Air Raid - Pearl Harbor!

Rules Sample (Portions of two rules sections)

11.0   AIR-TO-AIR COMBAT

Both sides may conduct Air-to-Air combat between adjacent units. Initiative determines which player has first choice to conduct air-to-air attacks between adjacent units. Air-to-Air combat can occur within transit boxes if both sides have units present.

11.1   A maximum of six air units may attack a single target air counter as long as there is only one counter per hex and all attackers are adjacent to the target. When combat occurs in a transit box, the maximum number of attackers against a single target is still six (to parallel the limit imposed by the hexgrid on the main map). Approaching from all sides represents aircraft maneuvering not convergent flight paths.

11.2   Each aircraft in a counter is firing at one aircraft in the target air unit counter. When attacked, some targeted air units can respond with defensive fire (which is simultaneous). Air units with two firepower numbers (#/#) can only fire directly forward with the factor before the slash, and in a 90 degree arc centered on the tail with the second factor.

11.3   Aircraft use the 'To Hit' number to fire at a target. A result within the To Hit range means the target has been hit. Roll one D6 and modify the roll by adding the target's Maneuver value (which can be a positive or negative number). Maneuver Value represents both maneuver and defensive strength, thus B-17s have a negative DRM because they were rugged, not aerobatic.
To Hit ranges: Zero, F4F, P-40 = 4-6; P-36, F2A, SBD = 5-6; P-26, Val, Kate, TBD, PBY, B-17, B-18, B-24, A-20, SB2U, SOC-4, OS2U, J2F, Jake = 6.

11.4   When a hit is scored, roll one D6 and use the attacker's Firepower factor to determine damage inflicted. A roll equal to or less than the firepower factor means the target is shot down. A roll greater than the fire power factor means the target is damaged. Zero fighters have Firepower of 5 so a roll of 1-5 will shoot down a target and a 6 will damage it.
Firepower factors: Zero = 5; F2A, F4F, P-36, P-40 = 4; B-24 = 3; B-17 =2; A-20 = 2/2; SBD = 2/1; B-18 = 0/2; Val, Kate, SOC-4, TBD, PBY = 1; SB2U, SOC-4, OS2U = 1/1; J2F, Jake = 0/1.

11.5   If the To Hit die roll result is a 6, the aircraft has exhausted its ammunition. This applies to each aircraft individually and is applied after all combat has been resolved for that turn.

13.0   AIR-TO-SURFACE COMBAT

Japanese aircraft can undertake four types of air-to-surface attacks: torpedo, dive bombing, level bombing and strafing. Targets can include ships (stationary or moving), airfields and facilities, grounded aircraft, dock yards and oil tanks. Kates dropped bombs as a group, dropping when the lead plane dropped. All Kates in a counter armed with bombs must attack the same target at the same time (this does not apply to Kates with torpedoes, although they MAY all attack the same target at the same time if so desired). Kates carrying 60kg bombs may retain those and drop both on a second target. Torpedo-armed Kates and Vals do not have the same restriction but it is a convenient to have them drop their ordnance at the same time to avoid trying to remember which counters have aircraft with bombs remaining and which do not. Japanese aircraft ordnance is listed on the Japanese Air Unit Roster. Cross out the abbreviation when ordnance is expended.

13.1 A bombing attack is designated by placing a single air unit counter directly on top of a ship or stack of ships, shore facility hex, or airfield hex being attacked. (I know physics dictates a release some lateral distance from the aim point but the positioning is done for simplicity).

13.2 A torpedo attack is designated by placed a single air unit at least two all-water hexes from the target (to allow time for torpedo arming). Torpedoes cannot pass through land, objects, or other vessels to hit vessels behind them with the exception that an HD- or L-armored vessel may be hit by a torpedo passing under a lighter vessel if that vessel is outboard of a target ship. Roll one die and an odd roll allows the torpedo to pass beneath the first ship and strike the heavier vessel. If a torpedo passes under a smaller outboard vessel, roll on the Torpedo damage table, apply modifiers and determine if any damage is incurred by the outboard vessel. Note: this is NEVER possible when both vessels have deck armor ratings of HD or L.

13.3 For each Torpedo or Bomb attack, roll one D6. The base hit numbers for air-dropped ordnance are: Torpedoes hit on a 5-6; AP bombs, GP Bombs or LB Bombs hit on a 6.

13.4 Aircraft attacking land targets or non-moving ships receive a +1 DRM for attacking a stationary target.

13.5 Val dive bombers receive a +1 DRM when bombing.

13.6 Aircraft attacking ships receive a +1 for lack of/light AA fire and lack of heavy smoke through the 0810 turn.

13.7 Aircraft dropping AP bombs achieve a hit on a die roll of 6 but receive no DRMs. At Pearl Harbor, these bombers achieved a hit rate of 16%. In training they achieved 33-45% hits so players might agree to apply all normal DRMs to AP bomb attacks.

13.8 If multiple ships are present in a hex targeted by a bomb (not torpedo) attack, roll one die for each bomb which fails to hit the intended target. On an even roll, the bomb may have struck another ship in the hex and caused collateral damage. Select the secondary target randomly and roll for a possible hit. If the bomb misses a second time make no further rolls for collateral damage.

13.9 The Japanese roll for torpedo and AP bomb HITS but do not roll for DAMAGE until all torpedoes and then all AP bombs are dropped. The player might allocate more than needed on some targets to ensure they sink, thus replicating to a degree the historical performance and reducing the number of targets sunk to closer to historical levels.