

ROLLING THUNDER

INTRODUCTION

Solo Dice Game.

Simulation of an American Rolling Thunder Bombing Mission during the Vietnam War circa 1966.

MATERIALS

Paper, pencil, 1-2 six sided dice, nobody to play with.

ROLLING THUNDER STRIKE FORCE COMPOSITION

16	F-105 Bombers (Thuds)
8	F-105 Wild Weasels
10	F-4 Phantoms (Fighters)
2	EB-66 EW Aircraft (Jamming)

FUEL LIMIT

After 12 turns the planes begin to run low on fuel and start turning back.

All remaining Bombing targets (Turns 13-24) are considered to be on the way back.

The Planes have returned and the mission is over on turn 25.

ACQUIRING TARGETS

The first target will be in range on turn 1D6.

After a target has been bombed, the next target will appear in another 1D6 turns.

TARGET TYPES

Roll to see what the target is:

1D6	Type:	Objective Points:
1-3	Ho Chi Minh Trail	2
4-5	Strongpoint	3
6	Staging Area	4

BOMBING RUNS

Each bomber can make only one bombing run per game.

When reaching a target decide how many of your Thuds will drop their loads.

For each plane that bombs roll:

1D6	Result:
1-2	Target missed or Minor Damage (No Objective points)
3	Moderate Damage (-2 Objective points)
4	Major Damage (-1 Objective points)
5-6	Target Destroyed (Gain Full Objective points)

If 2 or more bombers get 'Damaged' results the target is destroyed.

CONTACT

On every turn you are not bombing roll 1D6.

On a roll of 1 on 1D6 the strike force encounters hostile forces. Roll 1D6 again:

On a roll of 1-3 on 1D6 a SAM site is encountered.

On a roll of 4-6 on 1D6 a flight of Mig-21's are encountered.

SAM SITE

1D6 Missiles are launched at the Strike Force.

For each Missile make a Jamming Roll of 1D6:

On a roll of 4-6 the missile is jammed and misses.

Get a -1 for each EB-66 EW Aircraft destroyed.

For each missile not jammed roll 1D6 to see which kind of plane it attacks:

1-4 Wild Weasel

5-6 Thud

An attacked plane may try to evade.

Wild Weasels evade on a roll of 1-4 on 1D6.

Thuds evade on a roll of 1-3 on 1D6.

Planes that do not evade are destroyed.

After this barrage the Weasels will destroy the SAM site with Shrike Missiles on a roll of 1-5 on 1D6.

If the Weasel attack misses repeat the process.

MIG-21 FLIGHT

1D6 Migs will make a single pass.

1D6 of the Phantoms will get to make Intercept Rolls. To Intercept roll 1D6:

On each roll of 5-6 on 1D6 one Mig is shot down.

Next the surviving Migs get to attack. For each roll 1D6:

On a roll of 4-6 on 1D6 one American plane is destroyed.

Roll 1D6 to see which type:

1-3 Thud

4-5 Phantom

6 Weasel (or EB-66 EW if no Weasels remain)

An attacked plane may try to evade:

Phantoms evade on a roll of 1-4 on 1D6.

Wild Weasels evade on a roll of 1-3 on 1D6.

Thuds evade on a roll of 1-2 on 1D6.

Finally 1D6 of the Phantoms will get to make Pursuit Rolls. To Pursue roll 1D6:

On each roll of 5-6 on 1D6 one Mig is shot down.

You can't intercept or pursue with more phantoms than you have.

SCORING

Keep a running tally of points while you play.

Start with 10 Objective points.

Each Target bombed adds its listed Objective points.

Each SAM site destroyed is worth 2 Objective points.

Each Mig shot down is worth 1 Objective point.

Every American plane lost is -2 points.

GRAPHICS

Graphic by Mike Marinos.