

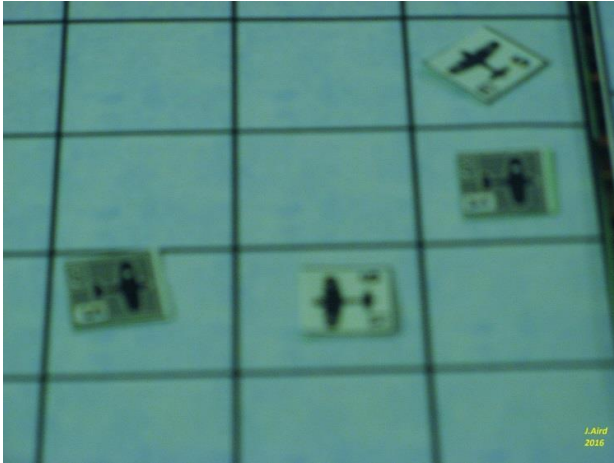
Kamikaze Attack – Battle Report

By Jonathan Aird

Having had a busy day and I hasten to add, working a day in Edinburgh, I retired to my hotel room and wondered what to do so then it struck me: this was Edinburgh, the town in which Robert Louis Stevenson had written of his bed-bound battles in "The Land of Counterpane." I'd have a go at a game myself. It was not quite a complete coincidence that I had a copy of "Kamikaze Attack" by Mike Crane & Paul Le Long, from *Lone Warrior* No. 186, with me. I had made a travelling copy. Instead of the poster board playing area described in the original article about this game, I had made up several sheets of squared-off playing area. These had blue sea squares stuck on them so the sheets of squares having been knocked-up quickly in a word processor. These boards were a little apt to move under the slightest pressure applied to the mattress - the only large flat surface available so but were adequate for use.

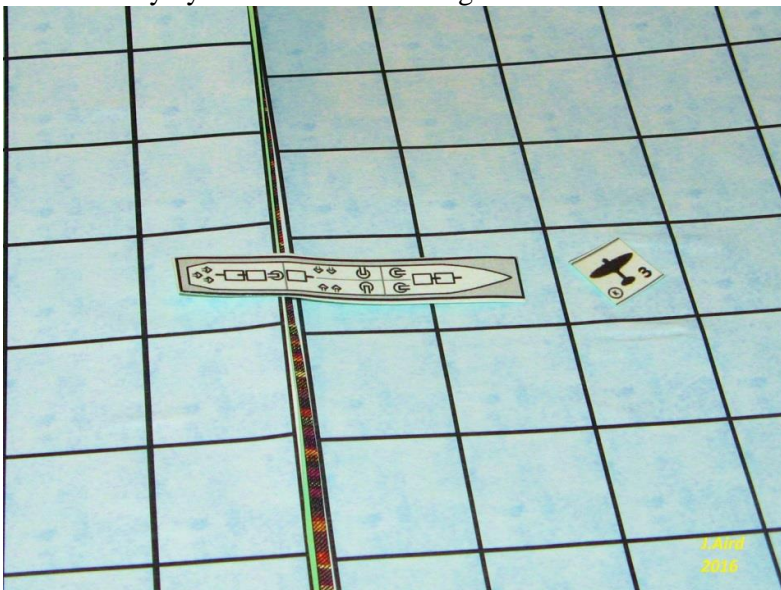


The game started with a dispersed wave of escort fighters (which seemed determined to only roll low for movement points) and Kamikazes (which, naturally, were determined to roll high!). The opposing US CAP fighters countered this with a strong showing on the wings (pardon the pun!) and a weak centre. This phase of the game is a quick and very bloody air combat game so and the Japanese forces took quite a pounding. The US planes concentrated on the Kamikaze aircraft once they had flown by the outlying Japanese escorts. These had a terrible time (more low rolls) trying to turn back and engage the US fighters.



It looked for a while as if the escort fighters would finally be able to mob their American counterparts ó as the Kamikazes got shot down, the Escort fighters fell on the CAP from all directions, trying desperately to allow the Kamikazes to break free. However, when two of the three remaining suicide bombers rolled just ones when trying to shake off a US fighter it was then able, in its own high rolling turn (8 Movement Points is pretty good on D6+3!) to get on the tail of one, and then the other, shooting both down. This left just a single Kamikaze to escape off the board and be deemed to have avoided the fighters.

The lone Kamikaze got a lucky break in rolling 2 for the attack direction on the Fletcher class destroyer that was its intended target. This meant it had a direct head-on attack. And its luck continued as it got to within 4 squares before taking any hits from the 5ö gun turrets. It jinked left, and then straightened up to continue its run, taking just one more hit from the 5ö guns and two from 40mm anti-aircraft guns. These had little effect and it made it to the Frigate and crashed into it. A tense moment followed ó only one hit, but a roll of 6 would do it! Shake, shake ó and it came up as a five, taking a massive amount of the hull points from the vessel. One more hit would have clinched it! But there were no more planes to come. Rolling for additional damage indicated that the two forward 5ö turrets had been taken out as well. So, barely afloat and with a big chunk of the armament gone, the US navy vessel was able to claim victory by the narrowest of margins.



This was a good fast-paced game and Iöd recommend anyone who has yet to try it to give it a go. It would look nice with 1/600th planes and a small frigate model ó but is also perfect as it

is from the point of view of portability. I'm going to revise my tactics on the next game ó maybe flying down one edge of the board with the Escorts en masse between the Kamikazes and the US CAP aircraft. It might work í