

First Blood

Surprise Attack on Clark Field, 8 December, 1942

Extra Mission for the Zero! Down in Flames Vol. III - Philippines Campaign

<u>Target</u>	<u>Target</u>	<u>Aircraft</u>	<u>Altitude</u>	<u>Turns</u>
Clark Field	Airfield	1-2x L/W A6M2*	Choose	4/3
		2x G4M1	Choose	
		2x G3M2	Choose	
		4x L P-40B**	Grounded	
		2x B-17D	Grounded	

* Rule 10 allows the Japanese Player to choose whether to use 1 or 2 L/W of A6M2s. See also Rule 7 for more details.

** Each P-40 in this scenario is considered to be a P-40B and has a maximum damage rating of "3" on its undamaged side and of "5" on its damaged side. Rule 2 may allow for the use of 1 L/W element instead of 2 Leaders.

Special Rules

1) Flak

a) Area Flak: 0 (ignore the values on the Airfield Target Sheet (3A))

b) Target Flak: 1 (ignore the values on the Airfield Target Sheet (3A))

c) All planes are within Target Flak Range during the Bomb Target turn. There is no option for both sides to Break Off in this scenario.

2) US Surprise

The US player may initially draw one card prior to the *Ingress Turn*. If the result is an *Ace Pilot* card, 2 P-40 are considered to be on CAP at any altitude chosen by the US player. In this case the US player may either choose 2 Leaders or 1 L/W element.

If the result is a *Tight Turn* card, one P-40 is considered to be on CAP at any altitude chosen by the US player.

Any other card results in all US planes being grounded (as it was historically). The Japanese player must (secretly) adjust the starting altitude of all his planes BEFORE the US player may check for any CAP fighters!

At the beginning of each, the *Ingress Turn*, the *Bombing Turn*, during each additional Additional Strafing Turn (see below for details) and the *Egress Turn*, the US player again draws one card. If the result is a blue bordered card, one undamaged (not flipped to its damaged side) P-40 is allowed to scramble (see below for details). If the result is a white bordered card, 2 undamaged P-40 may scramble. Otherwise, no US fighters may scramble.

If any US fighters are on CAP, resolve initiative (= first player) normally. If no US fighters begin play on CAP, the Japanese player is always the first player against any scrambled US fighters!

3) Scramble

Any US fighter being able to scramble must start its turn at very low altitude. It may otherwise operate normally, but it starts with all the damage points already received (as long as it isn't flipped to its damaged side, though).

4) Additional Strafing Turns

As long as no US fighters manage to scramble or are already in the air (shot down fighters do NOT count, check for any US fighters in the air at the beginning of each new turn), the Japanese player may declare an Additional Strafing Turn. This Additional Strafing Turn enables all Japanese fighters to conduct another round of Strafing, but the Medium Bombers are considered to be already on their way back to their bases, so that no additional Flak may be used against them.

Up to 2 Additional Strafing Turns may be performed by the Japanese player.

Note: As soon as any US fighters are in the air, NO further Strafing Turns are permitted!

5) Special Strafing Rules

a) Any Japanese fighter may only play ONE Response card per Strafing Turn (against Flak and/or US fighters).