Road to Rangoon

V1.0 - Final

Table of Contents

Introduction

In this Aces High scenario, the RAF, RAAF and AVG forces (flying Hurricane Mk I's, P-40B's, P-40E's, and Brewster Buffalos. defend Rangoon against the IJAAF (flying Ki-43s (A6M2's), Ki-44s (A6M5b's), G4M1 Bettys, and KI-45s (Bf 110C's)). Pilots get two lives in aircraft and unlimited lives as gunners. There will be four frames , each lasting 3 hours.

The IJAAF goal is to bomb Rangoon into submission. No force on earth has yet been able to stop them. Can a regrouped RAF and the AVG make a stand to preserve the last artery of supply into China?

Historical Context

Road to Rangoon

Strategic Situation

It is January, 1942, and the forces of Imperial Japan have been unstoppable. They have stormed out of their home islands and have swept all opposition before them. In just the past single month alone, they have advanced in China, annihilated the US Pacific Fleet at Pearl Harbor, invaded Thailand and Malaya, captured Guam and the Gilbert Islands, sunk the capital ships HMS Repulse and HMS Prince of Wales, invaded Burma, the Phillipines, and the Dutch East Indies, and captured Wake Island and Hong Kong.

China, already invaded, may hang in the balance. Allied forces -- American, British and British Commonwealth, Dutch, and Australian forces -- are doing what they can, but there aren't many of them left in the area. One critical task for the allies is to keep materiel flowing to China, in an effort to keep it equipped enough to fight back. With Southeast Asia cut off by Japanese expansion and dominance, the best route left is the renowned Burma Road. The allies can land materiel at Rangoon and use convoys to move it into China.

The Japanese know this and are working not just to conquer China from within but to strangle it from without by cutting supply lines. They have already established themselves in Thailand and are now entering Burma. The goal: take Rangoon -- cut the Burma Road. They are pushing forward, and the Imperial Japanese Army Air Force is ranging ahead, preparing the way.

The allied air forces consist of an assortment of Royal Air Force aircraft, manned by British and Commonwealth pilots, and a group from the US that has arrived only shortly before -- the American Volunteer Group, known as "The Flying Tigers".

The Japanese launch a series of raids on Rangoon and adjacent airfields from Thailand to prepare the way for the invasion of Burma. Beyond Burma lay India, jewel of the British Empire.

Dates and Times

Show-Up Time for this scenario is **3:00 pm Eastern Time (3:00 pm New York, USA time)** in the Special Events II arena. You can use this time converter to find the correct time in your time zone. Frame dates are as follows.

- April 30, 2011: Coordination Frame -- please all attend. This frame allows each team to get organized and test their communication and control. We will be using the Frame 1 setup.
- Week off for Final Coordination
- May 14, 2011: Frame 1
- May 21, 2011: Frame 2
- Week off for Memorial Day Weekend (US)
- June 4, 2011: Frame 3
- June 11, 2011: Frame 4

The arena is locked to admittance at Show-Up Time, so please show up no later than Show-Up Time. (Takeoffs start 30 minutes after Show-Up Time, the time in between being used for briefings and to get organized.) If you get disconnected and need back into the locked arena, please type into any text radio buffer: ".p roc let me in". Then keep trying to get in (even if the game shows Special Events II as being locked -- try entering still, as the status does not always update quickly). Once you are in, type ".p roc i'm in".

Frames will run for 3 hours after takeoff, then a disengagement will be called (whereupon players will cease combat, if any), and planes will have 15 minutes to land.


Summary of Rules

- **COMPLETE orders** from each side's command staff shall be posted in each side's General Forum, not Command Forum, no later than Midnight Pacific time on Thursday before Saturday's frame. This allows all players to know the orders ahead of time and better coordination and immersion to occur. Failure to meet this requirement by the command team will result in penalties.
- Fighter pilots get two lives. Bomber pilots get 2 lives.
- A pilot uses up a life if he dies, bails, ditches, does not get a "landed successfully" message, or if he exits (end sortie) at anything other than his takeoff base.
- A maximium of 4 Squadrons can be based at any single base. Squadrons must use the base they start at the entire frame.
- Each frame, CO's may assign each squadron to any Active Base. They may not transfer between bases during the frame.
- Axis pilots can refuel/rearm at any friendly base.
- Allied pilots can refuel/rearm at any friendly base.
- Deaths as a gunner do not subtract from your available lives.
- G4M1s are restricted to a maximum altitude of 16,000 ft and a minimum altitude of 6,000 ft.
- G4M1s can level bomb only, they must use the bomb sight. (no glide or divebombing).
- G4M1s must fly in formations no smaller than half sentai size, 4 sets of 3 - 12 planes.
- Fighters on both sides must fly in groups of no less than 6 unless scattered during combat, they must attempt to regroup with friendlies afterwards. Intent is to NOT have individual scouts flying around.
- When you have no more lives, please consider volunteering to be a gunner. The event does not end when you loose all your lives, you can be a gunner or a ground spotter for your side.
- If you get disconnected (dumped), ask the CM if you can launch again. If he says "yes," you can do so without the disco subtracing one of your lives.
- Your CO can have you ejected from the arena if you are not following orders, breaking rules, being insubordinate, or being a nuissance to your side.
- Allowed Targets (the ground objects allowed as targets each frame) are as listed. No other ground targets, other than acks, are to be attacked.
- CO's may distribute players as they see fit among squadrons as long as the number of pilots in each squadron does not exceed the maximum strength listed in the Order of Battle.
- Inital Axis attacks on fields must occur no later than T+90. This must be the attack by at a minimum of **TWO Sentai's** worth of bombers.
- Do not fly off the boundary of the map. If anyone sees this occuring PM "ROC" by ".p roc guy out of bounds at..." and he will check and ground the people who violate this boundary. They loose that life and may be grounded for the rest of the frame.

Base Map of Rangoon09

This terrain is a product of the CM Terrain Team, and was updated by Easyscor to the new terrain standard, and modified by 68Falcon to add some bases.

Airfields A3, A5, A6, A8, A9, A10, A12, A37, A38, A42, and A43 will be Rook. Vehicle bases V22, V23, V32, V33, V34, V35 and V25 will be Rook.
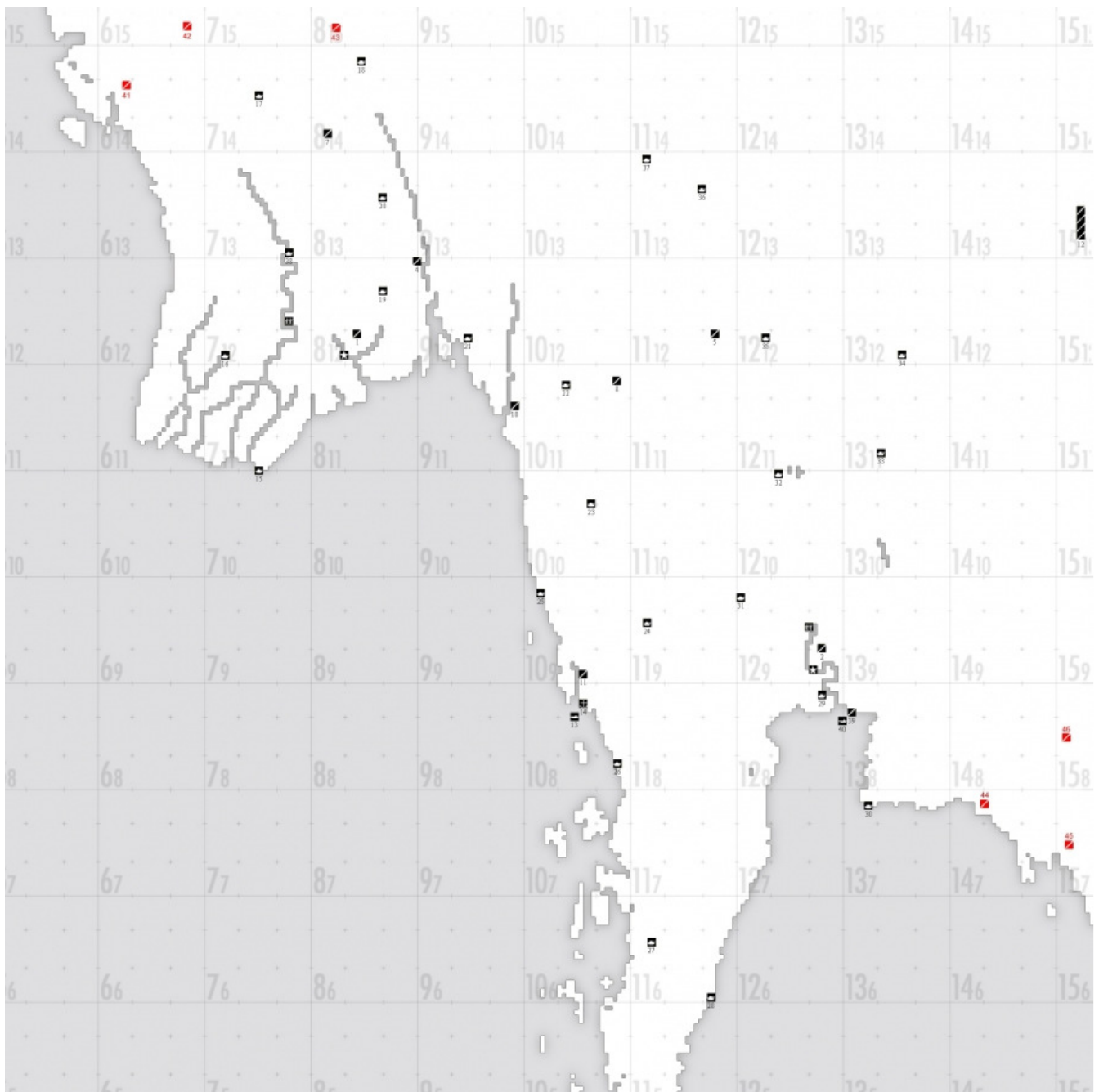
Victory Conditions

There will be no scoring with points in this scenario. Victory will come to the side which completes the objectives. Operating with the strategic and tactical situation in the theater in mind will create a historical environment for the players as well as a path toward victory for your side.

- **Frame 1 Objectives**

    ALLIES

    - Shoot down 60 Enemy fighters
    - Shoot down 60 or two thirds of launched Enemy Bombers, whichever is less.

    AXIS

    - Shoot down 70 enemy aircraft
    - Destroy 8 Hangars and 100 strat objects or 200 strat and city objects at Rangoon.

- **Frame 2 Objectives**

    ALLIES

    o Shoot down 60 Enemy fighters
    o Shoot down 60 or two thirds of launched Enemy Bombers, whichever is less.

    AXIS

    o Shoot down 70 enemy aircraft
    o Destroy 8 Hangars and 100 strat objects or 200 strat and city objects at Rangoon.

- **Frame 3 Objectives**

    ALLIES

    o Shoot down 60 Enemy fighters
    o Shoot down 60 or two thirds of launched Enemy Bombers, whichever is less.

    AXIS

    o Shoot down 70 enemy aircraft
    o Destroy 8 Hangars and 100 strat objects or 200 strat and city objects at Rangoon.

- **Frame 4 Objectives**

    ALLIES

    o Shoot down 60 Enemy fighters
    o Shoot down 60 or two thirds of launched Enemy Bombers, whichever is less.

    AXIS

    o Shoot down 70 enemy aircraft
    o Destroy 8 Hangars and 100 strat objects or 200 strat and city objects at Rangoon.

- Note: Bombers launched and not sent to enemy territory to bomb will NOT count toward "launched Enemy Bombers" noted above. Or in plainer english, don't game the system.

Order of Battle

Imperial Japanese Air Force - Order of Battle

Axis has a max of 120 pilots (max of 96 fighter pilots, 24 bomber pilots) distributed as follows.

	Max. Pilots	Frame 1 A/C
IMPERIAL JAPANESE AIRFORCE		
11th Sentai	A6m2	14
50th Sentai	A6m2	14
64th Sentai	A6m2	14
47th Dokoritsu Chotai	A6m5	16
87th Dokoritsu Chotai	Bf-110C	16
12th Sentai	G4M1	7
14th Sentai	G4M1	7
67th Sentai	G4M1	6

- Fighters may not carry bombs or rockets, this includes the Bf-110C.
- Axis Bf-110C, A6M2 and A6M5 cannot use a drop tank.

Allied - Order of Battle

Allies have a max of 96 pilots distributed as follows.

	Aircraft	Max Pilots
China Burma India Command		
Royal Air Force		
67 Squadron	Brewester Buffalo	10

135 Squadron	Hurricane I	14
453 Squadron RAAF	Brewester Buffalo	8
American Volunteer Group		
1st Pursuit Squadron "Adam and Eves"	P-40B	10
2nd Pursuit Squadron "Panda Bears"	P-40B	10
3rd Pursuit Squadron "Hells Angels"	P-40B	10
USAAF		
16th Fighter Squadron	P-40E	14

- Fighters cannot carry bombs.
- P-40E cannot use a drop tank.
- Brewster Buffalo must use 2x 50 cal M2, 1 50 cal M2, 1 30 cal gun package.

Historical links

Below are links with more information on the war in the China Burma India theater from December 41 to March 42.

- Bob Neale at Rangoon January 1942
- AVG Flying Tigers at War in SE Asia
- Japanese Order of Battle
- Japanese AAF vs AVG
- Japanese AAF vs AVG
- Battle for Rangoon January 1942

Road to Rangoon

Frames 1-4:

January and February 1942

Axis Targets:

- Airfield A4 - Sector 8,14,1
- Airfield A7 - Sector 8,12,9
- Airfield A1 - Sector 8,12,2
- Airfield A41 - Sector 6,14,4
- City of Rangoon and adjacent Strats - Sector 8,12,2
- Troop Factory in 7,12,6 is **NOT** a target.

Axis Active Air Bases:

- A11 - Sector 10,9,2
- A2 - Sector 12,9,6
- A44 - Sector 14,7,8
- A45 - Sector 15,7,4
- A46 - Sector 15,8,4

Allied Active Air Bases:

- A1 - Sector 8,12,2
- A4 - Sector 8,12,9
- A7 - Sector 8,14,1
- A41 - Sector 6,14,4

SETTINGS

Weather: Weather might be varied with heavy cloud banks at times mixed at medium and high altitude. Weather blocking targets is possible with heavy clouds at varying altitudes.

Terrain:RANGOON09

Wind: 0 mph at 0-4k altitude, 5 to 15 mph from one direction on up to 24k. Direction and speed will vary by frame. Downdrafts above 24k at 45mph and above 28k at 127mph.

Radar and Sector Counters: Will be disabled for this event.

Destroyed Objects: All objects, once destroyed, stay destroyed the whole frame. All objects will respawn at the start of the next frame. Also note hardness of various objects below.

Auto Acks: Greatly reduced lethality, including for "puffy" ack. See setting below, where 1.0 is normal in Main Arena.

Variable	Default Value	Explanation of Variable
Arena Flags	Locked 137 - Unlocked 136	Lock Arena, Kill Shooter off, Perk Disabled, Ditch scores kill.
BomberWarningRange	10,560 (2 miles)	A base starts flashing when an enemy bomber gets within this number of feet.
CommunicationFlags	3	Various communication flags.
DeathMaxCount	0	After this many deaths, you have to wait DeathTimeMin before spawning the next time.
DeathTimeMin	0	How long in minutes you have to wait before spawning after DeathMaxCount deaths.
DownTimeMult	6.0000	A multiplier for down time of objects. For example, if Bunk Ammo has a Down Time of X and if DownTimeMult = Y, the actual down time for Bunk Ammo is X*Y minutes.
EnemyIconRange	9000 (3k)	Enemy icon range in feet (9000 = previous .icon 1).
EnemyLowIconRange	9000 (3k)	Has to do with icon range when altitude is low.
ExitWhileMoving	460	Various flags on whether or not a player can exit whilemoving.
FighterWarningRange	10,560 (2 miles)	A base starts flashing when an enemy fighter gets within this number of feet.
FogVisibilityMiles	15.00	Visibility in miles.
FriendlyIconRange	15,000 (5k)	Friendly icon range in feet.
FuelBurnRateMult	1.0.	See Designers Notes for explaination of fuel settings.
GroundAutoLethality[Armored]	0.10	See "GroundAutoLethality" section.
GroundAutoLethality[Hard]	0.10	See "GroundAutoLethality" section.
GroundAutoLethality[Soft]	0.10	See "GroundAutoLethality" section.
KillShooter	0	If this is 1, you take the damage. If this is 0 they take the damage.
PerkPointsDisabled	1	1 if awarding of perk points for kills is disabled. 0 if it is enabled.
PlayerResupplyTime	0	Minutes of downtime subtracted from down objects when supplies are dropped at a base.
RadarAlt	28,500	If a plane is under this altitude, it won't show on dot radar (unless full friendly or full enemy is selected).
RadarMode[Bishops]	15	Disable friendly and enemy ranged based counters. Radar in flight and tower when enemy above 28.5k.
RadarMode[Knights]	15	Disable friendly and enemy ranged based counters. Radar in flight and tower when enemy above 28.5k.
RadarMode[Rooks]	15	Disable friendly and enemy ranged based counters. Radar in flight and tower when enemy above 28.5k.
RadarUpdateRate	0.5	Radar updates every 30 seconds.
RandomRotate	0	Whether or not a Country Reset rotates countries randomly.
ResetAirFieldCnt	1	If a country has less than this many airfields, the war is won, and the arena does a reset.
ResetTotalFieldCnt	1	If a country has less than this many total fields, the war is won, and the arena does a reset.
SectorCounterAlt	32,000	If a plane is under this altitude, it's won't show in the sector counters.
SectorCounterRange	1000	If RadarMode is set to have Range Based Counters, this is the range in feet from the radar station that a plane has to be in order to show in the sector counters.
StratFlags	1	Disable strat supply.
TowerBasedRadarRange	10,560 (2 miles)	The range in feet from a radar station for dots to appear on the radar display (unless full friendly or full enemy is selected).
VehicleWarningRange	15840	A base starts flashing when an enemy vehicle gets within this number of feet.
ViewModeFlags	2	Various flags for view.

Note in the object settings below, "Down Time" is not the actual down time in minutes. Actual down time in minutes is "Down Time" times DownTimeMult given in the above table.

Object Name	Down Time	Hardness (1000 lb)	Explanation
Bomber Hangar	60	1.5	(Down time) * DownTimeMult = 360 minutes
Vehicle Hangar	60	1.5	(Down time) * DownTimeMult = 360 minutes
Fighter Hangar	0.25	1.5	(Down time) * DownTimeMult = 2 minutes
Bunk Ammo	1	100	Ammo bunker nearly indestructible. (Down time) * DownTimeMult = 6 minutes

Bunk Fuel	1	100	Fuel bunker nearly indestructible.(Down time) * DownTimeMult = 6 minutes
Bunk Radar	1	100	Radar tower nearly indestructible. (Down time) * DownTimeMult = 6 minutes
Town	--	100	Town buildings nearly indestructible.
AAA Factory	60	0.3125	(Down time) * DownTimeMult = 360 minutes
Refinery	60	0.3125	(Down time) * DownTimeMult = 360 minutes
Troop Factory	60	0.3125	(Down time) * DownTimeMult = 360 minutes
City	60	0.3125	(Down time) * DownTimeMult = 360 minutes

All other settings are the default settings listed here: http://ahevents.org/images/stories/scenarios_images/defaultSettingDocument/defaultArenaSettings.html

---

For CM's:

CM Reference

MOTD. The following can be copy and pasted to use as the MOTD, with appropriate number for frame number.

Welcome to the scenario "EVENT TITLE"!

Show up at or before 3:00 pm Eastern Time to play.

If you are not registered, you are welcome to play,
but please change to country Rook,
go to [], and type on channel 200,
"Walkon requesting assignment."

If you need back in and the arena is locked, please
enter ".p ROC let me in" into a radio text buffer
such as from the Main Arena. Try getting into the
arena thereafter even if the games says the arena
is locked -- the screen doesn't update quickly.
Once in, type ".p ROC i'm in".

Allies = Bishops
Axis = Knights
walkons = Rook Airfield A3

CM checklist. Prior to Show-Up Time:

- Announce to players to remind CM if he doesn't announce "logs started".
- Load terrain.
- Rotate countries if needed. Make sure axis fields are Knight, allied fields are Bishop.
- Load tables.
- Change field ownership if needed.
- Set MOTD.
- Check that correct planes are enabled at correct fields -- make sure ground guns are enabled everywhere. Save if any changes done.
- Check arena variables and resave all the non-default ones. Save if any changes done.
- Set object settings.
- Destroy any objects needed.
- Set .icon.
- Set wind.
- Remember to do .startlog before takeoffs.
- Get walkon field number for axis and allies.
- Remember ".vset arenaflags 0" unlocks arena. ".vset arenaflags 1" locks arena.

Timing Table

Event	Real Time	Tower Clock	Event tasks
S (Show-Up Time)	3:00 pm Eastern, 12:00 pm Pacific	Tower Clock - 5:30	- Lock arena. ".vset arenaflags 1" = arena locked - Set clock to 06:00 and multiplier to 3. "Options-Arena Setup-Environment-Adjust Time", set New Time. - Start assigning walkons to whichever side needs them. - Assign such that the ratio of Axis:Allies stays near 1.16:1. - Announce that end of hostilities is at 3:00 pm on the in-game clock, then 15 minutes to land. - Announce number of lives.

			• Announce to send ".p ROC let me in" if you need back in. Tell to click in even if arena says it is locked.
S+20			• Set CountryChangeTime to 1000 so that people can no longer change sides.
S+25 = T-5 (Takeoff Countdown)			• Announce 5 minutes to launch. • .startlog • Tell players not to take off until your Group Leader tells you to take off. • Set CountryCanFly[x] to 1.
T-0 (Takeoff)	3:30 pm ET, 12:30 pm PT	TOWER CLOCK - 06:00	• T+0 min: Ground-launched planes may take off.. • Set time multiplier to 3.0.
T+3 hours	6:30 pm ET, 3:30 pm PT	TOWER CLOCK - 15:00	• Announce end to hostilities, to land back at base, and that end frame is in 15 minutes. • Announce all of this several times.
T+3.25 hours (Frame End)	6:45 pm ET, 3:45 pm PT	TOWER CLOCK - 15:45	• Set downwind (-127).
T+3.25 hours (End Log)	6:45 pm ET, 3:45 pm PT		• End log (.endlog). • Set CountryCanFly[x] to 0. • Unlock arena.

References

- P-40 Warhawk Aces of the CBI by Carl Molesworth
- Brewster F2A Buffalo Aces of World War 2 by Kari Stenman and Andrew Thomas
- Nakajima Ki-43 Hayabusa in Japanese Army Air Force RTAF-CAF-IPSF Service by Richard M. Bueschel
- Military Aircraft Monthy International Volume 9, Issue 7.
- Bloody Shambles Volume 2 From the Defence of Sumatra to the fall of Burma by Christopher Shores et al

Designer Historical Notes:

With each scenario we balance play and the planeset to bring to you historical battles. In this scenario there are a few things which do not line up with history.

- We all wish we had the KI-43, KI-27, "British" Brewster Buffalo, KI-21 Sally, KI-45 and numerous other planes. We do what we can with what we have.
- While the Allies did have a primative radar set at Rangoon, the command and control use of it was poor. As such we are not modeling it.
- The "Rook" bases out in the jungle between the two sides are to represent the allied and axis troops and villagers which were abundent. Neither side can use those bases for "safe" landings or rearm/refuel but both sides can benefit from the warnings given, assuming you know where your own people are at when it happens.
- Lastly this is not a terribly historical scenario. It is alot more historical than the previous two runnings, but it still suffers from plane substitutions and overall size of combatants being larger than fought at various times. Enjoy it for what it is, a snapshot in what some considered a backwater theater of the war which was none the less very important to those trying to stay alive there.

Lastly I want to leave you with something special. People loose the reason they play this game and its predecessors at times. Now read this and enjoy the sentiment behind it.

- *Message 154 Tue Jun 14, 1994*

T.NAUGHTON [Scavenger] at 01:58 EDT

Being five years old in 1943 meant being a W.W.II child. Having a brother go off to be a bomber pilot fixed my childhood fantasies forever. While other peoples children may have dreamed of cowboys and Indians my fantasy world was filled with fighter planes and bombers, my cowboys were aces, my Indians the Japanese and Germans. One night when I was about five or six (1943 or 44) We all walked up to the High Point Theater a few blocks from our house. John Wayne was staring in a movie called FLYING TIGERS. I was deeply impressed with the glory of anyone who put on a helmet and goggles and took off into the wild blue yonder. The scene that just stuck in my mind forever was John Wayne sitting in a Flying Tiger P-40 Warhawk fighter as he put on his leather flight helmet and started his engine. His canopy was open and when he was ready to take off he looked to his John Carroll (who played his wingman) in the next plane and gave him a thumbs up. His wingman returned the thumbs up vigorously and John and his squadron rolled out onto the grass field and took off side by side over the heads of the happy coolies working in the rice fields of China. John and his friends where on their way to save China from the Japanese.

That moment of thumbs up seemed to me, as a boy, to symbolize those few men, smart and heroic enough to have earned the right to fly the finest of machines, the fighter plane. For the rest of my childhood the heroes of the world were John Wayne and my brother and anyone else with wings on a leather jacket. That became the only thing that I ever wanted to do. I couldn't wait to graduate from high school and join the elite cadets who were one day going to have wings on their chest.

Mom and Dad, who had already worried through one son flying airplanes were not at all supportive of having another son in the Air Corps. By the time that battle was fought to its conclusion the Air Force was no longer accepting applications for cadet training and the window of opportunity closed. The Atlas Missile program and then the Mercury Space Program came along and I had enough satisfaction from being part of that to gradually see my dream of a flying career slip away first to the back burner and then off the stove completely. Soon I had a wife and then children. The dream of flying became some lessons in a Mooney Air Coupe at Spirit of St. Louis Airfield right across from Kratz field where Bill got his start in '43. Lessons were expensive for a guy with two kids and flying an Aircoupe with the canopy back was not fulfilling the fantasy. Years went by, many years. John Wayne and the Flying Tigers became just an unfulfilled childhood dream remembered vaguely at air shows and flying movies with the kids.

Then in 1981 I read about a new kind of flying. New technology had made what started as a motorized hangglider in to a real flying machine. The aircraft looked much like the Curtis Pusher of 1910-1920 era. Light but extremely strong fabrics and aluminum tubing had created an aircraft that weighed less than 300 lb. powered by an engine that could create a rate of climb of 1500 ft. per minute. Full controls had been developed giving three axis flight. Rudder, aileron,

elevator. The pilot sat in the open like the early Curtis.

I decided to go for it. While I was taking my lessons I met a man who flew dive bombers in W.W.II and had spent most of his life as a test pilot for Douglas Aircraft and a commercial pilot. He told me one day, "don't regret the adventure you think you missed. Flying stopped being flying a long time ago. Flying became the act of managing an aircraft" which to him was not flying. He said "Have you ever noticed those tiny windows in modern aircraft"? That's because flying has become something done inside the aircraft with instruments and communications. The modern pilot is not looking out his windows experiencing the joy of flying. He said that was I was learning to do now was more flying than many get in a lifetime. Sitting on a seat, under a wing, with full controls acting and reacting to the elements is the essence of flight.

He had a beautiful new ultralight with a ballistic rocket parachute which could be deployed in an emergency to bring pilot and plane down safely. So I practiced and learned and finally solved. The next day I was back out at the field to build up my solo time. My friend was also at the field getting used to his new plane. He came over as I was pre-flightiness my aircraft and suggested that we take a little flight together.

Our aircraft were parked side by side on the field. We both climbed aboard. Merl started his engine as did I. We both pulled on our helmets and goggles. A quick control check stick back and forth, right and left, full rudder right and left, engine advance and then back to idle. Merl pulled his goggles down and into place and then looked over to me. He reached out with a gloved hand and then extended his right hand thumb extended indicating his readiness to taxi. I extended my hand and returned a thumbs up to indicate that my dream was, after 50 years, about to become reality. We brought up the throttles and taxied side by side out onto the grass field. As one we advanced our throttles and side by side we moved down the field rapidly picking up speed. Our planes became light, with a slight bounce of wheels we were airborne. We cleared the edge of the field rising toward the setting sun. I looked down to the fields richly bathed in the early evening light. For just a fleeting moment I was sure I could see the coolies waving from the rice fields as we climbed wing to wing for one last battle with the Empire of the Sun.

Cheers Terry, this one is for you.

Credits

Scenario design: Original Design by DoKtOr GoNzO, modifed by Fencer (BBS: Fencer51)
Terrain: Original terrain by Dux, updated by CM Team.
Custom Skin: Bf-110C skinned as a KI-45 by Krusty. Thanks Krusty!!
Scenario CM's: Fencer (BBS: Fencer51) (Team Lead), Brooke, ROC and Corkyjr (BBS: Guppy35).
Allied CO: 68Gaidin (BBS: Gaidin)
Axis CO: Hightone