WING LEADER
VICTORIES 1940 – 1942

Scenario Book
Second Edition

This book contains 30 historical scenarios. Scenarios V24 to V27 were previously published as Scenario Supplement 1. Scenarios V28 to V30 are new for this edition.

GMT GAMES

Tyger! Tyger!

WL

Background

Burma, 23 December 1941

Just before America's entry into WWII, Claire Lee Chennault, working in war-torn China, formed the American Volunteer Group (AVG). Comprised of adventurers attracted by high pay, this group of inexperienced airmen defended Southern China and Burma against the Japanese Army Air Force. On 23 December the Japanese mounted a major raid on Rangoon. While parts of 3rd Squadron and the RAF tackled the first wave, the rest of 3rd Squadron's 'Hell's Angels', led by Parker Dupouy, took on the follow-up raid.

v2.0, Scenario by Allan Cannamore

Order of Battle

Defenders – Chinese

Elements of 3rd Squadron, AVG

x1	P-40B	**P-40B** – Intercept mission Set up in I9
x1	P-40B	**P-40B** – Intercept mission Set up in I7

Max Losses	Flights 3
Alert	All flights start alerted
Quality	Veteran 0; Green 0; Experte 0

Raiders – Japanese (set up first)

Elements of 98 Sentai, 3rd Air Division, IJAAF

x2	Ki-21	**Ki-21-IIa** – Bombing mission Set up one each in O9, P9

Max Losses	Squadrons 9
Alert	Not applicable
Quality	Veteran 0; Green 0; Experte 0

Map Edges	*Left* - Chinese; *Right* - Japanese
Radio Nets	*Able* - P-40s
Sun Position	Right Upper
Special Rules	This is a scenario designed to help players learn the game. No advanced rules are needed, but the following special rules apply:

1. The scenario is best played solitaire. The player controls both Chinese and Japanese units.

2. Japanese movement is 'pre-programmed'. Fly the Ki-21 squadrons to column H. On entering column H each squadron drops its bombs (remove the Bomb Load marker) and expends its next MP to flip and face the Japanese map edge. Thereafter, the squadrons return to base.

3. P-40 flights cannot enter map squares in columns O-Z.

4. Due to the scarcity of P-40s, each Chinese loss scores 2 VPs for the Japanese instead of the normal 1 VP.

Victory Conditions

At game end total each side's Victory Points for losses only.

In addition, the Chinese score 4 VPs for each Ki-21 squadron that is broken before reaching column H or 2 VPs if the squadron is disrupted.

Subtract the Japanese VPs from the Chinese VPs to see who wins:

|	
+4 or less	Japanese Victory
+5 to +6	Draw
+7 or more	Chinese Victory

Aftermath

Dupouy split his 'Hell's Angels' into three-ship flights to attack the Sallys, commanded by Colonel Usui Shigeki. In a fight that lasted almost half an hour, two bombers went down for the loss of a P-40. The fighters could not prevent the Sallys from plastering downtown Rangoon, but this fierce battle and others to follow would earn the AVG the nickname 'The Flying Tigers'.

Background

Burma, 28 April 1942

Claire Chennault, commanding the American Volunteer Group, believed the Japanese would put on a spectacular show for the Emperor's birthday on 29 April. It turned out the show was to be the Japanese Army's attack on Lashio with the help of paratroops and that this required their bombers to neutralise the Americans at Loiwing the day before.

Fortunately, the AVG deployed more fighters to cover the city. They were stacked up over Hsipaw when the Japanese, escorted by the Hayabusa pilots of 64 *Sentai*, hove into view.
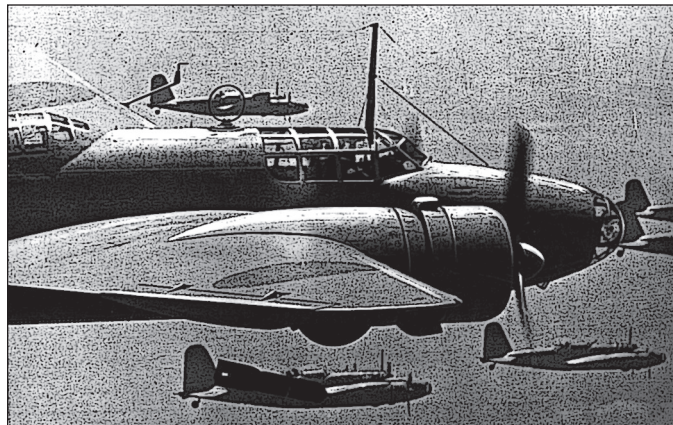
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – Chinese
Elements of 2nd and 3rd Squadrons, AVG

x1   P-40B   **P-40B** – Intercept mission
Set up in columns A-K at altitude 6 (see special rule 1)

x1   P-40B   **P-40B** – Intercept mission
Set up in columns A-K at altitude 7 (see special rule 1)

x1   P-40E   **P-40E** – Intercept mission
Set up in columns A-K or V-Z at altitude 11 (see special rule 2)

Max Losses	Squadrons 8; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 1; Green 1; Experte 0

Raiders – Japanese (set up first)
Elements of 12 and 64 Sentai, IJAAF

x2   Ki-21   **Ki-21-IIa** – Bombing mission
Set up one each in R11, S11

x1   Ki-43   **Ki-43-Ia** – Sweep mission
Set up as if the squadron were an escort

x1   Ki-43   **Ki-43-Ia** – Sweep mission
Set up as if the flight were an escort

Max Losses	Squadrons 12; Flights 6
Alert	No squadrons start alerted
Quality	Veteran 1; Green 0; Experte 0

Map Edges	*Left* - Chinese; *Right* - Japanese
GCI Control	Chinese - GCI 4
Radio	No Ki-43 units have radio
Radio Nets	*Able* - P-40Bs and GCI
	Baker - P-40Es and GCI
Sun Position	Right Upper
Cloud	Wispy in C9-R9
Special Rules	1. The P-40B squadron and flight must set up within two squares of each other.
	2. The P-40E flight can set up facing right or left.
	3. Because of lack of oxygen supply, the P-40Bs cannot climb above altitude 11. The P-40E flight is not so restricted.

Victory Conditions

At game end total each side's Victory Points. Subtract the Chinese VPs from the Japanese VPs to see who wins:

+4 or less	Chinese Victory
+5 to +7	Draw
+8 or more	Japanese Victory

Aftermath

The Hayabusas, led by Captain Kuroe Yasuhiko, broke from their escort duty and managed to keep the AVG away from the bombers in an epic but confused melee that saw claims of no fewer than thirteen Japanese fighters downed for no loss. However, only two Ki-43s failed to make it home, making it a grand day for overclaiming.

Stalingrad Airlift

WL

Background

Stalingrad approaches, Russia, December 1942

The Luftwaffe's response to Operation Uranus was to airlift supplies to *6. Armee* trapped in Stalingrad until a relief could be mounted. Hastily, He 111s were commandeered as transports to supplement a scraped-together force of Ju 52s.

However, transports had to cross more than 75 miles of Soviet-held territory to reach the Stalingrad pocket. The Soviet air force, the *Voyenno-Vozdushnye Sily* (VVS), harried the transports at every opportunity. German fighters, stretched between protecting the air bridge and cover for the relief columns, found themselves on the defensive against an increasingly aggressive enemy.

v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – German (set up first)

Elements of KGrzbV 20 and JG 52, Luftflotte 4

x2	He 111	**He 111H-1** – Transport mission Set up at least 5 squares apart in columns I-O at altitude 1
x1	Bf 109F	**Bf 109F-4** – Escort mission
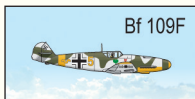
Max Losses	Flights 4
Alert	No flights start alerted
Quality	Veteran 1; Green 0; Experte 1

Defenders – Soviet

Elements of 512 IAP, VVS

x2	Yak-1	**Yak-1** – Intercept mission Set up in formation in columns A-G or Q-Z (see special rule)

Max Losses	Squadrons 9
Alert	All squadrons start alerted
Quality	Veteran 0; Green 2; Experte 0

Map Edges	*Left* - German; *Right* - Soviet
GCI Control	Soviet - GCI 4
Radio Nets	*Anna* - Yak-1s and GCI *Berta* - Bf 109s
Sun Position	Left Upper
Cloud	Dense in F3-Z3
Special Rules	The Yak-1 squadrons can set up facing left or right. However, both must face the same direction.

Aftermath

As VVS early warning and ground control improved, the Germans found it hard to fly transports into the Stalingrad 'cauldron' unscathed. The escorts would win almost any fight they found themselves in, but they were stretched too thin to stop all the interceptors.

Victory Conditions

At game end total each side's Victory Points. Subtract the Soviet VPs from the German VPs to see who wins:

+1 or less	Soviet Victory
+2 to +3	Draw
+4 or more	German Victory

Penny Packets

Background

Southern England, August 1940

From their airfields in France, the Luftwaffe struck out at British aerodromes in an attempt to neutralise the Royal Air Force's Fighter Command. The depth of penetration was so shallow that Air Vice-Marshal Keith Park, commanding 11 Group, barely had any warning of raids.

Squadrons, scrambling for height, reached the raids in individual 'penny packets', becoming prey for the higher-flying free hunters and extended escort. Without the benefits of concentration, only a fraction of the squadrons ever reached the bombers.

v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – British

Elements of 11 Group RAF

x1		**Spitfire Mk.IA** – Intercept mission. Set up in columns A-E at altitude 1 or less
x1		**Hurricane Mk.I** – Intercept mission. Set up in columns F-J at altitude 6 or less
x1		**Hurricane Mk.I** – Intercept mission. Set up in columns U-Z at altitude 3 or less
x1		**Spitfire Mk.IA** – Intercept mission. Enter turn 5 on left map edge at altitude 9 or less

Max Losses	Squadrons 12
Alert	All squadrons start alerted
Quality	Veteran 0; Green 0; Experte 1

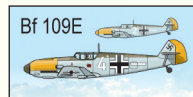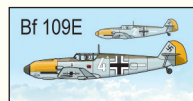### Raiders – German (set up first)

Elements of Luftflotte 2

x3		**He 111H-1** – Bombing mission Set up one each in V8, W8, X8
x1		**Bf 109E-4** – Escort mission
x1		**Bf 109E-4** – Sweep mission Set up in columns P-R at altitude 9 or higher

Max Losses	Squadrons 9; Flights 4
Alert	No squadrons start alerted
Quality	Veteran 2; Green 0; Experte 1

Map Edges	*Left* - British; *Right* - German
Doctrine	British squadrons use rigid doctrine
GCI Control	British - GCI 4
Radio Nets	*Apple, Beer, Charlie, Don* - Each British squadron has a separate radio net, shared with GCI *Emil* - Sweep Bf 109s *Friedrich* - Escort Bf 109s
Sun Position	Above
Cloud	Broken in K5-L5, K6-L6, O5-V5, O6-V6
Special Rules	Bf 109 squadrons have tactical flexibility [9.3.2].

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

|	
+12 or less	British Victory
+13 to +15	Draw
+16 or more	German Victory

Aftermath

The difficulties faced in getting past the sweep and escorts led to a fierce debate at Fighter Command on the best use of squadrons. Keith Park maintained he did not have the warning time to organise his squadrons into wings, but other voices agitated for wing formations to smash their way through to the bombers.

Haway the Lads!

Background

Northern England, 15 August 1940

Believing Fighter Command to be fully engaged in the south of England, *Luftflotte 5* entered the Battle of Britain by raiding the northeast. A force of Heinkels descended on Tyneside from Norway, accompanied by *Zerstörer* heavy fighters, laden with extra fuel.

German intelligence was faulty. Alerted by a diversionary raid that went awry, a number of RAF fighter squadrons, sidelined from the battle down south, eagerly scrambled to meet the attack. A running battle developed as the raid headed towards Newcastle and Sunderland, scattering bombs as it flew.
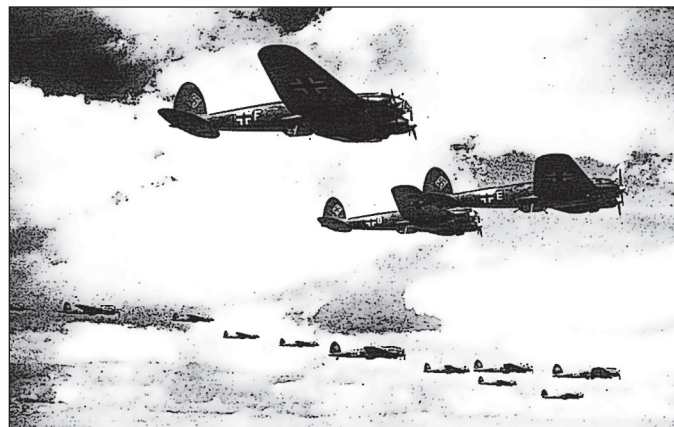
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – British

72, 41 and 607 Squadrons, 13 Group RAF

x1	Spitfire	**Spitfire Mk.IA** – Intercept mission. Set up in columns A-P at altitude 12
x1	Spitfire	**Spitfire Mk.IA** – Intercept mission Set up at least three squares from all enemy squadrons at altitude 8
x1	Hurricane	**Hurricane Mk.I** – Intercept mission. Enter turn 2 on right map edge at altitude 10 or less

Max Losses	Squadrons 12
Alert	All squadrons start alerted
Quality	Veteran 2; Green 0; Experte 1

Raiders – German (set up first)
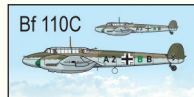
Elements of KG 26 and ZG 76, Luftflotte 5

x3	He 111	**He 111H-1** – Bombing mission Set up one each in V9, W9, X9
x2	Bf 110C	**Bf 110C-4** – Escort and/or close escort mission

Max Losses	Squadrons 9
Alert	No squadrons start alerted
Quality	Veteran 0; Green 0; Experte 0

Map Edges	*Left* - British; *Right* - German
Doctrine	British squadrons use rigid doctrine
GCI Control	British - GCI 4
Radio Nets	*Apple, Beer, Charlie* - Each British squadron has a separate radio net, shared with GCI
	Dora - All German squadrons
Sun Position	Above
Cloud	Broken in C2-R2, C3-R3; Wispy in A8-N8
Special Rules	The Bf 110 squadrons are carrying drop tanks [13.2] but cannot jettison them.

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

+3.5 or less	British Victory
+4 to +8.5	Draw
+9 or more	German Victory

Aftermath

As the Spitfires of 72 Squadron spotted the formation of Heinkels, a pilot shouted over the radio, "Have you seen them?" Acting squadron leader Ted Graham stuttered in reply, "Of course I've seen the b-b-b-b-astards! I'm t-t-t-rying to w-w-w-ork out what-what-to-d-do!"

The Spitfires hurtled toward the bombers, joining other squadrons in picking on the unfortunate raiders and forcing most of them to turn back before they reached land. Eight bombers and seven fighters would go down for no British loss. For the rest of the Battle of Britain, *Luftflotte 5* would never risk such a large raid in daylight again.

Let's Go and Surround Them!

WL

Background

Southern England, 15 August 1940

A gigantic plot over the Cherbourg peninsula resolved itself into a number of raids, one of which headed toward the naval base at Portland. However, the form-up between fighters and Stukas took too long, and the early warning allowed 152, 87 and 213 Squadrons to get into position on the compact group of Stukas, protected by superior numbers of fighters.

Faced by overwhelming numbers, Flight Lieutenant Ian Gleed, leading the 87 Squadron Hurricanes, charged into the enemy, quipping "Okay chaps, let's go and surround them!"
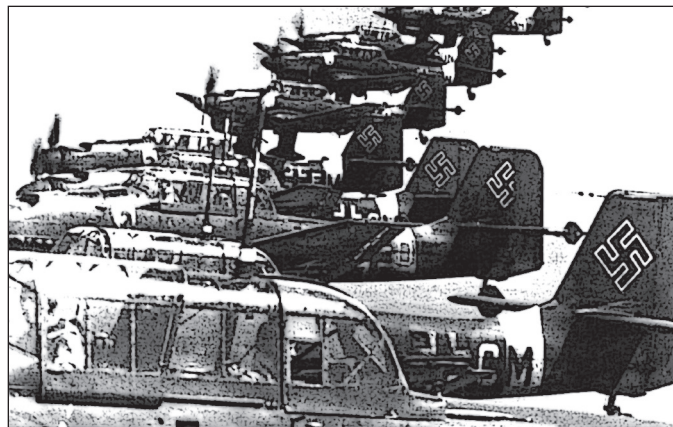
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – British

152, 87 and 213 Squadrons, 10 Group RAF

x1 Spitfire — **Spitfire Mk.IA** – Intercept mission. Set up in any unoccupied square on the map

x1 Hurricane — **Hurricane Mk.I** – Intercept mission. Set up in columns A-E at altitude 9 or less

x1 Hurricane — **Hurricane Mk.I** – Intercept mission. Set up in columns W-Z at altitude 10 or less

Max Losses	Squadrons 12; Flights 6
Alert	All squadrons start alerted
Quality	Veteran 1; Green 0; Experte 1

Raiders – German (set up first)

Elements of Luftflotte 3

x3 Ju 87B — **Ju 87B-1** – Bombing mission. Set up one each in Q6, R6, S6
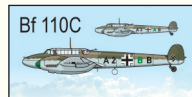
x2 Bf 110C — **Bf 110C-4** – Close escort mission
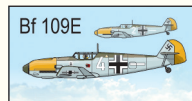
x3 Bf 109E — **Bf 109E-4** – Sweep mission. Set up one each in Q10, R10, S10

Max Losses	Squadrons 9
Alert	No squadrons start alerted
Quality	Veteran 1; Green 2; Experte 1

Map Edges	*Left* - British; *Right* - German
Doctrine	British squadrons use rigid doctrine
GCI Control	British - GCI 4
Radio Nets	*Apple, Beer, Charlie* - Each British squadron has a separate radio net, shared with GCI
	Dora - Bf 110s
	Emil - Bf 109s
Sun Position	Right Upper
Cloud	Broken in O2-Z2; Wispy in F10-M10
Special Rules	1. Bf 109 squadrons are at their fuel limits [13.3].

2. The German player must assign the two Green markers to the Bf 110s.

3. Treat cohesion results of 1 against Ju 87 squadrons as 2. In other words, a single disruption breaks a Ju 87 unit.

4. The British Spitfire squadron can set up facing right or left.

5. Any one British squadron may split when it first tallies an enemy.

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

+8.5 or less	British Victory
+9 to +11.5	Draw
+12 or more	German Victory

Aftermath

In the confused battle that followed, the British made inroads into the vulnerable Stukas and their escorts. Enough were shot down to convince Göring that the Stuka was unsuitable for the battle over England and that the Bf 110s were themselves in need of escorts.

Malta Recce

Background

Malta, 11 April 1941

The fighter defences of Malta were reinforced by small groups of Hurricanes flown in by Force H from Gibraltar. Though the Italians had mounted a steady battle of attrition against the island, the Germans decided to reinforce the attackers with Joachim Müncheberg's 7./JG 26, now freed after the fall of Yugoslavia.

On 11 April a solitary Bf 110 reconnaissance aircraft was tasked with watching Malta's airfields, supported by an Italian fighter sweep and Müncheberg's *Staffel*.

v2.0, Scenario by Gordon Christie

Order of Battle

Defenders – British

Elements of 261 Squadron, RAF Mediterranean

x1	Hurricane	**Hurricane Mk.IIA** – Intercept mission. Set up in K8
x1	Hurricane ME·K·I / ME·E	**Hurricane Mk.I** – Intercept mission. Set up in S5

Max Losses	Squadrons 8; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 2; Green 0; Experte 0

Map Edges	**Left** - British; **Right** - Axis
GCI Control	British - GCI 4
Radio Nets	*Apple, Beer* - Each Hurricane unit has a separate radio net, shared with GCI
	Cäsar - Bf 109s and Bf 110s
	Domodossola - MC.200s and CR.42s
Sun Position	Above
Special Rules	1. The Bf 110 flight is a single-aircraft unit [13.6]. It may not voluntarily break or roll for escape.
	2. The Bf 110 flight is flying reconnaissance and does not carry a bomb load.
	3. The Hurricane squadron has tactical flexibility [9.3.2].

Raiders – Axis (set up first)

Elements of 2.(F)/123, JG 26, 17° and 23° Gruppi CT
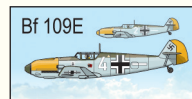
x1	Bf 109E	**Bf 109E-4** – Sweep mission Set up in Q7
x1	Bf 110C	**Bf 110C-4** – Bombing mission Set up in S9
x1	MC.200	**MC.200 Saetta** – Sweep mission Set up in N6
x1	CR.42	**CR.42** – Sweep mission Set up in O8
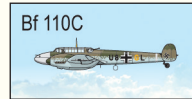
|	
Max Losses	Squadrons 8; Flights 4
	(Bf 110 flight has Max Losses of 1)
Alert	No squadrons start alerted
Quality	Veteran 1; Green 0; Experte 1

Aftermath

The Bf 110 of *Aufklärungsgruppe 123* would not make it home, after it was intercepted some 40 km from Gozo. The pilot, Lt. Johann Scharringhausen, and his gunner were reported missing.

Victory Conditions

At game end the British player wins if they eliminate or break the Bf 110 flight without suffering three more losses in total than the Axis. Otherwise, the Axis win.

Jagdgeschwader Mölders

WL

Background

Rzhev, Russia, 4 August 1942

General Zhukov's Western Front initiated its offensive against the flank of the Rzhev Bulge. Above the Sychyovka-Gzhatsk stretch of the front could be heard the drone of *Sturmovik* engines and the thump of bombs attacking positions of German *9. Armee*.

The Soviet superiority in numbers almost exhausted JG 51, the main fighter unit defending *9. Armee*. Equipped only with older Bf 109F-2 fighters, *Geschwader Mölders* took heavy losses, including many aces. As the offensive rolled on clashes between small formations of fighters and ground-attack units became increasingly desperate.
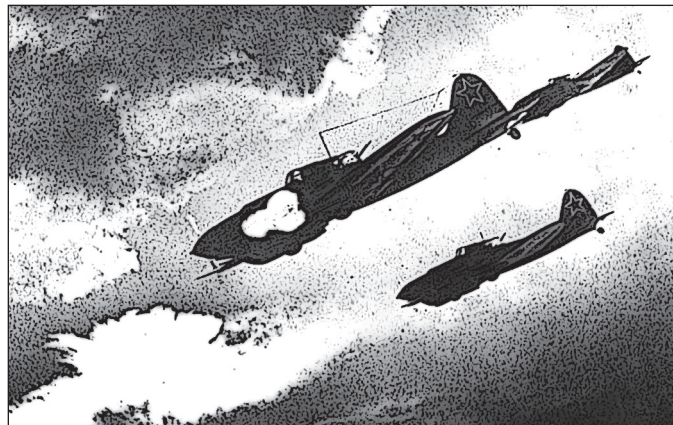
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – German

Elements of JG 51, Luftwaffen-Kommando Ost ✠
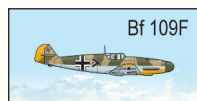
x1	Bf 109F	**Bf 109F-2** – Intercept mission Set up in columns A-J

x1	Bf 109F	**Bf 109F-2** – Intercept mission Set up in columns O-Z at least three squares from all enemy squadrons

Max Losses	Flights 2
Alert	All flights start alerted
Quality	Veteran 2; Green 0; Experte 2

Raiders – Soviet (set up first)

Elements of 212 ShAD and 5 GIAP, VVS ★

x2	LaGG-3	**LaGG-3** – Escort mission

x2	IL-2	**IL-2** – Strafing mission Set up 5 squares apart in columns O-Z at altitude 2

Max Losses	Squadrons 12
Alert	No squadrons start alerted
Quality	Veteran 0; Green 3; Experte 0

Map Edges	*Left* - German; *Right* - Soviet
Doctrine	Soviet squadrons use rigid doctrine
Radio Nets	*Anna* - LaGG-3s *Berta* - Bf 109s
Sun Position	Above
Cloud	Take 10 Broken cloud markers. Before setting up, and starting with the German player, the players alternate placing the cloud markers in squares until all 10 are placed. Cloud markers may be placed only in columns I-S and at altitude 2-5. Only one cloud marker can be placed per square.
Surface Units	Artillery in K0; Troops in L0
Special Rules	1. Use the bombing attack rules [15.0]. 2. Double the Soviet VPs earned from damage on surface units.

Victory Conditions

At game end total each side's Victory Points. Subtract the German VPs from the Soviet VPs to see who wins:

| +1 or less	German Victory
+2 to +3	Draw
+4 or more	Soviet Victory

Aftermath

Over the first four days of August the pilots of JG 51 were drawn into a series of merciless air combats. The Soviets reported many *Sturmoviks* shot down, yet the battles also wore down the Germans. The offensive forced the Luftwaffe to divert fighters and bombers to the support of *9. Armee* and to the task of stopping the Soviet penetration of its lines.

Like Arrows Against Gladiators

WL

Background

Greece, 13 February 1941

The RAF contingent in Greece was tasked with supporting the Greek push northwards into Italian-held Albania. On 13 February, Blenheims from 84 and 211 Squadrons were dispatched to bomb Italian supply dumps north of Tepelenë, escorted by Gladiators from 80 and 112 Squadrons.

Close to the target they were intercepted by a contingent of Fiat G.50 Freccia which had been escorting a reconnaissance aircraft. When they sighted the Blenheims they turned to attack.
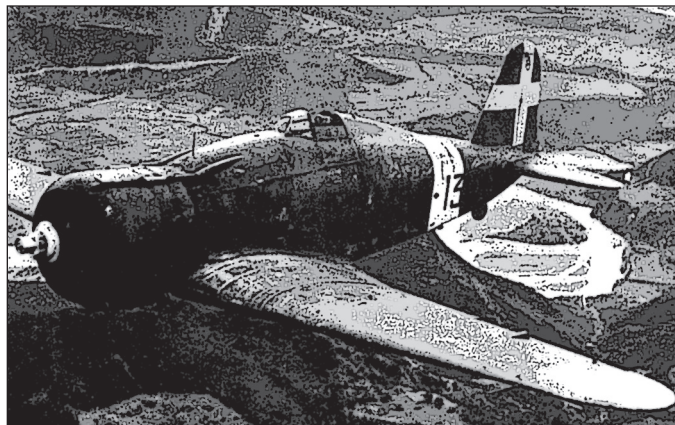
v2.0, Scenario by Andrew Brazier

Order of Battle

Defenders – Italian
Elements of 154° Gruppo, Comando Aero Albania

x1	G.50	**G.50** – Intercept mission Set up in columns A-H at altitude 2
x1	G.50	**G.50** – Intercept mission Set up in columns A-H at altitude 4

Max Losses	Squadrons 9
Alert	All squadrons start alerted
Quality	Veteran 0; Green 1; Experte 0

Raiders – British (set up first)
Elements of 80, 84, 112 and 211 Squadrons, RAF

x2	Blenheim	**Blenheim Mk.I** – Bombing mission. Set up one each in U7, W7
x1	Gladiator	**Gladiator Mk.II** – Escort mission
x1	Gladiator	**Gladiator Mk.II** – Sweep mission Set up in R7

Max Losses	Squadrons 12; Flights 6
Alert	No flights start alerted
Quality	Veteran 0; Green 0; Experte 1

Map Edges	*Left* - Italian; *Right* - British
Doctrine	British and Italian units use rigid doctrine
Radio Nets	*Ack, Beer* - Each Gladiator flight has a separate radio net
	Como, Domodossola - Each G.50 squadron has a separate radio net
Sun Position	Left Upper
Cloud	Broken in M5-R5, I4-L4
Surface Units	Supply in G0; Lt Flak A in G0
Special Rules	1. Use the bombing attack rules [15.0].
	2. The Italian player can choose to start one G.50 squadron at altitude 6. If so, the other squadron must start at altitude 0.

Victory Conditions

At game end total each side's Victory Points.

The British player gets 1 extra VP for each undisrupted Blenheim squadron that makes a bombing attack, regardless of results.

Subtract the Italian VPs from the British VPs to see who wins:

+4 or less	Italian Victory
+5 to +7	Draw
+8 or more	British Victory

Gameplay Advice

To achieve bombing results the Blenheims will need to descend to altitude 5 or less.

Aftermath

The fighters of 154° *Gruppo* rolled in to attack. The Italians claimed a bomber shot down (though in truth it was merely damaged). In return the Gladiator escort claimed a G.50, driving the Italians away before the Blenheims bombed and ran for home.

Cactus Thorns

WL

Background

Solomon Islands, September 1942

While Japanese naval air pounded the US beachhead on Guadalcanal, high-flying land-based bombers made frequent attacks on the Cactus airfields around Lunga. The defenders, a mixed force of Navy and Marine F4F fighters, received advance warning of raids from coast-watchers and radar.

To counter each raid they desperately clawed for height, often in small divisions that had to form up on the climb. They were vulnerable to the Zero escorts. However, the escorts had been stripped of their radios to save weight and fuel, and would be punished for the lack of them.
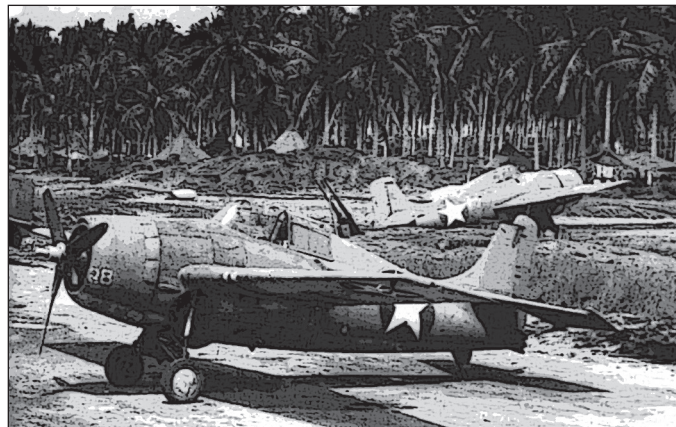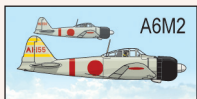
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – Japanese (set up first)

Elements of 5th and 6th Air Attack Forces, IJN

x3   **G4M1** – Bombing mission
Set up one each in B14, C14, D14

x2   **A6M2** – Escort mission

x1   **A6M2** – Sweep mission
Set up in N16

Max Losses	Squadrons 8; Flights 4
Alert	No squadrons start alerted
Quality	Veteran 3; Green 0; Experte 1

Defenders – American

Elements of 1st Marine Aircraft Wing, USMC

x1   **F4F-4** – Intercept mission
Set up within 3 columns of the airfield at altitude 9

x1   **F4F-4** – Intercept mission
Set up within 3 columns of the airfield at altitude 8

x2   **F4F-4** – Intercept mission
Set up within 3 columns of the airfield at altitude 6

x1   **F4F-4** – Intercept mission
Set up within 3 columns of the airfield at altitude 4

x1   **F4F-4** – Intercept mission
Set up within 1 column of the airfield at altitude 4

Max Losses	Flights 4
Alert	All flights start alerted
Quality	Veteran 2; Green 0; Experte 2

Map Edges	*Left* - Japanese; ***Right*** - American
GCI Control	American - GCI 3
Radio	No A6M2 squadrons have radio
Radio Nets	*Able* - F4Fs and GCI
Sun Position	Above
Cloud	Dense in A8-H8; Broken in A3-L3
Surface Units	Airfield in T0; Hvy Flak A in S0
Special Rules	1. Use the bombing attack rules [15.0].

2. The G4M1s cannot change altitude until after they have bombed.

3. The G4M1s must make a level-bombing attack on the Airfield. Do not roll the attack. Instead, for each squadron the Japanese player scores 3 VPs. Reduce to 1 VP if disrupted, and 0 VP if broken.

4. A6M2 squadrons have tactical flexibility [9.3.2].

5. Sweep squadrons may circle but not strafe.

6. When he sets up the American player can announce he had early warning of the raid. Each American flight sets up two altitude levels higher.

However, set up an additional A6M2 flight on a sweep mission in M16.

Victory Conditions

At game end total each side's Victory Points. Subtract the American VPs from the Japanese VPs to see who wins:

|	
+6 or less	American Victory
+7 to +9	Draw
+10 or more	Japanese Victory

Aftermath

High-altitude bombing had little effect on the defenders. Over weeks of close fighting the Wildcats took heavy losses but were able to grind the Japanese down.

The Bridges at Sedan

Background and Aftermath

France, 14 May 1940

After the dramatic breakthrough of Guderian's *XIX. Armeekorps*, a hasty assault across the Meuse river carried the Germans over the last obstacle before the open terrain of Northern France. As the French counterattacked, every available bomber was thrown into the effort to halt the expansion of the German bridgehead.

As Allied raids approached the bridges, the Luftwaffe committed a large number of Stukas as close air support. As the afternoon wore on, multiple strikes clashed in the air above Sedan; fights in which the British bomber formations were torn to pieces by fighters and flak.
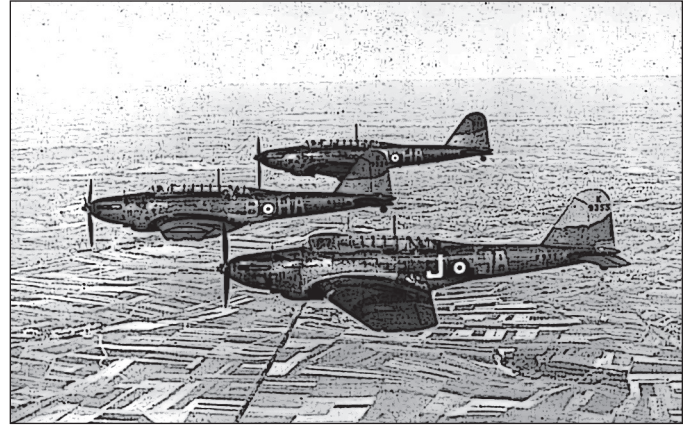
v2.0, Scenario by Gordon Christie

Order of Battle

Raiders – British (set up first)

Elements of RAF Advanced Air Striking Force

x2	Hurricane	**Hurricane Mk.I** – Sweep mission. Set up one each in A8, B8
x2	Blenheim	**Blenheim Mk.I** – Bombing mission. Set up one each in E4, F4
x1	Hurricane	**Hurricane Mk.I** – Sweep mission. Enter turn 6 on left map edge at altitude 7
x2	Battle	**Battle Mk.I** – Bombing mission. Enter turn 6 on left map edge at altitude 4, in trail

Max Losses	Squadrons 12
Alert	No squadrons start alerted
Quality	Veteran 2; Green 0; Experte 0

Defenders – German

Elements of StG 76, StG 77 and JG 53

x2	Ju 87B	**Ju 87B-1** – Bombing mission. Set up one each in P6, Q6
x1	Bf 109E	**Bf 109E-1** – Escort mission
x1	Bf 109E	**Bf 109E-1** – CAP mission. Set up in R4
x2	Ju 87B	**Ju 87B-1** – Bombing mission. Enter turn 5 on right map edge at altitude 6 or less, in trail
x1	Bf 109E	**Bf 109E-1** – Escort mission. Enter turn 5 escorting the Ju 87s
x1	Bf 109E	**Bf 109E-1** – Intercept mission. Enter turn 5 on right map edge at altitude 6 or less. Vector in R6
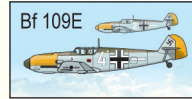
Max Losses	Squadrons 9; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 4; Green 0; Experte 3

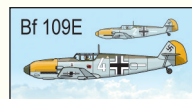|	
Map Edges	*Left* - British; *Right* - German
Doctrine	British squadrons use rigid doctrine
Radio Nets	*Apple, Beer, Charlie* - Each Hurricane squadron has a separate radio net
	Dora - Escort Bf 109s set up on map
	Emil - CAP and intercept Bf 109s
	Friedrich - Escort Bf 109s entering turn 5
Sun Position	Left Upper
Cloud	Wispy in G6-N6
Surface Units	**German:** Bridge in V0; Lt Flak B in V0; Hvy Flak A in U0
	British: Troops in D0; Tanks in C0
Special Rules	1. Use the bombing attack rules [15.0].
	2. Double the VPs from damage to the Bridge.
	3. Bf 109 squadrons have tactical flexibility [9.3.2].

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

+25 or less	British Victory
+26 to +30	Draw
+31 or more	German Victory

The Rain Upon the Sea

WL

Background

The Coral Sea, 8 May 1942

US Task Force 17 searched for the carriers of the Japanese MO Striking Group that hid beneath the clouds of a warm frontal zone. A scout caught sight of them through a cloud break and radioed the *Yorktown* and *Lexington* to launch a strike against it.

By the time the *Yorktown* air group arrived, the *Zuikaku* had taken shelter beneath a dark squall, while its sister ship, the *Shōkaku*, steamed into a gap in the cloud. After circling a while, waiting for the TBDs to arrive, the SBDs of Bombing Five got the signal to roll in to the attack, screaming down on the rapidly weaving *Shōkaku*.
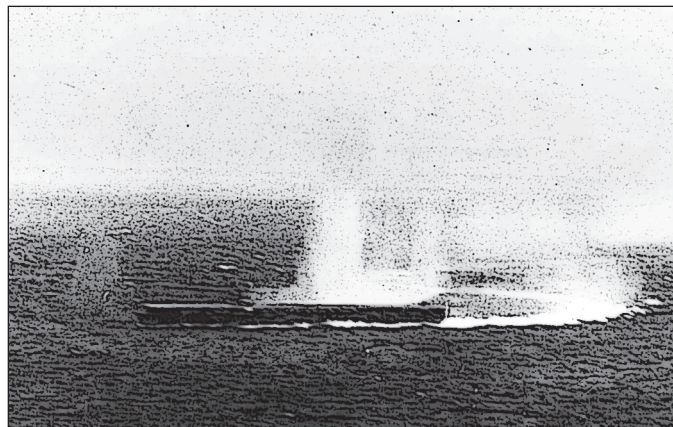
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – American (set up first)
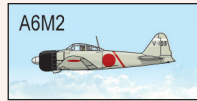
Elements of Yorktown Air Group, USN
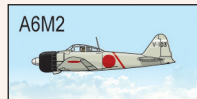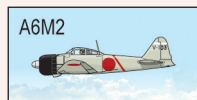
x3 | **SBD-3** – Bombing mission
Set up one each in J6, K6, L6

x1 | **F4F-3** – Escort mission
Escorting the SBDs

x1 | **TBD-1** – Bombing mission
Set up in G1

x1 | **F4F-3** – Close escort mission
Escorting the TBDs

Max Losses	Squadrons 8; Flights 4
Alert	No flights start alerted
Quality	Veteran 2; Green 0; Experte 0

Defenders – Japanese

Elements of Shōkaku and Zuikaku Air Groups, IJN

x1 | **A6M2** – CAP mission
Set up in R1

x1 | **A6M2** – CAP mission
Set up in S5

x1 | **A6M2** – CAP mission
Set up in T7

x1 | **A6M2** – Intercept mission
Enter turn 4 in V4

Max Losses	Flights 3
Alert	No flights start alerted
Quality	Veteran 3; Green 0; Experte 0

Map Edges	*Left* - American; *Right* - Japanese
Radio	No A6M2 flights have radio
Radio Nets	*Able* - SBDs and escort F4Fs
	Baker - TBDs and close escort F4Fs
Sun Position	Above
Cloud	Broken in J4-M4, J5-M5, H2-M2; Dense in U2-Z2, U3-Z3, with rain in effect [4.5.1]
Surface Units	CV 1 (*Shōkaku*) in S0;
	CV 1 (*Zuikaku*) in V0;
	CA 1 (*Myōkō*) in W0
Special Rules	1. Use the bombing attack rules [15.0]. Only the CVs can be attacked.
	2. The TBDs carry torpedo loads [15.1].
	3. One of the veteran Japanese flights must be the flight that enters play on turn 4.

4. Due to misting windscreens as they descend, the SBDs apply a −1 modifier to bombing attacks.

5. Because of evasive manoeuvres, the *Shōkaku* applies a −1 modifier to all direct fire flak attacks.

Victory Conditions

At game end total each side's Victory Points. Subtract the Japanese VPs from the American VPs to see who wins:

|	
+0 or less	Japanese Victory
+1 to +4	Draw
+5 or more	American Victory

Aftermath

The strike barrelled in on the *Shōkaku*, inflicting multiple hits, but the Americans could not finish the carrier and it limped back to Japan, battle-damaged and inoperable, but still afloat.

Scenario V13

Hey Rube!

Background and Aftermath

The Coral Sea, 8 May 1942

As US Task Force 17 awaited the results of its strike against the *Shōkaku* and *Zuikaku*, the *Yorktown* and *Lexington* prepared to receive an attack. Confused by his plots, the Fighter Direction Officer signalled 'Hey Rube!' to call CAP fighters back to their stations above the carriers, before directing fighter divisions to intercept the incoming raid.

Cloud and poor height direction meant the interceptors failed to see the raiders until they had flown past. The Japanese struck both carriers, but the *Yorktown* remained operational, as did the *Lexington*, until a secondary explosion finally crippled her.

v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle
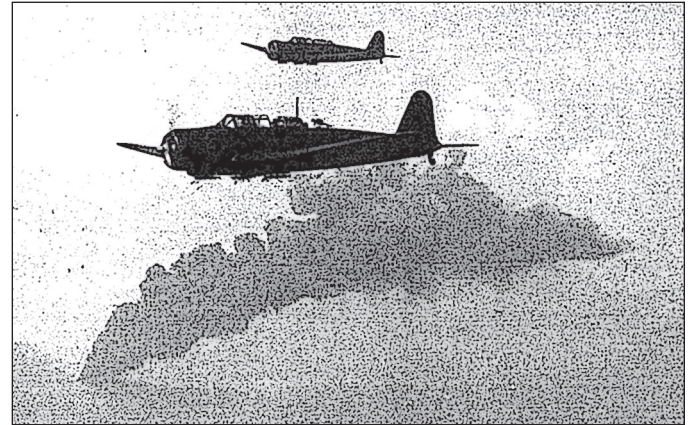
Defenders – American

Elements of Yorktown and Lexington Air Groups

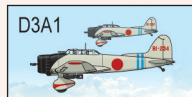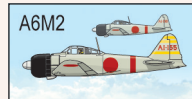|		
x1	SBD	**SBD-3** – CAP mission Set up in N1
x2	Wildcat	**F4F-3** – CAP mission Set up one each in H4, L4
x1	Wildcat	**F4F-3** – Intercept mission Set up in Y4
x1	Wildcat	**F4F-3** – Intercept mission Set up in W1

Max Losses   Flights 4
Alert   All flights start alerted
Quality   Veteran 2; Green 0; Experte 1

Raiders – Japanese (set up first)

Elements of Shōkaku and Zuikaku Air Groups, IJN
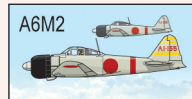
x1	A6M2	**A6M2** – Escort mission Escorting the D3As
x4	D3A1	**D3A1** – Bombing mission Set up one each in U6, V6, V7, W7
x1	A6M2	**A6M2** – Escort mission Escorting the B5Ns
x2	B5N2	**B5N2** – Bombing mission Set up one each in T3, U3

Max Losses   Squadrons 9; Flights 4
Alert   No squadrons start alerted
Quality   Veteran 4; Green 0; Experte 1

Map Edges   *Left* - American; *Right* - Japanese
GCI Control   American - GCI 4
Radio   No A6M2 squadrons have radio
Radio Nets   *Able* - American flights and GCI
Sun Position   Above
Cloud   Broken in Q2-Z2
Surface Units   *Yorktown* Group: DD 3 (*Phelps*) in G0; CV 2 (*Yorktown*) in H0
Lexington Group: CV 2 (*Lexington*) in K0; CA 2 (*Minneapolis*) in L0

Special Rules   1. Use the bombing attack rules [15.0]. Only the CVs can be attacked.

2. The F4F flight set up in W1 starts with a Vector marker in Z1.

3. The F4F flight set up in Y4 starts with a tally on any D3A1 squadron.

4. A6M2 squadrons have tactical flexibility [9.3.2].

5. The B5N2s carry torpedo loads [15.1].

6. At set-up the Japanese player assigns squadrons to attack either the *Yorktown* or *Lexington* Group, telling his opponent the assignments. (Divide the squadrons, including escorts, between target groups; at least two bomber squadrons per group.) A squadron assigned to attack one group cannot bomb the CV in the other group, nor can it (or any American flights that have tallied it) be attacked by flak from the other group.

Victory Conditions

At game end total each side's Victory Points. Subtract the American VPs from the Japanese VPs to see who wins:

+0 or less	American Victory
+1 to +4	Draw
+5 or more	Japanese Victory

The Big 'E'

Background

Santa Cruz Islands, 26 October 1942

After brilliantly coordinated attacks from the *Zuikaku* and *Shōkaku* on Task Force 17 the carrier *Hornet* lay crippled. Now a second wave came for Task Force 16, which was steaming nearby with the carrier *Enterprise* at its centre.

The Big 'E' headed for the safety of rain squalls while its Fighter Direction Officer organised the remnants of the CAP above the task force. Fortunately for the *Enterprise*, this second strike was less well coordinated, with the dive bombers wading into the heavy flak long before the torpedo bombers arrived. Lacking height information, the FDO ordered the CAP to intercept.
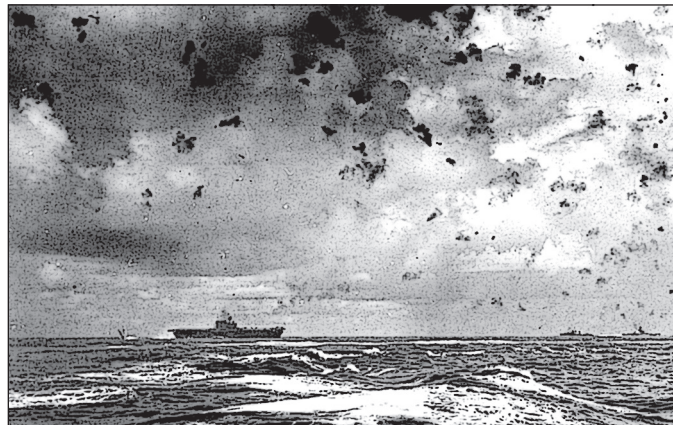
v2.0, Scenario by Lee Brimmicombe-Wood
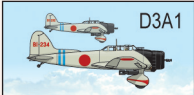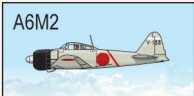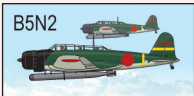
Order of Battle

Defenders – American
Elements of Hornet and Enterprise Air Groups

x2	Wildcat	**F4F-4** – CAP mission Set up in columns K-M at altitude 5
x1	Wildcat	**F4F-4** – CAP mission Set up in columns G-I at altitude 1
x1	Wildcat	**F4F-4** – CAP mission Set up in columns O-R at altitude 1

Max Losses	Flights 4
Alert	All flights start alerted
Quality	Veteran 2; Green 0; Experte 1

Raiders – Japanese (set up first)
Elements of Shōkaku and Zuikaku Air Groups, IJN

x1	A6M2	**A6M2** – Escort mission Escorting the D3As
x3	D3A1	**D3A1** – Bombing mission Set up one each in B9, C9, D9
x1	A6M2	**A6M2** – Escort mission Enter turn 2 escorting the B5Ns
x2	B5N2	**B5N2** – Bombing mission Enter turn 2 on right map edge at altitude 4, in trail

Max Losses	Squadrons 8; Flights 4
Alert	No flights start alerted
Quality	Veteran 4; Green 0; Experte 1

Map Edges	*Left* - American; *Right* - Japanese
GCI Control	American - GCI 3
Radio	No A6M2 flights have radio
Radio Nets	*Able* - F4Fs and GCI
Sun Position	Above
Cloud	Broken in C2-J2, C3-J3; Dense in P-Y at altitude 2-5, with rain in effect [4.5.1]
Surface Units	DD 4 (*Maury*) in M0; CV 2 (*Enterprise*) in L0; BB 1 (*South Dakota*) in I0
Special Rules	1. Use the bombing attack rules [15.0].

2. Only the *Enterprise* (CV 2) can be bombed.

3. In the Administration Phase of the first game turn, if any Vector markers are placed, those markers must be placed at the same altitude as their squadron. This restriction does not apply in any subsequent Administration Phases.

4. B5N2s carry torpedo loads [15.1].

5. The *South Dakota* (BB 1) is well astern of the *Enterprise* and therefore cannot attack the B5N2s or their escorts with flak.

Victory Conditions

At game end total each side's Victory Points. Subtract the American VPs from the Japanese VPs to see who wins:

|	
+4 or less	American Victory
+5 to +8	Draw
+9 or more	Japanese Victory

Aftermath

Attacking through heavy anti-aircraft fire the Japanese inflicted multiple hits on the *Enterprise*. Heavily damaged, she would be out of action for at least two weeks. But the Japanese air groups who had hit her had been decimated and precious airmen lost.

Scenario V15 — Taking Wing

Background

Southern England, September 1940

Frustrated by its attempts to neutralise the RAF's aerodromes, the Luftwaffe finally launched a knock-out blow at London. As bombers penetrated deep inland, Air Vice-Marshal Keith Park, commanding 11 Group, had time to scramble squadrons in pairs or call upon fighters operating from neighbouring 10 Group.

Spitfires, operating in small wing formations, were sent to tackle the high fighter screen, while Spitfire and Hurricane squadrons paired up to divide the escort and bombers between them.
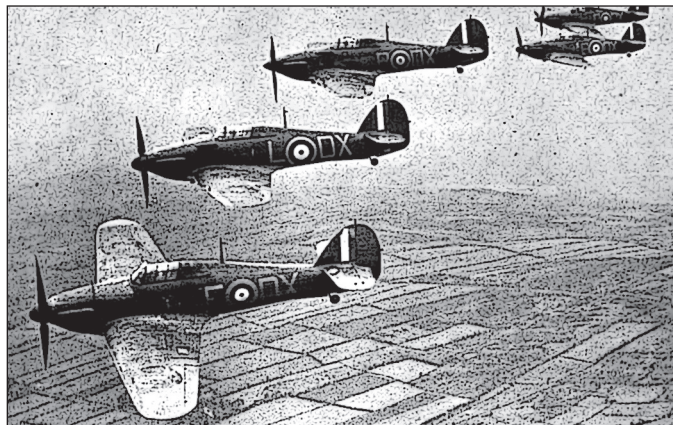
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – British
Elements of 10 and 11 Groups RAF

Biggin Hill Wing (Add wing leader)

x2 **Spitfire Mk.IA** – Intercept mission
Set up wing leader in columns A-B at altitude 11 or less

Middle Wallop Wing (Add wing leader)

x1 **Spitfire Mk.IA, Hurricane Mk.I** – Intercept mission
x1 Set up wing leader in column C and both squadrons at altitude 9 or less

x2 **Hurricane Mk.I** – Intercept mission
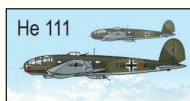Set up separately in columns A-G at altitude 5

Max Losses	Squadrons 12; Flights 6
Alert	All squadrons start alerted
Quality	Veteran 2; Green 0; Experte 2

Raiders – German (set up first)
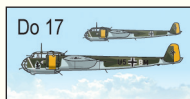*Elements of Luftflotte 2*

x3 **He 111H-1** – Bombing mission
Set up one each in T8, U8, V8

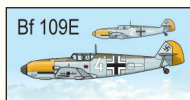x3 **Do 17Z-2** – Bombing mission
Set up one each in X7, Y7, Z7

x1 **Bf 109E-4** – Close escort mission

x2 **Bf 109E-4** – Escort mission

x2 **Bf 109E-4** – Sweep mission
Set up in columns P-R at altitude 11 or less

Max Losses	Squadrons 9; Flights 4
Alert	No squadrons start alerted
Quality	Veteran 4; Green 0; Experte 2

Map Edges	*Left* - British; *Right* - German
Doctrine	British squadrons use rigid doctrine
GCI Control	British - GCI 4
Radio Nets	*Apple* - Biggin Hill Wing and GCI
	Beer - Middle Wallop Wing and GCI
	Charlie, Don - Each Hurricane squadron not in a wing has a separate radio net, shared with GCI
	Emil - Sweep Bf 109s
	Friedrich - Escort Bf 109s
Sun Position	Right Upper
Cloud	Broken in E5-J5, E6-J6, M5-P5, M6-P6; Wispy in D10-M10

Special Rules Bf 109 escort squadrons have tactical flexibility [9.3.2].

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

+15 or less	British Victory
+16 to +20	Draw
+21 or more	German Victory

Aftermath

Park found that small wings were more effective than penny packets at breaking up raids. Key to success was the time that the long-ranged attacks bought him to organise his wings.

Scenario V16

Shark Attack

Background

Libya, 4 December 1941

Operation Crusader was in its third week. Rommel's *Afrika Korps* and the Italian divisions had reached the high water mark of their counterattack against the Eighth Army. They now had to fend off grinding attacks by the Allies.

Into the airspace above El Adem various formations began to stray, with British, Australian and South Africans of the Western Desert Air Force running across a heavily escorted 'Hun Circus' of Italian and German Stukas. A *Staffel* from II./JG 27 was present, with its new Bf 109Fs, ready to pick off stragglers as Allied Hurricanes and shark-mouthed 'Tommys' got stuck into the fray.

v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – Axis (set up first)

Elements of 97° Gruppo BaT, 153°, 157°, 17° and 20° Gruppi CT, StG 2 and JG 27

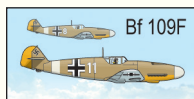|	
x2	**Ju 87B-2 Picchiatello** – Bombing mission. Set up one each in I4, J4
x2	**MC.200** – Escort mission Set up one each in columns I and J
x1	**MC.202** – Escort mission Set up in columns I-J
x1	**Bf 109F-2** – Sweep mission Set up in columns D-J at altitude 8
x1	**Ju 87B-1** – Bombing mission Set up in D5
x1	**G.50 bis** – Escort mission Set up in columns C-D

Max Losses	Squadrons 9; Flights 4
Alert	No squadrons start alerted
Quality	Veteran 1; Green 2; Experte 2

Defenders – Allied

Elements of Western Desert Air Force

x1	**Tomahawk Mk.II** – Intercept mission. Set up in A7

262 Wing (Add wing leader)

x2	**Hurricane Mk.I** – Intercept mission. Set up wing leader in P8

258 Wing (Add wing leader)
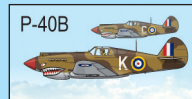
x2	**Tomahawk Mk.II** – Intercept mission. Set up wing leader in V6

Max Losses	Squadrons 12; Flights 6
Alert	All squadrons start alerted
Quality	Veteran 2; Green 0; Experte 1

Special Rules 1. Assign the British Experte to 258 Wing.

2. The Bf 109 squadron has tactical flexibility [9.3.2].

Victory Conditions

At game end total each side's Victory Points. Subtract the Allied VPs from the Axis VPs to see who wins:

+2 or less	Allied Victory
+3 to +6	Draw
+7 or more	Axis Victory

Aftermath

British ace Neville Duke led his 112 'Shark' Squadron into the attack in support of 2 Squadron, SAAF. In the scrappy fight that followed seven Axis aircraft were lost to three Allied, a result that lifted the spirits of the Commonwealth flyers.

|	
Map Edges	*Left* - Axis; *Right* - Allied
Radio Nets	*Apple* - Lone Tomahawk squadron
	Beer, Charlie - Each Allied wing has a separate radio net
	Domodossola, Empoli, Firenze, Genova, Heinrich - Each Axis fighter squadron has a separate radio net
Sun Position	Above
Haze	Altitude 2 or less
Split Limit	Tomahawk, Hurricane - 2 flights each

Scenario V17

Nemesis

WL

Background

Greece, 20 April 1941

During the winter of 1940 RAF fighters in Greece successfully resisted Italian air power. The German invasion ended this period of ascendancy. The British withdrew to airfields around Athens.

In mid-April, the Germans launched raids on the remaining Allied airfields and the vital supply port of Piraeus. On the afternoon of 20 April the remnants of 33 and 80 Squadrons, including the South African-born ace, Marmaduke 'Pat' Pattle, scrambled to meet the final Luftwaffe raid of the day.
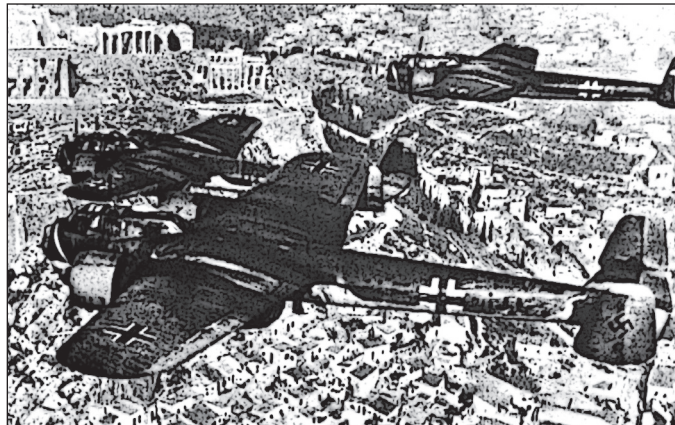
v2.0, Scenario by Gordon Christie

Order of Battle

Defenders – British

Elements of 33 and 80 Squadrons, RAF Greece

x2	**Hurricane Mk.I** – Intercept mission. Set up both flights in J11
x1	**Hurricane Mk.I** – Intercept mission. Set up in L5

Max Losses Flights 5
Alert All flights start alerted
Quality Veteran 3; Green 0; Experte 1

Map Edges	*Left* - British; *Right* - German
Radio Nets	*Apple* - Hurricanes
	Berta - Bf 109s
	Cäsar - Bf 110s
Sun Position	Left Upper
Cloud	Wispy in F8-K8
Special Rules	1. In the Tally Phase of the first turn instead of rolling for a tally the British flights in J11 can each automatically place a Tally marker on any German unit without having to roll. The Hurricane flight that sets up in L5 must still roll for a tally as normal.

2. The determination of the British pilots gives them an additional +1 modifier to cohesion checks.

3. The British cannot voluntarily break a unit or declare it is returning to base.

4. The Bf 110 squadron conducts its sweep toward the right map edge.

5. The German player scores +3 VPs for each Hurricane flight eliminated.

Raiders – German (set up first)

Elements of LG 1, JG 77 and ZG 26, Luftflotte 4
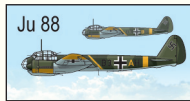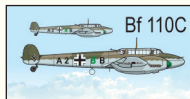
x3	**Ju 88A-4** – Bombing mission Set up one each in J7, K7, L7
x1	**Bf 109E-4** – Escort mission
x1	**Bf 110C-4** – Sweep mission Set up in G4

Freie Jagd (Add wing leader)
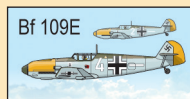
x2	**Bf 109E-4** – Sweep mission Set up one each in N10, O11

Max Losses Squadrons 9; Flights 4
Alert No squadrons start alerted
Quality Veteran 2; Green 0; Experte 1

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

+13.5 or less	British Victory
+14 to +17.5	Draw
+18 or more	German Victory

Aftermath

Outnumbered, the Hurricanes were decimated, losing five fighters and four of their pilots, though they downed many of their enemies. Pattle was amongst the dead. One of the survivors of the battle was Pilot Officer Roald Dahl, who would later write about the dogfight and about Pattle, whom he described as a "legend". This action effectively ended RAF fighter operations in Greece, and Dahl soon escaped with the remnants of his squadron.

Scenario V18

Yanks Over Alamein

Background

El Alamein, Egypt, 27 October 1942

As German armour assaulted the 1st Armoured Division at Kidney Ridge, a furious air battle broke out near the front line. A large formation of Italian CR.42s of 50º and 5º *Stormi*, accompanied by Stukas, attacked British truck columns.

This action drew in RAF Hurricanes, as well as squadrons of USAAF 57th Fighter Group on their return from a bombing mission. Finally Luftwaffe fighters from JG 27 showed up to join a donnybrook that the Yanks were proving themselves quite capable of winning.
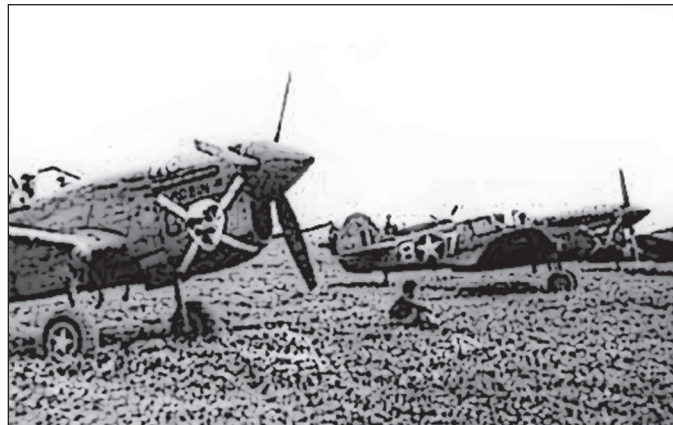
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – Axis (set up first)

Elements of 23º Gruppo CT, 50º and 5º Stormi AS and JG 27

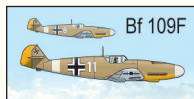**x2**   **Ju 87B-2 Picchiatello** – Bombing mission. Set up one each in A6, B6

x4   **CR.42** – Strafing mission Set up in formation in columns C-F at altitude 4

x1   **MC.202** – Escort mission Escorting the CR.42s or Ju 87s

x2   **Bf 109F-4** – Sweep mission Enter turn 3 on left map edge at altitude 8 or less

Max Losses	Squadrons 8; Flights 4
Alert	No squadrons start alerted
Quality	Veteran 2; Green 2; Experte 2

Defenders – Allied

Elements of Western Desert Air Force

x1   **Spitfire Mk.VB** – Intercept mission. Set up in Z4

57th Fighter Group (Add wing leader)

x2   **P-40F** – Sweep mission Set up one each in A3, A4 with wing leader in A4

x2   **Hurricane Mk.IIC** – Intercept mission. Enter turn 2 on right map edge at altitude 4

Max Losses	Squadrons 8; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 1; Green 1; Experte 0

Map Edges	*Left* - Axis; *Right* - Allied
GCI Control	Allied - GCI 4
Radio	No CR.42 squadrons have radio
Radio Nets	*Able* - Spitfires and GCI
	Baker - 57th Fighter Group
	Charlie - Hurricanes and GCI
	Domodossola - MC.202s
	Emil - Bf 109s
Sun Position	Above
Split Limit	P-40 - 2 flights
Surface Units	Trucks in N0, O0; Troops in N0
Special Rules	1. Use the bombing attack rules [15.0].
	2. The Troops counter is dug in and has a –1 defence modifier against bombing attacks. Place a –1 Defence Modifier marker on it as a reminder.

3. Bf 109 squadrons have tactical flexibility [9.3.2].

4. Bf 109s may not carry gun pods.

Victory Conditions

At game end total each side's Victory Points. Subtract the Allied VPs from the Axis VPs to see who wins:

|	
+16 or less	Allied Victory
+17 to +19	Draw
+20 or more	Axis Victory

Aftermath

57th Fighter Group enjoyed a successful engagement against the Italians, making several claims. As a group of unescorted Stukas rolled in, the Americans tried to intercept but were stopped by the Messerschmitts. By the end of the engagement, losses included two Bf 109s, four CR.42s and some three Hurricanes. The Yanks were shot up but got home safely.

Circus, Circus

WL

Background and Aftermath

Northern France, January 1942

Since October 1941 the Focke-Wulf 190 had been a thorn in the RAF's side. The sprightly new fighter exceeded the performance of the latest Spitfire Mk.Vb in many areas.

Though Luftwaffe fighter forces had been moved to support the invasion of the USSR, the *Jagdgeschwadern* remaining in France boasted many experienced pilots. As a result, 'Circus' operations–trying to encourage the Germans to come up and fight–cost the RAF dear. Not only did the Germans hold the upper hand with their aircraft and pilots, but they always chose the best moments to put up resistance to a raid.
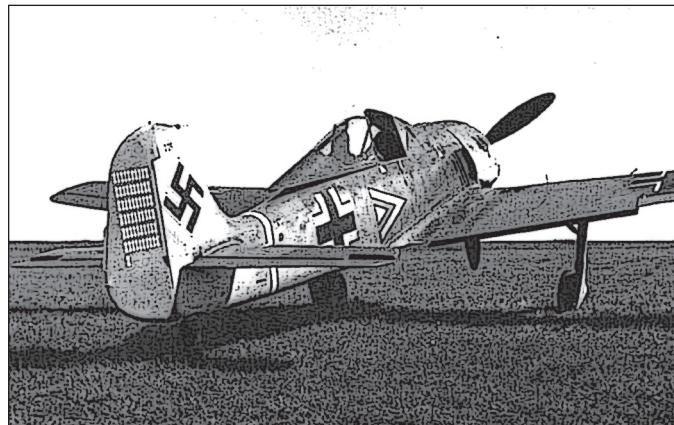
v2.0, Scenario by Andy Parsons

Order of Battle

Raiders – British (set up first)

226 Squadron and elements of 11 Group RAF

| x1 | Boston | **Boston Mk.III** – Bombing mission. Set up in B6 |

| x1 | Spitfire | **Spitfire Mk.VB** – Escort mission |

High Cover (Add wing leader)

| x3 | Spitfire | **Spitfire Mk.VB** – Sweep mission Set up wing leader in H16 |

Close Cover (Add wing leader)

| x3 | Spitfire | **Spitfire Mk.VB** – Sweep mission Set up wing leader in F12 |

Escort Cover (Add wing leader)

| x2 | Spitfire | **Spitfire Mk.VB** – Sweep mission Set up in D9 and C8 |

Max Losses	Squadrons 12; Flights 6
Alert	No squadrons start alerted
Quality	Veteran 3; Green 3; Experte 2

Defenders – German
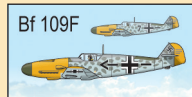
Elements of JG 2 and JG 26, Luftflotte 3

I. Gruppe (Add wing leader)

| x3 | Fw 190A | **Fw 190A-2** – Intercept mission Set up wing leader in Y6 |

II. Gruppe (Add wing leader)

| x3 | Bf 109F | **Bf 109F-4** – Intercept mission Set up wing leader in V15 |

Max Losses	Squadrons 9; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 4; Green 0; Experte 3

Sun Position	Above
Cloud	Wispy in N17-S17, D14-G14, N13-W13; Broken in F10-G10, E9-H9, L11-M11, K10-N10, O9-V9, R8-W8
Split Limit	Spitfire - 2 flights
Surface Units	Hvy Flak A in S0; Factory in T0
Special Rules	1. Use the bombing attack rules [15.0]. The British score VPs for bombing the Factory (not the flak).
	2. The bombers cannot change altitude before they commence their bombing profile.
	3. German squadrons have tactical flexibility.
	4. Bf 109s may not carry gun pods.

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

0 or less	British Victory
+1 to +4	Draw
+5 or more	German Victory

| **Map Edges** | *Left* - British; *Right* - German |
GCI Control	German - GCI 3
Radio Nets	*Apple* - High Cover
	Beer - Close Cover
	Charlie - Escort Cover and escort Spitfires
	Emil - I. *Gruppe* and GCI
	Friedrich - II. *Gruppe* and GCI

Here Come the Last Fifty Spitfires

Background and Aftermath

Southern England, 15 September 1940

On 15 September the Luftwaffe launched a massive raid on London. Scraping together every last reserve, 11 Group fielded hundreds of fighters against the air armada. The Germans were incredulous. After weeks of constant attacks they could not believe so many Spitfires were still flying.

Most shocking of all was the appearance of Douglas Bader's 'Big Wing' from 12 Group, sweeping a path through the escorts for the other interceptors. It was said that the sight of Bader's wing was the last straw for Göring's exhausted pilots. Whatever the truth, the massive daylight raids would never return.

v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle
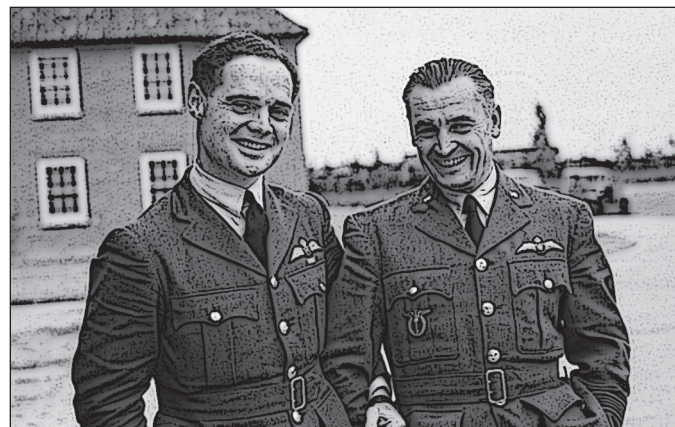
Defenders – British
Elements of 11 and 12 Groups RAF

x2 **Spitfire Mk.IA** – Intercept mission Set up separately in columns A-C at altitude 11 or less

Duxford Wing (Add wing leader)

x2 **Spitfire Mk.IA, Hurricane Mk.I** – Intercept mission. Set up wing leader in H8 with a Hurricane squadron (assign an Experte to be the wing leader). No squadron can set up higher than the wing leader

x3

x3 **Hurricane Mk.I** – Intercept mission Each enters turn 2 on either map edge at altitude 7 or less

x1 **Spitfire Mk.IA** – Intercept mission Enter turn 2 on either map edge at altitude 8 or less

Max Losses	Squadrons 12; Flights 6
Alert	All squadrons start alerted
Quality	Veteran 3; Green 0; Experte 3

Raiders – German (set up first)
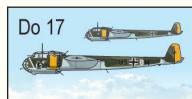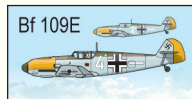*Elements of Luftflotte 2*

x3 **He 111H-1** – Bombing mission Set up one each in S8, T8, U8

x3 **Do17Z-2** – Bombing mission Set up one each in X8, Y8, Z8

x3 **Bf 109E-4** – Close escort mission

x3 **Bf 109E-4** – Escort mission

Freie Jagd (Add wing leader)

x3 **Bf 109E-4** – Sweep mission Set up wing leader in column K at altitude 10 or less

Max Losses	Squadrons 9; Flights 4
Alert	No squadrons start alerted
Quality	Veteran 3; Green 1; Experte 2

Map Edges	*Left* - British; *Right* - German
Doctrine	British squadrons use rigid doctrine
GCI Control	British - GCI 4
Radio Nets	*Apple* - Duxford Wing and GCI
	Beer, Charlie, Don, Edward, Freddie, George - Each British squadron not in a wing has a separate radio net, shared with GCI
	Heinrich - Freie Jagd
	Ida - Escort Bf 109s
Sun Position	Right Upper
Cloud	Dense in A-Z at altitude 1-6
Split Limit	Spitfire, Hurricane - 2 flt each; Bf 109 - 6 flt

Special Rules

1. Bf 109 squadrons are operating at their fuel limits [13.3].

2. Bf 109 squadrons have tactical flexibility [9.3.2].

3. Bombers combating units from the Duxford Wing apply an additional –1 cohesion modifier.

4. British squadrons can face right or left on entry.

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

+13 or less	British Victory
+14 to +17	Draw
+18 or more	German Victory

Scenario V21

Send in the Clowns

WL

Background and Aftermath

Northern France, Spring 1941

Following the Battle of Britain the RAF began to operate, at first tentatively, over France. These 'Circus' operations featured small bomber forces, accompanied by massive formations of fighters, acting as bait to draw the Luftwaffe up into the air.

Rapid expansion and high pilot turnover since the Battle of Britain, compounded by inflexible formations and poor tactics, left the Circuses vulnerable to intercepts by the veteran *Kanalgeschwadern*, JG 2 and JG 26. The result was disproportionate and unsustainable losses.
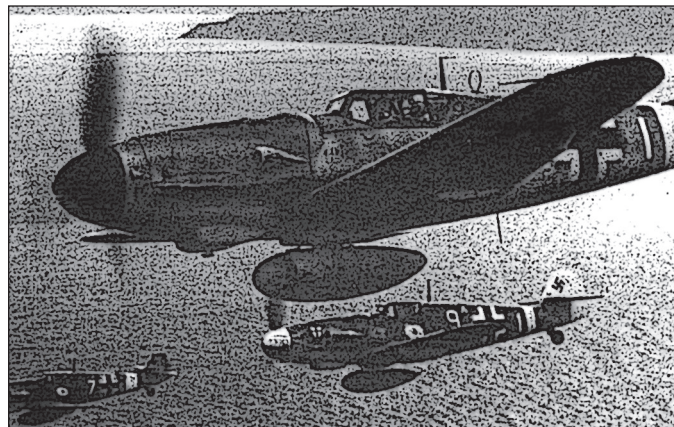
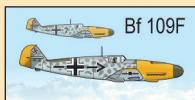v2.0, Scenario by Gordon Christie

Order of Battle

Defenders – German

Elements of JG 2 and JG 26, Luftflotte 3
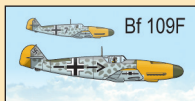
I. Gruppe (Add wing leader)

x3 — **Bf 109F-2** – Intercept mission
Set up wing leader in columns A-D at altitude 12 or less
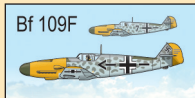
II. Gruppe (Add wing leader)

x3 — **Bf 109F-2** – Intercept mission
Set up wing leader in columns A-D at altitude 8 or less

III. Gruppe (Add wing leader)

x3 — **Bf 109F-2** – Intercept mission
Enter turn 4 one each in V6, V7, V8

Max Losses	Squadrons 9; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 4; Green 0; Experte 3

Map Edges	*Left* - German; *Right* - British
GCI Control	German - GCI 3
Radio Nets	*Apple* - Blenheims and Hurricanes
	Beer, Charlie, Don, Edward - Each British wing
	Friedrich, Gustav, Heinrich - Each German wing and GCI
Sun Position	Above
Cloud	Wispy in F13-P13; Broken in F4-Q4
Surface Units	Airfield in D0; Hvy Flak A in E0
Special Rules	1. Use the bombing attack rules [15.0].
	2. Double the VPs for bombing and bomber losses.
	3. Escort Cover and Top Cover wings are at fuel limits [13.3].
	4. Bf 109 squadrons have tactical flexibility [9.3.2].

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

+6 or less	British Victory
+7 to +11	Draw
+12 or more	German Victory

Raiders – British (set up first)

Elements of 2 and 11 Groups RAF

x1 — **Blenheim Mk.IV** – Bombing mission. Set up in P7

x2 — **Hurricane Mk.IIA** – Close escort mission

x2 — **Hurricane Mk.IIA** – Escort mission Set up in P8

Escort Cover (Add wing leader)

x3 — **Spitfire Mk.VB** – Sweep mission Set up wing leader in P9

Top Cover (Add wing leader)

x3 — **Spitfire Mk.VB** – Sweep mission Set up wing leader in P11

Target Support (Add wing leader)

x3 — **Spitfire Mk.VB** – Sweep mission Set up wing leader in L11

Withdrawal Cover (Add wing leader)

x2 — **Spitfire Mk.VB** – Sweep mission Enter turn 6 one each in Z10, Z11

Max Losses	Squadrons 12; Flights 6
Alert	No squadrons start alerted
Quality	Veteran 0; Green 5; Experte 1

The Day of Jubilee

Background and Aftermath

Northern France, 19 August 1942

'Operation Jubilee', the Canadian and British raid on the French harbour of Dieppe, was supported by the largest array of RAF aircraft yet seen. A force of 66 fighter and seven bomber squadrons backed this 'reconnaissance in force'.

By 9 am it was apparent that the operation was in danger and the order to withdraw was issued. The RAF provided cover for the retreating troops and Royal Navy vessels against the German army and air force. Hampered by operating far from their bases, the Allies lost over a hundred aircraft, mostly fighters, while the Luftwaffe lost almost fifty aircraft, of which twenty were fighters.

v2.0, Scenario by Andy Parsons

Order of Battle

Raiders – German (set up first)

Elements of Luftflotte 3

x1	Do 217	**Do 217E-2** – Bombing mission. Set up in Y4
x1	Fw 190A	**Fw 190A-2** – Escort mission. Set up in columns Y-Z
x1	Do 217	**Do 217E-2** – Bombing mission. Set up in B5
x1	Fw 190A	**Fw 190A-2** – Escort mission. Set up in columns A-B
x1	Fw 190A	**Fw 190A-2** – Intercept mission. Set up in Z7
x1	Fw 190A	**Fw 190A-2** – Intercept mission. Set up in A8

Quality Veteran 4; Green 0; Experte 2

German Reinforcements, enter turn 2

x1	Ju 88	**Ju 88A-4** – Bombing mission. Enter left map edge at altitude 4

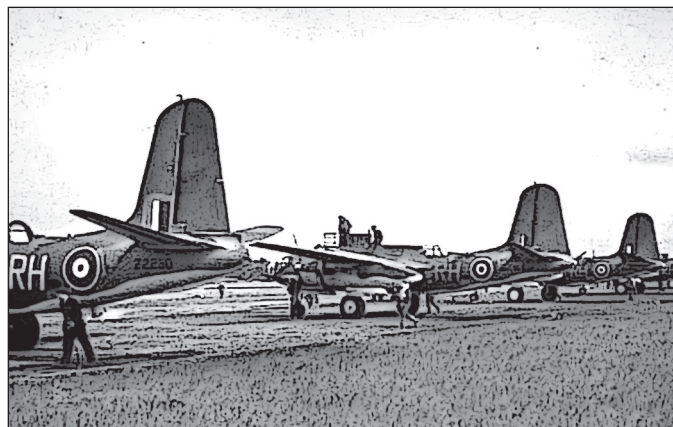**Quality** Veteran 0; Green 0; Experte 0

Max Losses **Allies** – Squadrons 12; Flights 6
Germans – Squadrons 9; Flights 4

Alert All intercept and CAP squadrons start alerted. All other squadrons start not alerted.

Defenders – Allied

Elements of 2 and 11 Groups RAF

x4	Spitfire	**Spitfire Mk.VB** – CAP mission. Set up separately in columns J-T, two squadrons at altitude 6 and two at altitude 3, facing left or right

Quality Veteran 1; Green 0; Experte 1

Allied Reinforcements, enter turn 4

x2	Hurricane	**Hurricane Mk.IIC** – Bombing mission. Enter right map edge at altitude 1, in trail
x1	Spitfire	**Spitfire Mk.VB** – Escort mission

Quality Veteran 2; Green 0; Experte 1

Allied Reinforcements, enter turn 6

x2	Boston	**Boston Mk.III** – Bombing mission. Enter left map edge at altitude 1, in trail
x2	Spitfire	**Spitfire Mk.VB** – Escort mission
x1	Spitfire	**Spitfire Mk.VB** – Intercept mission. Enter left map edge at altitude 10 or less

Quality Veteran 1; Green 0; Experte 1

Order of Battle, Continued

German Reinforcements, enter turn 3
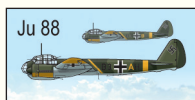
x1 — Fw 190A

Fw 190A-2 – Intercept mission
Enter left map edge at altitude 10 or less

Quality — Veteran 1; Green 0; Experte 1

German Reinforcements, enter turn 6

x1 — Ju 88

Ju 88A-4 – Bombing mission
Enter right map edge at altitude 6

x1 — Fw 190A

Fw 190A-2 – Escort mission
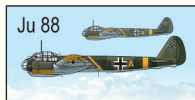
x1 — Fw 190A

Fw 190A-2 – Intercept mission
Enter in any unoccupied square in columns A-J or T-Z at altitude 10

Quality — Veteran 1; Green 0; Experte 0

German Reinforcements, enter turn 7

x1 — Ju 88

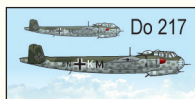**Ju 88A-4** – Bombing mission
Enter right map edge at altitude 5

x1 — Fw 190A

Fw 190A-2 – Escort mission

Quality — Veteran 1; Green 0; Experte 1

German Reinforcements, enter turn 9

x1 — Do 217

Do 217E-2 – Bombing mission
Enter left map edge at altitude 5

x1 — Fw 190A

Fw 190A-2 – Escort mission

x1 — Fw 190A

Fw 190A-2 – Intercept mission
Enter left map edge at altitude 12 or less

Quality — Veteran 1; Green 0; Experte 0

Map Edges — See special rule 6
GCI Control — German - GCI 3; Allied - GCI 4

Allied Reinforcements, enter turn 8

Debden Wing (Add wing leader)

x3 — Spitfire

Spitfire Mk.VB – Intercept mission. Wing leader enters right edge at altitude 12 or less

Quality — Veteran 1; Green 0; Experte 1

Radio Nets — *Able, Baker, Charlie, Dog, Easy* - Each Allied intercept or CAP squadron not in a wing has a separate radio net, shared with GCI

Freddie - Debden Wing and GCI

George - Allied bombers and escort Spitfires

Heinrich, Ida, Josef, Konrad, Ludwig - Each German intercept squadron has a separate radio net, shared with GCI

Martha - German bombers and escort Fw 190s

Sun Position — Above

Cloud — Broken in B7-E7, M4-O4, M5-N5, Q9-S9, V6-X6

Haze — Altitude 1, but only in columns L-Q

Split Limit — Spitfire - 4 flt; Hurricane - 2 flt; Fw 190 - 6 flt

Surface Units — **German:** Lt Flak A in L0, Q0; Artillery in L0, Q0

Allied: DD 2 in N0; DD 3 in O0; DD 4 in P0

Special Rules

1. Use the bombing attack rules [15.0].

2. The Bostons entering turn 6 must lay a smoke screen: one in square L0 and the other in Q0. Level bomb those squares at altitude 0, but do not resolve bombing. The Germans score 2 VPs for each Boston flight that is broken before it can bomb.

3. Reduce the defence modifier of the DDs to –1. Place a –1 Defence Modifier marker on them as a reminder.

4. Veteran fighter squadrons have tactical flexibility [9.3.2].

5. CAP squadrons are operating at their fuel limits [13.3].

6. Bombers, fighter-bombers, and their escorts must exit the map from the same map edge they entered. All other squadrons may exit from either edge.

Victory Conditions

At game end total each side's Victory Points. Subtract the Allied VPs from the German VPs to see who wins:

+0 or less	Allied Victory
+1 to +7	Draw
+8 or more	German Victory

Background and Aftermath

Midway, 4 June 1942

The plan for Operation MI unravelled. Desultory attacks from Midway Island and the discovery of American carriers rattled Admiral Nagumo, commanding the Japanese CVs. Caught between waiting for the return of his strike against the island and spotting his reserves for a retaliatory launch, the Admiral found himself facing a seemingly endless stream of air attacks.

As torpedo and dive bombers of TF 16 and TF 17 barrelled in on the exposed carriers, Commander Minoru Genda, air officer of the First Air Fleet, looked out over the carnage of four burning carriers and exclaimed "Shimatta!" – *Damn!*
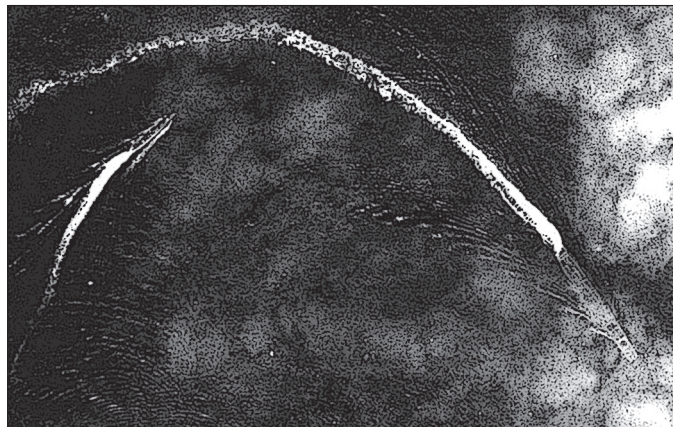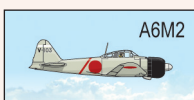
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – Japanese (set up first)
Elements of 1st and 2nd Carrier Divisions, IJN

x2 **A6M2** – CAP mission
Set up above a carrier at altitude 7 or less

x2 **A6M2** – CAP mission
Set up above a carrier at altitude 5 or less

x1 **A6M2** – Intercept mission
Take off turn 5 or later from any undamaged carrier

Max Losses Squadrons 9; Flights 4
Alert All squadrons start alerted
Quality Veteran 4; Green 0; Experte 2

Map Edges	See special rules 2 and 3
GCI Control	Japanese - GCI 4 (see special rule 4)
Radio	No A6M2 squadrons have radio
Radio Nets	*Able* - F4Fs in Group 1
	Baker - F4Fs in Group 4
	Charlie - F4Fs in Group 5
Sun Position	Above
Cloud	Broken in B2-C2, B7-G7, U2-X2; Wispy in H7-K7, D2-G2, J2-K2, P2-Q2, W6-Z6
Split Limit	A6M2 - 2 flights
Surface Units	CV 1 (*Sōryū*) in I0;
	CV 1 (*Hiryū*) in L0;
	CV 1 (*Akagi*) in O0;
	CV 1 (*Kaga*) in R0
Special Rules	1. Players can decide to play the historical scenario or the counterfactual scenario. Choose one and follow the instructions after the special rules.
	2. American units enter/exit from either map edge.

Raiders – American

Group 1 – *Elements of VT-8 (Hornet) and VF-6 (Enterprise), USN*

x1 **TBD-1** – Bombing mission
Enter either map edge at altitude 1

x2 **F4F-4** – Sweep mission
Enters same map edge as the TBDs at altitude 10, in trail

Max Losses Squadrons 9; Flights 4
Alert No flights start alerted
Quality Veteran 0; Green 1; Experte 0

Group 2 – *Elements of VT-6 (Enterprise), USN*

x1 **TBD-1** – Bombing mission
Enter either map edge at altitude 1

Max Losses Squadrons 12; Flights 6
Alert Not applicable
Quality Veteran 0; Green 1; Experte 0

Group 3 – *Elements of VB-6 and VS-6 (Enterprise), USN*

x4 **SBD-3** – Bombing mission
Enter in formation in columns A-D or W-Z at altitude 8

Max Losses Squadrons 8
Alert Not applicable
Quality Veteran 2; Green 0; Experte 0

Order of Battle, Continued

Group 4 – *Elements of VT-3, VB-3, VF-3 (Yorktown), USN*

x1 TBD — **TBD-1** – Bombing mission
Enter in columns A-C or X-Z at altitude 1

x2 SBD — **SBD-3** – Bombing mission
Enter either map edge at altitude 8, in trail

x1 Wildcat — **F4F-4** – Escort mission
Escorting the TBDs

Max Losses
TBDs: Squadrons 12; Flights 6
SBDs: Squadrons 8
F4F-4s: Flights 4

Alert No flights start alerted

Quality Veteran 2; Green 0; Experte 1

Group 5 – *Elements of VB-8, VS-8, VF-8 (Hornet), USN*

x4 SBD — **SBD-3** – Bombing mission
Enter in formation in columns A-D or W-Z at altitude 8

x2 Wildcat — **F4F-4** – Escort mission

Max Losses Squadrons 8; Flights 4
Alert No flights start alerted
Quality Veteran 1; Green 0; Experte 0

Special Rules (continued)

3. Japanese units exit from either map edge.

4. Japanese units have no radios, but they are GCI-controlled by visual signals from surface ships. Treat the Japanese as having GCI (including the radio call bonus [9.4]), but only one Vector marker can be placed. That Vector marker is used for ALL Japanese units. (In other words, instead of having a Vector marker for each unit, there is one that applies to all units.) Once placed the Vector marker can never be removed from the map, only moved.

5. Once the Vector marker has been placed, all Japanese units without a tally must move toward it.

6. The first time in the game the Vector marker is placed, do not roll a die [9.2.4]. Simply place the Vector marker . Roll a die only when changing the position of the Vector marker.

7. Use the bombing attack rules [15.0].

Special Rules (continued)

8. Mark one CAP squadron (not flight) with a Low Ammo marker at set-up.

9. The TBDs carry torpedo loads [15.1].

10. Because the ships are manoeuvring hard, apply a –1 modifier to all direct fire flak attacks.

11. The Japanese carrier hangar decks are packed with fuelled and bombed-up aircraft. Add +2 to all American bombing attack rolls.

12. Squadrons can face left or right on set-up or entry.

13. A6M2 squadrons have tactical flexibility [9.3.2].

14. F4F sweep flights cannot strafe.

Historical Scenario

If playing the historical version of the scenario, the American groups enter the map on the following turns:

Group 1, turn 1
Group 2, turn 5
Group 3, turn 9
Group 4, turn 12

Group 5 does not appear in the historical scenario.

Counterfactual Scenario

If playing the counterfactual version of the scenario, one American group enters the map on each of the following turns:

Turn 1
Turn 5
Turn 9
Turn 12

To determine which group enters, roll a die. The result on the die is the number of the group that enters.

If the roll is 6, roll again until a group is selected.

If the roll is for a group that has already entered, reduce the die result by 1 and enter the group corresponding to the new value. If that group has already entered, reduce the die by 1 again (and again, if necessary) and enter that group.

EXAMPLE: A 3 is rolled, but Groups 3 and 2 have already entered. So the dice result is reduced to 1 and Group 1 enters instead.

If the die is reduced to 0, re-roll until a group is selected.

There are only four game turns on which groups can enter. This means that only four groups can enter during the game and one will fail to enter.

Victory Conditions

At game end total each side's Victory Points. Subtract the Japanese VPs from the American VPs to see who wins:

+19 or less   Japanese Victory
+20 to +35   American Minor Victory
+36 or more   American Victory

Operation Flax

Background

Tunisia, 19 April 1943

By the spring of 1943 the Axis forces isolated in Tunisia were increasingly reliant on air transport to deliver supplies to Rommel's beleaguered forces. Massive formations of transport aircraft, heavily escorted by fighters, delivered hundreds of tons of supplies each day.

The Allies slowly became aware of the importance of the aerial resupply effort. In early April Operation Flax was launched to intercept the transports. Following the loss of 59 Ju 52s and ten escorts of the Luftwaffe in the 'Palm Sunday massacre' it was the turn of the Regia Aeronautica to fall victim to Desert Air Force fighters.
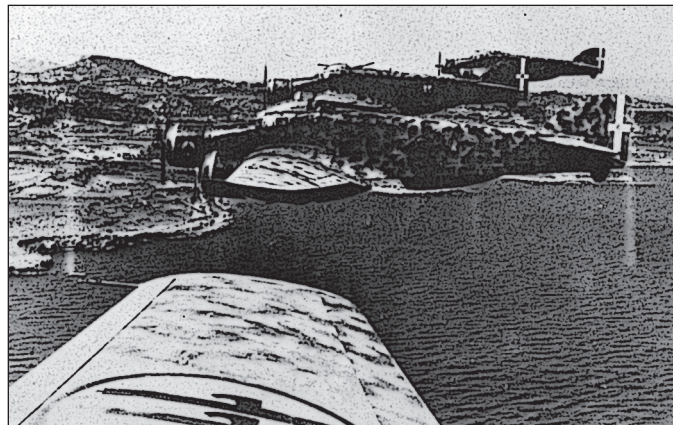
v2.0, Scenario by Gordon Christie

Order of Battle

Raiders – Italian (set up first)

Elements of 18º, 45º and 48º Stormi Trasporti and 12º Gruppo CT, Aeronautica della Sicilia

x2 — **SM.79-II** – Transport mission. Set up one each in F1, G1

x1 — **SM.79-II** – Transport mission. Set up in H1

x2 — **MC.202** – Escort mission. Set up at altitude 3 or less

Max Losses	Squadrons 12; Flights 6
Alert	No squadrons start alerted
Quality	Veteran 1; Green 0; Experte 0

Defenders – Allied

Elements of 211 Group, Desert Air Force

x1 — **Spitfire Mk.VB** – Intercept mission. Set up in Q4

7 (SAAF) Fighter Wing (Add wing leader)

x2 — **Kittyhawk Mk.II** – Intercept mission. Set up wing leader in S1

x1 —

Max Losses	Squadrons 12; Flights 6
Alert	All squadrons start alerted
Quality	Veteran 2; Green 0; Experte 1

Map Edges	*Left* - Italian; *Right* - Allied
Radio Nets	*Able* - Allied squadrons
	Bologna - MC.202s
Sun Position	Above
Cloud	Wispy in G5-P5

Special Rules

1. Because the SM.79s are carrying flammable fuel stores, reduce their protection value to 3-4.

2. The Allied player must place Vector markers at altitude 4 or less when setting up. Do not roll for height errors.

3. The Spitfire squadron has tactical flexibility [9.3.2].

4. 7 (SAAF) Fighter Wing wing cannot split squadrons.

5. If the Allies climb to altitude 5 or greater, the Italian squadrons are immediately alerted.

Victory Conditions

At game end total each side's Victory Points for losses only. Subtract the Italian VPs from the Allied VPs to see who wins:

|	
+12 or less	Italian Victory
+13 to +16	Draw
+17 or more	Allied Victory

Aftermath

Thanks to signals intelligence, the Allies were able to catch the low-flying raid. The strategy of using overwhelming force paid off. A full wing of Kittyhawks, covered by Spitfires, fell on the Italians who lost ten transports and two fighters for no loss. Axis aerial resupply efforts to Tunisia were doomed and would shortly cease.

Singapore Sling

WL

Background

Singapore, Malaya, 20 January 1942

This day was to see the heaviest raid on Singapore yet, with large formations of Japanese Army and Navy bombers striking out toward Seletar and Sembawang. There was a hint of optimism amongst the defenders, with a newly minted squadron of Hurricanes becoming operational for the first time and scrambling to take on the Army raid.

However, the pilots of 232 (Provisional) Squadron were fresh from training and mostly unprepared for combat. As they were vectored onto the incoming Ki-21s, their formations were already beginning to become unglued.
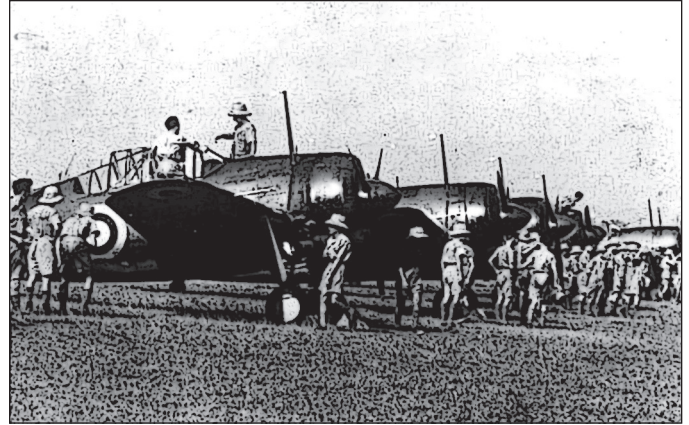
v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – Allied

Elements of 232 (P) and 243 Squadrons, RAF, and 488 Squadron, RNZAF

x2 Hurricane **Hurricane Mk.IIB** – Intercept mission. Set up one each in Y15, Z16

x1 Hurricane **Hurricane Mk.IIB** – Intercept mission. Set up in F11

x1 Buffalo **Buffalo Mk.I** – Intercept mission. Set up in F1

Max Losses	Squadrons 8; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 0; Green 3; Experte 0

Raiders – Japanese (set up first)

Elements of 60 and 64 Sentai, IJAAF

x2 Ki-21 **Ki-21-IIa** – Bombing mission. Set up one each in R8, S8

x2 Ki-43 **Ki-43-Ib** – Escort mission

Max Losses	Squadrons 12; Flights 6
Alert	No squadrons start alerted
Quality	Veteran 1; Green 0; Experte 1

Map Edges	*Left* - Allied; *Right* - Japanese
GCI Control	Allied - GCI 5
Radio	No Ki-43 squadrons have radio
Radio Nets	*Able* - Allied squadrons and GCI
Sun Position	Above
Cloud	Wispy in K12-V12; Broken in K5-X5, K6-X6
Surface Units	Airfield in H0; Lt Flak A in H0
Special Rules	1. Use the bombing attack rules [15.0].

2. The Allied player must assign the Green markers to the Hurricane flights.

3. The Ki-21s cannot change altitude before they commence their bombing profile.

4. The Japanese can only bomb the Airfield.

5. The Japanese player must assign his Veteran marker to a Ki-43 squadron. This squadron has tactical flexibility [9.3.2].

Victory Conditions

At game end total each side's Victory Points. Subtract the Allied VPs from the Japanese VPs to see who wins:

+1 or less	Allied Victory
+2 to +4	Draw
+5 or more	Japanese Victory

Aftermath

Major Kato, the fighter commander of 64 *Sentai*, saw the Hurricanes diving to attack and climbed to meet them. In the tangle that followed the Hurricanes claimed a number of fighters shot down (three did not return), while the Japanese also managed to bag three.

A composite squadron of Buffaloes struggled desperately for height, but failed to make contact with the fight. The bombers were able to bomb unmolested, but caused little damage.

Scenario V26 — Hasn't Ivan Learned Anything?

Background

Voronezh, Russia, 6 July 1942

As the German summer offensive marched onward, Soviet forces withdrew back to Voronezh. While Soviet troops flooded across the Don river, *IV. Fliegerkorps* subjected them to terrible bombings. The bridges were hammered and casualties mounted.

In response, the *Stavka* moved an entire fighter air army to the area. Huge air battles broke out over the front, in which Soviet pilots were ground up by the veterans of *Luftflotte 4*. The carnage was incredible, but still the Soviets kept flying. On returning from a sortie Hauptmann Wolf-Dietrich Wilcke of JG 3 shook his head and remarked, "It's just like last summer. Hasn't Ivan learned anything?"

v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – German (set up first)
Elements of KG 51 and JG 3, Luftflotte 4

x1 **Ju 88A-4** – Bombing mission
Set up in B4

x3 **Bf 109F-4** – Sweep mission
Set up at least two squares apart in columns E-K

x1 **Ju 88A-4** – Bombing mission
Enter turn 3 on left map edge at altitude 4

x1 **Bf 109F-4** – Sweep mission
Enter turn 2 on left map edge at altitude 4 or higher

Max Losses	Squadrons 9; Flights 4
Alert	No flights start alerted
Quality	Veteran 5; Green 0; Experte 2

Defenders – Soviet
Elements of 1st Fighter Aviation Army, VVS

x2 **Yak-1** – Intercept mission
Set up at least two squares apart in columns U-W at altitude 6 or less

x2 **LaGG-3** – Intercept mission
Set up separately in columns X-Z at altitude 6 or less

x2 **IL-2** – Bombing mission
Enter turn 5 on right map edge at altitude 1, in trail

x1 **Yak-1** – Escort mission
Enter turn 5 on right map edge escorting the IL-2s

Max Losses	Squadrons 9; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 0; Green 4; Experte 1

Map Edges	*Left* - German; *Right* - Soviet
Doctrine	Soviet squadrons use rigid doctrine
Radio Nets	*Anna* - Soviet fighter squadrons
	Berta - Bf 109s
Sun Position	Left Upper
Cloud	Wispy in J5-Q5, O2-R2; Broken in G2-J2, M2-N2, S2-W2, S3-W3
Surface Units	Bridge in R0; Lt Flak A in R0
Special Rules	1. Use the bombing attack rules [15.0].

2. The Germans may only bomb the Bridge.

3. The Ju 88s cannot change altitude before they commence their bombing profile.

4. The IL-2s do not bomb, but behave according to rule 9.2.1. The Soviets score VPs for exiting the IL-2s on the enemy map edge per 12.1.

5. A single Bf 109 flight may carry a gun pod.

6. One Bf 109 flight must be trained crew quality.

Victory Conditions

At game end total each side's Victory Points. Subtract the Soviet VPs from the German VPs to see who wins:

+1 or less	Soviet Victory
+2 to +5	Draw
+6 or more	German Victory

Gameplay Advice

Soviet fighters under threat should try to enter a Lufbery [13.4.3].

Aftermath

Despite being outmatched by the German pilots and taking incredible losses, 1st Fighter Army still managed to exhaust *IV. Fliegerkorps*. Below them, the Germans became bogged down in Voronezh and were eventually forced to shift their attention further south.

White Cliffs

Background

Southern England, 29 July 1940

On the morning of 29 July raids were detected assembling over Cap Griz-Nez before heading out across the channel towards Dover. The raiders comprised around 40 Ju 87s and a similar number of Bf 109s. Several RAF squadrons were scrambled and intercepted the raiders over the port just as the Ju 87s were starting their bombing runs.
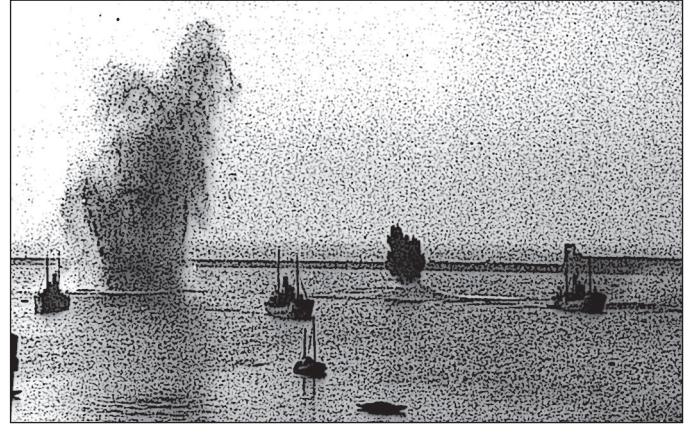
v2.0, Scenario by Andrew Brazier

Order of Battle

Defenders – British
41, 56, 64 and 501 Squadrons, 11 Group RAF

x2	**Spitfire Mk.IA** – Intercept mission. Set up separately in column A at altitude 6 or less	
x2	**Hurricane Mk.I** – Intercept mission. Set up separately in columns C-D at altitude 6 or less	

Max Losses	Squadrons 12
Alert	All squadrons start alerted
Quality	Veteran 1; Green 0; Experte 1

Map Edges	***Left*** - British; ***Right*** - German
Doctrine	British squadrons use rigid doctrine
GCI Control	British - GCI 4
Radio Nets	***Apple, Beer, Charlie, Don*** - Each British squadron has a separate radio net, shared with GCI
	Emil - Escort Bf 109s set up on map
	Friedrich - Sweep Bf 109s
	Gustav - Escorts Bf 109s entering turn 2
Sun Position	Left Upper
Haze	Altitude 1 or less
Split Limit	Bf 109 - 4 flights
Surface Units	DD 1 in J0; Aux 1 in J0, K0; Hvy Flak A in J0; Lt Flak A in K0
	Place one Balloon counter each in J2, K2
Special Rules	1. Use the bombing attack rules [15.0].
	2. Bf 109 squadrons have tactical flexibility [9.3.2].
	3. All ships are dead in the water [14.1.3].
	4. DD 1 does not have heavy flak capability.

Raiders – German (set up first)
Elements of LG 1, StG 1, StG 3, JG 26 and JG 51

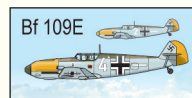|		
x2	**Ju 87B-1** – Bombing mission Set up one each in V8, W8	
x1	**Bf 109E-4** – Escort mission	
x1	**Bf 109E-4** – Sweep mission Set up in T6	
x2	**Ju 87B-1** – Bombing mission Enter turn 2 on right map edge at altitude 9, in trail	
x2	**Bf 109E-4** – Escort mission Enter turn 2 escorting the Ju 87s	

Max Losses	Squadrons 9; Flights 4
Alert	No squadrons start alerted
Quality	Veteran 3; Green 0; Experte 2

Victory Conditions

At game end total each side's Victory Points. Subtract the British VPs from the German VPs to see who wins:

|	
+4 or less	British Victory
+5 to +9	Draw
+10 or more	German Victory

Aftermath

In a swirling fight under clear skies the defenders were at risk of being hit by their own flak. The Ju 87s dived into the attack, sinking a steamer and patrol yacht, while setting a depot ship afire. This was one of the largest raids yet on Britain, and one in which the opponents were increasingly getting the measure of each other.

Channel Dash

Background and Aftermath

English Channel, 12 February 1942

Operation *Donnerkeil* was underway and three German capital ships were dashing with their escorts through the English Channel towards Northern Germany. Taken by surprise, the British launched a number of poorly coordinated attacks in bad weather. One such attack was lead by a small unit of Swordfish torpedo bombers, whose promised escort had not arrived. Covered by just a single squadron of Spitfires, they waded into the teeth of the ships' defences, which included fighter cover from Luftwaffe units based in France. Other British forces entered the fight piecemeal but could not prevent the heroic Swordfish attack from being blown to smithereens.
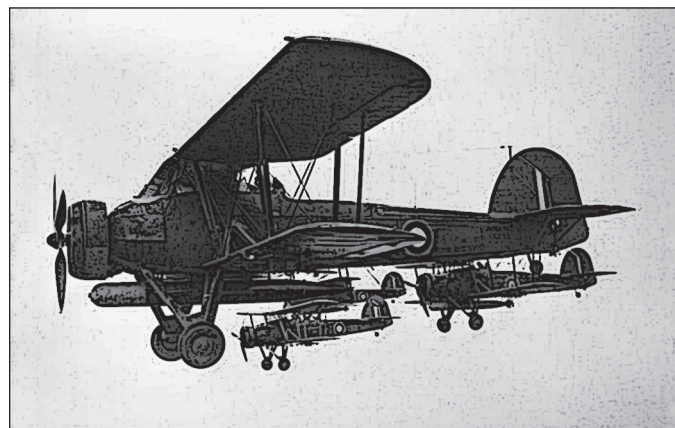
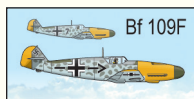v1.0, Scenario by Martin Åkerlund

Order of Battle

Defenders – German

Elements of JG 26 and JG 2, Luftflotte 3

x2	Bf 109F	**Bf 109F-4** – CAP mission. Set up in columns K-M, one squadron at altitude 1 and the other at altitude 3
x1	Fw 190A	**Fw 190A-2** – Intercept mission Enter turn 2 in columns J-K or P-Q at altitude 3 or less
x1	Fw 190A	**Fw 190A-2** – Intercept mission Enter turn 3 in columns J-K or P-Q at altitude 3 or less

Max Losses	Squadrons 8; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 2; Green 0; Experte 1

Map Edges	*Left* - German; *Right* - British
GCI Control	German - GCI 5
Radio Nets	*Apple, Beer, Charlie, Don* - Each British group has a separate radio net
	Emil - Fw 190s and GCI
	Friedrich - Bf 109s and GCI
Sun Position	Above
Cloud	Dense in D-G, J-M, Q-R, U-V at altitude 4-5
Surface Units	CA 2 (*Prinz Eugen*) - M0; BB 1 (*Gneisenau*) - O0
Special Rules	1. Use the bombing attack rules [15.0].

2. Units can face left or right on set-up or entry.

3. In the Set-up Phase of turns 2, 3, and 6 the British player rolls one die. Set up the reinforcement group corresponding to the roll. If that group has already entered, the British player instead chooses any group that has not yet entered.

4. All fighter squadrons have tactical flexibility [9.3.2].

5. Swordfish flights carry torpedo loads [15.1] and have an additional +1 to cohesion rolls.

6. The British earn +4 VPs for scoring *any* number of torpedo hits on the ships.

Raiders – British (set up first)

825 NAS and elements of 11 Group RAF

x2	Swordfish	**Swordfish Mk.I** – Bombing mission. Set up one each in U1, V1 *or* in E1, F1
x1	Spitfire	**Spitfire Mk.VB** – Escort mission

British Reinforcement Group A (Roll 1)

x1	Hurricane	**Hurricane Mk.IIC** – Strafing mission. Set up in columns S-W or D-H at altitude 2 or less

British Reinforcement Group B (Roll 2-3)

x1	Whirlwind	**Whirlwind Mk.I** – Sweep mission. Set up in columns S-W or D-H at altitude 2 or less

British Reinforcement Group C (Roll 4-6; add wing leader)

x2	Spitfire	**Spitfire Mk.VB** – Sweep mission Set up wing leader in columns X-Z or A-C at altitude 2 or less

British order of battle

Max Losses	Squadrons 8; Flights 4 (Swordfish 3)
Alert	All squadrons start alerted
Quality	Veteran 2; Green 0; Experte 1

Victory Conditions

At game end total each side's Victory Points. Subtract the German VPs from the British VPs to see who wins:

+0.5 or less	German Victory
+1 to +4.5	Draw
+5 or more	British Victory

Demyansk Pocket

WL

Background

Demyansk, Russia, April 1942

In the German retreat from Moscow in early 1942 the garrison at Sukhinichi was cut off. The decision was made to resupply it by air, and Ju 52 transports began to fly in stores. When troops at the communication hubs of Demyansk and Kholm were enveloped by Soviet thrusts, the Germans were encouraged by the success at Sukhinichi to repeat the feat on a larger scale. However, the Soviet VVS was able to intercept the small flights of Ju 52s and shoot them down in droves. On 8 April Lieutenant Andrey Dekhtyarenko of 580 IAP claimed three Ju 52s. This would be the last success of its kind, as a new transport commander, Colonel Friedrich-Wilhelm Morzik, arrived to organise the supply flights into large, well-escorted formations.

v1.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – German (set up first)

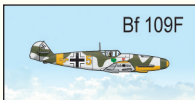*Elements of KGrzbV 800 and JG 54, Luftflotte 1*

x4	**Ju 52/3m** – Transport mission	Set up one each in A3, B3, C3, D3
x4	**Bf 109F-4** – Escort or sweep mission (see special rule 3)	

Max Losses	Squadrons 9; Flights 4
Alert	No flights start alerted
Quality	Veteran 3; Green 0; Experte 2

|	
Map Edges	*Left* - German; *Right* - Soviet
Doctrine	Soviet *squadrons* use rigid doctrine (the Soviet *flight* uses loose doctrine)
Radio Nets	*Anna* - Soviet squadrons *Berta* - Bf 109s
Sun Position	Above
Cloud	Broken in H5-M5, Q5-T5
Special Rules	1. Soviet squadrons can set up facing left or right.

2. The *German* (not Soviet) player sets up the Soviet squadrons according to the following rules (note that the Soviet still sets up Vector markers):

(a) No Soviet squadron can be in the same or adjacent square to another Soviet squadron.

(b) No Soviet squadron can be in the same column as another Soviet squadron.

(c) No Soviet squadron can be at the same altitude as another Soviet squadron.

3. If he wishes, the German player can set up one or two escort flights as a sweep in columns G-I at altitude 6 or less. The sweep flights may not set up in or adjacent to the other flight's square.

4. Hunting from Cloud. When tallying or reacting, a German (only) flight ignores cloud in its
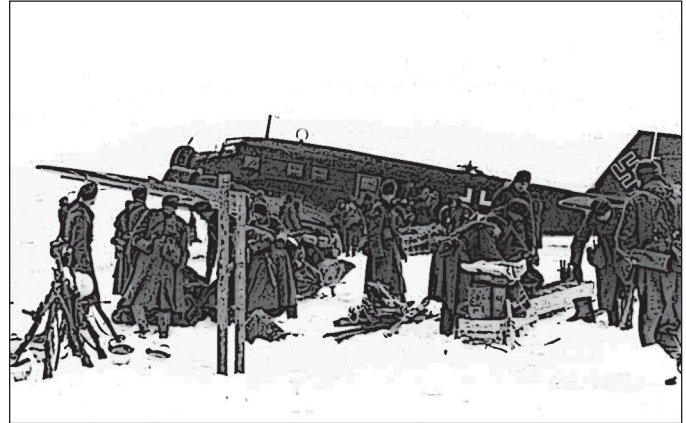
Defenders – Soviet

Elements of North-Western Front, VVS

x2	**P-40E** – Intercept mission	Set up in columns L-O at altitude 5 or less (see special rule 2)
x3	**LaGG-3** – Intercept mission	Set up in columns Q-T at altitude 5 or less (see special rule 2)
x1	**LaGG-3** – Intercept mission	Set up in P6

Max Losses	Squadrons 9; Flight 2
Alert	All squadrons start alerted
Quality	Veteran 0; Green 3; Experte 0

own square when tracing a line of sight to another square. This effect is not reciprocal, so a German flight can benefit from cloud modifiers to enemy tally rolls while ignoring them for its own. Note that intervening cloud, or cloud in the target square, affects tally rolls normally.

Victory Conditions

At game end total each side's Victory Points. Subtract the Soviet VPs from the German VPs to see who wins:

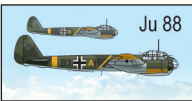|	
+5 or less	Soviet Victory
+6 to +8	Draw
+9 or more	German Victory

Aftermath

The shift to large escorted formations of transports reduced losses. For the remainder of April, just a handful of Ju 52s were lost to enemy action. The Luftwaffe believed it had developed methods that would guarantee effective airlift operations on the Eastern Front. That overconfidence would prove fateful at Stalingrad later that year, when conditions were quite different.

Stalingrad Outskirts

WL

Background

Stalingrad, Russia, 8 September 1942

As German *6. Armee* approached the suburbs of Stalingrad, the air battles grew increasingly intense. 16th Aviation Army had reinforced the sector and as new squadrons flew into their airfields they were drawn into the fight. As a series of vicious actions broke out above the city, the Germans and Romanians tried to screen targets from Soviet fighters, who were directed, albeit inefficiently, by ground observers. The Soviet pilots were so desperate that some pilots were seen to crash their aircraft into bombers–the infamous *Taran* attack.
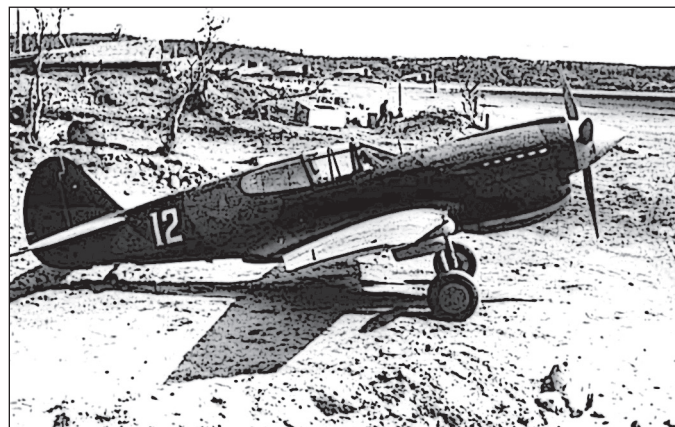
v1.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – Axis (set up first)
Elements of KG 100, JG 3 and Grupul 7

x2	**Ju 88A-4** – Bombing mission Set up one each in G5, H5	Ju 88
x3	**Bf 109F-4** – Sweep mission Set up in columns E-M at altitude 6 or less, not adjacent to any other unit	Bf 109F
x1	**Bf 109E-7** – Escort mission Set up in B6	Bf 109E
x1	**He 111H-4** – Bombing mission Set up in B5	He 111

Max Losses	Squadrons 8; Flights 4
Alert	No squadrons start alerted
Quality	Veteran 3; Green 0; Experte 2

Defenders – Soviet
Elements of 16th Aviation Army, VVS

x1	**La-5** – Intercept mission Set up in A7 or A8	La-5
x1	**P-40E** – Intercept mission Set up in Q5	P-40E
x2	**Yak-1** – Intercept mission Set up one each in R4, U3	Yak-1
x1	**La-5** – Intercept mission Enter turn 3 in any cloud square	La-5

Max Losses	Squadrons 8; Flight 2
Alert	All squadrons start alerted
Quality	Veteran 0; Green 3; Experte 1

Map Edges	*Left* - Axis; *Right* - Soviet
GCI Control	Soviet - GCI 6
Radio Nets	*Anna* - Soviet squadrons and GCI *Berta* - Bf 109Fs *Costică* - Bf 109Es
Sun Position	Above
Cloud	Wispy in J8-U8; Broken in G3-S3
Surface Units	Hvy Flak A in Q0
Special Rules	1. The heavy flak may place a Barrage marker on the map during set-up.

2. The Soviet Experte sets up with the La-5 flight.

3. The La-5 flight can face left or right on entry.

4. If the Soviet player gets a natural, unmodified 2 on the dice when rolling on the Air Combat Table, a desperation ramming attack occurs. In addition to any other hits in the combat, score one ramming hit on each of the Axis and Soviet primary combatants. When confirming losses for ramming hits, use a firepower of 3.

5. There is no bombing in this scenario. The German player earns VP for exiting bombers per 12.1.

Victory Conditions

At game end total each side's Victory Points. Subtract the Soviet VPs from the Axis VPs to see who wins:

+0 or less	Soviet Victory
+1 to +5	Draw
+6 or more	Axis Victory

Aftermath

In desperate clashes German fighters savaged the interceptors, while *Zasada* ('ambush') fighters stung back. German aircraft were lost to *Taran* attacks, but at enormous cost to the Soviets.

What's Changed in the Second Edition?

The rules feature the following changes from the v1.0 rules:

2.1 (addition) New markers have been added to the game (see below).

3.3 (addition) New AT Gun, Edge ▶ , and Max Load abilities have been introduced, as well as S-type bombsights. Slashed firepower has been redefined.

4.1 (change) We no longer define areas of sea for torpedo attacks.

4.3, 4.7.1 (change) Haze modifiers are restricted in their application.

5.1 (addition) Scenarios now indicate when variant aircraft are used; they may also limit the number of flights that can be created by splitting squadrons.

7.2.1 (change) Tally rolls must now roll greater than the distance.

8.1 (change) Squadrons move only into the square they are facing.

8.3.1 (change) Squadrons must spend all their MPs

9.2.2 (change) Escort detachment broken out into a new rule (9.2.2.1)

9.2.7 (addition) Free movement rules have been clarified.

9.4 (change) The radio call tally bonus is expanded.

9.5.5.1 (addition) Radioless wing leaders have new restrictions.

10.4 (change) Reaction roll modifiers have been revised.

10.5 (addition) The Edge ▶ ability affects air combat.

10.7.1 (change) Broken bombers no longer return to base but have reduced bombing effectiveness.

10.8.1 (change) Facing rules in dogfights have changed.

11.0 (change) The escape rules have been streamlined.

13.4.3 (change) Lufberys have been made less effective.

13.5.2 (change) Long-range gun and air-to-air rocket attacks are renamed as standoff attacks and broken out into a separate rule (13.5.2.1).

13.5.6 (change) Gun pods have increased firepower, and AT Pod markers now confer an AT Gun ability.

13.7 (change) Squadrons take off in the Set-up Phase.

13.7.2 (addition) Squadrons taking off are unaffected by small arms flak.

13.8.1 (change) The effects of high speeds on air combat have changed.

13.8.2 (change) Me 163 rules have undergone a major revision.

14.0 (addition) Have added armoured ship and hard target types.

14.2 (change) Light flak can make barrage attacks and rules for flak surprise and camouflage have been removed.

14.2.5 (change) Barrage attacks generate more cohesion checks.

14.2.5 (change) In place of the Jet modifier, basic speed modifies flak attacks.

15.2.1 (addition) Bomber stacking is restricted; bomber circling broken out into a separate rule (15.2.1.3).

15.2.4 (change) Fighter-bomber rules have undergone an overhaul.

15.3 (change) The no aim penalty has been reduced to –1.

15.3.1 (change) Bombsights no longer vary aim requirements.

15.3.2 (change) Attacks on dive bombers that face downward while flying a bombing profile are treated as high-speed combats.

15.3.4 (change) Some bombers are restricted from glide bombing.

15.3.5.1 (change) Slow torpedo attacks no longer have reduced MP.

15.3.7 (change) The calculation of strafing bomb value has changed. AT Pod rules have been replaced by the new AT Gun ability.

15.4 (change) Flights and disrupted squadrons no longer halve bomb values but now incur die modifiers to attacks.

15.4 Sidebar (addition) Optional rule for rolling bombing results.

15.5 (change) Kamikaze rules have been revised while rules for parafrags and skip bombing have been added.

New marker counters have been introduced:

Hits. (Map markers) Mark bombing hits [14.1.1].

Circling. (Map marker) Mark circling squadrons [8.3.1].

Defence Modifier. (Map markers) Mark changes to defence modifier [14.0].

Mission Markers. (Wing Display) Mark mission variants: Transport [9.2.1.2], CAP [9.2.4.1], Strafing [15.2.1.1], and Recce [15.2.1.2].

Return to Base. (Wing Display) Mark units returning to base [9.2.6].

Rigid/Loose Doctrine. (Wing Display) Indicate doctrine [5.1].

Bomb Ratings. The first edition rated bomb values on a linear scale, which was fine for early war battles, but distorted the killing power of late-war heavy bombers.

For this edition bomb values have been re-rated to a square root curve, which flattens the range of values and reflects the scatter and 'overhitting' of large payloads. A 1,000-lb bomb load (a bombs value of 9) remains the same in the first and second editions. However, smaller loads have their bomb value increased, while larger loads are reduced. Fatal results should be harder to achieve unless you bomb with multiple squadrons.

ATGR values have been revised to make their use a trade-off with bombs. Strafing values have been tweaked slightly, and we have added the AT Gun ability to properly model specialist anti-tank and boat-killing weaponry.

Bombing Changes. Halving the bomb values of flights in the first edition prevented fighter-bomber flights from achieving decisive results. Substituting dice modifiers fixes this. The –2 dice modifier equates to a mean reduction of bomb hits of roughly a half, while still allowing a chance to inflict high damage.

Edge ▶ Ability. *Wing Leader* rates combat ability according to generational advancements in speed. Within each generation fighters tend to cluster around similar speeds.

However, a problem arises at the margins, where speeds hover close to the boundaries between generations. The Edge ▶ ability helps distinguish these aircraft and also restore to prominence types that were undervalued in the original edition.

Further Changes. The ADCs have been revised, to correct rating errors and improve consistency. Check the version numbers and use the latest cards.

Some scenarios have been rebalanced to account for revised ADC values or to thin flak where it has been too effective.

The revised surface targets introduced in *Wing Leader: Supremacy* are now the standard second edition counters.
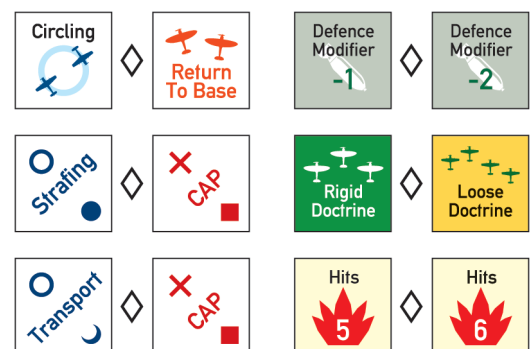
New Markers. The new markers for use on the map and Wing Display.

What ADC Do I Use?

Scenarios may list aircraft models that are variants of an ADC model or are alternative names for that model. The scenario will indicate variants by underlining the model [5.1]. In cases of uncertainty, these tables will help you find the correct ADC. The left column lists all models and the right column lists the ADC where you can find that model. Where a model is a variant, that is listed also.

Model	ADC
A-20A, B, C Havoc	A-20C Havoc
A-20G, H Havoc	A-20C Havoc *variant*
A-20J, K Havoc	A-20C Havoc *variant*
A-24 Banshee	SBD-3 Dauntless
A6M2, A6M3 'Zero' (Zeke)	A6M2 'Zero' (Zeke)
Avenger Mk.I, Mk.II	TBF-1 Avenger
Avenger Mk.III	TBF-1 Avenger *variant*
B5N1, B5N2 'Kankō' (Kate)	B5N2 'Kankō' (Kate)
Battle Mk.I, Mk.II, Mk.V	Battle Mk.I
Bf 109E-1, E-3 'Emil'	Bf 109E-4 'Emil' *variant*
Bf 109E-4 'Emil'	Bf 109E-4 'Emil'
Bf 109E-7 'Emil'	Bf 109E-4 'Emil' *variant*
Bf 109F-1, F-2 'Friedrich'	Bf 109F-2 'Friedrich'
Bf 109F-4, F-4/R1 'Friedrich'	Bf 109F-4 'Friedrich'
Bf 110C-1, C-2, C-3	Bf 110C-4 *variant*
Bf 110C-4	Bf 110C-4
Bf 110C-7	Bf 110C-4 *variant*
Blenheim Mk.I	Blenheim Mk.IV *variant*
Blenheim Mk.IF	Blenheim Mk.IV *variant*
Blenheim Mk.IV	Blenheim Mk.IV
Blenheim Mk.V 'Bisley'	Blenheim Mk.IV *variant*
Boston Mk.III, Mk.IIIA	A-20C Havoc
Buffalo Mk.I	F2A-3 Buffalo
CR.42, CR.42 *bis* Falco	CR.42 Falco
D3A1, D3A2 'Kanbaku' (Val)	D3A1 'Kanbaku' (Val)
DB-7	A-20C Havoc
Do 17M, Z-0 to Z-5	Do 17Z-2
Do 17P	Do 17Z-2 *variant*
Do 217E-1 to E-5, K, M	Do 217E-2
F2A-3 Buffalo	F2A-3 Buffalo
F4F-3 Wildcat	F4F-4 Wildcat *variant*
F4F-4 Wildcat	F4F-4 Wildcat
FM-1 Wildcat	F4F-4 Wildcat *variant*
Fw 190A-1, A-2	Fw 190A-2
G.50 Freccia	G.50 *bis* Freccia *variant*
G.50 *bis* Freccia	G.50 *bis* Freccia
G4M1, G4M2 'Rikkō' (Betty)	G4M1 'Rikkō' (Betty)
G4M3 'Rikkō' (Betty)	G4M1 'Rikkō' (Betty) *variant*
Gladiator Mk.I, Mk.II	Gladiator Mk.II
He 111H-1 to H-10	He 111H-1
He 111H-11 to H-16, H-20	He 111H-1 *variant*

Model	ADC
He 111P-0 to P-6	He 111H-1 *variant*
Hurricane Mk.I	Hurricane Mk.I
Hurricane Mk.IIA, Mk.IIB	Hurricane Mk.IIC *variant*
Hurricane Mk.IIC	Hurricane Mk.IIC
Hurricane Mk.IID	Hurricane Mk.IIC *variant*
Hurricane Mk.IV	Hurricane Mk.IIC *variant*
IL-2 'Ilyusha'	IL-2 'Ilyusha'
J 8, J 8A	Gladiator Mk.II
J 11	CR.42 Falco
Ju 52/3m	Ju 52/3m
Ju 87A 'Stuka'	Ju 87B-1 'Stuka' *variant*
Ju 87B-1, B-2 'Stuka'	Ju 87B-1 'Stuka'
Ju 87B-2 Picchiatello	Ju 87B-1 'Stuka'
Ju 87R-1, R-2, R-4 'Stuka'	Ju 87B-1 'Stuka' *variant*
Ju 88A-1 to A-5, A-10	Ju 88A-4
Ju 88A-14 to A-17	Ju 88A-4 *variant*
Ki-21-Ia, -Ib, -Ic (Sally)	Ki-21-IIa (Sally) *variant*
Ki-21-IIa, -IIb (Sally)	Ki-21-IIa (Sally)
Ki-43-Ia, -Ib Hayabusa (Oscar)	Ki-43-Ia Hayabusa (Oscar)
Ki-43-Ic Hayabusa (Oscar)	Ki-43-Ia Hayabusa (Oscar) *variant*
Kittyhawk Mk.I	P-40E Warhawk *variant*
Kittyhawk Mk.IA	P-40E Warhawk
Kittyhawk Mk.II	P-40F Warhawk
La-5	La-5
La-5F	La-5 *variant*
LaGG-3	LaGG-3
LaGG-3-37	LaGG-3 *variant*
Martlet Mk.I, Mk.II, Mk.III	F4F-4 Wildcat *variant*
Martlet Mk.IV	F4F-4 Wildcat
Martlet Mk.V	F4F-4 Wildcat *variant*
MC.200, MC.200CB Saetta	MC.200 Saetta
MC.202, MC.202AS, MC.202CB Folgore	MC.202 Folgore
P-40B, C Warhawk	P-40B Warhawk
P-40D Warhawk	P-40E Warhawk *variant*
P-40E Warhawk	P-40E Warhawk
P-40F Warhawk	P-40F Warhawk
P-40L Warhawk	P-40F Warhawk *variant*
SBD-1, -2 Dauntless	SBD-3 Dauntless *variant*
SBD-3, -4, -5 Dauntless	SBD-3 Dauntless
Sea Gladiator	Gladiator Mk.II

What ADC Do I Use? (continued)

Model	ADC	Model	ADC
Sea Hurricane Mk.IB	Hurricane Mk.I	**TBF-1, -1C Avenger**	TBF-1 Avenger
Sea Hurricane Mk.IIC	Hurricane Mk.IIC	**TBM Avenger**	TBF-1 Avenger
SM.79-I, -II, -III Sparviero	SM.79-II Sparviero	**TBM-3 Avenger**	TBF-1 Avenger *variant*
Spitfire Mk.I, Mk.IA, Mk.IIA	Spitfire Mk.IA	**Tomahawk Mk.I**	P-40B Warhawk *variant*
Spitfire Mk.IB, Mk.IIB	Spitfire Mk.IA *variant*	**Tomahawk Mk.II**	P-40B Warhawk
Spitfire Mk.VA	Spitfire Mk.VB *variant*	**Whirlwind Mk.I, Mk.II**	Whirlwind Mk.I
Spitfire Mk.VB, Mk.VC	Spitfire Mk.VB	**Wildcat Mk.IV**	F4F-4 Wildcat
Swordfish Mk.I	Swordfish Mk.I	**Wildcat Mk.V**	F4F-4 Wildcat *variant*
Swordfish Mk.II, Mk.III	Swordfish Mk.I *variant*	**Yak-1**	Yak-1
TBD-1 Devastator	TBD-1 Devastator	**Yak-1B**	Yak-1 *variant*

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