Combat Air Patrol
Kevin White

This is a WW2 air and naval game inspired by the Carrier campaigns in the Pacific.

Situation
Somewhere in the Pacific you command an Aircraft Carrier with two squadrons of aircraft. The Japanese are hunting you and have discovered your location. There are a number of Japanese aircraft inbound. Your task as the American commander is to protect your Carrier. The Japanese intend to sink or disable her.

Equipment
You will need models or counters representing your Aircraft Carrier, Japanese and American aircraft. You will also need duplicate counters for the aircraft in order to carry out the air to air combat phase.
1 pack of playing cards with the Jokers included.
1 pair of D10 or percentage dice.
A gridded surface on the table. I favour 1.5 inch hexes, but squares would work equally as well.
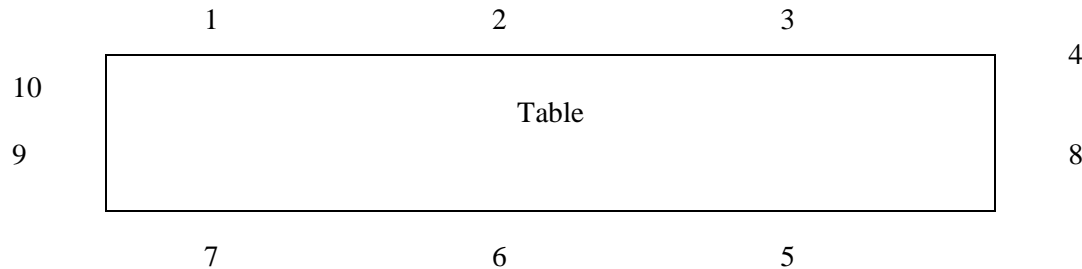
Unit Organisation
I have adopted a 12 aircraft squadron split into 3 flights of 4 aircraft each for both sides.

Game Set Up
Place your Carrier in the centre of the table and have one or two flights of aircraft flying a Combat Air Patrol. Have one flight on the deck ready to take to the skies when reinforcements are called for (see photo above). Your second squadron is in the hangar below decks.

The Japanese begin the game with two flights plus a roll on 1D10. Odd number +1 flight, even +2 flights. Number the edge of the table and roll 1D10. The score indicates where on the table edge the Japanese aircraft will enter.

```
              1                2               3
                                                        4
   10    ┌────────────────────────────────────────┐
         │                                          │
         │                   Table                  │
    9    │                                          │         8
         │                                          │
         └────────────────────────────────────────┘
              7                6               5
```

Command and Control
Turn over a card from the pack.
Red cards mean the Japanese move, black indicates the Americans may move.
The Black Joker means that the Americans receive reinforcements (i.e. the next flight on the Carrier flight deck may take off and join in the fray) whilst a Red Joker indicates Japanese reinforcements will enter the table (roll 1D10 to see where).

Movement is across the hex flats. Roll 1D10 and move that number of hexes. A change of direction costs one point for each hex side.
The Carrier doesn't move. It stays in the centre of the table for the whole game. The Combat Air Patrol will respond once the Japanese enter the table.
Until the aircraft break into combat, I use one die roll for the whole flight. Once the formation is broken up, dice for each aircraft individually.

Combat
Torpedo attacks
These can be launched from anywhere on the table. Count the number of hexes between the aircraft and the Carrier. Turn over that number of playing cards. Any red Jack, Queen or King indicates the torpedo has deviated and missed the target, a red Ace means it has exploded prematurely. Any other card is a hit. The Carrier sinks after it has been hit by five torpedoes.

Bomb Attacks
The plane must reach the Carrier. Roll the D10 as percentage dice for each bomb dropped (normally two) and mark off the relevant squares on the Carrier Damage Chart.

Anti-aircraft fire
The Carrier has a number of anti-aircraft guns with a range of five hexes. If the Japanese manage to get to the Carrier, fire the anti-aircraft guns before they drop bombs. Roll the percentage dice for each gun square that is eligible to fire (see Carrier Damage Chart). Any double is a hit and the attacking aircraft is destroyed.

Air to Air Combat
Aerial dogfights happen when aircraft are in adjacent hexes and are conducted using the Tally Ho! system which first appeared in *Lone Warrior 121* (December 1997). It uses a squared grid and a pack of playing cards. The suits are ranked as different levels of altitude, beginning with Clubs as the lowest, then Diamonds, Hearts and Spades as the highest. The cards run from Ace (lowest) to King (highest).

Leave the aircraft counters on the table. Draw a playing card for each aircraft in the combat, and place the duplicate counters on the grid. Always start with the aircraft in the highest altitude band. For each altitude band above your opponent you score 4 points of damage, then plus or minus the difference between the face scores.
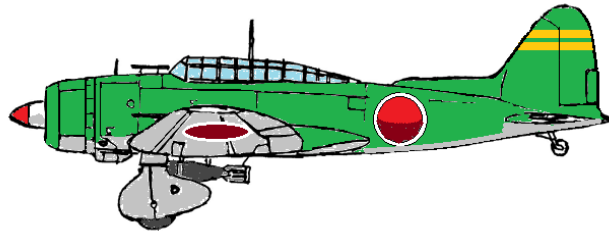
Aircraft can sustain 25 points of damage before they are destroyed.
Example

	Club	Diamond	Heart	Spade
King				
Queen				
Jack				
10		Kate #1		
9				
8				
7				
6				
5				
4			Corsair #1	
3				
2				
Ace				

The Corsair is in the highest altitude band (+4). However, the Kate is on a higher face value card so we start taking points off. Total is less than zero, so no damage.

Round two

|	Club	Diamond	Heart	Spade
King				
Queen		Kate #1		
Jack				
10				
9				
8				
7				
6				
5				
4				
3		Corsair #1		
2				
Ace				

Both aircraft are in the same altitude band so there is no altitude bonus. The Kate scores 9 points of damage on the Corsair (the difference between the face values of the cards).

Round three

	Club	Diamond	Heart	Spade
King				
Queen				Kate #1
Jack				
10				
9				
8				
7				
6				
5				
4				
3				
2				
Ace		Corsair #1		

The Kate is two altitude bands higher that the Corsair (+8) and is also on a higher face value (+12) so a total score of 20 points against the Corsair. The Corsair has already sustained nine points of damage so this destroys it. Take the aircraft counter off the table.

This is a simple and fast system that seems to have the right "feel" to me. It easily handles combats between multiple aircraft and the outcomes are always unpredictable.
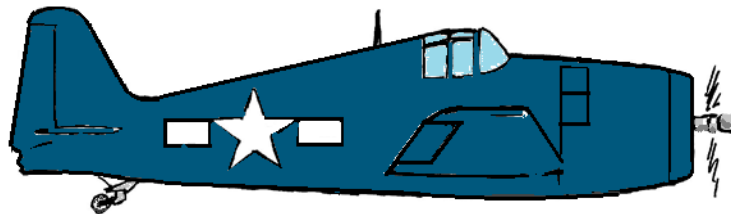
Bingo Fuel
After air to air combat, check the survivor's fuel level. Roll 1D10; on a score of 1 he is Bingo fuel and must return to the Carrier (American) or off the table (Japanese) to refuel and re-arm. The aircraft will be available as reinforcements if required.

Reinforcements
Whenever a Joker is turned up, add a new flight from the relevant nation's squadrons. For the American, place the aircraft on the flight deck ready to launch. For the Japanese set them on the correct table edge. When the relevant card is turned up they are eligible to move.

If a Joker turns up during the various combat phases of the game, place it to one side, resolve the combat, and then place the reinforcements.

Models vs. counters

I have used counters for this game. The carrier is taken from Junior General's Midway game. I printed it and mounted it on card. They also have a number of "top down" aircraft that you can use and adapt. I found some aircraft silhouettes on the internet which I re-sized, coloured and printed.
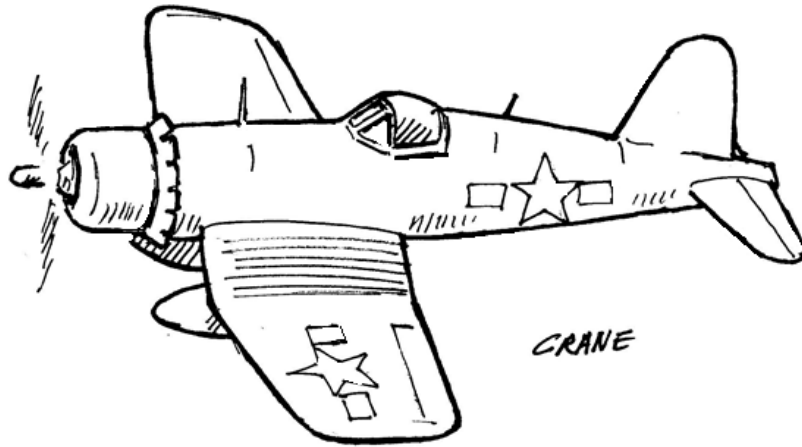
The Forces

US
1 Aircraft Carrier
1 Squadron of Corsairs (12 aircraft)
1 Squadron of Hellcats (12 aircraft)

CRANE

Japan
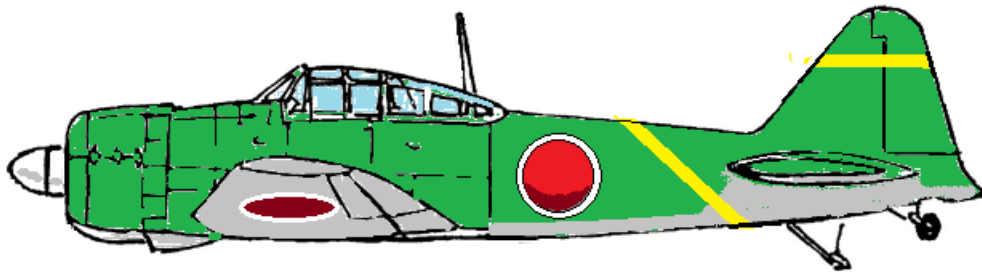1 Squadron of Zeros (fighter bombers with two bombs)
1 Squadron of Vals (fighter bombers with two bombs)
1 Squadron Kates (torpedo bombers with one torpedo or two bombs)
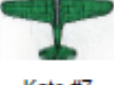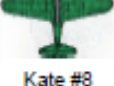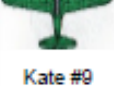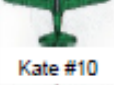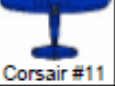
Campaigning and victory conditions

Try this as a Campaign game. Play the game five times. At the end of each game the Carrier is allowed to make repairs (see the Carrier Damage Sheet) depending upon how many Bridge squares are available. All the aircraft are repaired and able to fly.

The game ends when either the Carrier is sunk or the Japanese have no more aircraft to fly. I have play tested this twice. The first time around the American won with the Japanese only inflicting minor damage to the Carrier. The second time the Japanese won a resounding victory, sinking the Carrier by striking five times with torpedoes.

Zero #1

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #2

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #3

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #4

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #5

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #6

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #7

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #8

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #9

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #10

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #11

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Zero #12

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #1

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #2

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #3

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #4

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #5

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #6

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #7

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #8

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #9

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #10

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #11

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

Val #12

| 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | |

CAP Aircraft Damage Sheet

Kate

Kate #1

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #2

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #3

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #4

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #5

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #6

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #7

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #8

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #9

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #10

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #11

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Kate #12

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair

Corsair #1

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #2

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #3

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #4

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #5

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #6

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #7

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #8

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #9

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #10

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #11

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

Corsair #12

25	24	23	22	21	20	19	18	17	16	15	14	13
12	11	10	9	8	7	6	5	4	3	2	1	

CAP Aircraft Damage Sheet

Hellcat #1	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #2	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #3	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #4	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #5	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #6	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #7	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #8	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #9	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #10	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #11	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

Hellcat #12	25	24	23	22	21	20	19	18	17	16	15	14	13
	12	11	10	9	8	7	6	5	4	3	2	1	

CAP Aircraft Damage Sheet

Carrier Damage Chart

Damage

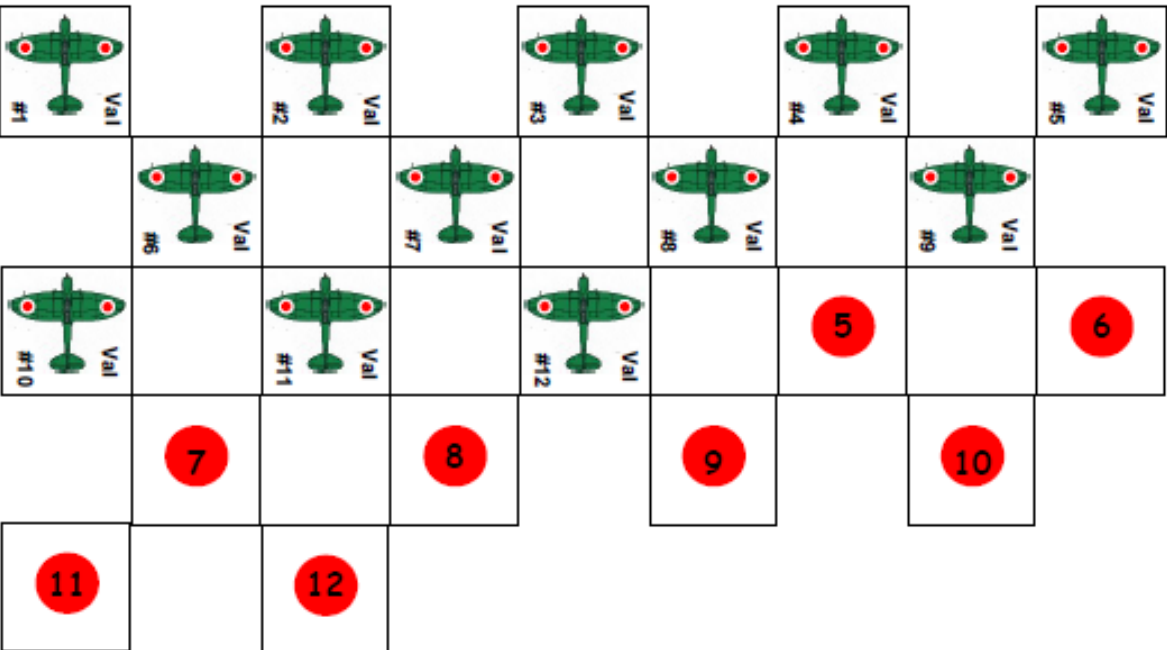No lifts - fresh aircraft may not be brought up to the flight deck.

Complete column destroyed on flight deck - no take off or landing

Bridge - at the end of each turn roll 1D6 for each surviving Bridge square and repair that number of squares on the carrier.

Torpedo Strikes

1	2	3	4	5

Damage Chart

1–20	21–40	41–60	61–80	81–100
Gun	Gun	41	Gun	Gun
Gun	22	42	62	Gun
Gun	23	Lift	63	Gun
Gun	24	Lift	64	Gun
Gun	25	45	65	Gun
Gun	26	46	66	Gun
7	27	47	67	87
Gun	28	48	68	88
Gun	29	49	69	Gun
Gun	30	50	Bridge	Gun
Gun	31	51	Bridge	Gun
12	32	52	72	Bridge
13	33	53	73	Gun
14	34	54	74	94
Gun	35	55	75	Gun
Gun	36	Lift	76	Gun
Gun	37	Lift	77	Gun
18	38	58	78	98
Gun	39	59	79	Gun
Gun	40	60	80	Gun

Zero #1   Zero #2   Zero #3   Zero #4   Zero #5

Zero #6   Zero #7   Zero #8   Zero #9

Zero #10 Zero #11 Zero #12   1   2

Kate #1   Kate #2   Kate #3   Kate #4   Kate #5

Kate #6   Kate #7   Kate #8   Kate #9

Kate #10 Kate #11 Kate #12   3   4

Val #1   Val #2   Val #3   Val #4   Val #5

Val #6   Val #7   Val #8   Val #9

Val #10   Val #11   Val #12   5   6

7   8   9   10

11   12

Corsair #1
Corsair #2
Corsair #3
Corsair #4
Corsair #5
Corsair #6
Corsair #7
Corsair #8
Corsair #9
Corsair #10
Corsair #11
Corsair #12

1
2

Hellcat #1
Hellcat #2
Hellcat #3
Hellcat #4
Hellcat #5
Hellcat #6
Hellcat #7
Hellcat #8
Hellcat #9
Hellcat #10
Hellcat #11
Hellcat #12

3
4
5
6
7
8
9
10
11
12

	Club	Diamond	Heart	Spade
King				
Queen				
Jack				
Ten				
Nine				
Eight				
Seven				
Six				
Five				
Four				
Three				
Two				
Ace				

CRANE