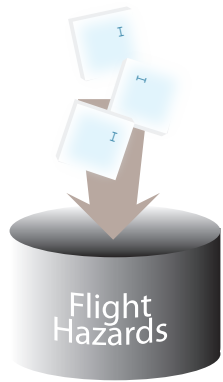
By 0920, all sixteen B-25s are in the air heading west.



Organize the B-25s in five Flights and assign Elite Crewmen markers, as indicated above. Play only Flight and Attack turns (do not play Denouement). The scenario begins just after an **Emergency Launch**.

“Great. Mrs. Pohl’s young hero is headed for a ditching somewhere in the China Sea, provided we get through the flak and fighter screen over Tokyo. Here I am, a Boston boy of 20, the youngest of the Doolittle raiders, a sergeant whose future has passed.”

– Sgt. David Pohl, gunner of 40-2242, recalling his reaction when Lt. York calculated that they carried insufficient fuel to reach China.



Place Flight hazard markers in a cup.

Place Alert Flight hazards in another cup [8.3.1].



Place Flight markers on the Flight Map as shown.

Each Flight starts with 8 Fuel (four Fuel markers).

OSAKA KOBE night 7 9

NAGOYA night 8 10

TOKYO Contact

Japan 1

Japan 2-6

Defense West 1-2

Defense West 3-6

Defense East 1

First Flight

Second Flight

Third Flight

Fourth Flight

Fifth Flight

Influence West 1-6

Place one Contact marker in Tokyo (no other Contact markers are in play). Allows one re-roll during a Target Acquisition Check [8.1.4, play aid F6].

Launch Type [12.3]: Emergency Launch

Crosswind

Place Wind markers as shown.

Severe Headwind

Headwind Crosswind

Crosswind

Tailwind

Weather markers (Calm, Gusty, Gale) belong on the Naval Map, but you can place them here for this scenario in case you need to make Wind Checks.

0400	0600	0800	1000
5	Flight Turn China Japan Time		8-9
16	14-15	12-13	10-11
1800	1600	1400	1200

Flight Turn: 0800 (Japan Time)  
 Launch Turn: 0800  
 China Time: 0600

### SECURITY TRACK

The Alert Level is determined by number of Failed Secrecy Tests, Hazard results, and B-25 attacks on Japan. Event Check if Naval Turn

Alert Level

0 1 2 3 4

Security Risk

x10 Security Risk

Failed Secrecy Tests

Secrecy Value

Security Risk: 20      Failed Secrecy Tests: 4  
 Secrecy Value: 5 dice      Alert Level: 1

## LANDING SITES

Do not use Landing Beacons (the Target Acquisition Number for each site is printed on the map [8.1.4]).

F6

Target Acquisition Number **9 11**  
(day/night)

## SCENARIO ENDS

This scenario ends when all B-25s have either ditched, landed, or been destroyed. Do not play the Denouement Segment, proceed directly to Debriefing.

## Scenario 7v – Variant

This is a variant of Scenario 7. It adds the Denouement Segment and uses the Debriefing Manual, and thus, is likely to generate more varied results. All of the scenario instructions remain the same, except for the following changes:

- **do not set up any Wind markers;**  
all Wind markers are determined by Wind Checks during play; assume weather is Gale in all Sea Areas
- **place 4 Fuel in each Landing Site;**  
also place one Groundcrew marker in Kweilin
- **add the Denouement Segment;**  
after all B-25s have landed, ditched, or are destroyed, play the Denouement Segment
- **Scenario 10 Debriefing;**  
after playing the Denouement Segment, use the Debriefing Manual for the Campaign Game to determine the outcome



**EVENT CHECK** During Diplomacy, or when Alert Level 4 is reached during a Naval Turn.

2 dice	result	another 2 dice for location:			
		Yushan	Lishui	Chuchow	Kian
5 or less	Japanese Attack	2-7	8-9	10-11	12
6	Storm	2-5	6-9	10	11-12
7-12	No Event				

Modifiers: -2 if Naval Turn; -1 if 3 or more landing sites are open

...but skip the RTP (Return to Port) step; all ships automatically return to port without incident

...but skip the Naval segment; you automatically earn 5 VPs for that segment (5 VP is the sum of N1-N3)

...and neither Stilwell nor Chiang were briefed, and no landing sites were attacked

...and if a B-25 lands in Vladivostok, Stalin was not briefed nor did the USSR give permission to land (it was denied)

## Scenario 7: The Army Launches for Japan

## DEBRIEFING CHART

Debriefing for this scenario happens in two parts. First, use this page to assess the outcome of the bombing. Then use page 24 to assess the recovery of the B-25s and their crews.

total Blast Value on all Target Maps	number of Target Maps with 3 or more detonations	Outcome	Ryuho/Hiyo Double the Blast Value of Blast markers in a Target Box with these Target Map hazards.	Promotion? If Doolittle survives (as determined by the outcome on p. 24), roll <b>two dice</b> and note their sum: if equal to or greater than the number shown here, he is promoted.  If double this number (or higher than double), he is promoted and awarded the Medal of Honor.	1
30 or more	3	<b>first victory</b> President Roosevelt beams a million dollar smile as he announces the “smashing blow” the United States just landed against the heart of the Empire of Japan. This is the first good news of the Pacific War and reporters pepper him with questions, but he refuses to say anything more about the secret base except to call it “Shangri La.”			1
	2 or less	<b>Shangri-La</b> President Roosevelt remains elusive when pressed for details but the reporters understand the need for secrecy. If the total Blast Value in Tokyo West is 8 or more, upgrade this result to “first victory.”			1
25-29	3	<b>effective</b> Weeks later General Hap Arnold gives his revised report to the Joint Chiefs of Staff. The raid was an “effective and encouraging attack” on the enemy capital. If the total Blast Value in Tokyo is 10 or more, upgrade this result to “Shangri-La.”			1
	2 or less	<b>encouraging</b> After receiving the report of General Hap Arnold, the Joint Chiefs of Staff order a draft feasibility study for further raids on the Japanese home islands. If Tokyo West has a Blast Value less than 4, downgrade this result to “newsworthy.”			2
20-24	2-3	<b>newsworthy</b> President Roosevelt fields questions about damage to Japanese cities. Reporters ask him about Tokyo Radio’s claims of minimal damage. “It was a blow they could neither ignore nor deny, gentlemen. That should tell you something.”			2
	1	<b>lesson learned</b> When asked why the attack landed on only one target, General Hap Arnold explains it will take some time to learn all of the facts. If the total Blast Value in Tokyo West is 8 or more, upgrade this result to “newsworthy.”			3
16-19	1-3	<b>insignificant</b> President Roosevelt asks again if Radio Tokyo has mentioned anything about damage from the bombing. The silence is frustrating. If crewmen are captured and executed, downgrade this result to “do-little.”			4
15 or less	0-3	<b>do-little</b> Radio Tokyo ridicules the pathetic attempt by the United States to bomb the emperor or damage Japan’s industrial might by terrorizing women and children. “I can only hope,” Tokyo Rose announces, “the Americans learned their lesson.”			5



number of B-25s in Chinese Landing Sites	number of Crews ditched in Chinese Flight Zones west of the China/Japan line	Outcome	Vladivostok? If one or more B-25s landed in Vladivostok, roll a die: if the number rolled is less than the number of B-25s in Vladivostok, all are interned for the duration of the war by the Soviets. If interned permanently, lower the outcome on p. 23 one row. If the number rolled is equal to or greater, internment lasts only a year.
16	0	<b>air support</b> General Chiang is ecstatic when his Chief of Staff, General Stilwell, informs him that an entire squadron of B-25 medium bombers have arrived in Chungking and will soon be ready for operations.	
10-15	1 or more	<b>reinforcements</b> General Hap Arnold informs General Stilwell to expect additional bombers via North Africa, reinforcing the Doolittle Raiders just arrived. He is to put the squadron to work as soon as practicable, targeting enemy installations.	
	0	<b>viable squadron</b> General Stilwell scopes out potential new airfield sites. He anticipates reinforcements in the form of bombers, crews, and spare parts to compliment the force of B-25s that survived the Tokyo Raid. He has orders to get this new squadron operational as soon as practicable.	
1-9	7 or more	<b>half a squadron</b> Stilwell hopes to scrape together at least half a squadron from the remnants of Doolittle's command. If 6 or more Crews ditched in Flight Zones west of the China/Japan time line, he succeeds, but only after waiting months for reinforcements.	
	0-6	<b>remnants</b> General Stilwell congratulates the flyers for their gallant attack on Japan, but informs them that their squadron will be broken up. Roll a die: that many B-25s remain in China, the remainder, if any, are transferred to North Africa.	
0	10 or more	<b>weeks</b> General Stilwell coordinates an aggressive rescue campaign to recover as many flyers as possible. He congratulates each one as they make their way to Chungking, but his last handshake happens weeks later in August.	
	1-9	<b>dismal</b> General Hap Arnold is appalled at the cost. "The operation was a failure," he tells his boss, the head of the Joint Chiefs of Staff, "and no further attempts like this should be contemplated."	
	0	<b>catastrophe</b> (Scenario 9: if B-25s did not launch, ignore outcomes on this page) For months Radio Tokyo announces the capture of more Doolittle Raiders, and President Roosevelt eventually breaks the news that the entire squadron was lost. Downgrade the outcome on p. 23 by one row.	

### Ditched in China?

Roll a die for each Crew that ditched in a Chinese Flight Zone (that is, a Flight Zone west of the China/Japan time line):

Assign each Elite Crewmen marker to a Crew. It suffers the Crew's fate.

die roll	result
1	The Crew encounters Japanese soldiers. Make a Captured Check.
2-6	The Crew arrives in Chungking after many weeks.

### Captured Check

Roll a die for each Crew that encounters Japanese soldiers:

die roll	result
even	The Crew eludes capture, but some men die of wounds before reaching Chungking. Roll a die: that number die (if a 6, all are missing).
odd	The Crew is captured and tried for war crimes.

### Tried?

Roll a die for each Crew put on trial (subtract -1 to the die roll if the total Blast Value was 21 or more):

die roll	result
2 or less	executed
3-6	no judgment

## Scenario 8: The Planned Launch

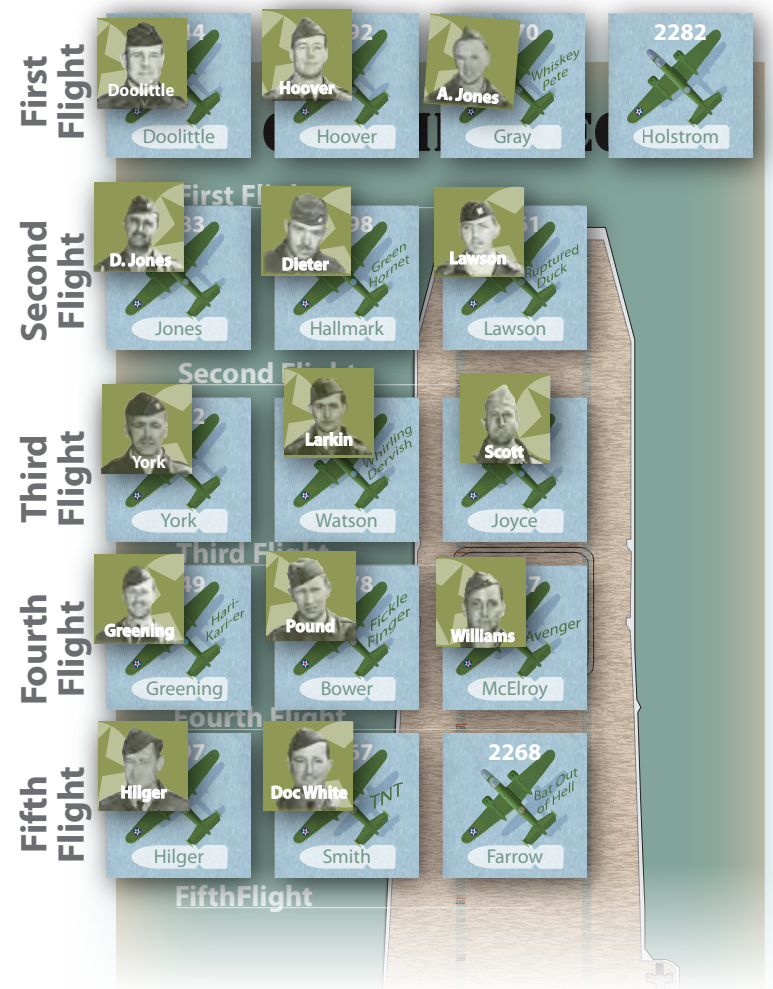
Pacific Ocean, 1400 hours, April 18, 1942

Lt. Col. "Jimmy" Doolittle devised a range of plans to attack Japan. One such plan was to attack at night, thus maximizing crew safety. The B-25s would be escorted to within four hundred and fifty miles of Honshu and launch as the sun set. With the cover of darkness, the task force would make an easy escape, and the bombers were unlikely to encounter enemy aircraft or be identified by ships. After bombing, the B-25s would head for China and arrive at landing sites at dawn. It was a plan that minimized risk, but attacking targets at night also meant limiting the effectiveness of the raid.

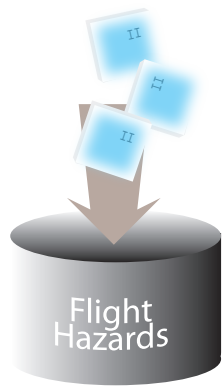
You may use the historical Flight organization (shown on the right), or re-organize it as you see fit.

**VARIANT START:** As a variant of this scenario, you may start the game on any Flight Turn. Place the Flight Turn marker (Japan side) on any Flight Turn. This allows you to choose when the B-25s launch.

**DEBRIEFING:** Use the Debriefing Chart for Scenario 7 (pp. 23-24).



Organize the B-25s in five Flights and assign Elite Crewmen markers, as indicated above. Play only Flight and Attack turns (do not play Denouement). The scenario begins just after a **Planned Launch**.



Place Flight hazard markers in a cup.

Place Alert Flight hazards in another cup [8.3.1].



Place Flight markers on the Flight Map as shown.

Each Flight starts with 8 Fuel (four Fuel markers).

**OSAKA KOBE storm 9 11**

**NAGOYA storm 8 11**

**TOKYO Contact**

Place one Contact marker in Tokyo (no other Contact markers are in play). Allows one re-roll during a Target Acquisition Check [8.1.4, play aid F6].

**Japan 1**

**First Flight** [4 Fuel markers]

**Second Flight** [4 Fuel markers]

**Third Flight** [4 Fuel markers]

**Fourth Flight** [4 Fuel markers]

**Fifth Flight** [4 Fuel markers]

**FLIGHT MAP**

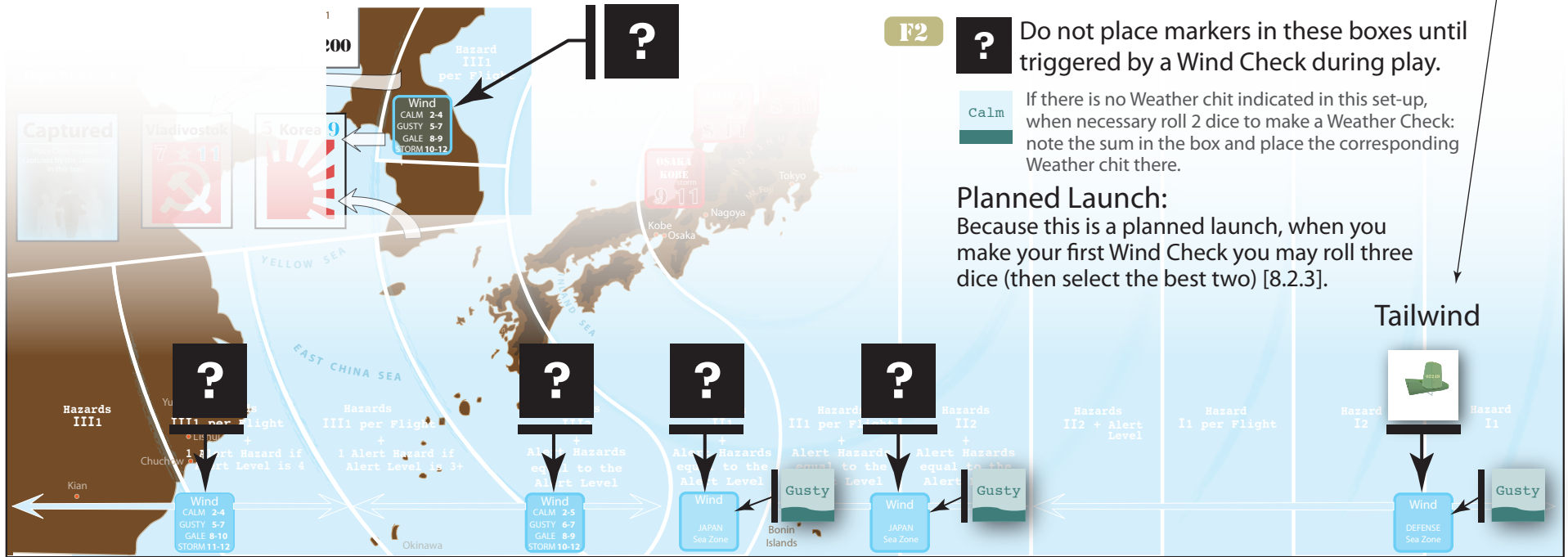
**Defense West 3-6**

**Defense East 2-3**

**Influence West 1-6** [1 Fuel marker]

**Defense East 4-6**

Launch Type [12.3]: Planned Launch



<b>0400</b>	<b>0600</b>	<b>0800</b>	<b>1000</b>
5	6	7	8-9
16	14	12-13	10-11
<b>1800</b>	<b>Flight Turn</b> Japan China Time Time		<b>1200</b>

Flight Turn: 1600 (Japan Time)  
 Launch Turn: 1600  
 China Time: 1400

<b>Flight Turn</b>
China Japan
Time Time

### SECURITY TRACK

The Alert Level is determined by number of Failed Secrecy Tests, Hazard results, and B-25 attacks on Japan. Event Check if Naval Turn

**Alert Level**

0 1 2 3 4

0 1 2 3 4 5 6 7 8 9

x10 Security Risk

Failed Secrecy Tests

Secrecy Value

Security Risk

Security Risk: 19  
 Secrecy Value: 5 dice  
 Failed Secrecy Tests: 3  
 Alert Level: 0

## LANDING SITES

In China, place a Landing Beacon in each Landing Site (draw each randomly, but do not peek at the number until a Flight attempts a Target Acquisition Check for that landing site). Use the number on the marker as the Target Acquisition Number for that site (use the Beacon's number regardless of day or night [8.1.4]).



F6

## SCENARIO ENDS

This scenario ends when all B-25s have either ditched, landed, or been destroyed. Do not play the Denouement Segment, proceed directly to Debriefing [p. 23-24 Scenario Book].

## Scenario 8v – Variant

This is a variant of Scenario 8. It adds the Denouement Segment and uses the Debriefing Manual, instead of the Debriefing Charts in this Scenario Book. All of the scenario instructions remain the same, except for the following changes:

- **place 4 Fuel in each Landing Site;** also place one Groundcrew marker in Kweilin
- **add the Denouement Segment;** after all B-25s have landed, ditched, or are destroyed, play the Denouement Segment
- **Scenario 10 Debriefing;** after playing the Denouement Segment, use the Debriefing Manual for the Campaign Game to determine the outcome



**EVENT CHECK** During Diplomacy, or when Alert Level 4 is reached during a Naval Turn.

2 dice	result	another 2 dice for location:			
		Yushan	Lishui	Chuchow	Kian
5 or less	Japanese Attack →	2-7	8-9	10-11	12
6	Storm →	2-5	6-9	10	11-12
7-12	No Event				

Modifiers: -2 if Naval Turn; -1 if 3 or more landing sites are open

...but skip the RTP (Return to Port) step; all ships automatically return to port without incident

...but skip the Naval segment; you automatically earn 5 VPs for that segment (5VP is the sum of N1-N3)

...and neither Stilwell nor Chiang were briefed, and no landing sites were attacked

...and if a B-25 lands in Vladivostok, Stalin was not briefed nor did the USSR give permission to land (it was denied)

## Scenario 9: The Doolittle Raid

Alameda, 0500 hours, April 2, 1942

Telling his wife he will be “out of the country for a while,” Lt. Col. James Doolittle rises out of bed early in the morning to report aboard the *USS Hornet* docked in the San Francisco Bay. The sixteen B-25s of Doolittle’s command are lashed atop the flight deck, their tails cantilevering beyond the edge of the ship’s fantail, turrets and engine cowlings covered with tarps. The Army crewmen rise early as well, some after very little sleep, bunking on the *Hornet* with petty officers and Navy pilots. Many of them spent the evening in a local bar, Doolittle having granted his men liberty in San Francisco. Their Navy bunkmates are not impressed.

On board the *Hornet*, Doolittle confers with Captain Mitscher, and then is handed several messages. General ‘Hap’ Arnold wishes the mission good luck while Admiral King, head of the United States Navy, expresses confidence in the mission and Doolittle in particular. General George Marshall, the top ranking officer in the United States military and the commander of the newly formed Joint Chiefs, tells him that “You will be constantly in my mind. May the good Lord watch over you.”

Loaded with over 1.4 million gallons of diesel fuel, the *USS Hornet* pulls anchor and steams under the Golden Gate Bridge at 1030 hours, embarking on its 5200 mile delivery mission. Doolittle meets his men in the wardroom to finally give them the news they have been waiting for. “For the benefit of those of you who don’t already know, or who have been guessing, we are going straight to Japan. We’re going to bomb Tokyo, Yokohama, Osaka, Kobe and Nagoya. The Navy is going to take us in as close as is advisable.” The cramped room explodes with shouting, but some men remain silent. A few hours later Mitscher’s voice crackles on the loudspeakers throughout the decks. “Now hear this! This ship will carry the Army bombers to the coast of Japan, for the bombing of Tokyo.” Cheers from every section of the ship greet the announcement. Observing strict radio silence the *Hornet* communicates Mitscher’s message by semaphore to the cruisers and destroyers of the task force as it zigzags a westerly course.

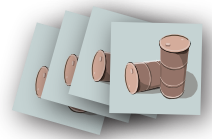
On April 9, Mitscher is notified by encoded radio transmission that the planned rendezvous with the *USS Enterprise* and its task force will be delayed by a day. He orders his task force to slow, reverse course, and then continue west by a circuitous route in order to accommodate the new rendezvous schedule. Three days later the *Hornet* detects Vice Admiral Bill Halsey’s task force some 130 miles out, via radar, and scout aircraft from the *Enterprise* are sighted by lookouts on the *Hornet* the following morning. Halsey formally takes command of the combined task force as it steams west. It soon encounters violent weather, worse than most Naval personnel have experienced.

Both Doolittle and Mitscher hope the weather is fortuitous.



Place the sixteen B-25s on the Carrier Deck. At launch, arrange them in Flights and assign Elite Crewmen markers as indicated in Scenario 7. Or, if you prefer, rearrange the B-25s into 4-6 Flights [see 7.1.1 Flight Size Limits].

**FUEL:** When the B-25s launch, each Flight starts with 8 Fuel.

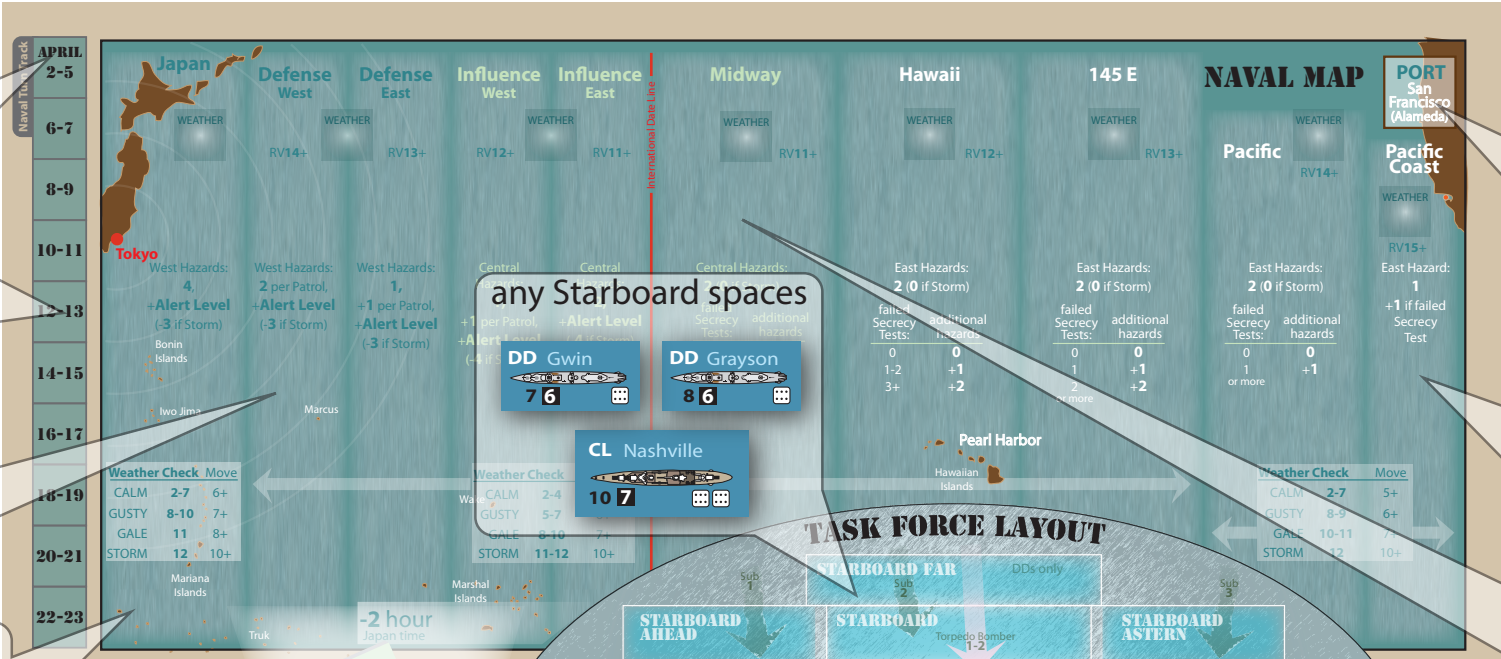


Naval Turn

Planned RV Turn

Planned LAUNCH Point

7+ Thresher  
no contact  
7+ Trout  
no contact



TF-18  
fueled



Planned RV Point

any Starboard spaces

DD Gwin 7 6

DD Grayson 8 6

CL Nashville 10 7



CV Hornet 14 7

AO Cimarron 6 Refuel 7+S

Center space

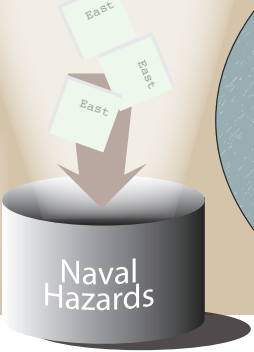
CA Vincennes 11 7

DD Meredith 8 6

DD Monssen 8 6

any Port spaces

Place 2 Submarines (not in contact) in Japan Sea Zone



Place East Naval hazard markers in a cup.

SECURITY TRACK



**HAZARD MARKERS:** You will need East, Central, and West hazard markers. Place each set in a cup. You will also need Flight hazard markers once the Flight Segment is initiated by a Launch, and Attack hazard markers when you play Attack turns.

Naval Turn (start): April 2-5  
 Planned RV Turn: April 12-13  
 Security Risk: 14  
 Secrecy Value: 5 dice  
 Failed Secrecy Tests: 0  
 Alert Level: 0

## SCENARIO ENDS

This scenario ends when all B-25s have either ditched, landed, or been destroyed. Or, it ends after a Japanese Airstrike if the B-25s do not launch, or launch for Midway or Pearl Harbor.

## DEBRIEFING

There are three parts to debriefing in this scenario. First, use the Debriefing Chart on page 32 to check the Naval outcome, and then use **Scenario 7's** Debriefing Charts (they comprise parts 2 and 3 of this scenario's debriefing process). Combined, they should give you a narrative outcome of the sea, air, and landing aspects of the mission.

## ELITE CREWMEN

You are welcome to vary the assignments of Elite Crewmen. Do so by selecting Elite Crewmen markers, or drawing them randomly from a cup, and assigning them to the B-25s in any manner you prefer (no more than one per B-25, as per the rules). You may assign a maximum of 14 Elite Crewmen markers.



Miller is available as an Elite Crewman. He was the Navy pilot who taught the Army pilots how to make a short take-off. In order to verify the Mitchell's ability to make a carrier launch, he was scheduled to fly one of the B-25s off the *Hornet* shortly after embarking from Alameda. Doolittle scratched that flight, wanting to conserve all assets for the raid, confident his pilots would indeed make the launch without difficulty. That left Miller without an assignment, and here, you can put him to work as pilot of one of your B-25s.

## Scenario 9v – Variant

This is a variant of Scenario 9. It adds the Denouement Segment and uses the Debriefing Manual instead of the Debriefing Chart on p. 32 (and does **not** use Scenario 7's Debriefing Charts). All of the scenario instructions remain the same, except for the following changes:

- **place 4 Fuel in each Landing Site;** also place one Groundcrew marker in Kweilin
- **add the Denouement Segment;** after all B-25s have landed, ditched, or are destroyed, play the Denouement Segment
- **Scenario 10 Debriefing;** after playing the Denouement Segment, use the Debriefing Manual for the Campaign Game to determine the outcome



Randomly place a Landing Beacon marker on each Landing Site in China. Do not peek at the numbers on the back of the markers.

...Nimitz was briefed

...neither Stilwell nor Chiang were briefed, and no landing sites were attacked

...and if a B-25 lands in Vladivostok, Stalin was not briefed nor did the USSR give permission to land (it was denied)



# Scenario 9: The Doolittle Raid

## DEBRIEFING CHART

### Incident Check?

If the Outcome calls for an Incident Check, follow this procedure: Roll **two dice** to see if the task force encounters trouble, and **subtract the Alert Level** at the time of launch: if the sum is **2** or higher it returns to Pearl Harbor without incident. If a **1** or less the task force is set upon by Japanese aircraft. Roll another die: if **EVEN**, the task force suffers minimal damage. If **ODD**, President Roosevelt is awoken to learn that the Navy lost a carrier somewhere west of Midway Island.

B-25s Launch for Japan	task force is attacked by an Airstrike	Outcome	
yes	no	Planned Launch yes	<b>cargo delivered</b> Grateful to finally see the bombers launch, Vice Admiral Halsey orders a zigzag course east. Make an <b>Incident Check</b> . If the task force makes it to Pearl Harbor without incident, Halsey is asked by his boss, Admiral Nimitz, his opinion as to the efficacy of repeating such a raid. He replies, "it was a damn stupid idea the first time."
		no	<b>tempting fate</b> As the B-25s launch one by one, Vice Admiral Halsey impatiently scans the sky for enemy planes. He mutters expletives as he glances again at his watch. Make an <b>Incident Check</b> .
	yes	U.S. Ships Sunk 0	<b>disaster averted</b> The task force returns to Pearl Harbor and Vice Admiral Halsey is asked to give a preliminary report in person to his boss, Admiral Nimitz. Halsey says, "Remind me again, who was the asshole who dreamt up this mission?"
		1	<b>battered</b> If a U.S. carrier was sunk, shift this outcome down to "catastrophe at sea." Otherwise, Admiral Nimitz reads the reports from Vice Admiral Halsey and Captain Mitscher, and asks for readiness estimates. "How soon can you turn your carrier group around, Bill," he asks Halsey. "We may need you in a few days."
		2+	<b>bloodied</b> If a U.S. carrier was sunk, shift this outcome down to "catastrophe at sea." Otherwise, Admiral Nimitz scrambles to assemble a viable carrier group again with repaired escort ships from the raid in December. He is unsure he has enough assets to pose a defense against a concerted Japanese strike in the area of the Coral Sea.
	no launch towards Midway or Pearl Harbor or no launch at all	no	RV successful yes
no			<b>what went awry?</b> A nervous Captain Mitscher gives a full report to Admiral Nimitz. Nodding as he listens, the Admiral acknowledges the Captain's rationale for not breaking radio silence, but there are still unanswered questions.
yes		U.S. CV Sunk no	<b>catastrophe averted</b> Admiral Earnest King runs fellow members of the Joint Chiefs through the report, emphasizing that the raid very nearly cost the Pacific Fleet its offensive potential. "It seems clear now that it was not worth the risk."
		yes	<b>catastrophe at sea</b> Admiral Nimitz receives the bad news. Showing little emotion, he drafts a cypher to his boss in Washington: "Pacific fleet no longer has assets to secure line of communication to Australia. Japanese offensive expected."

## Scenario 10: Special Aviation Project Number One

Washington, D.C., 1340 hours, Dec. 7, 1941

The black phone in the upstairs study of the White House rings. In a moment President Franklin Roosevelt is observed listening carefully. His Secretary of the Navy, Frank Knox, is on the line, reading a telegraph message received a few minutes earlier from Oahu. "Air raid on Pearl Harbor [stop] This is not a drill [stop]."

The President receives more alarming messages and telephone calls, and very quickly the radio announces the attack to the American public. After a 3:00pm conference with the advisors he has on hand this Sunday afternoon, Roosevelt dictates a speech to his personal secretary, Grace Tully. It is short, and the president makes only a few corrections when she gives him the typed first draft, foregoing his usual weeklong deliberation involving a speechwriting team. "Yesterday, December 7, 1941, a date which will live in infamy, the United States was suddenly and deliberately attacked..." He intends to read it to Congress tomorrow morning.

Two weeks later Roosevelt shares his study with General George C. Marshall, General Henry Arnold, Amiral Earnest King, Admiral Harold Stark, Secretary Knox, and Secretary of War Henry Stimson. Harry Hopkins is there too, an advisor Roosevelt has leaned on quite a bit in recent months. He tells them that Prime Minister Winston Churchill of Great Britain is on his way with an entourage of nearly eighty advisors, for an extended strategy conference between the two heads of state, and Roosevelt wants to give the Prime Minister a plan of effective American action. For two hours, however, Roosevelt patiently listens to one report after another of inadequate assets or assets inadequately positioned for an effective military outcome. He inquires about airfields in China and the prospect of mounting air attacks against Tokyo from there, but he is told that facilities are presently inadequate and there are no forces in that theater capable of such operations, nor is the infrastructure in place to support it. Stifling a sense of growing frustration, the President concludes the meeting. "Gentlemen, we must find ways and means of carrying home to Japan proper, in the form of a bombing raid, the real meaning of war."

Nearby in Washington's Munitions Building, Lt. Colonel James "Jimmy" Doolittle unhappily reports for duty. His request to be transferred to a tactical unit was denied by General Arnold, and now he finds himself on Arnold's Air Staff running the numbers on the Army's latest aircraft. The recent promotion to Lt. Colonel does not satisfy, having missed action in the First World War and now missing it again in this war. In early January he is called into Arnold's office where he is treated to a barrage of curious questions. "Jim, what bomber do we have that can take off in 500 feet?" As he thinks about an answer, ruling out heavies such as the B-17 and the new B-24, Arnold modifies the question. "It has to carry a 2,000-pound bomb load. And...it's got to fly 2000 miles."

"The B-25 could probably do it," Doolittle replies. "Why do you ask?"

### Set Up

The game starts at the top of the Mission Planning Blotter [13.1.1], starting with the January turn. Most other components should be set aside, since they will enter play as the game proceeds. Start the game by playing the January turn of the Planning segment (use the Planning segment's bi-fold player aid).

This scenario is the full game. It involves Parts 1-5 of the Rule Book and all segments of the game (Planning, Naval, Flight, Attack, and Denouement), beginning with the Planning Segment in January 1942. It uses its own Debriefing Manual that assesses the outcome of the raid through the points of view of a variety of stakeholders (Army, Navy, Joint Chiefs of Staff, the White House, and the Imperial Palace in Tokyo).



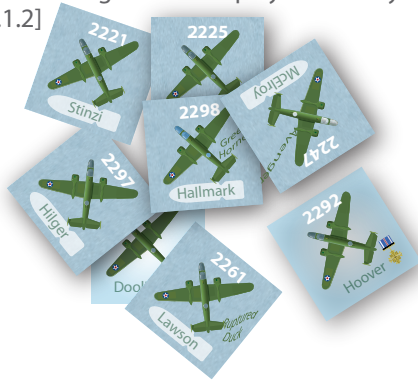
# Mission Planning Blotter

These are the components you will need for the Planning Segment. Follow the sequence of play on the player aid. The markers will enter play gradually as you proceed down the Blotter.

Doolittle will enter play in January. You will need to decide if he will use the telephone. If he doesn't use the telephone, you will have to dedicate him to a specific Doolittle box [13.1.1].



**B-25s**  
you will bring these into play in January [13.1.2]



**JANUARY 1942** Washington, DC  
January -4 February -3 March -2 April -0

Landing in the USSR? Will Stalin agree to Thompson's request?  
no yes no yes no yes no yes  
0-9 10 more 0-10 11 more 0-10 11 or more 0-11 12 more

Landing in China? Will Chiang cooperate with Stilwell?  
no yes no yes no yes no yes  
1-8 9 more 1-8 9 more 1-7 8 more 1-6 7 more

Joint Ops Will Nimitz insist on escort?  
no yes no yes no yes  
2-6 7 or more 2-7 8 or more 2-8 9 or more

**FEBRUARY** Mid-Continent Airlines (Minneapolis)

Liason Radio A Engines C Top Turret D Armor Plating E Tail F

If Lt. Col. Doolittle is present: no delay modifier  
Guzzle Check number: 5 6 7 8 9 10 11 12

**MARCH** Eglin or McClellan Field

McClellan Field Eglin Field Security Measures  
Sacramento VolgaBase

Chewman 4 5 6 7 8 9 10 11 12  
low 0 MORALE high 12

Bombing day and night Night Flying Navigation Short Take Off  
+1 +2 +3 +4 +5 +6 +7 +8 +9 +10 +11 +12

Gunnery Hedgehog Evasion Rating (low altitude) Elite Pilots  
+1 +2 +3 +4 +5 +6 +7 +8 +9 +10 +11 +12

**APRIL** Sacramento and Alameda

TRANSIT CHECK  
2 or less 3-5 6-7 8 or more  
4 Transit Hazards 3 Transit Hazards 2 Transit Hazards 1 Transit Hazard

If Lt. Col. Doolittle is present: +1 Modifier  
Modifiers: +1 Doolittle; +7 Extra Training; +3 McClellan Field

**Diplomacy markers**  
you will work with these in January [13.1 and 13.2]

P1 P2 P3

**Modification markers**  
you will work with these in February [13.3]

P5

- GUNS** Guns: 3
- WEIGHT** Weight: 3
- MODS** Mods: 0 – place Guns, Weight, and Mods on their starting spaces [13.3.1]

in March, you will select Security Measures (put your selections, if any, in the Security Measures box) [13.4.2]

P4

in March, you will place this on the Eglin or McClellan Field box (doing so signifies where the squadron will train) [13.4.1]

place on its starting space on the Morale Track [13.4.3]

place on their starting spaces of the Training Tracks [13.4.4]

**Elite Crewmen**  
you will bring these into play in March [13.4.3]

**Transit Hazards** [13.5.2]

cup

# China

After a successful Diplomacy Check involving Stilwell, Landing Beacons will be placed in a cup and drawn randomly; during the Planning Segment you may place them in Landing Site boxes in China, and then stock those Landing Sites with Fuel markers and Groundcrew markers.

40 Fuel max. in China, 8 per turn (15 if Chiang and Stilwell are briefed)

Target Acquisition numbers of landing sites in China are superseded by Landing Beacon markers (reveal during Target Acquisition).

Landing value (use only for Denouement)

Stockpile number (Scenario 10)

Target Aca. number if no beacon day/night

<b>Kweilin 5</b>	<b>Kian 6</b>	<b>Yushan 8</b>
5+ 9/11	6+ 10/12	9+ 10/12

**EVENT CHECK** During Diplomacy, or when Alert Level 4 is reached during a Naval Turn.

2 dice result	Yushan	Lishui	Chuchow	Kian
5 Japanese Attack	2-7	8-9	10-11	12
6 Storm	2-5	6-9	10	11-12
7-12 No Event				

Modifiers: -2 if Naval Turn; -1 if 3 or more landing sites are open

Chungking  
Trekking  
Chuchow 7



hopefully you won't need the **Japanese Attack** marker, but set it aside just in case [13.2.4]

# Security

**SECURITY TRACK**

The Alert Level is determined by number of Failed Secrecy Tests, Hazard results, and B-25 attacks on the Security Track.

**Alert Level**

0 Alert Level

1

2

3

4

5

6

7

Failed Secrecy Tests

x10 Security Risk

Security Risk

all markers on the Security Track start at zero; you will determine the **Secrecy Value** at the very end of the Planning Segment [13.5.6]

# Hazards

Naval, Flight, and Attack hazards should be set aside, organized in their respective groups. When the time comes to use them, place the group in a cup so that they may be drawn randomly.

## Naval East N6



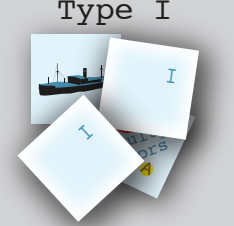
## Naval Central



## Naval West



## Flight Type I F5



## Flight Type II



## Flight Type III



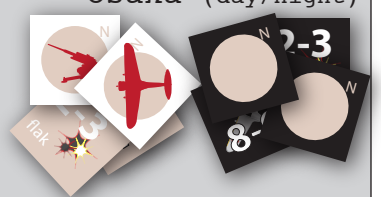
## Flight Alert



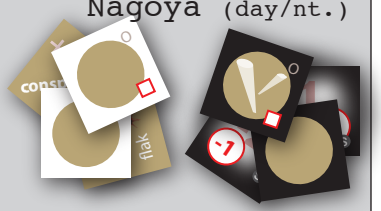
## Target Tokyo A5 (day/night)



## Target Osaka (day/night)



## Target Nagoya (day/nt.)



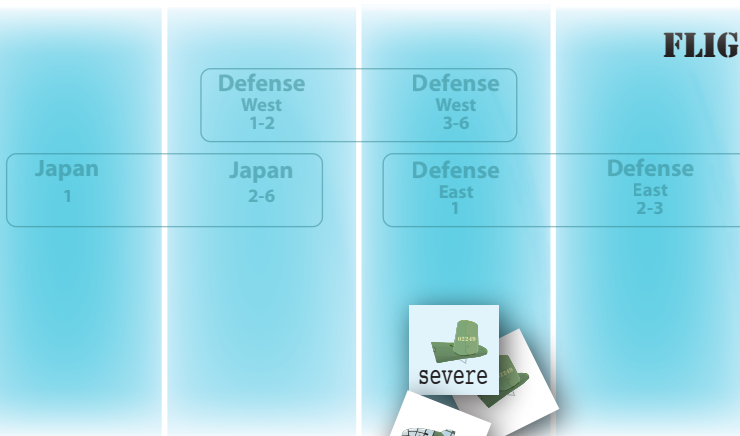
## Target Response



# Flight Map



Lights Out markers will be necessary only if your Flights arrive over Japan at night [8.1.3]



set Wind markers aside for use during the Flight Segment (or possibly the Naval Segment) [8.2.3]



set these markers aside; they will come into play during the Launch at the conclusion of the Naval Segment [12.3]

the amount of Fuel each Flight will start with will be determined during the February turn of the Planning Segment [13.3.3.H]

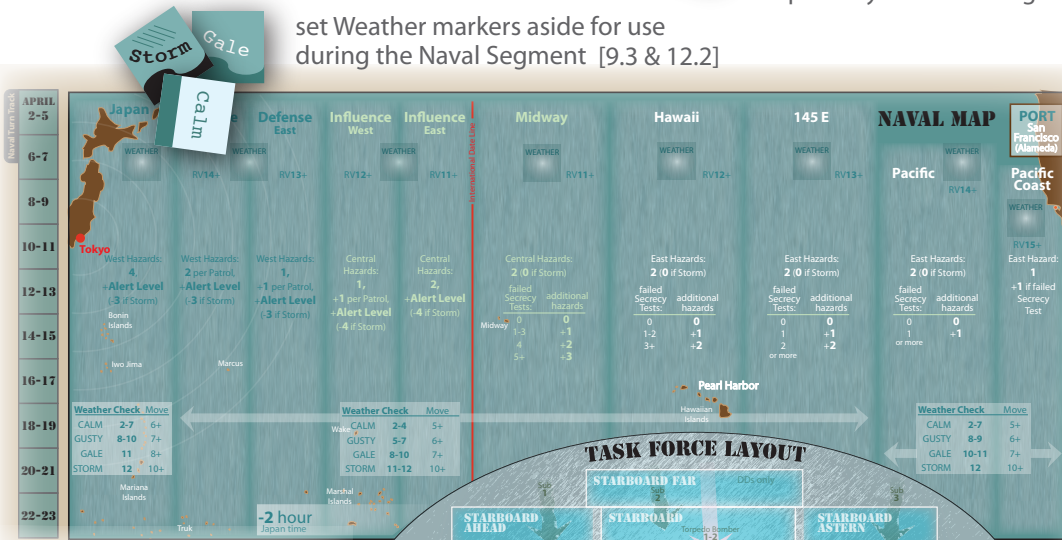


set Flying on Fumes (FoF) markers aside [7.2.4]

# Naval Map



set these markers aside for use during the Naval Segment (the number of Submarines you will use will be determined during the Planning Segment) [13.2.5]



set Weather markers aside for use during the Naval Segment [9.3 & 12.2]

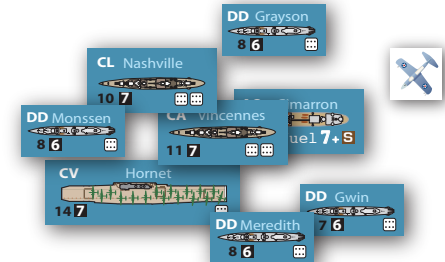
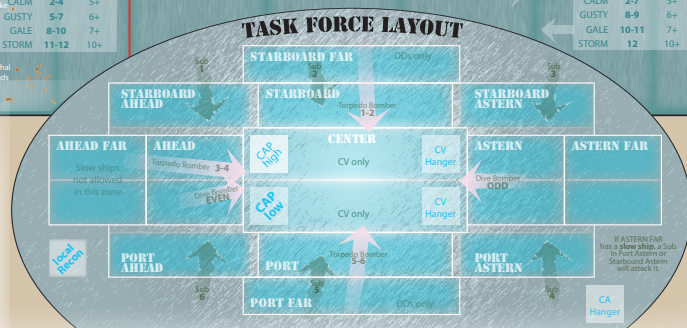


set the Task Force marker aside for use during the Naval Segment (TF-16 and its ships are used only after Rendezvous)



these will go on the Naval Map's Turn Track

these will go on the Naval Map [13.5.1]



set ships and recon aside for use on the Task Force Layout during the Naval Segment [9.5]

# Multi-Player Games

Scenario 10 of *Enemy Coast Ahead: The Doolittle Raid* may be played cooperatively with two or three players. There are two ways to do this.

**Method One:** A team of two or three players works together to make all decisions cooperatively. *All for one and one for all!*

**Method Two:** Three players collaborate to conduct the raid. They do this in sequence, each player adopting a specific role and making decisions during only one segment of the game. This method does not require the presence of all players at the same time, because only one plays the game at a time (until the Attack Segment). If you only have two players, take turns during the Flight Segment, Player One making all decisions during the first Flight Turn, Player Two doing so the next turn, and so on.

**Planning – Player One:** The first player conducts the Planning Segment, making all decisions without consultation of other players. When he completes the April Turn, he hands the game over to the next player.

**Naval – Player Two:** The second player conducts the Naval Segment, making all decisions without consultation of other players. When he completes the Launch, he hands the game over to the next player. If present, players One and Three take turns drawing, placing, and assigning Hazards.

**Flight – Player Three:** The third player conducts the Flight Segment, making all decisions without consultation of other players. If present, players One and Two take turns drawing, placing, and assigning Hazards.

**Attack – Players One and Two:** When a target city is acquired, player one and two take turns conducting the Attack Segment. If two target cities have been acquired in the same Flight Turn, both attacks may be played simultaneously. Player Three draws and applies Hazards.

**Denouement – All Players:** Divvy up the B-25s and crews: Player One takes those in the Trekking Box and one Landing Site. Player Two takes those in two Landing Sites, and Player Three takes the rest. The intent is to roughly divide B-25s and crews evenly amongst all players, giving each control over some of them. If all Crews and Elite Crewman are in the Trekking Box and none are in Landing Sites, divvy up the Crews evenly amongst the players and treat each as a separate party. Take turns conducting the steps of Denouement until that segment is completed, working as collaboratively or independently as you like.

"I was shocked and quickly said, 'General, that award should be reserved for those who risk their lives trying to save someone else. Every man on our mission took the same risk I did. I don't think I'm entitled to the Medal of Honor.' Hap flushed and I could see he was angry. General Marshall, obviously displeased at my remark, scowled and said, 'I happen to think you do.'"



"The President pinned the medal on my shirt and asked me to tell him about the raid, which I did. I thanked him for the award and we were ushered out. On the way through the door, Hap congratulated me. I couldn't resist telling him that while I was grateful, I would spend the rest of my life trying to earn it."

– James Doolittle, *I Could Never Be So Lucky Again*, 1991.

## CREDITS

Designer: Jeremy White

Playtesting, Proofreading, and Counsel: Mark Aasted, Mike Bertucelli, Steve Carey, Jordan Kehrer, Hans Korting, John Leggat, Allen Martin, Troy Nichols, Bernie Roessler, Greg Sapara

Component Design & Art (except box): Jeremy White

Art Director & Package Design: Rodger B. MacGowan

Production Coordination: Tony Curtis

Publishers:

Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley, Mark Simonitch

## Squadron Roster – Aviation Project Number One

The crew of Doolittle's command are listed here, in the order in which they took off from the U.S.S. *Hornet* on April 18, 1942. All surviving crewmen were promoted one rank, except Doolittle who was promoted two ranks (to Brigadier General). All crewmen were awarded the Distinguished Flying Cross (Doolittle already had it, won in 1922), and Doolittle was awarded the Congressional Medal of Honor. Two others were awarded the Silver Star. Eight crewmen were captured (c), three were executed (x), one starved to death (s). Wounded = (w). Killed in action = (k).

P= pilot, CP= co-pilot, N= navigator, B= bombardier, G= gunner, E= engineer. ☆ indicates Silver Star recipient

### Crew 1:

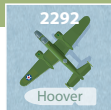
P Lt. Col. James H. Doolittle  
CP Lt. Richard E. Cole  
N Lt. Henry A. Potter  
B Sgt. Fred A. Breamer  
G Sgt. Paul J. Leonard



Doolittle was a last minute replacement for Capt. Vernon Stinzi, who became ill at the end of March. By then, Doolittle had coaxed General Arnold to let him fly on the mission.

### Crew 2:

P Lt. Travis Hoover  
CP Lt. William N. Fitzhugh  
N Lt. Carl N. Wildner  
B Lt. Richard W. Miller  
G Sgt. Douglas V. Radney



Target Hit: Factory in Tokyo

### Crew 3:

P Lt. Robert "Bob" Gray  
CP Lt. Jack "Shorty" Manch (w)  
N Lt. Charles J. Ozuk (w)  
B Sgt. Aden E. Jones  
G Cpl. Leland D. Faktor (k)



Target Hit: Factory in Tokyo

### Crew 4:

P Lt. Everett "Brick" Holstrom  
CP Lt. Lucien N. Youngblood  
N Lt. Harry C. McCool  
B Sgt. Robert J. Stephens  
G Cpl. Bert M. Jordan (guns jammed)



Target Hit: none

### Crew 5:

P Capt. David "Davey" Jones  
CP Lt. Rodney R. Wilder  
N Lt. Eugene F. McCurl (k)  
B Lt. Denver V. Turelove  
G Sgt. Joseph W. Manske



Target Hit: Oil storage and power plant

### Crew 6:

P Lt. Dean E. Hallmark (c) (x)  
CP Lt. Robert J. Meder (c) (s)  
N Lt. Chase J. Nielsen (c)  
B Sgt. William J. Dieter (k)  
G Sgt. Donald E. Fitzmaurice (k)



Target Hit: Steel mill in Northeast Tokyo

### Crew 7:

P Lt. Ted E. Lawson (w)  
CP Lt. Dean Davenport (w)  
N Lt. Charles L. McClure (w)  
B Lt. Robert S. Clever (w)  
G Sgt. David J. Thatcher ☆



Target Hit: Factory in Tokyo

### Crew 8:

P Capt. Edwin J. "Ski" York  
CP Lt. Robert G. Emmens  
N & B Lt. Nolan A. Herndon  
E S/Sgt. Theodore H. Laban  
G Sgt. David W. Pohl



Interned in the USSR

### Crew 9:

P Lt. Harold "Doc" Watson (w)  
CP Lt. James M. Parker  
N Lt. Thomas C. Griffin  
B Sgt. Wayne M. Bissell  
G S/Sgt. Eldred V. Scott



Target Hit: Tokyo Gas & Electric

### Crew 10:

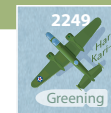
P Lt. Richard O. "Dick" Joyce  
CP Lt. J. Royden Stork  
N/B Lt. Horace "Sally" Crouch  
E/G Sgt. Edwin W. Horten  
G S/Sgt. George E. Larkin



Target Hit: Japan Special Steel Co.

### Crew 11:

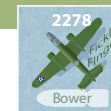
P Capt. C. Ross Greening  
CP Lt. Kenneth Reddy  
N Lt. Frank A. Kappeler  
B Sgt. William L. Birch  
E/G S/Sgt. Melvin J. Gardner



Target Hit: Refinery and storage tanks

### Crew 12:

P Lt. William M. "Bill" Bower  
CP Lt. Thadd H. Blanton  
N Lt. William R. Pound  
E/G Sgt. Omar A. Duquette  
B S/Sgt. Waldo J. Bither



Target Hit: Ogura refinery, warehouses

### Crew 13:

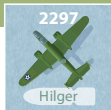
P Lt. Edgar E. McElroy  
CP Lt. Richard A. Knobloch  
N Lt. Clayton J. Campbell  
B Sgt. Robert C. Bourgeois  
G Sgt. Adam R. Williams



Target Hit: dry docks in Yokohama

### Crew 14:

P Major John A. "Jack" Hilger  
CP Lt. Jack A. Sims  
N/B Lt. James "Herb" Macia  
E Sgt. Jacob Eierman  
G Sgt. DEdwin V. Bain



Target Hit: aircraft factory in Nagoya

### Crew 15:

P Lt. Donald G. Smith  
CP Lt. Griffith P. Williams  
N/B Lt. Howard A. Sassler  
E/G Sgt. Edward J. Saylor  
G Lt. Thomas R. "Doc" White ☆



Target Hit: factories in Kobe

### Crew 16:

P Lt. William "Bill" Farrow (c)(x)  
CP Lt. Robert L. Hite  
N Lt. George Barr  
B Cpl. Jacob DeShazer  
E/G Sgt. Harold A. Spatz (c)(x)





























Target Hit: oil tanks in Nagoya;  
All were captured by the Japanese.

# SQUADRON LOG

Use of this log is optional, and you are welcome to copy it.



B-25		target	notes	B-25		target	notes
 2269 Bates				 2292 Hoover			
 2278 Finkle Finger Bower				 2283 Jones			
 2271 Daniel				 2250 Joyce			
 2344 Doolittle				 2225 Klein			
 2268 Bad Out of Hell Farrow				 2261 Busted Chuck Lawson			
 2270 Whiskey Gray				 2247 Avenger McElroy			
 2249 Hart-Karner Greening				 2324 Sabotka			
 2254 Hackney				 2267 TNT Smith			
 2298 Green Hammer Hallmark				 2221 Stinzi			
 2297 Hilger				 2296 Roloson			
 2273 Hinman				 2303 Whirling Berserker Watson			
 2282 Holstrom				 2242 York			