

KAMIKAZE ATTACK!©

by Mike Crane and Paul Le Long

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INTRODUCTION

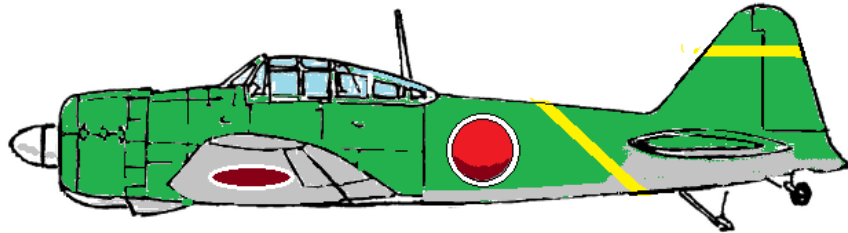
This game represents an attack by Japanese kamikazes against a US destroyer of the Fletcher class on radar picket duty off Okinawa in 1945.

THE OBJECTIVE OF THE GAME

If the picket ship survives the attack by kamikazes the US wins the game. If the ship is sunk during the attack, then the Japanese win the game.

THE TWO PHASES OF AN ATTACK

The attack is divided into two phases. The First Phase is the dogfight phase between the Japanese escorts and the US combat air patrol (CAP) sent up from carriers and land bases to protect the picket ships. The main objective of the CAP is to shoot down the kamikazes so they cannot participate in the Second Phase when the surviving kamikazes assault the picket ship.



EQUIPMENT NEEDED FOR THE GAME

A 21" x 23" poster board divided into a grid of 1" squares will be needed. (See Figure 3.)

The ship and airplane counters are provided.

One red D6 for the Japanese and ten blue D6's for the US will be needed for firing in both phases.

Print out the page with the Record Sheet and Counters on white cardstock.

Two additional counters bearing arrows are included to mark an airplane's original position before being moved. This will help if a movement is misjudged and a new flight path taken.

A D8 die will be used to determine the entry points of the kamikazes in the Second Phase. During the First Phase, it also may be placed beside an attacking plane when it stops to fire to indicate the number of moves it has left after firing.

In the Second Phase, two white D6 will be used, one to mark the damage points received by the attacking kamikaze and one to mark the total damage points accumulated by the ship from crashes.

A D20 will be used to record the movement points used by a kamikaze when attacking the ship.

A black D6 is needed to determine if a kamikaze jinks when hit and a yellow D6 is needed to determine the direction of the jink. (See Figure 4.)

THE FIRST PHASE OF THE ATTACK

THE AIRPLANES IN THE ATTACK

There are three groups of six airplanes each: (1) kamikazes; (2) Japanese escort; and (3) US CAP.

MOVEMENT DURING THE FIRST PHASE

The game begins with an empty playing board.

Each airplane will roll for movement points (MP) and enter any square on its side's end of the board. The Japanese fighter escorts will move first and enter from the north—the end facing the bow of the ship. The kamikazes will enter the board next from the same end. The US CAP airplanes will enter the board last from the south—the end facing the stern of the ship. Each fighter in the Japanese escort and the American CAP receives 1d6 +3 movement points (MP) for each turn (or bound). All the points must be used during the turn. During the First Phase, each kamikaze receives 1D6 movement points for each turn. All the points must be used during the turn. Movement on the board costs movement points per square: straight ahead @ 1 MP; 45° turn @ 2 MPs; 90° turn @ 3 MPs. (See Figure 1.)

2 ↘	1 ▲	2 ↙
3 ◀	✈	3 ▶

Figure 1. A diagram illustrating the cost of turns in movement points.

During the First Phase of the game, an airplane will only change its facing when it turns and moves into a different square. The airplane will be facing in the direction that it turns. If it does not turn into another square, it cannot change its facing.

AERIAL COMBAT

Japanese escorts and US CAP's are fighters and may maneuver and attack other aircraft but the primary goal of the kamikazes is to exit the opposite end of the board. The First Phase ends when all of the surviving kamikazes have exited the board or all of the kamikazes or CAP airplanes have been destroyed. Facing an enemy airplane, the attacking fighter will stop in a square adjoining the enemy aircraft, place 1D8 beside the attacking plane indicating the unused movement points, fire by rolling 1D6, and then continue movement after firing using all remaining movement points. The diagram in Figure 1 gives the number needed on 1D6 to shoot down an opponent from different angles. No defensive fire chart is needed since the Val rarely carried a rear gunner in the kamikaze role.

6 ↘	5,6 ▼	6 ↙
6 ▶	✈	6 ◀
5,6 ↖	4-6 ▲	5,6 ↗

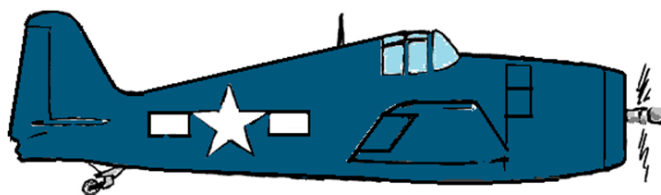


Figure 2. The 1D6 roll needed to destroy an airplane firing from different angles.

A fighter, a Japanese escort or US CAP, must move one square before firing. Kamikazes do not fire. When attacking head-on, both fighter airplanes will roll 1d6. Thus, it is possible for both fighters to be shot down in a head-on encounter. Kamikazes do not fire in head-on encounters. An airplane may pass through a square that is occupied by another airplane but it cannot stop in an occupied square. If an airplane cannot move without ending on an occupied square, it is destroyed and removed from the playing board.

An airplane may attack more than once per turn if it has enough movement points to reach another target.

THE END OF THE FIRST PHASE

The First Phase ends when all of the surviving kamikazes have crossed the opposite end of the board or all of the kamikazes or CAP airplanes have been shot down. If all of the kamikazes are shot down during the First Phase, then the game ends as a US victory. If not, the game enters the Second Phase.

THE SECOND PHASE OF THE ATTACK

THE PLAYING PROCEDURE

During the Second Phase the counter representing the destroyer will be placed in the middle of the empty playing board. It will occupy three squares and will not be moved during the game. A kamikaze that survived the First Phase will enter the board at a point determined by a roll of 1D8. The number rolled on the D8 will be the number of the entry point. (See Figure 3.)

The kamikaze may enter the entry point square facing in any direction. Counting the entry square as one move, the kamikaze has 20 total movement points to use to crash into the destroyer. The expenditure of movement points will be recorded by turning up the number of MPs remaining on a D20. If the plane jinks and does not have enough movement points to reach the ship after leaving the entry point, it will “splash” into the sea. The kamikaze may make turns anytime during the attack dive but the turns will cost movement points. (See Figure 1.)

The ship may fire any gun that can come to bear on a kamikaze each time the airplane moves into a square that is within range. (See Figure 3.)

After the kamikaze is destroyed, another kamikaze may enter the board. This procedure will continue until all of the kamikazes have crashed into the ship, splashed into the sea, or been destroyed in the air.

The procedure for playing a turn is to move the kamikaze counter to a new square; adjust the D20 so that it shows the number of movement points remaining; and, roll the appropriate number of dice for the defensive fire. If there are no hits, proceed to the next turn. Each 6 rolled indicates a hit and requires an adjustment on the plane’s white D6 marker to show the total number of hits. A plane will be destroyed in the air by a total of 6 hits. Unless the plane is destroyed in the air, roll a black D6 for each hit to determine if the plane jinks off course into a lateral square and a yellow D6 to determine which direction. Movement and a change of direction caused by a jink does not cost movement points. The procedure begins again on the next turn.

DEFENSE AGAINST KAMIKAZES

Each gun position that has not been destroyed and can come to bear will fire (roll 1d6) each time the kamikaze enters a square within range. All of the appropriate dice should be rolled together each time the kamikaze enters a different square within range.

The effective ranges of the ship’s guns are: 5” guns = 10 squares; 40mm = 4 squares; 20mm = 2 squares. Each 6 rolled on a die is a hit and a total of 6 hits will destroy a plane in the air.

A white D6 can be placed beside the kamikaze and another beside the ship as markers with the number of hits turned upward.

Kamikazes on the squares divided by the diagonal lines may be fired upon by the starboard or port guns amidships and either the bow or the stern guns depending on the location of the attack fore or aft.

Kamikazes in the squares divided by the east-west horizontal lines abeam which divide the bow and stern guns may be fired upon by the starboard or port guns amidships plus either the bow or the stern guns depending upon the location of the attack fore or aft.

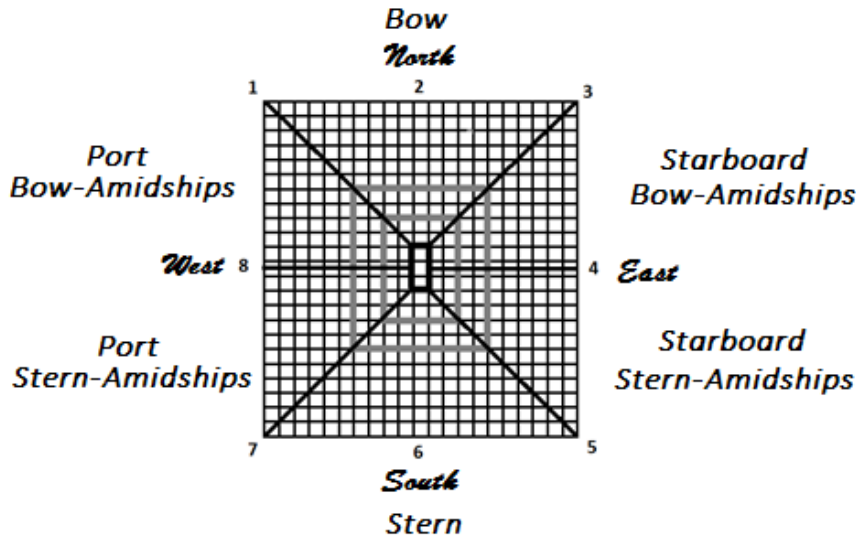


Figure 3. A diagram of the playing board showing the sections where the ship's gun positions may come to bear upon a kamikaze during an attack from aft, amidships, or bow. The starboard or port guns amidships may combine with the bow or stern guns to meet attacks in the areas fore and aft.

The two 40mm guns in the bow may both fire forward, and one may fire in a starboard attack and the other in a port attack amidships. The 5" turrets may fire to the bow, starboard, or port. If a kamikaze does not receive 6 hits during its attack dive, it crashes into the ship producing damage to the ship and possibly destroying one or two gun positions.

JINKS

Unlike the First Phase, in the Second Phase kamikazes may be forced to change their facing due to defensive gunfire from the ship. Sometimes a kamikaze in a dive would "jink" off course when hit by a shell or a nearby explosion. In this game, each time the kamikaze is hit by a roll of 6 on the ship's defensive gunfire roll, a black D6 and a yellow D6 will be rolled to determine if the aircraft jinks.

The number on the black D6 determines if the plane jinks: 1-4 = no jink; 5,6 = jink 1 square with a 45° turn. If the airplane jinks, it will move into a lateral square facing at a 45° angle from its previous facing.

If it jinks, the number on the yellow D6 will determine if the plane jinks to the left or the right: even number = right; odd number = left. This will also determine if the 45° facing change is to the right or left. (See Figure 4.)

The jink does not expend the airplane's movement points. However, movement points will be used when the kamikaze tries to get back onto a collision course with the ship.

An airplane will splash into the sea if it cannot move in the direction indicated by the yellow D6 without leaving the board. Thus a kamikaze is in immediate danger of being destroyed as soon as it enters the playing board.

A plane may be hit and jink more than once each turn. Roll separately for each hit.

Getting back on a collision course may require the use of extra movement points.

The movement points used in the kamikaze's dive will be recorded by turning up the number of movement points left on a D20 placed near the aircraft. The sight of this should increase the tension!

If the kamikaze is unable to reach the ship using 20 movement points or less due to jinking, it will splash into the sea.

It is also possible for the kamikaze to jink across a boundary and become the target of different guns the following turn.

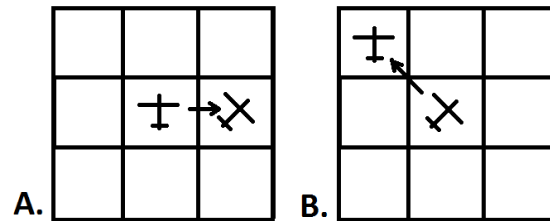


Figure 4. (A.) The position of an airplane on a vertical path jinking to the right. (B.) The position of an airplane on a diagonal path jinking to the left.

WHEN A KAMIKAZE HITS THE SHIP

Two separate results occur when a kamikaze hits the ship: 1) Damage to the ship, and (2) Damage to the ship's guns.

Damage to the ship.

Damage to the ship is determined by rolling 1d6. The number rolled is the number of damage points sustained by the ship. The number of hits may be shown on a white d6 placed beside the ship as a marker. The ship sinks when it receives a total of 6 damage points. It is possible for the crash of a single kamikaze to sink a ship if a 6 is rolled for damage points.

Damage to the ship's guns.

After determining the damage points to the ship, roll 1d6 to determine the damage to the ship's guns in the section of the ship where the crash occurred (bow, amidships, or stern).

1 = a 20mm position is destroyed; 2 = two 20mm positions are destroyed; 3 = a 40mm position is destroyed; 4 = two 40mm positions are destroyed; 5 = a 5" turret is destroyed; and, 6 = two 5" turrets are destroyed.

If a roll result calls for the destruction of two gun positions and only one position of that type remains in the section of the ship where the crash occurs, eliminate the one position that remains.

If the gun position rolled does not exist in that section of the ship or all types of that gun position have been destroyed already, the roll result counts as a miss.

THE COUNTERS

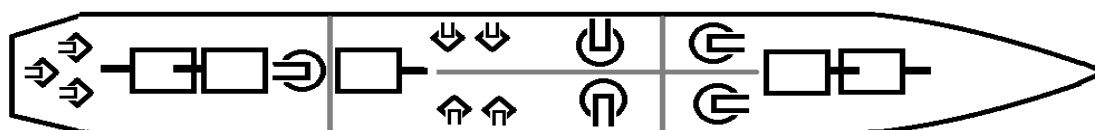
The counter for the ship is a schematic diagram showing its three different sections—bow, amidships, and stern. The line running lengthwise through the center section of the ship separates the starboard and port guns amidships. The different gun positions are shown on the counter to help the player determine the number of guns that can be brought to bear on an attacking kamikaze. The ship will occupy three squares corresponding to the three ship sections. The middle of the ship will be located on the center square.

The US combat air patrol counters are designated by a rectangle containing "CAP". The plane pictured is an F6F Hellcat. The counter background is blue (LW-pdf) or gray (LW-hard copy).

The Japanese escorts have an “E” in a square and picture an A6M Zeke. The kamikazes have a “K” in a circle and show the silhouette of a D3A Val dive bomber. The counter background is yellow (LW-pdf) or white (LW-hard copy).

Each type of plane is numbered 1-6 for easy identification during movement and aerial combat. One of the two counters with arrows may be placed on the board to show the position of an airplane when it begins its movement in case the number of squares must be recounted.

KAMIKAZE RECORD SHEET Date played _____



5" □ = 1d6 @ 10 squares range

40mm ☉ = 1d6 @ 4 squares range

20mm ☿ = 1d6 @ 2 squares range



Damage to the ship will be marked off in the boxes. Gun positions that are destroyed will be marked off on the schematic of the ship above.

NOTES

KAMIKAZE COUNTERS

