

AIRCRAFT OF BLOOD AND JUNGLE

By Chas Smith

U.S. AIRCRAFT

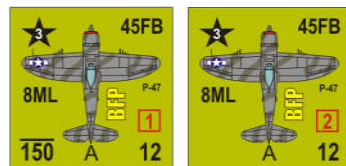
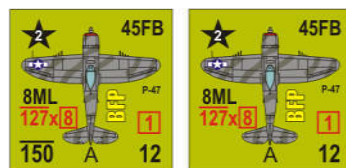
1. FIGHTER BOMBER 45¹

1.1 U.S. 1945 FIGHTER BOMBERS: These counters represent various aircraft such as the F4 Corsair, F6 Hellcat, and P-47 Thunderbolt in late war configurations armed with rockets. The '45 can be used in both the Pacific and European Theatres, while the '45A is only available in the Pacific.

1.11 THE MODELS

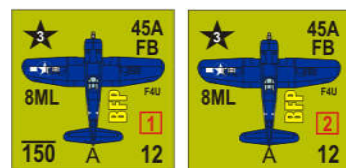
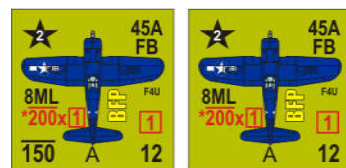
U.S. 45 FB

Available: ≥ Jan 45
 MG: 12
 ROF: 1
 Bombs: 150
 Rockets: 127mm (8)



U.S. 45A FB

Available: ≥ Jan 45²
 MG: 12
 ROF: 1
 Bombs: 150
 Rockets: *200mm (1)



1.2 ATTACKS: Aircraft armed with rockets have the following options in a single fire phase:

- MGs and/or bombs normally
- Rockets only

The procedures for conducting a Sighting TC and resolving Light AA attacks remain unchanged per Chapter E. After a successful Sighting TC, but before any attack, the owning player must declare if the attack is to be made with MG/bombs or rockets. Conduct attacks per Chapter E if a MG/bomb attack is declared.

1.3 ROCKETS: This armament is listed in red below the Morale on the aircraft counters. If a rocket attack is declared, it is the only weapon that can be used by the aircraft in that fire phase. U.S. 1945 fighter bombers are equipped with rockets that are either 127mm or 200mm. The 200mm rocket is a "Tiny Tim"; refer to **PTO Aircraft 1.4** for rules regarding its use. The **Rocket Attack Number (RAN)** is listed inside a box to the right of

the rocket diameter. The RAN is the number of TH attempts that aircraft can make during the fire phase. The RAN is halved if ATT (C3.33) is used (*EX: the 45 FB can make either 8 ITT/VTT or 4 ATT attacks*). Rockets, like bombs, may be used only once. After conducting a rocket attack, flip or replace the FB counter with a FB of the same type without rockets. A FB loaded with rockets engaged in Aerial Combat (E7.22) suffers the same penalty as an aircraft carrying bombs (E7.221). The DRMs for Rockets and bombs are cumulative in Dogfights. Rockets may be jettisoned like bombs (and at the same time as bombs) per E7.225.

1.31 INFANTRY/VEHICLE TARGET TYPE (ITT/VTT):

ITT/VTT may only be used during a Strafing Run (E7.401). Any combination of TH attempts per hex(es) can be used up to the full RAN. After a rocket attack is declared, all hex(es) and the unit(s) being attacked must be announced prior to resolving the first attack. Each attack is conducted regardless of the outcome of the prior attack. Any To Hit Original 12 DR, using any target type (including area), results in a malfunction of the rocket system. All remaining rockets are considered jettisoned; flip or replace the aircraft counter to the appropriate side (the aircraft continues to move along its attack route and is subject to light AA fire normally although it does not conduct any additional attacks in this fire phase).

1.32 AREA TARGET TYPE (ATT):

ATT may be used only during a point attack. When using the ATT the RAN is reduced to half of its original number. Of the remaining RAN, half of the attacks are made from four hexes, and half from three hexes. Each attack is conducted regardless of the outcome of the prior attack. Each attack is conducted as Area Fire (C1.55).

1.33 ROCKET TH DRM:

The E7.421 provisions for a Direct Hit or Near Miss do not apply to rockets. All hits while using the ITT/VTT are Direct Hits, and all hits with ATT use the IFT at half firepower. All aerial TH DRM apply normally, with the following additions:

DRM	Target Type
-1	Area (ATT)
+2	Infantry (ITT)
+3	Vehicle (VTT)

1.34 ROCKET TK DRM: The **C7.22** Aerial Advantage vs. AFV applies; the **C7.21** AFV Rear Target Facing does not apply.

1.341 ROCKET EFFECTS: Attacks against infantry use the applicable IFT column (120mm or 200mm and halved if using ATT). If the VTT was used, AFVs are attacked on the applicable C7.34 HE/Flame TK Table (120+ and 150+ columns). If the ATT was used, AFVs are attacked per C1.55.

1.4 11.75" AIRCRAFT "TINY TIM" ROCKET: Use all rocket rules except as amended here. The Tiny Tim may only declare the ITT/VTT with a RAN of 1. This rocket has its own TH DRM table; all aerial TH DRM also apply normally:

DRM	Target Type
+1	Infantry (ITT)
+3	Vehicle (VTT)

If a hit is achieved, the rocket attacks on the 200mm column with no TEM. If a hit would be achieved by disregarding TEM, the infantry is attacked with half firepower as if the ATT had been used with any applicable TEM DRM. The only TEM used against a Pillbox or Cave is the CA TEM. An Original DR 2 always results in a Critical Hit against a Pillbox/Cave. A Critical Hit automatically eliminates a Pillbox/Cave and all of its occupants. A Tiny Tim rocket may also eliminate a Cave and its contents per G11.88. Contrary to G11.86, an ITT against a Cave will only affect its contents, and no additional TH DRs beyond the RAN are allowed.³

2. JAPANESE AIRCRAFT

2.1 JAPANESE FIGHTER BOMBERS: Three models of Japanese fighter bombers are included, and represent several aircraft including the A2N, Type 90, and Type 91 series. These aircraft were used primarily against China.

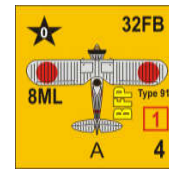
2.2 JAPANESE GROUND ATTACK AIRCRAFT:⁴

The Japanese developed several "light bombers" as the war in China progressed. These are designated GA for Ground Attack, which differ from both fighter bombers and dive bombers in the system. Four different models are including representing biplanes, single engine light bombers, and twin engine aircraft designed for a close support role. Ground Attack Aircraft conduct attacks exactly as a fighter bomber [EXC: Dogfight Resolution E7.221].

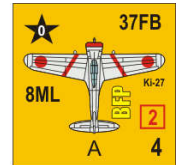
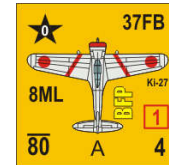
2.3 ATTACKS: All applicable Chapter E rules apply to Japanese Ground Attack Aircraft. They are considered a DB 42 Stuka only for purposes of Dogfight Resolutions per E7.221.

2.4 THE MODELS:

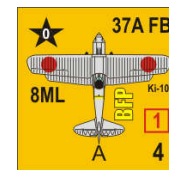
Japanese 32 FB⁵
 Available: ≥ Jan 32
 MG: 4
 ROF: 1
 Bombs: -
 AA Modifier 0



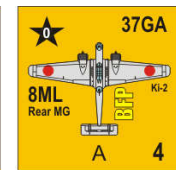
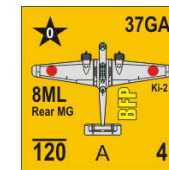
Japanese 37 FB
 Available: ≥ Jan 37
 MG: 4
 ROF: 1
 Bombs: 80
 AA Modifier 0



Japanese 37A FB⁵
 Available: ≥ Jan 37
 MG: 4
 ROF: 1
 Bombs: -
 AA DRM: 0



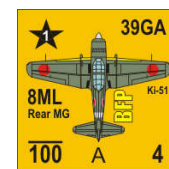
Japanese 37 GA
 Available: ≥ Jan 37
 MG: 4
 ROF: -
 Bombs: 120
 AA Modifier 0
 Rear MG



Japanese 38 GA
 Available: ≥ Jan 38
 MG: 2
 ROF: -
 Bombs: 120
 AA Modifier 1
 Rear MG



Japanese 39 GA
 Available: ≥ Jun 39
 MG: 4
 ROF: -
 Bombs: 100
 AA Modifier 1
 Rear MG



Japanese 41 GA
 Available: ≥ Jan 41
 MG: 4
 ROF: -
 Bombs: 200
 AA Modifier 1
 Rear MG



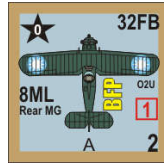
3. CHINESE AIRCRAFT

3.1 CHINESE FIGHTER BOMBERS: Four models of Chinese fighter bombers are included to represent the O2U Corsair, Curtis Hawk 67/68, P-26, and I-16.

3.11 THE MODELS:

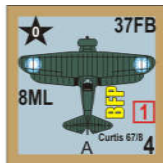
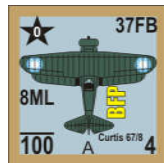
Chinese '32 FB ⁵

Available: ≥ Jan '32
 MG: 2
 ROF: 1
 Bombs: -
 AA DRM: 0
 Rear MG



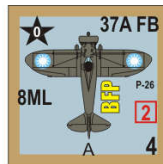
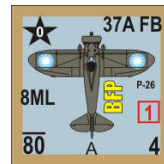
Chinese '37 FB ⁵

Available: ≥ Aug '37
 MG: 4
 ROF: 0
 Bombs: 100
 AA DRM: 0



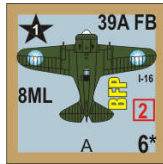
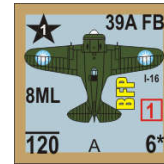
Chinese '37A FB

Available: ≥ Aug '37
 MG: 4
 ROF: 1
 Bombs: 80
 AA DRM: 0



Chinese '39A FB

Available: ≥ Jan 39
 MG: 6
 ROF: 1
 Bombs: 120
 AA DRM: 1
 MG TK #5



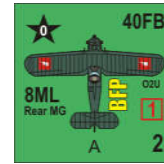
4. THAI AIRCRAFT

4.1 THAI FIGHTER BOMBERS: Three models of Thai fighter bombers are included to represent the O2U Corsair, Curtis Hawk 67/68, and P-36.

4.11 THE MODELS:

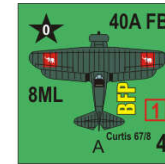
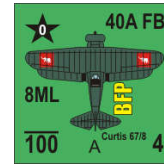
Thai 40 FB ⁵

Available: ≥ Jan '40
 MG: 2
 ROF: 1
 Bombs: -
 AA DRM: 0
 Rear MG



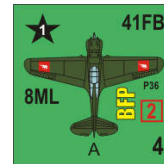
Thai 40A FB ⁵

Available: ≥ Jan '40
 MG: 4
 ROF: 0
 Bombs: 100
 AA DRM: 0



Thai 41 FB

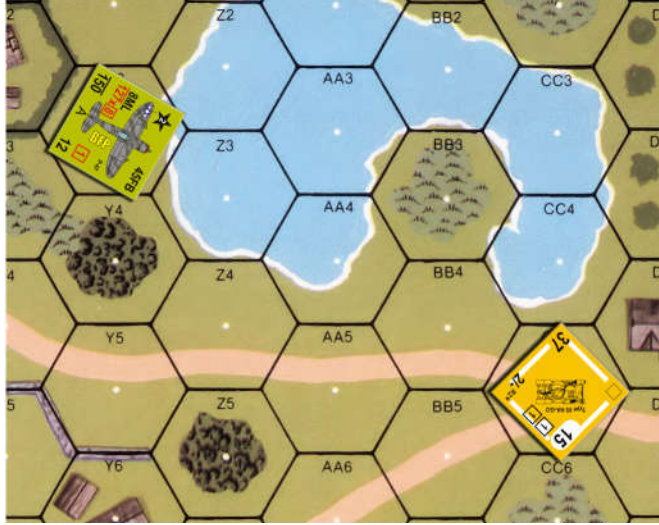
Available: ≥ Jan '41
 MG: 4
 ROF: 2
 Bombs: -
 AA DRM: 1



AIRCRAFT EXAMPLES of PLAY

Example of Play 1:

U.S. '45 FB conducting a Point Attack on board 42.

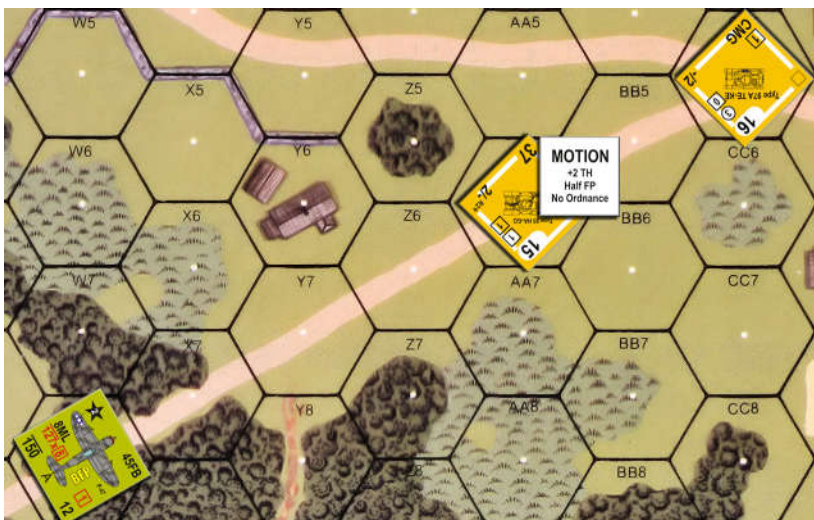


A U.S. '45 FB in Y3 attacks a Type 95 HA-GO in CC5. The '45 FB conducts and passes a Sighting Task Check from Y3. It is subject to, but receives no Light AA fire. The player must decide if the attack is going to use rockets or MGs/bombs. A rocket attack is declared using the ATT, thus the fighter bomber must make a point attack. The '45 FB RAN is eight, which is halved to four for an Area attack. The first attack is conducted from Y3 and the second from Z3. Each TH attempt requires an Original DR ≤ 7 to achieve a hit. (**Base 7; DRMs: -1 Rocket ATT, +1 Target Size = 7**).

Any hits attack the Type 95 HA-GO on the IFT because the ATT was used. The attack is resolved on the 12 FP column with a net -2 DRM (-1 DRM for aerial advantage and -1 DRM for all AF ≤ 4).

Example of Play 2:

U.S. '45 FB conducting a Strafing Run on board 42.

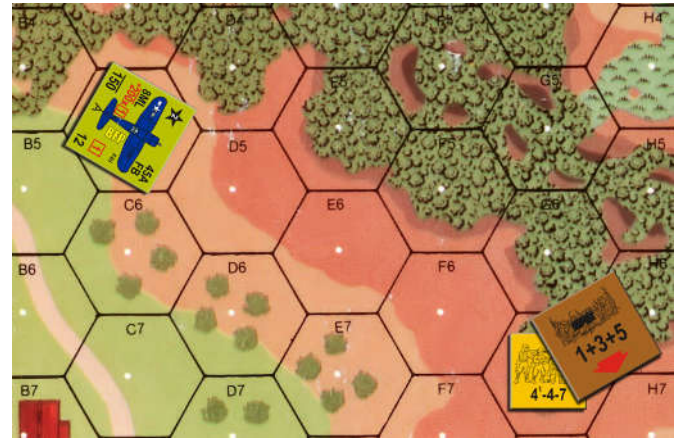


The Japanese tanks in AA6 (Motion) and CC5 are attacked by a '45 FB from W8. The '45 FB conducts and passes a Sighting Task Check from W8. It is subject to, but receives

no Light AA fire. The controlling player declares the use of rockets and the VTT, thus the fighter bomber must make a strafing run. The player wants to attack both Japanese tanks. All rocket attacks must be pre-declared. Any combination can be used on any of the hexes; the player chooses to attack each tank four times. Four TH attempts are made at the Type 95 in AA6 from W8. Each rocket is fired at a 4 hex range (7-12 aerial range), and a Original TH DR ≤ 3 is necessary for a hit. (**Base 9; +3 VTT, +1 Target Size, +2 Motion = Net +6 DRM**). If a hit is achieved, a DR ≤ 13 is required for an effect. (**Basic TK 12 (120mm HE C7.34); +1 Aerial (C7.2) = 13 Modified TK. Final TK = 13 - 0 Aerial AF**). When the FB reaches Y7 it attacks the Type 94 in CC5. Each rocket is fired at a 4 hex range (7-12 aerial range), and a Original TH DR ≤ 4 is necessary for a hit. (**Base 9; +3 VTT, +2 Target Size = Net +5 DRM**). If a hit is achieved, a DR ≤ 12 is required for an effect (**Basic TK 12; +1 Aerial = 13 Modified TK, 13 - 1 Aerial AF = Final TK 12**).

Example of Play 3:

U.S. '45A FB conducting a 'Tiny Tim' rocket attack on board 39.

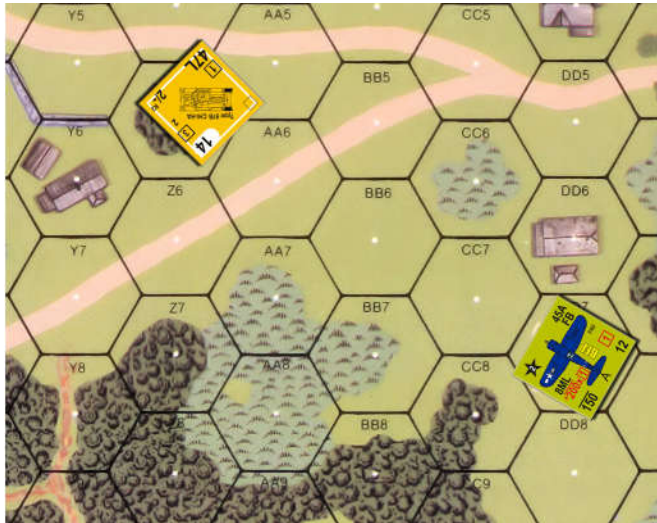


The '45A FB conducts and passes a Sighting Task Check from C5. It is subject to, but receives no Light AA fire. The player declares a rocket attack. The ITT must be used by the Tiny Tim rocket, and with a RAN of 1 can only make one To Hit attempt. There are two ways to achieve a hit. The first is with an Original DR ≤ 3 . (**Base TH is 7 (8 hexes for aerial range); DRMs: +3 Pillbox, +1 Tiny Tim using ITT. Net +4 DRM**). The Woods is irrelevant because the Japanese squad is using the Pillbox TEM, and the CA TEM of the Pillbox is used even though the attack is coming from the NCA. If the Original DR is a 3, the 4-4-7 is attacked on the 200+mm IFT column with no DRM. If the Original DR is a 2, it is automatically a Critical Hit; remove the pillbox and its contents without making an IFT DR. If the Original TH DR is a 4-6, a hit is achieved but will use the ATT and the CA TEM of the PB/Cave (**the +1 Tiny Tim using ITT DRM still applies for this purpose, which is**

why an Original TH 7 will result in a miss). The Japanese squad/pillbox are now attacked using the 100+mm IFT column with a DRM of +3. Even though this is conducted as Area Fire, only the pillbox and its contents are affected.

Example of Play 4:

U.S. '45A FB conducting a 'Tiny Tim' rocket attack on board 42.



Light Jungle is in effect. The '45A FB conducts and passes a Sighting Task Check from DD7. It is subject to, but receives no Light AA fire. The player declares a rocket attack. The VTT must be used by the Tiny Tim rocket, and with a RAN of 1 can only make one To Hit attempt. There are two ways to achieve a hit. Achieving a hit requires an Original DR ≤ 5 . (**Base 9; DRMs: +3 Tiny Tim using VTT, +1 Light Jungle TEM = Net +4 DRM**). If a hit is achieved, a DR ≤ 17 is required for an effect. (**Basic TK 16 (150+mm HE C7.34) + 1 Aerial (C7.2) = 17 Modified TK, 17 -0 Aerial AF (C7.11) 17 Final TK**). The second way a hit could be achieved is with an Original DR of 4 by disregarding the +1 Light Jungle TEM. A hit achieved in this manner attacks as if the ATT had been used with any applicable TEM. The attack is resolved on the 20 FP column with a net -1 DRM: -1 DRM for aerial advantage; -1 DRM for all AF ≤ 4 ; +1 Light Jungle TEM.

NOTE: In all of the above examples, any TH DR of 12 immediately ends the rocket attack and eliminates any remaining rockets that have not been fired yet, although the aircraft would have to continue to move along its attack route to allow for any possible Light AA fire it might be subject to; any TK or IFT DR of 12 is a dud.

Example of Play 5:

Japanese '41GA (with bombs) vs. Chinese '42FB (without bombs) in Aerial Combat



The Chinese fighter bomber entered Aerial Combat with Japanese GA Aircraft (note that only an undamaged fighter bomber may voluntarily enter Aerial Combat: E7.22). The fighter bomber is the ATTACKER and attacks first. The DRM for the attack are as follows: -1 Target has bombs, -1 Target is not a FB. Thus, the Japanese GA is Eliminated on a DR ≤ 6 and damaged on a DR ≤ 7 . Additionally, the Chinese FB has a ROF 2, and if maintained, may continue to attack without itself being attacked. If the FB were to roll an 11 on any of its attacks, it would be Damaged/Eliminated by the Rear MG per E7.221. Let's assume the Japanese aircraft survived and conducts its attack. The DRM are as follows: +1 Firer has bombs. Ground Attack Aircraft have no ROF and therefore make only one Attack DR per CC Phase.

AIRCRAFT NOTES:

- (1) The counters represent late war American aircraft. The Thunderbolt is depicted on the '45 and the F4U Corsair on the '45A for aesthetic purposes. The counters in **Operation Cobra** can also be used to represent earlier models of aircraft armed with rockets in the PTO. Generally the late war aircraft represented were armed with 8-10 High Velocity Aerial Rockets and two 1,000 pound bombs. The '45A is an aircraft armed with bombs and a Tiny Tim rocket.
- (2) The available date for the '45A is somewhat arbitrary. The Tiny Tim rocket was successfully tested in mid-1944 and was available for use by 1945. However, there is very little documentation available of Tiny Tim's used in combat prior to its contribution during the battles of Okinawa. The availability date of January reflects this availability, although with extreme rarity at the time.
- (3) The Tiny Tim was essentially a 500-pound semi-armor piercing bomb fired via rocket. The Tiny Tim was more accurate than the HVAR which is why it has different TH modifiers. The rocket's intended use was against fortifications such as pillboxes and caves, but the warhead provided an explosive effect like a bomb. Thus, the special TH rules were designed to allow the Tiny Tim to either directly hit its target, or possibly affect it like a bomb that is a near miss (Area Fire).
- (4) Both the IJN and IJA used a variety of Ground Attack Aircraft. The counters generically depict various versions, although models are depicted for aesthetic purposes.
- (5) Although not categorized differently, the ROF of 'bi-planes' is one lower than normal. Designers may want to also consider special rule DRM(s) where bi-planes may potentially engage in Aerial Combat with more advanced aircraft.