

WING LEADER

SUPREMACY 1943 - 1945



Scenario Book

second edition

This book contains 35 historical scenarios. Scenarios S24 to S30 were previously published as Scenario Supplement 2. Scenarios S31 to S35 are new to this edition.

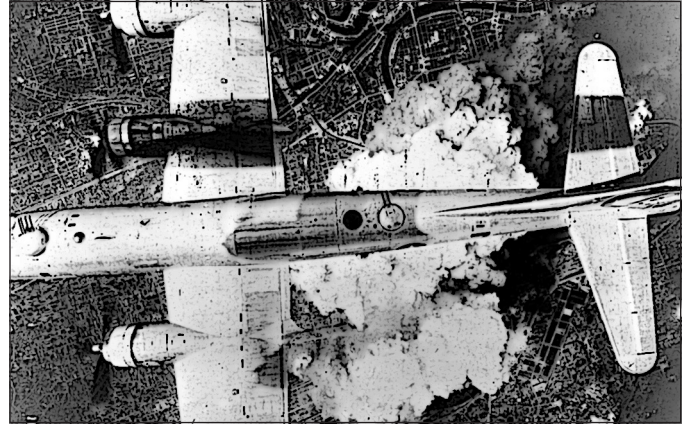


Background

Kyūshū, 20 August 1944

The logistical difficulties of striking Japan from China meant that the US Army Air Force's Operation Matterhorn could not launch more than one raid a month. Furthermore, the main island of Honshū was beyond the reach of the Chinese staging bases. Only the island of Kyūshū was comfortably in range of the B-29s.

On 20 August, four groups of American heavy bombers took off to attack the iron and steel factories at Yahata at the northern tip of Kyūshū. Detected by early warning radars, Western Air Defence Command scrambled fighters, including the 51 and 52 *Sentai*, which had been recently re-equipped with the new Ki-84 fighter.



v2.0, Scenario by Forrest Speck

Order of Battle**Raiders – American** (set up first)

*Elements of XX Bomber Command,
Twentieth Air Force*



x3



B-29 – Bombing mission
Set up one each in J14, L14, N14

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

Defenders – Japanese

Elements of 51, 52 and 59 Sentai, 1st Air Army



x2



Ki-84-Ia – Intercept mission
Set up one each in T11, V10

x1



Ki-61-I-KA1c – Intercept mission
Set up in X9

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

Map Edges *Left* - American; *Right* - Japanese

GCI Control Japanese - GCI 3

Radio Nets *Ich*i - Ki-61s and GCI

Ni - Ki-84s and GCI

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 American and Japanese squadrons.
2. American movement is 'pre-programmed'. Fly the B-29 squadrons to the right map edge, where they exit the map [9.2.1].
3. The Japanese Green marker must be assigned to a Ki-84 squadron.

Victory Conditions

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

- +11 or less Japanese Victory
- +12 to +14 Draw
- +15 or more American Victory

Aftermath

The Americans dropped 96 tons of bombs, destroying two coke ovens at the steel works. However, it came at the cost of 14 B-29s, with eight damaged by flak. The 51 and 52 *Sentai* had made a good showing for themselves, claiming one of the B-29s shot down and a further two damaged.

Background

Rabaul, New Britain, 24 December 1943

Following the construction of the Cape Torokina airfields on Bougainville, AirSols fighters were now firmly within range of Rabaul. With the next phase of Allied landings in New Britain scheduled for late December, heavy air attacks on Rabaul continued unabated. Christmas Eve saw a major heavy bomber raid planned, preceded by a large fighter sweep with Corsairs, Hellcats, and Kittyhawks.



v2.0, Scenario by Gordon Christie

Order of Battle

Defenders – Japanese

Elements of 11th Air Fleet, IJN



201 Kōkūtai (Add wing leader)

x2



A6M5a – Intercept mission
Set up wing leader in H10

204 Kōkūtai (Add wing leader)

x3



A6M5a – Intercept mission
Set up wing leader in H5

253 Kōkūtai (Add wing leader)

x3



A6M5a – Intercept mission
Set up wing leader in C3

Max Losses Squadrons 9; Flights 4
Alert All squadrons start alerted
Quality Veteran 2; Green 2; Experte 1

Raiders – Allied (set up first)

Elements of AirSols Command



VMF-223 (Add wing leader)

x2



F4U-1 – Sweep mission
Set up wing leader in T10

VF-33 (Add wing leader)

x2



F6F-3 – Sweep mission
Set up wing leader in P10

New Zealand Wing (Add wing leader)

x2



Kittyhawk Mk.IV – Sweep mission. Set up wing leader in N7

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

Map Edges *Left* - Japanese; *Right* - Allied

GCI Control Japanese - GCI 4

Radio Nets *Able* - VMF-223

Baker - VF-33

Charlie - New Zealand Wing

San - 201 Kōkūtai and GCI

Shi - 204 Kōkūtai and GCI

Go - 253 Kōkūtai and GCI

Sun Position Above

Cloud Broken in B5-G5, G8-L8, K5-P5

Split Limit A6M - 6 flights; Kittyhawk - 2 flights

Special Rules 1. All Allied squadrons and veteran Japanese squadrons have tactical flexibility [9.3.2].
2. Squadrons cannot voluntarily break [10.7.1].

3. The Allied player scores 1 VP for each undisrupted, unbroken squadron that exits the left map edge. (Flights earn no VPs for exiting.)

Victory Conditions

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

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

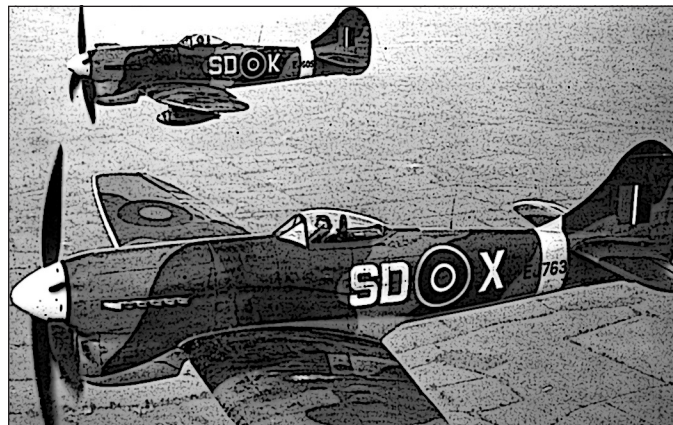
Aftermath

Though the Japanese rose to challenge the Allies, the effects of attrition affected their performance. The New Zealanders in the low slot suffered badly, losing six aircraft. However, they claimed 12 in addition to nine others claimed by the Americans.

Background

Germany, 2 March 1945

The battles of 2 March saw some of the last large-scale dogfights over Northwestern Europe. Early in the morning the Allied Second Tactical Air Force was up in strength running 'rat patrols' against jet airfields. One of these patrols had already run into a formation of jet bombers, accompanied by much of JG 27, scoring a number of victories. Shortly after, another wing of Tempests stumbled across a *Gruppe* of JG 26, conducting a formation training flight.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – Allied

Elements of 83 Group, Second Tactical Air Force



122 Wing (Add wing leader)

x2



Tempest Mk.V – Sweep mission
Set up wing leader in O11

125 Wing (Add wing leader)

x2



Spitfire F Mk.XIV – Sweep mission. Enter turn 3 at altitude 11 or less (see special rule 1)

Max Losses Squadrons 12; Flights 6
Alert No squadrons start alerted
Quality Veteran 3; Green 0; Experte 1

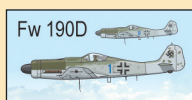
Defenders – German (set up first)

Elements of JG 26 and 27, Luftflotte Reich



II./JG 26 (Add wing leader)

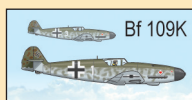
x3



Fw 190D-9 – Sweep mission
Set up one each in N6, O7, P8

JG 27 (Add wing leader)

x4



Bf 109K-4 – Sweep mission
Set up wing leader in F7

Max Losses Squadrons 9
Alert No squadrons start alerted
Quality Veteran 0; Green 5; Experte 1

Map Edges *Left* - Allied; *Right* - German

Radio Nets *Able* - 122 Wing

Baker - 125 Wing

Cäsar - II./JG 26

Dora - JG 27

Sun Position Right Upper

Cloud Wispy in A4-R4; Broken in S4-V4

- Special Rules**
1. The Spitfires entering on turn 3 are placed in formation in squares at least three squares away from all enemy squadrons, facing right or left. They sweep in the direction they face on entry.
 2. Allied squadrons have tactical flexibility [9.3.2].
 3. Assign two Allied Veteran markers to 125 Wing.
 4. Spitfires have Gyro sights [13.5.4].
 5. German squadrons cannot roll to escape [11.0], and if returning to base must exit the right map edge.
 6. German squadrons cannot carry gun pods.

7. German squadrons cannot tally in the Tally Phase of turn 1.

8. German squadrons cannot split, even through using an order [9.5.5].

9. Double the VPs the Germans score from Allied losses.

Victory Conditions

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

- +7 or less German Victory
- +8 to +10 Draw
- +11 or more Allied Victory

Aftermath

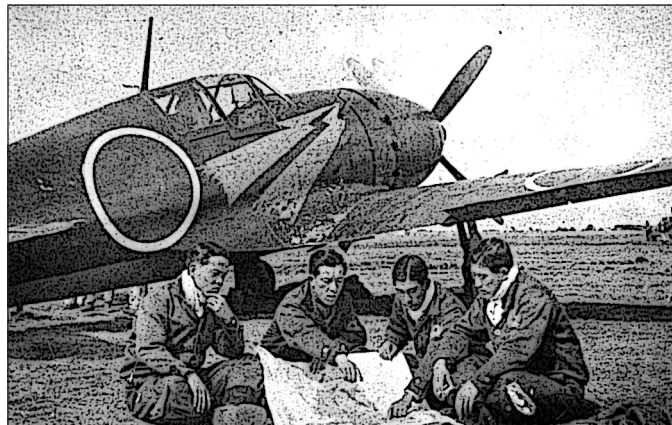
The Tempests bounced the Fw 190s, but somehow JG 26 got off lightly, with just one aircraft lost. The fight expanded, drawing in JG 27 from the earlier encounter and in turn the Spitfires of 125 Wing. The Germans had their work cut out to avoid being wiped out. By the end of the whirling fight ten Germans were claimed for two Spitfire losses.

Background

Guam, Mariana Islands, 11 June 1944

Operation Forager, the American invasion of Saipan, began with raids on 11 June, to soften up the defenders and keep the Japanese off balance. Small raids ranged across Guam, Rota, Saipan, and Tinian.

Agana field on Guam was tasked to be strafed by a force of fighters from the *Hornet* and *Belleau Wood*. No enemy aircraft were seen as the attackers arrived but the flak was heavy. Then fighters bearing the red *Hinomaru* showed up, popping out of the clouds to harry the Hellcats. Amongst them was a small group of J2M3 Raiden interceptors, making their combat debut.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – Japanese

Elements of 14th Air Fleet, IJN



x3



A6M5b – Intercept mission
Set up separately in columns A-F at altitude 4 or higher

x1



J2M3 – Intercept mission
Set-up in columns A-G at altitude 4 or higher

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

Raiders – American (set up first)

Elements of VF-2 and VF-24, USN



x3



F6F-5 – Sweep mission
Set up separately in columns P-Z at altitude 2 or less

Max Losses Squadrons 8; Flights 4
Alert No squadrons start alerted
Quality Veteran 2; Green 0; Experte 1

Map Edges *Left* - Japanese; *Right* - American

GCI Control Japanese - GCI 4

Radio Nets *Able* - F6Fs
Ni - All Japanese squadrons and GCI

Sun Position Above

Cloud Wispy in C3-R3

Surface Units Hvy Flak A in K0; Lt Flak A in L0;
Airfield in L0

Special Rules

1. Use the bombing attack rules [15.0].
2. F6F squadrons have tactical flexibility [9.3.2].
3. Japanese squadrons can set up with any facing.
4. Halve all VPs scored from bombing surface units.

Victory Conditions

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

+3 or less	Japanese Victory
+4 to +5	Draw
+6 or more	American Victory

Gameplay Advice

To win the American player will need to score VPs strafing the airfield.

Aftermath

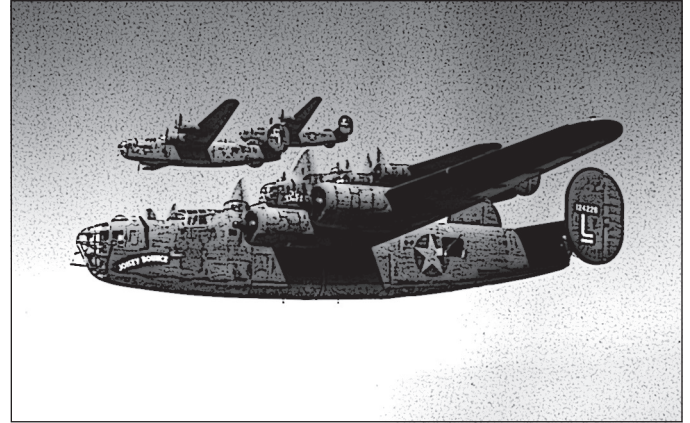
The Hellcats of VF-2 'Rippers' dealt with the Zeroes with little trouble, making extravagant victory claims that topped 20 aircraft. The squadron commander, Bill Dean, claimed three Zeroes and a Jack. He was unimpressed with the new arrival, saying that it "burned as well as a Zeke".

Background

New Guinea, 1 December 1943

On 1 December, 90th Bombardment Group took off from Port Moresby and negotiated the Owen Stanley Mountains for a high-level mission against gun emplacements at Boram airfield near Wewak. However, a weather reconnaissance flight had tipped the bombers' hand and Japanese army fighters were able to get airborne, including numbers of the formidable Ki-61.

As the 90th flew down the coastline to rendezvous with the P-47s that would escort the raid to its destination, a B-24 squadron broke away so it could run in to the target from the sea. At this point everything began to go wrong.



v2.0, Scenario by Lee Brimmicombe-Wood

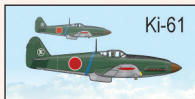
Order of Battle

Defenders – Japanese

Elements of 68, 78, 248 Sentai, 4th Air Army



x1



Ki-61-Ib – Intercept mission
Set up in O11

x1



Ki-61-Ib – Intercept mission
Set up in P10

x2



Ki-43-IIa – Intercept mission
Set up one each in I11, H10

Max Losses Squadrons 10; Flights 5

Alert All squadrons start alerted

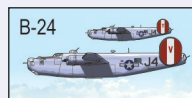
Quality Veteran 0; Green 0; Experte 0

Raiders – American (set up first)

Elements of 90th Bombardment Group and
348th Fighter Group, Fifth Air Force



x2



B-24D – Bombing mission
Set up one each in R9, S9

x2



B-24D – Bombing mission
Set up one each in I8, J8

x2



P-47D-2 – Sweep mission
Enter turn 2 in separate squares
two or more squares away from
all Japanese squadrons

Max Losses Squadrons 12

Alert No squadrons start alerted

Quality Veteran 0; Green 0; Experte 1

Map Edges *Left* - Japanese; *Right* - American

GCI Control Japanese - GCI 3

Radio Nets *Able* - P-47s

Ni - All Japanese squadrons and GCI

Sun Position Above

Cloud Wispy in F7-J7, P7-V7; Broken in W7-Z7

Surface Units Airfield in M0; Hvy Flak A in M0

Special Rules 1. Use the bombing attack rules [15.0].
2. P-47 squadrons can set up facing right or left.

Victory Conditions

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

+12 or less Japanese Victory

+13 to +17 Draw

+18 or more American Victory

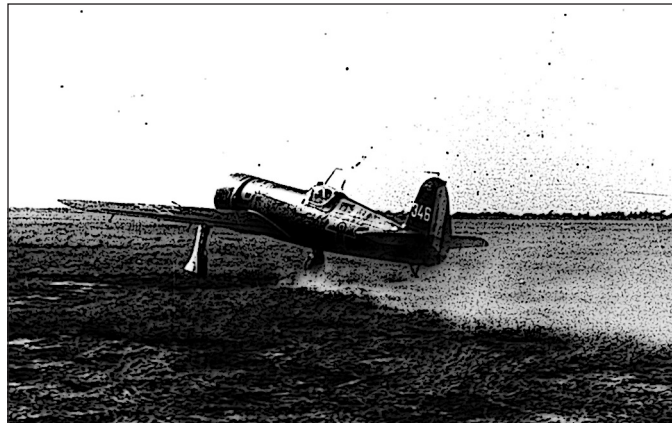
Aftermath

The American plan was for the two groups of bombers to criss-cross over the target at around the same time while the P-47s provided cover. However, the fighters arrived too high and communications failed so that the bombers approached the target separately. The Japanese took the opportunity to attack and around 20 Ki-43s and 14 Ki-61s pounced, claiming three of the Liberators and a couple of P-47s.

Background

Bessarabia, Romania, August 1944

During the summer of 1944 the Romanian army was forced back through Bessarabia by the Red Army. In late August Soviet 2nd and 3rd Ukrainian Fronts launched an attack across the Dnestr river, supported by 5th and 17th Aviation Armies. Large formations of *Sturmoviks* attacked artillery and troop concentrations while bombers attacked reserves in the rear. Fighter squadrons of the *Forțele Aeriene Române* (FAR) provided what cover they could to the retreating troops.






v2.0, Scenario by Andrew Brazier

Order of Battle

Defenders – Romanian

Elements of Grupurile 2 and 9, Luftflotte 4






x1		Bf 109G-4 – Intercept mission Set up in F6
x1		IAR.81C – Intercept mission Set up in E3
x1		IAR.81C – Intercept mission Set up in C3

Max Losses Squadrons 9; Flights 4
Alert All squadrons start alerted
Quality Veteran 2; Green 0; Experte 1

Raiders – Soviet (set up first)

Elements of 5th Aviation Army, VVS



x1		La-5FN – Sweep mission Set up in Q4
x2		Yak-9 – Escort mission
x3		IL-2M – Strafing mission Set up one each in T2, U2, V2

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

Map Edges *Left* - Romanian; *Right* - Soviet

GCI Control Romanian - GCI 4

Radio Nets *Ana* - All Romanian squadrons and GCI

Boris - La-5s

Dmitry - Yak-9s

Sun Position Left Upper

Cloud Broken in C4-H4, P7-S7

Surface Units Troops in I0; Trucks in I0; Lt Flak A in H0, J0

Special Rules

1. Use the bombing attack rules [15.0].
2. Romanian squadrons have tactical flexibility [9.3.2].
3. One IL-2 squadron carries an ATGR load; the others carry bomb loads [15.1].

Victory Conditions

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

+14 or less Romanian Victory
 +15 to +17 Draw
 +18 or more Soviet Victory

Aftermath

The Romanian fighter arm, the famed *Vânătoare* (hunters), could do little to stem the Red tide. Soviet air strikes suppressed the fire support for the Axis front line, then prevented the defenders from retreating. As the Soviets advanced into Romanian territory national resistance completely collapsed. On 23 August, Romania's King Mihai, along with the army and opposition politicians, deposed the Antonescu dictatorship and switched sides, declaring war on Germany.

Background

Norway, 9 February 1945

The Germans depended on iron ore transported from Narvik along the Norwegian coast. Aware of the importance of the ore trade, RAF Coastal Command transferred two strike wings to Banff and Dallachy in northeastern Scotland where they launched attacks on the Norwegian coastal shipping routes.

After weeks of poor weather preventing flying operations, reconnaissance Beaufighters from Dallachy found a group of German ships in a fjord north of Bergen. The Dallachy Wing, escorted by Mustangs of 65 Squadron, was ordered to attack this high-priority target. In response, fighters of 10. and 12. *Staffeln*, JG 5 scrambled to intercept.



v2.0, Scenario by Gordon Christie

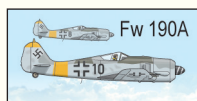
Order of Battle

Defenders – German

Elements of JG 5, *Kommandierender General der Deutschen Luftwaffe in Norwegen*



x2



Fw 190A-8 – Intercept mission
Set up in columns A-P at altitude 2

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

Raiders – Allied (set up first)

Elements of 404 (RCAF), 455 (RAAF), 144 and 65 Squadrons, 18 Group RAF



x3



Beaufighter TF Mk.X – Strafing mission. Set up one each in S0, T0, U0

x1



Mustang Mk.III – Escort mission
Set up in S1

Max Losses Squadrons 12; Flights 6
Alert No squadrons start alerted
Quality Veteran 3; Green 0; Experte 0

Map Edges *Left* - German; *Right* - Allied

GCI Control German - GCI 4

Radio Nets *Able* - All Allied squadrons

Berta - Fw 190s and GCI

Sun Position Right Horizon

Cloud Broken in D2-P2; Dense in Q2-W2

Surface Units Lt Flak B in K0, L0; PG 1 in J0;
DD 4 (Z-33) in I0

- Special Rules**
1. Use the bombing attack rules [15.0].
 2. Beaufighters carry ATGR loads [15.1].
 3. Veteran Mustang and Trained Fw 190 squadrons have tactical flexibility [9.3.2].
 4. Double the VPs earned for damage on DD 4.
 5. The raiders had to attack through a bottleneck in the fjord to get to their targets. When rolling on the Flak Attack Table, double the Direct Fire dice modifier for bomb aiming [15.3] from +1 to +2.
 6. Fw 190s cannot carry gun pods.
 7. Mustangs have Gyro sights [13.5.4].

Victory Conditions

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

+2 or less	German Victory
+3 to +5	Draw
+6 or more	Allied Victory

Aftermath

Though the escorts managed to hold off the German fighters, the attacking Beaufighters suffered from intense light flak as they threaded their way down the fjord. Destroyer Z-33 was moored in an inaccessible position, and the attack against it lost seven aircraft. Five German fighters were shot down in air combat for the loss of a single Mustang and two additional Beaufighters. The destroyer was only slightly damaged. Following this bloody engagement, soon dubbed 'Black Friday', targeting priorities for the strike wings were changed.

Design Notes

The destroyer is dead in the water; however, it is also protected by being moored close to rock. For this reason it retains its printed defence modifier.

Background

Normandy, France, 6 June 1944

On D-Day the Allies flew over 14,000 sorties, providing saturation coverage of the Normandy skies. So few Allied pilots encountered enemy fighters or bombers that the story that the Luftwaffe was absent from D-Day, save for token attacks against the beaches, passed into folklore.

However, the Germans put up more than 300 sorties that day, including a dozen serious attacks on the Allied air umbrella. The first of these came around noon when a force from JG 2, comprising two *Gruppen* led by *Hauptmann* Kurt Böhlingen, encountered Allied strike aircraft south of Caen.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – German

Elements of Jagdgeschwader 2, Luftflotte 3



I. and III./JG 2 (Add wing leader; see special rule 7)

x3



Fw 190A-4 – Sweep mission
Set up separately in columns K-L
at altitude 3 or higher

x1



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

Raiders – Allied (set up first)

Elements of 365th Fighter Group, Ninth Air Force and 183 Squadron, Second Tactical Air Force



x2



P-47D-25 – Strafing mission
Set up separately in columns K-L
at altitude 2 or less

x1



Typhoon Mk.IB – Strafing mission
Set up in W1

Max Losses Squadrons 8
Alert No squadrons start alerted
Quality Veteran 0; Green 0; Experte 0

Map Edges *Left* - Allied; *Right* - German

GCI Control None

Radio Nets *Anna* - I. and III./JG 2

Baker - Typhoons

Charlie - P-47s

Sun Position Above

Cloud Dense in A5-Z5, A6-Z6

Surface Units Tanks in N0; Trucks in P0

Split Limit Fw 190 - 2 flights

Special Rules 1. Use the bombing attack rules [15.0].

2. Fw 190s sweep towards the German map edge and will exit that edge.

3. P-47s carry bomb loads and Typhoons carry ATGR loads [15.1].

4. P-47s are operating at their fuel limits [13.3].

5. P-47s may only bomb the Tanks unit.

6. When making ATGR attacks the Typhoons must attack or enter the target square from the left-hand column (i.e. column M for the Tanks and column O for the trucks).

7. The Fw 190 flight must be assigned one Experte as the wing leader.

8. Halve all VPs scored from bombing surface units (when halving a target's VPs, round factions up).

Victory Conditions

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

+0 or less	German Victory
+1 to +2	Draw
+3 or more	Allied Victory

Aftermath

Böhlingen's fighters fell on the P-47s, scattering them. Böhlingen scored his 98th victory while another member of his *Gruppe* shot down a second P-47. The rest of the Americans escaped. Shortly after, the Germans spotted Typhoons attacking a road convoy of *12. SS-Panzer-Division*. The Typhoons scored a dozen hits on the vehicles before they were bounced by *Hauptmann* Herbert Huppertz of III./JG 2. Huppertz claimed two Typhoons out of the three shot down, bringing his personal score to 66. The entire action cost the Germans just a single fighter.

Background

The Black Sea, 4 May 1944

Although Hitler had forbidden the evacuation of Sevastopol, convoys plied the waters between Romania and the besieged city in an effort the Romanian Navy named 'Operation 60,000'. They carried supplies in and took away 'expendable men' (mostly wounded, non-essential German personnel, and the Romanian army).

In late April, poor weather had limited the Black Sea Fleet's attacks on the steamers, but on 3 May the weather cleared and Soviet bombers could attack the convoys again. The next morning, the Luftwaffe put on a maximum effort to stop the attacks, hurling most of a *Gruppe* at the attackers and their escorts.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

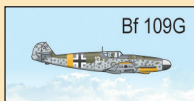
Defenders – German

Elements of Jagdgeschwader 52, Luftflotte 4



II./JG 52 (Add wing leader)

x4



Bf 109G-6 – Intercept mission
Set up in separately in columns
A-P at altitude 5 or higher

Max Losses Flights 4
Alert All flights start alerted
Quality Veteran 3; Green 0; Experte 3

Raiders – Soviet (set up first)

Elements of 8 GShAP, 47 ShAP and 6 GIAP, VVS-ChF



x3



IL-2M – Bombing mission
Set up one each in R1, S1, T1

x3



Yak-9D – Escort mission
Set up in or adjacent to the IL-2s' squares

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

Map Edges *Left* - German; *Right* - Soviet

GCI Control German - GCI 4

Radio Nets *Anton* - II./JG 52 and GCI
Boris - Yak-9s

Sun Position Right Horizon

Cloud Wispy in K4-V4

Surface Units Aux 2 in K0, L0

Special Rules 1. Use the bombing attack rules [15.0].
2. Only one Bf 109 flight may carry gun pods.

Victory Conditions

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

+0 or less Soviet Victory
+1 to +3 Draw
+4 or more German Victory

Aftermath

The Bf 109s of JG 52 jumped on the raid and the fight rapidly descended to sea level. Three German aces claimed double kills in the battle and the Soviet airmen were so rattled that they only scored a hit on a motor lighter.

Design Notes

The convoy comprises numerous small vessels which are represented by two Aux 2 counters for game purposes.

Background

Okinawa, Ryūkyū Islands, 9 May 1945

The British Pacific Fleet was operating in support of the invasion of Okinawa. Japanese snoopers had been tracking the fleet all day and late in the afternoon a number of bogeys were detected coming in from the west. These were clearly suicide attackers and Seafires were directed to intercept.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle**Raiders – Japanese** (set up first)

Elements of Imperial Japanese Navy



D4Y4 – Bombing mission
Set up one each in F3, G3



A6M5b – Bombing mission
Set up one each in Y2, Z2



A6M5b – Escort mission

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

Defenders – British

Elements of 801 Squadron, British Pacific Fleet



Seafire LF Mk.III – Intercept mission. Set up in J4



Seafire LF Mk.III – CAP mission
Set up in L8

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

Map Edges *Left* - Japanese; *Right* - British

GCI Control British - GCI 5

Radio Nets *Able* - Seafires and GCI

Sun Position Left Upper

Cloud Wispy in E4-Q4

Haze Altitude 4 or less

Surface Units BB 2 (*Howe*) in K0; CV 6 (*Victorious*) in L0;
CV 6 (*Formidable*) in M0

Special Rules

1. Use the bombing attack rules [15.0].
2. Japanese bombing flights are kamikaze units [15.5.3].
3. The British player scores no VPs for Japanese losses.
4. The Japanese escort A6Ms can set up facing right or left as appropriate for the flights they are escorting.

Victory Conditions

At game end total the Japanese VPs (only) to see who wins:

+2 or less	British Victory
+3 to +5	Draw
+6 or more	Japanese Victory

Aftermath

The Seafires succeeded only partially in intercepting the incoming raiders. The anti-aircraft fire was enormous, but did not prevent the kamikazes hitting both carriers. Here, the carriers' armoured flight decks proved their worth as the bombs failed to penetrate. The captain of the *Victorious* would later express the view that the suicide attacks were far from wasteful and that they were "a first-class show, from the enemy's point of view".

Background

Bougainville, Solomon Islands, 1 November 1943

The Fifth Air Force raids on Rabaul concentrated on bomber airfields and had significantly weakened the Japanese offensive air contingent. Combined Fleet sent the air groups of *Shōkaku*, *Zuikaku*, and *Zuihō* to Rabaul on 1 November to reinforce the battered elements of 11th Air Fleet. The US landings at Cape Torokina caught the Japanese navy before it was were fully organised. It could only scare up a squadron of D4Ys for the attack on the invasion force.

AirSols had anticipated heavy strikes against the invasion fleet and a strong, well-directed CAP was up and waiting.



v2.0, Scenario by Gordon Christie

Order of Battle

Raiders – Japanese (set up first)

Elements of 11th Air Fleet, IJN



Shōkaku Air Group (Add wing leader)

x3



A6M5a – Sweep mission
Set up wing leader in I9

x3



A6M5a – Escort mission

x1



D4Y1 – Bombing mission
Set up in C8

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

Defenders – Allied

Elements of VF-17, 338th Fighter Squadron and 18 (RNZAF) Squadron, AirSols Command



x1



Kittyhawk Mk.IV – Intercept mission.
Set up in Q11

x1



F4U-1 – Intercept mission
Set up in R11

338th Fighter Squadron (Add wing leader)

x2



P-38F – Intercept mission
Set up wing leader in T15

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

Map Edges *Left* - Allied; *Right* - Japanese

GCI Control Allied - GCI 3

Radio Nets *Able* - Kittyhawks, F4Us, and GCI
Baker - 338th Fighter Squadron and GCI
San - *Shōkaku* Air Group
Shi - D4Ys and escort A6Ms

Sun Position Left Horizon

Cloud Wispy in K13-V13; Broken in G5-J5, O10-R10

Split Limit P-38 - 2 flights

Surface Units DD 5 in R0, S0, T0; Aux 3 in R0, T0

Special Rules

1. Use the bombing attack rules [15.0].
2. Heavy flak has improved fire direction and proximity fuses [14.2.7].
3. The first D4Y cohesion roll of the game benefits from an additional +2 modifier.
4. The *Shōkaku* Air Group cannot split squadrons through wing leader orders [9.5.5].

5. Japanese units must exit the right edge of the map.

Victory Conditions

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

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

Aftermath

The CAP over Empress Augusta Bay had the advantages of experience, altitude, and expert fighter direction, together with powerful flak. In this attack, and another later in the day, the Japanese lost 31 aircraft for only one Allied loss, without inflicting any significant damage on the invasion force.

Background

Romania, 30 May 1944

Despite a troublesome reputation in US service, the P-39 Airacobra proved an effective fighter in the hands of Soviet pilots. The aircraft performed well in low-altitude fighting and five of the ten highest-scoring Soviet aces scored the majority of their victories in the type.

One of these was Alexandr Pokryshkin (59 victories), who had made his name in the Kuban fighting and was a major force as a tactical innovator in the Soviet air forces. In the last two years of war Pokryshkin was forbidden to fly missions, as he was too valuable an asset to lose. However, he occasionally bucked the rules and in May 1944 he led his old Guards regiment, 16 GIAP, into battle over Romania.





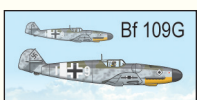


v2.0, Scenario by Andy Parsons

Order of Battle

Raiders – Axis (set up first)

Elements of Luftflotte 4



x2		Ju 87D-1 – Bombing mission Set up one each in G5, H5
x1		IAR.81C – Escort mission Set up escorting the Ju 87Ds
x1		Bf 109G-6 – Sweep mission Set up in K8
x2		Fw 190F-3 – Strafing mission Set up one each in J1, K1
x1		Fw 190A-4 – Escort mission Set up escorting the Fw 190Fs


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

Defenders – Soviet

Elements of 9 GIAD, 8th Aviation Army



16 GIAP (Add wing leader)

x3		P-39Q – Intercept mission Set up wing leader in columns Q-U at altitude 9 or less. Set up second squadron one square above and to the right of wing leader and third squadron one square above and to the right of the second.
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Max Losses	Squadrons 10; Flights 5
Alert	All squadrons start alerted
Quality	Veteran 2; Green 0; Experte 2

4. After air combat Fw 190Fs *must* tally enemies and jettison their bomb loads. (Ignore the clause of rule 15.2.4 that permits fighter-bombers to refuse to tally so as to retain their bomb loads.)

Map Edges Left - Axis; Right - Soviet

GCI Control Soviet - GCI 4

Radio Nets Ana - IAR.81s

Berta - Bf 109s

Cäsar - All Fw 190s

Dmitry - P-39s and GCI

Sun Position Above

Cloud Wispy in G4-N4, K5-N5, O7-Z7

Split Limit P-39 - 4 flights

Surface Units Tanks in R0, S0; Lt Flak A in S0

- Special Rules**
1. Use the bombing attack rules [15.0].
 2. All veteran squadrons have tactical flexibility.
 3. Fw 190Fs cannot be assigned gun pods.

Gameplay Advice

The Axis player should consider his options for the Fw 190Fs, such as whether they should climb to mount steep-angle or glide-bombing attacks, or descend to altitude 0 for level-bombing attacks.

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 +4	Draw
+5 or more	Axis Victory

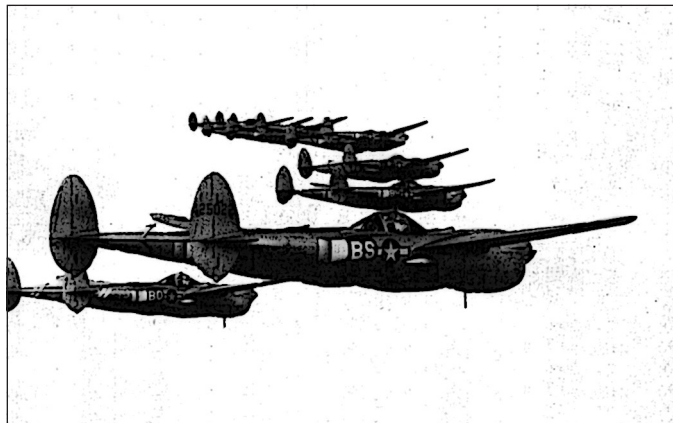
Aftermath

Pokryshkin's Airacobras downed five Stukas and four fighters for no loss. Over the coming weeks the Soviets took a heavy toll on the Axis units trying to provide support to the beleaguered German and Romanian ground forces.

Background

Romania, 10 June 1944

Despite 30% losses during low-level B-24 raids on Ploesti the previous year, US Fifteenth Air Force planners devised a new low-altitude strike against the Romania Americana oil refinery. This time they would bomb with P-38s, relying on the speed of the Lightnings to achieve surprise.



v2.0, Scenario by Andrew Brazier

Order of Battle

Defenders – Axis

Elements of Grupurile 6 and 7, FAR
and II./JG 52, Luftflotte 4



x2



IAR.81C – Intercept mission
Set up in columns R-Z at altitude 9 or less

x2



IAR.81C – Intercept mission
Enter turn 7 at least two squares from any American squadron

x2



Bf 109G-6 – Intercept mission
Enter turn 7 at least two squares from any American squadron

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

Raiders – American (set up first)

Elements of 306th Fighter Wing, Fifteenth Air Force



x2



P-38J – Sweep mission
Set up one each in T2, V1

x4



P-38J – Bombing mission
Enter turn 2 in Z2 in trail

x2



P-38J – Escort mission
Enter turn 2, escorting the bombers

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

Map Edges *Left* - Axis; *Right* - American

GCI Control Axis - GCI 4

Radio Nets *Able* - P-38s that set up with Sweep mission

Baker - P-38s that enter on turn 2

Cäsar - Bf 109s and GCI

Dumitru - IAR.81s and GCI

Sun Position Right Upper

Cloud Wispy in D5-J5, N7-U7

Surface Units Factory in M0; Lt Flak B in N0;

Hvy Flak C in N0

Special Rules 1. Use the bombing attack rules [15.0].

2. The squadrons originally marked as bombers must exit the left map edge. Award the American player 10 VPs if at least one of these squadrons exits the left map edge undisrupted and unbroken.

3. Bombing P-38s must carry bomb loads [15.1], not any other load, such as ATGR.

4. Escort and sweep P-38s carry drop tanks [13.2].

5. Axis squadrons can set up facing right or left.

Victory Conditions

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

+5.5 or less Axis Victory

+6 to +8.5 Draw

+9 or more American Victory

Aftermath

The American plan was flawed. The Axis air defences detected the raid early. Part of the escort missed a waypoint and were bounced by Romanian fighters over their home airfield. The main force was harried by IAR.81s on the final approach to the target. The interceptors drew off as the bombers entered the intense flak barrage, suffering heavy losses. Then more Axis fighters tormented them on egress. Damage to the refinery was minimal and P-38 losses were around 30%. Low-level attacks on Ploesti were not repeated.

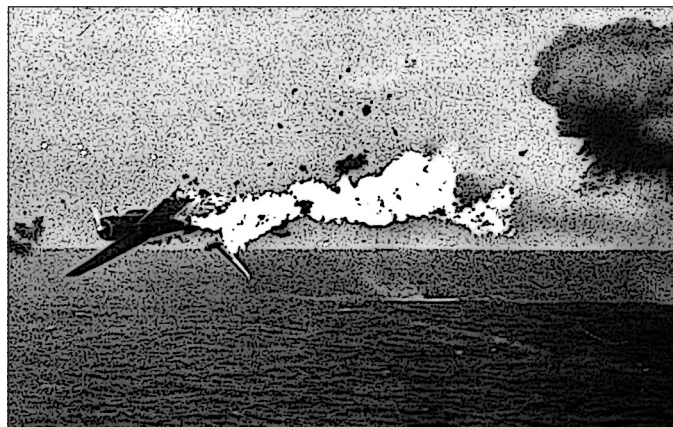
Background and Aftermath

Okinawa, Ryūkyū Islands, 11 May 1945

To protect the carriers supporting the invasion of Okinawa, picket ships provided radar warning of the approach of any kamikazes. Inevitably, the pickets themselves came under attack.

On the morning of 11 May destroyers *USS Hugh W. Hadley* and *USS Evans* found themselves under attack by Japanese army and navy aircraft. *Hadley* vectored the Corsair CAP towards the raiders.

In an epic battle lasting over an hour, with guns firing almost constantly, *Hadley* and *Evans* beat off the attacks. They took several hits, but managed to keep on fighting in one of the most celebrated destroyer actions of the war.



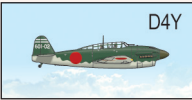
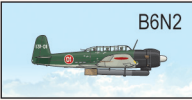



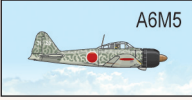

v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – Japanese (set up first)

Elements of IJN and 6th Air Army




x2		D4Y4 – Bombing mission Set up one each in B7, C7
x1		B6N2 – Bombing mission Enter turn 2 (see special rule 4)
x1		Ki-61-I-KAIc – Bombing mission Enter turn 3 (see special rule 4)
x1		A6M5b – Bombing mission Enter turn 4 (see special rule 4)
x2		B6N2 – Bombing mission Enter turn 5, in trail (see special rule 4)
x1		A6M5b – Bombing mission Enter turn 6 (see special rule 4)
x1		Ki-61-I-KAIc – Bombing mission Enter turn 7 (see special rule 4)

Max Losses	Flights – See special rule 3
Alert	Not applicable
Quality	Veteran 0; Green 5; Experte 0

Defenders – American

Elements of VF-85, USN and VMF-343, USMC



x3		F4U-1 – CAP mission Set up one each in L4, M4, N5
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Max Losses	Flights 4
Alert	All flights start alerted
Quality	Veteran 2; Green 0; Experte 1

- Special Rules**
1. Use the bombing attack rules [15.0].
 2. Green Japanese flights are kamikazes [15.5.3].
 3. Roll a die when each Japanese flight sets up. This is that flight's Max Losses for the scenario.
 4. Flights entering after turn 1 roll a die: on a 1-3 they enter on the right map edge, on a 4-6 on the left, facing the direction opposite their entry map edge.
Roll a second die to determine their altitude: on a 1-2 altitude 1, on a 3-4 altitude 2, on a 5-6 altitude 3.
 5. The American player scores no VPs for kamikaze losses.
 6. Heavy flak has improved fire direction and proximity fuses [14.2.7].
 7. The DD units suffer flak suppression [14.1.2] only when crippled.

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

Map Edges *Left* - Japanese; *Right* - American

GCI Control American - GCI 2

Radio Nets *Able* - F4Us and GCI

Sun Position Right Horizon

Cloud Wispy in J2-M2; Broken in D2-G2, P2-S2, V2-Y2

Surface Units DD 5 (*Hadley*) in L0; DD 5 (*Evans*) in N0; Aux 2 in O0

Background

Japan, 19 March 1945

The priority of USN Task Force 58 was to disrupt those units that could interfere with the forthcoming invasion of Okinawa. On 19 March, TF 58 launched major raids on the naval base at Kure, some of which were aimed at neutralising airfields near the base.

At Kure, the Imperial Navy's 343 *Kōkūtai* had recently been formed with the new N1K2 fighter, flown by some of the navy's most experienced pilots. With good warning the Japanese were able to get into position to engage the USN. A layer of cloud had forced many of the strikes down to low altitudes. As the Americans arrived over Kure a number of running battles broke out.

Order of Battle



v2.0, Scenario by Gordon Christie

Raiders – American (set up first)

Elements of VBF-17, VF-84, VBF-10, VB-84 and VMF-221, USN



VBF-17 (Add wing leader)

x2



F6F-5 – Sweep mission
Set up wing leader in U6

x2



F6F-5 – Bombing mission
Set up one each in A2, B2

x2



F4U-1 – Sweep mission
Enter turn 1 on right map edge at altitude 8 or less

x2



SB2C-3 – Bombing mission
Enter turn 2 on right map edge at altitude 6 or less

Max Losses Squadrons 8; Flights 4

Alert No squadrons start alerted

Quality Veteran 5; Green 0; Experte 2

Defenders – Japanese

Elements of 343rd *Kōkūtai*, 3rd Air Fleet



Main Air Group (Add wing leader)

x3



N1K2-J – Intercept mission
Set up wing leader in N6

x3



N1K2-J – Intercept mission
Set up one each in F5, G6, I8

Max Losses Squadrons 9; Flights 4

Alert All squadrons start alerted

Quality Veteran 1; Green 1; Experte 3

Map Edges *Left* - Japanese; *Right* - American

GCI Control Japanese - GCI 4

Radio Nets *Able* - VBF-17

Baker - Bombing F6Fs

Charlie - F4Us

Shi - Main Air Group and GCI

Go - Other N1Ks and GCI

Sun Position Left Upper

Cloud Broken in A8-F8, I5-N5, M9-R9

Split Limit N1K2, F6F - 4 flights each; F4U - 2 flights

Surface Units Airfield in G0; Lt Flak A in G0;
Hvy Flak A in N0; Port in O0; BB 1 in O0

- Special Rules**
1. Use the bombing attack rules [15.0].
 2. Bombing F6F-5s carry ATGR loads [15.1].
 3. BB 1 is dead in the water [14.1.3].
 4. N1K squadrons can set up facing right or left.
 5. American squadrons and veteran N1K squadron have tactical flexibility [9.3.2].

Victory Conditions

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

+10 or less Japanese Victory

+11 to +14 Draw

+15 or more American Victory

Aftermath

A series of actions unfolded over Kure. Several USN squadrons were sucked into a melee over the approaches to the base. 343 *Kōkūtai* fought several dogfights, inflicting at least seven kills, with many others badly damaged. The cost was high, with 15 aircraft and 13 pilots lost. Despite its best efforts, air superiority over the Home Islands was slipping from the IJN's grasp.

Background

Germany, February 1944

As American long-range raids on the Reich began to feel the benefits of the P-51 Mustang escort, the Germans were forced to respond. It became increasingly important for 'light' fighters, such as the Bf 109, to tie up the escorts on the long run-in to the target. This would allow 'heavy' fighter forces—a mixture of twin-engined and up-gunned single-engined types—a pop at the bombers.

Where possible, combat units were formed over beacons at their operational height and then led to the enemy by ground controllers. Twin-engined nightfighters were also, in desperation, thrown into the fight.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – American (set up first)

Elements of Eighth Air Force



x4



B-17G – Bombing mission
Set up two each in B13, B14

x2



P-51B – Escort mission

Forward Sweep (Add wing leader)

x2



P-51B – Sweep mission
Set up wing leader in F14

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

Map Edges *Left* - American; *Right* - German

GCI Control German - GCI 3

Radio Nets *Able* - B-17s and escort P-51s

Baker - Forward Sweep

Cäsar - JG 1 and GCI

Dora - JG 11 and GCI

Emil - Bf 110s and GCI

Sun Position Above

Cloud Wispy in N16-S16, N11-W11

Contrails Altitude 17

Split Limit Bf 109 - 4 flights; P-51, Fw 190 - 2 flights each

Special Rules 1. JG 11 squadrons all carry gun pods [13.5.6]; no other squadrons carry gun pods.
2. P-51s carry drop tanks [13.2].
3. P-51 squadrons have tactical flexibility [9.3.2].

Defenders – German

Elements of 2. and 3. Jagd-Divisionen, Luftflotte Reich



JG 1 (Add wing leader)

x4



Bf109G-6 – Intercept mission
Set up wing leader in K14

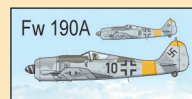
JG 11 (Add wing leader)

x1

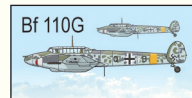


Bf 109G-6, Fw 190A-8 – Intercept mission. Set up wing leader in S13

x2



x1



Bf 110G-2 – Intercept mission Set up in columns U-Z at altitude 12

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

Victory Conditions

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

+16.5 or less German Victory
+17 to +20.5 Draw
+21 or more American Victory

Aftermath

The Luftwaffe, already weakened by losses and being pulled between the needs for Reich defence and the Eastern Front, found superiority over the American escorts hard to achieve. Casualties rose and morale plunged.

Background

Ukraine, 14 July 1944

The attack of 1st Ukrainian Front towards Lviv began to the south of *XIII. Armeekorps*. Resistance forced the Red Army to shift the attack further south, against *1. Panzerarmee's* 349. and 357. *Infanterie-Divisionen*. It was supported by the *Sturmoviks* of 2 GshAK and the bombers of 4 BAK, which concentrated their attacks on German defences in an effort to force a major breakthrough south of the town of Brody. Sensing danger, *VIII. Fliegerkorps* sent up large numbers of fighters to try and stem the tide.



v2.0, Scenario by Lee Brimmicombe-Wood

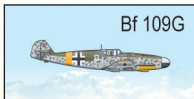
Order of Battle

Defenders – German

Elements of *VIII. Fliegerkorps, Luftflotte 6*

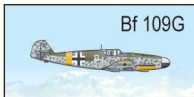


x2



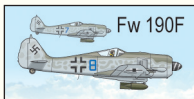
Bf 109G-6 – CAP mission
Set up two squares apart in columns K-M, at altitude 6 or less

x2



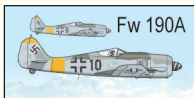
Bf 109G-6 – Intercept mission
Set up separately in columns A-D at altitude 6 or less

x2



Fw 190F-8 – Strafing mission
Enter turn 1 on the left map edge at altitude 3 or less

x1



Fw 190A-8 – Intercept mission
Enter turn 2 in columns A-D

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

Map Edges *Left* - German; *Right* - Soviet

GCI Control German - GCI 3

Radio Nets *Anton* - All German squadrons and GCI
Boris - Yak-9s
Dmitry - La-5s

Sun Position Right Upper

Cloud Wispy in L2-O2

Surface Units **German:** Artillery in J0, K0; Bunker in L0; Hvy Flak A in J0; Lt Flak A in K0
Soviet: Troops in P0, Q0

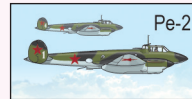
Special Rules 1. Use the bombing attack rules [15.0].
2. The Fw 190A squadron has tactical flexibility [9.3.2].
3. Bf 109 CAP flights can set up facing right or left.

Raiders – Soviet (set up first)

Elements of *2nd Aviation Army, VVS*



x2



Pe-2 – Bombing mission
Set up one each in F4, G4

x1



Yak-9 – Escort mission
Escorting the Pe-2s

x3



IL-2M – Bombing mission
Set up one each in U2, V2, W2

x2



Yak-9 – Escort mission
Escorting the IL-2Ms

x2



La-5FN – Sweep mission
Set up one each in Q6, S4

Max Losses Squadrons 12; Flights 6
Alert No squadrons start alerted
Quality Veteran 2; Green 1; Experte 1

4. The Soviet player must assign the Veteran markers to the La-5 flights.

Victory Conditions

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

+0 or less German Victory
+1 to +3 Draw
+4 or more Soviet Victory

Aftermath

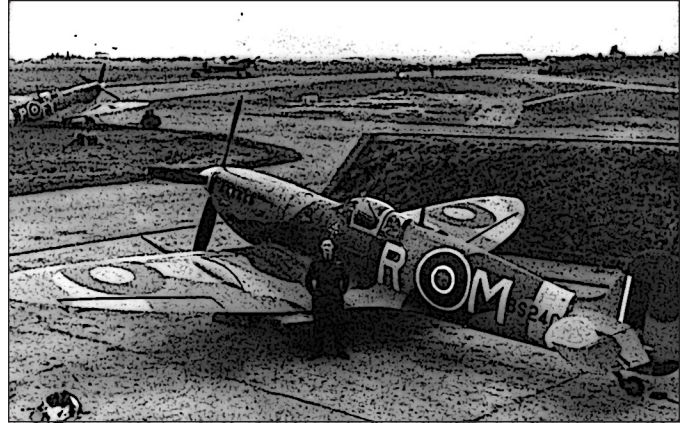
Large air combats blossomed over the battlefield. The Luftwaffe claimed many Soviet aircraft shot down, but the German ground defences were smashed, allowing 60th Army to surge forward while 349. *Infanterie-Division* fell back in disarray.

Background

Northern France, 4 September 1943

As the Allied air forces gained strength in Northwestern Europe, the air war increased in intensity. In contrast to the previous Circus operations, raids began to be escorted by larger numbers of well-trained Spitfire squadrons operating in smaller, more flexible wings. They met the *Kanalgeschwadern* on even or better terms. The Germans were now firmly on the defensive and increasingly outclassed.

On 4 September five big operations were launched. In the afternoon, Operation Ramrod 5-31 set out against marshalling yards in France. It was opposed by fighters from three *Geschwadern*, which had scrambled in strength.



v2.0, Scenario by Gordon Christie

Order of Battle

Raiders – Allied (set up first)

Elements of 11 Group RAF and 3rd Bomb Wing, Eighth Air Force



x3



B-26C – Bombing mission
Set up in one each A8, B8, C8

x2



Spitfire F Mk.IX – Escort mission

Target Support (Add wing leader)

x2



Spitfire F Mk.IX – Sweep mission
Set up wing leader in L13

High Cover (Add wing leader)

x2



Spitfire F Mk.IX – Sweep mission
Set up one each in G11, H11

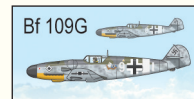
Max Losses Squadrons 12; Flights 6
Alert No squadrons start alerted
Quality Veteran 3; Green 0; Experte 1

Defenders – German

Elements of JG 1, JG 2 and JG 26, Luftflotte 3



x1



Bf 109G-6 – Intercept mission
Set up in R16

JG 2 (Add wing leader)

x2



Fw 190A-4 – Intercept mission
Set up wing leader in U11

JG 26 (Add wing leader)

x2



Fw 190A-4 – Intercept mission
Set up wing leader in X7

Max Losses Squadrons 12; Flights 6
Alert All squadrons start alerted
Quality Veteran 3; Green 0; Experte 2

- Special Rules**
1. Use the bombing attack rules [15.0].
 2. Bombers must use level-bombing and cannot change altitude before commencing their profile. Do not roll bombing attacks. Instead, each squadron inflicts 2 bomb hits if it is unbroken when it bombs, 1 bomb hit if disrupted, and 0 if broken.
 3. Fighters cannot strafe.

Victory Conditions

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

+5 or less	German Victory
+6 to +7	Draw
+8 or more	Allied Victory

Aftermath

The escorts kept the Luftwaffe away from the bombers. Seven German fighters were knocked down and several more damaged. The improvement in Allied performance was marked.

Map Edges *Left* - Allied; *Right* - German
GCI Control German - GCI 4
Radio Nets *Able* - B-26s and escort Spitfires
Baker, Charlie - Each Allied wing has a separate radio net
Emil - Bf 109s and GCI
Friedrich, Gustav - Each German wing has a separate radio net, shared with GCI
Sun Position Above
Cloud Broken in F7-I7, K10-O10, L6-P6;
Wispy in D14-G14, N12-W12, S9-X9
Split Limit Spitfire - 4 flights; Fw 190 - 6 flights
Surface Units Factory in T0

Background

Italy, 18 March 1944

The Italian Social Republic was born in the chaos following Marshal Badoglio's armistice declaration. Elite pilots from the Regia Aeronautica defected to the Social Republic, many because of their distaste for Badoglio's betrayal. A new air force, the Aeronautica Nazionale Repubblicana (ANR) emerged to fight alongside the Luftwaffe. The fighter unit 1° Gruppo Caccia 'Asso di Bastoni' (Ace of Clubs) made an impact from its first appearance in January 1944, and soon began to attract the attention of the Allies. On 18 March major raids were launched against airfields in the Friuli area. A large contingent from 1° Gruppo and JG 77 came up in defence.




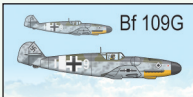



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – Axis

Elements of 1° Gruppo ANR and JG 77







- | | | |
|-----------|---|---|
| x2 |  | MC.205V – Intercept mission
Set up separately in columns B-D at altitude 14 or less |
| x1 |  | Bf 109G-6 – Intercept mission
Set up in A15 |
| x1 |  | MC.205V – Intercept mission
Set up in columns R-Z at altitude 15 or less |
| x1 |  | MC.205V – Intercept mission
Set up in S15 |
| x1 |  | Bf 109G-6 – Intercept mission
Set up in columns M-Z at altitude 10 or less |

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

Raiders – American (set up first)

Elements of Fifteenth Air Force



- | | | |
|-----------|--|---|
| x4 |  | B-24H – Bombing mission
Set up two each in F13, G12 |
| x4 |  | B-17F – Bombing mission
Set up two each in I13, J12 |
| x2 |  | P-38H – Escort mission
Set up in or adjacent to a bomber square |
| x2 |  | P-47D-10 – Sweep mission.
Set up one each in O12, P12 |

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

Map Edges *Left* - American; *Right* - Axis

GCI Control Axis - GCI 3

Radio Nets *Able* - All American squadrons
Berta - Bf 109s and GCI
Como - MC.205s and GCI

Sun Position Left Upper

Cloud Broken in F9-K9, F10-K10; Wispy in M8-V8

Split Limit P-38, P-47 - 2 flights each

Surface Units Hvy Flak A in S0; Airfield in T0

Special Rules 1. Use the bombing attack rules [15.0].
 2. Bombers must use level-bombing and cannot circle or change altitude before commencing their profile. They must attack the airfield. Do not roll

bombing attacks. Instead, each squadron inflicts 2 bomb hits if it is unbroken when it bombs, 1 bomb hit if disrupted, and 0 if broken.

3. American squadrons have tactical flexibility.

4. P-38s cannot roll tallies on turn 1.

Victory Conditions

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

+0.5 or less	American Victory
+1 to +6.5	Draw
+7 or more	Axis Victory

Aftermath

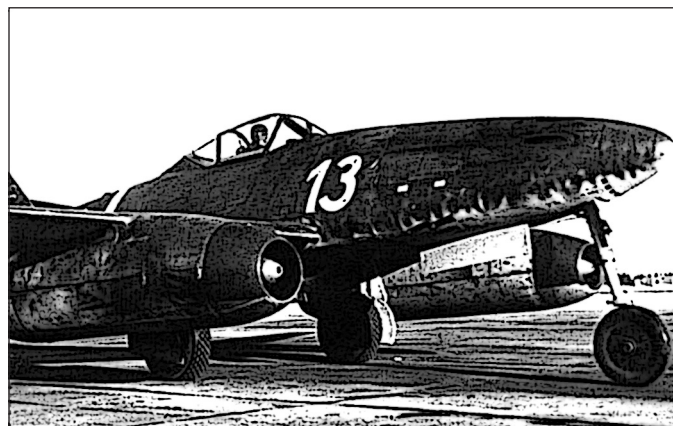
While fighters swept ahead of the raids, the bombers approached the airfields. MC.205s and Bf 109s managed to get through to the bombers, claiming four Liberators and three Lightnings, at the cost of two ANR fighters. The bombing was relatively ineffective, with a handful of ANR fighters destroyed and damaged on the ground.

Background

Germany, 9 February 1945

After the failure of Operation Bodenplatte and the Ardennes offensive the German situation was desperate. Starved for fuel, the Reich air defence looked to jets as their last hope. However, poor serviceability and Allied countermeasures limited the effect of the first Me 262s.

USAAF raids continued unabated, heavily escorted by Mustangs. Intelligence had warned of the likelihood of combined attacks by jets and piston-engined fighters since the previous autumn, but not until 9 February did the defences finally coordinate a response to raids on central Germany, involving the veteran jet pilots of III./JG 7 and the ex-bomber crews of I./KG(J) 54 who had converted to jets.



v2.0, Scenario by Gordon Christie

Order of Battle

Raiders – American (set up first)

Elements of Eighth Air Force



x12



B-17G – Bombing mission
Set up two each in A11, A13, B12, D11, D13, E12

Lead Sweep (Add wing leader)

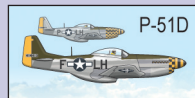
x4



P-51D – Sweep mission
Set up separately in columns N-O at altitude 15 or less

Trailing Sweep (Add wing leader)

x4



P-51D – Sweep mission
Set up separately in columns H-I at altitude 16 or less

Max Losses Squadrons 8; Flights 4
Alert No squadrons start alerted
Quality Veteran 6; Green 0; Experte 3

Map Edges *Left* - American; *Right* - German
GCI Control German - GCI 4
Radio Nets *Able, Baker* - Each American wing has a separate radio net, shared with the B-17s
Cäsar - All German squadrons and GCI
Sun Position Above
Cloud Wispy in H17-O17, Q14-V14
Contrails Altitude 14
Split Limit P-51 - 6 flights
Special Rules 1. P-51 squadrons have tactical flexibility [9.3.2].
2. The German player must assign his Veteran marker to an Me 262 flight. Me 262 units entering after turn 1 must all be assigned a Green marker.
3. P-51s have gyro sights [13.5.4].

Defenders – German

Elements of IX. Fliegerkorps (J.), Luftflotte Reich

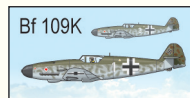


x2



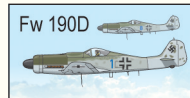
Me 262A-1 – Intercept mission
Set up one each in R17, T17

x3



Bf 109K-4 – Intercept mission
Set up separately in columns X-Z at altitude 15 or less

x2



Fw 190D-9 – Intercept mission
Set up separately in columns X-Z at altitude 14 or less

x1



Fw190A-8 – Intercept mission
Set up in columns X-Z at altitude 12 or less

x1



Me 262A-1 – Intercept mission
Enter turn 3 on right map edge at altitude 17 or less

x1



Me 262A-1 – Intercept mission
Enter turn 4 on right map edge at altitude 17 or less

Max Losses Squadrons 9; Flights 4
Alert All squadrons start alerted
Quality Veteran 1; Green 7; Experte 3

Victory Conditions

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

+70.5 or less German Victory
+71 to +75.5 Draw
+76 or more American Victory

Aftermath

The attempt to coordinate disparate formations failed. The JG 7 jets scored well, but the piston-engined fighters were roughly handled by the Mustangs and the pilots of KG(J) 54 had little idea of how to fight. Jets were not going to save *Luftflotte Reich* from oblivion.

Background and Aftermath

Rabaul, New Britain, October 1943

After the disappointing heavy bomber raid that opened the campaign against Rabaul, Fifth Air Force reverted to the low-level strafing attacks that had proven so effective at Wewak earlier in the year. A maximum effort was made by the P-38 squadrons to cover attacks by B-25s, modified as strafing gunships, on the Japanese bases at Vunakanau, Rapopo, and Tobera. The bombers found Rapopo empty, so concentrated on the other bases. Despite the low-altitude approach the defences were alert, with large numbers of Zeroes awaiting the Americans. The ensuing fight saw some effective American bombing, a first step in weakening Japan's air power at Rabaul.



v2.0, Scenario by Gordon Christie

Order of Battle

Defenders – Japanese

Elements of 11th Air Fleet, IJN



201 Kōkūtai (Add wing leader)

x3



A6M5a – Intercept mission
Set up wing leader in G4

204 Kōkūtai (Add wing leader)

x2



A6M5a – Intercept mission
Set up in columns L-M at altitude 8 or less

253 Kōkūtai (Add wing leader)

x2



A6M5a – Intercept mission
Set up in columns A-S at altitude 6 or less

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

Map Edges See special rule 3.
GCI Control Japanese - GCI 4
Radio Nets *Able* - B-25s and P-38s starting on map
Baker - B-25s and P-38s entering on turn 2
San - 201 Kōkūtai and GCI
Shi - 204 Kōkūtai and GCI
Go - 253 Kōkūtai and GCI

Sun Position Left Upper
Cloud Broken in F7-I7, J4-L4, R6-V6
Split Limit A6M5 - 6 flights
Surface Units Heavy Flak A in K0, P0; Light Flak A in L0, O0;
Airfield in L0, O0

Raiders – American (set up first)

Elements of Fifth Air Force, USAAF



x3



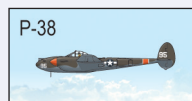
B-25 Gunship – Strafing mission
Set up one each in X0, Y0, Z0

x4



P-38F – Escort mission

x2



P-38F – Escort mission

x3



B-25 Gunship – Strafing mission
Enter turn 2 in A0, in trail

x3



P-38F – Escort mission
Enter turn 2 escorting the B-25s

x1



P-38F – Sweep mission
Enter turn 2 in A4

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

Special Rules 1. Use the bombing attack rules [15.0].
2. B-25s carry parafrag loads [15.5.2].
3. Both sides treat both map edges as friendly.

Victory Conditions

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

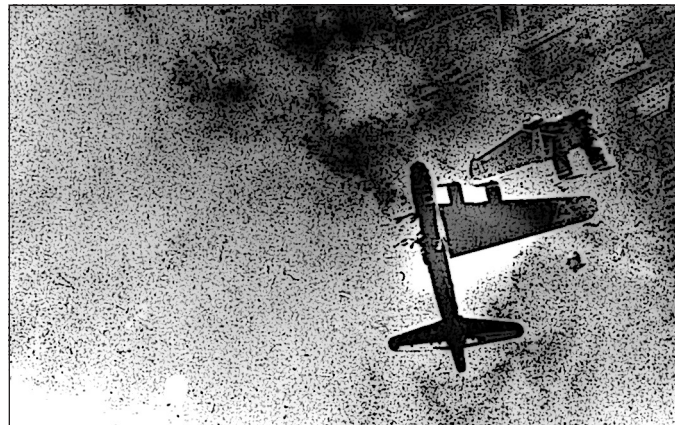
+24.5 or less Japanese Victory
+25 to +32.5 Draw
+33 or more American Victory

Background

Germany, 6 March 1944

Mission 250 was the first full-scale daylight raid on Berlin by the US Eighth Air Force. Things began to go wrong over the North Sea, when a pathfinder radar failure at the head of the bomber stream caused the forward half of the raid to fly off track while the trailing portion, now led by 13th Combat Wing, stayed on course. Many of the escorts had followed the leaders, leaving the unlucky 13th largely unprotected.

Around 1300, the 13th ran straight into a massive force assembled by the fighter controllers of 2. Jagd-Division. Led by *Hauptmann* Rolf Hermichen, the gaggle of Fw 190s and Bf 109s launched a head-on attack.



v2.0, Scenario by Lee Brimicombe-Wood

Order of Battle

Raiders – American (set up first)

Elements of 3rd Bomb Division, 56th Fighter Group and 78th Fighter Group, Eighth Air Force



x6



B-17G – Bombing mission
Set up one each in G8, G10, H8, H9, H10, I9

x6



B-17G – Bombing mission
Set up one each in B8, C8, C10, D9, D10, E9

x1



P-47D-10 – Escort mission

x1



P-47D-10 – Sweep mission
Enter turn 2 at altitude 10 or less (see special rule 3)

x2



P-47D-10 – Sweep mission
Enter turn 3 at altitude 11 or less (see special rule 3)

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

Map Edges Left - American; Right - German

GCI Control German - GCI 3

Radio Nets Able - All American squadrons

Berta - I./JG 11 and GCI

Cäsar - II./JG 11 and GCI

Dora - III./JG 11 and GCI

Emil - I./JG 1 and GCI

Friedrich - II./JG 1 and GCI

Gustav - III./JG 54 and GCI

Sun Position Right Upper

Cloud Broken in A1-Z1, A2-Z2

Defenders – German

Elements of I. Jagdkorps, Luftflotte Reich



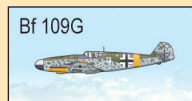
I./JG 11 (Add wing leader)

x1



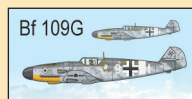
Fw 190A-6, Bf 109G-6 – Intercept mission. Set up wing leader in N9 or an adjacent square (see special rule 4)

x1



II./JG 11 (Add wing leader)

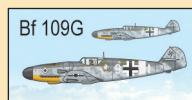
x2



Bf 109G-6 – Intercept mission
Set up wing leader in columns M-Z at altitude 12 or higher (see special rule 4)

III./JG 11 (Add wing leader)

x2



Bf 109G-6 – Intercept mission
Set up wing leader in N9 or an adjacent square (see special rule 4)

I./JG 1 (Add wing leader)

x2



Fw 190A-4 – Intercept mission
Set up wing leader in N9 or an adjacent square (see special rule 4)

II./JG 1 (Add wing leader)

x2



Fw 190A-4 – Intercept mission
Set up wing leader in N9 or an adjacent square (see special rule 4)

CONTINUES OVER THE PAGE

Order of Battle, Continued

Elements of I. Jagdkorps, Continued

III./JG 54 (Add wing leader)

x2



Bf 109G-6 – Intercept mission
Set up wing leader in N9 or an adjacent square (see special rule 4)

Max Losses	Squadrons 8; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 1; Green 6; Experte 4

Contrails

Altitude 11

Split Limit

Fw 190, Bf 109 - 2 flights each

Special Rules

1. Escort P-47s cannot roll for tallies on turn 1.
2. Sweep P-47s are former escorts, so they can form up on the B-17s [9.2.2.2].
3. P-47 squadrons entering on turns 2 and 3 set up in formation at least four squares from all German squadrons, facing right or left. The squadrons sweep in the direction they face on entry.
4. Set up the squadrons of all German wings separately, so that the six wings occupy twelve squares.
5. All German attacks on turn 1 receive a +2 die roll modifier on the Air Combat Table due to the shock of the initial strike.
6. The American Experte must enter on turn 2.
7. The Veteran P-47 squadron has tactical flexibility [9.3.2].
8. Only two German squadrons may carry gun pods [13.5.6].

Victory Conditions

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

+23 or less	German Victory
+24 to +29	Draw
+30 or more	American Victory

Aftermath

Contrails had forced the bombers down to the ideal height for the Luftwaffe fighters. Hermichen's final radio call to his force was "Hinein!"—"Get in!"

The fighters piled into the B-17s, wrecking the low box of the combat wing's 'B' formation. Nearby P-47s, including those of 'Hub' Zemke's 56th Fighter Group, flocked to the support of the beleaguered Fortresses, but arrived late in the fight. Altogether 20 bombers fell for the loss of 12 Bf 109s and Fw 190s.

Background

Germany, 6 March 1944

Mission 250 was the first full-scale daylight raid on Berlin by the US Eighth Air Force. Part of the raid had already been savaged by a massed attack by single-engined fighters (see Scenario S22). Now it was the turn of the twin-engined *Zerstörer*—‘destroyer fighters’—to strike. Leading this attack was *Major* Hans Kogler of III./ZG 26, backed by a large covering force of single-engined fighters.

They made contact with the head of the bomber stream, comprising 1st and 94th Combat Wings. There was a gap in the escort coverage, while some escorts headed home and others took their place. The escorts arrived just as the destroyers barrelled in, almost head on.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – American (set up first)

Elements of 1st Bomb Division and VIII Fighter Command, Eighth Air Force and IX Fighter Command, Ninth Air Force



x6



B-17G – Bombing mission
Set up two each in G8, G10, H9

x6



B-17G – Bombing mission
Set up two each in D8, D10, E9

4th Fighter Group (Add wing leader)

x3



P-51B – Escort mission
Set up wing leader in G9

354th Fighter Group (Add wing leader)

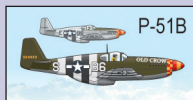
x4



P-51B – Escort mission
Set up in columns A-E

357th Fighter Group (Add wing leader)

x4



P-51B – Sweep mission
Set up in columns A-F at altitude 10 or less

Max Losses Squadrons 8; Flights 4

Alert No squadrons start alerted

Quality Veteran 4; Green 0; Experte 2

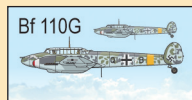
Defenders – German

Elements of I. Jagdkorps, Luftflotte Reich



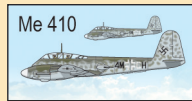
ZG 26 (Add wing leader)

x1



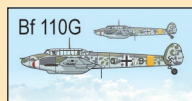
Bf 110G-2/R3, Me 410A-1 – Intercept mission. Set up separately in columns L-Z at altitude 9

x1



ZG 76 (Add wing leader)

x3



Bf 110G-2/R3 – Intercept mission
Set up separately in columns N-Z at altitude 10

I./JG 3 (Add wing leader)

x2



Bf 109G-6 – Intercept mission
Set up separately in columns L-Z at altitude 11 or less

II./JG 3 (Add wing leader)

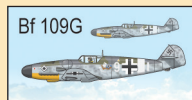
x2



Bf 109G-6 – Intercept mission
Set up separately in columns N-Z at altitude 12 or less

IV./JG 3 (Add wing leader)

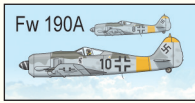
x3



Bf 109G-6 – Intercept mission
Set up separately in columns P-Z at altitude 12 or less

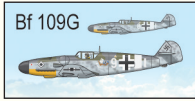
Elements of I. Jagdkorps, Continued

x1



Fw 190A-8/R8 – Intercept mission
Set up in Q10

x1



Bf 109G-6 – Intercept mission
Set up in R11

Max Losses Squadrons 8; Flights 4
Alert All squadrons start alerted
Quality Veteran 2; Green 5; Experte 5

Map Edges *Left* - American; *Right* - German
GCI Control German - GCI 3
Radio Nets *Able* - B-17s and 4th Fighter Group
Baker - B-17s and 354th Fighter Group
Charlie - B-17s and 357th Fighter Group
Dora - ZG 26, German squadrons not in a wing, and GCI
Emil - ZG 76 and GCI
Friedrich - I./JG 3 and GCI
Gustav - II./JG 3 and GCI
Heinrich - IV./JG 3 and GCI

Sun Position Above
Cloud Broken in A1-Z1, A2-Z2

Contrails Altitude 11

Split Limit P-51, Bf 109, Bf 110 - 2 flights each

Special Rules 1. In these special rules, the term *Zerstörer* refers to Bf 110 and Me 410 squadrons.
2. The German player must assign three Rockets markers [13.5.3] to *Zerstörer* squadrons. Bf 109s cannot be assigned air-to-air rockets.
3. Green markers cannot be assigned to *Zerstörer* squadrons.

4. The *Zerstörer* squadrons concentrated on the bombers while the fighters provided cover. In any air combat involving bombers and *Zerstörer*, use the *Zerstörer* squadron's firepower value when confirming hits on bombers, even if that squadron is *not* the primary combatant.

5. On turn 1 the first tally attempt made by a squadron in ZG 26 automatically succeeds, provided it targets a bomber in G8, G10, or H9. (Only one tally attempt automatically succeeds; the other squadron must roll normally or accept orders from the wing leader.)

6. The sweep P-51s are considered to be former escorts, so they can form up on the B-17s [9.2.2.2].

Victory Conditions

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

+54.5 or less German Victory
+55 to +64.5 Draw
+65 or more American Victory

Aftermath

The American escorts arrived in the nick of time, harrying the destroyers just as they began to launch their attack on the bombers. The fight broke up into a series of melees as escorts tackled the twin-engined fighters and were in turn jumped by the single-engined interceptors. During the attack the heavily-armoured Fw 190s of *Sturmstaffel 1* managed to get amongst the bombers and even rammed one of the Fortresses. By the time the fight petered out 11 B-17s and four Mustang escorts had gone down. In return the Americans inflicted ten losses on the Bf 110s, six on the Me 410s, and seven on the single-engined fighters.

Background

Belgium, 1 January 1945

Göring's last gamble was named *Unternehmen Bodenplatte* (Operation Baseplate)—an all-out attack on enemy airfields in the Low Countries. Almost every German fighter that could fly was launched, many with undertrained pilots, in a desperate attempt to smash the Allied tactical air forces.

Ten *Geschwadern* took part in the raid. One of them, JG 1, flew in low under the overcast toward Ghent. At 0900 they roared in over the Sint Denijs-Westrem airfield, home to the three Polish squadrons of 131 Wing. 302 Squadron was in the process of landing as a hail of bullets from the Focke-Wulfs began to fly all around them.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – Allied

Elements of 131 (Polish) Wing, Second Tactical Air Force



x1



Spitfire F Mk.IX – Intercept mission
Set up in W2

x1



Spitfire F Mk.IX – Intercept mission
Set up in L2

x1



Spitfire F Mk.IX – Intercept mission
Set up in P0 (see special rule 3)

Max Losses Squadrons 12; Flights 6
Alert Squadrons start alerted, flight unalerted
Quality Veteran 2; Green 0; Experte 1

Raiders – German (set up first)

Elements of II. Jagdkorps, Luftwaffen-Kommando West



II./JG 1 (Add wing leader)

x3



Fw 190A-8 – Sweep mission
Set up one each in R0, S0, T0

Max Losses Squadrons 12; Flights 6
Alert No squadrons start alerted
Quality Veteran 0; Green 2; Experte 1

Map Edges *Left* - Allied; *Right* - German

GCI Control Allied - GCI 3

Radio Nets *Able* - Spitfires and GCI
Berta - Fw 190s

Sun Position Right Horizon

Cloud Wispy in D4-U4, D3-U3

Surface Units Lt Flak B in P0; Airfield in P0

Special Rules

1. Use the bombing attack rules [15.0].
2. Fw 190 squadrons move 3 MPs each turn they continue their sweep.
3. The Spitfire flight is landing. Mark it with a Slow marker. It cannot move and is removed from play at the end of the turn 1.
4. Spitfire squadrons have tactical flexibility.
5. Spitfires have Gyro sights [13.5.4].
6. Spitfires are operating at their fuel limits [13.3].
7. Fw 190s must exit the right map edge.

Gameplay Advice

To win the Germans must strafe the Airfield.

Victory Conditions

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

+3 or less	German Victory
+4 to +7	Draw
+8 or more	Allied Victory

Aftermath

As 302 Squadron touched down the Fw 190s began to strafe the airfield. One Spitfire was shot down while rows of parked Spitfires went up in flames. As the Poles of 308 and 317 Squadrons returned to their smoke-shrouded airfield, low-level fights sprang up.

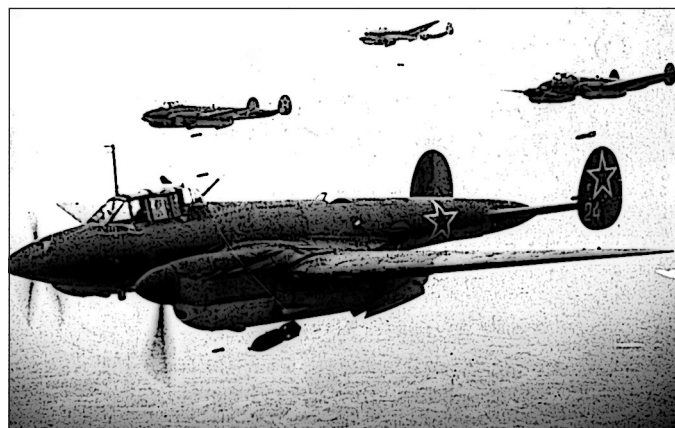
The Germans desperately tried to escape, but 17 fell to flak or the Spitfires. Two other *Gruppen*, attacking Maldegem, lost 12 more aircraft, wrecking the *Jagdgeschwader*. 60 Allied aircraft lost (54 on the ground) was meagre consolation for JG 1's sacrifice.

Background

Estonia, 26 July 1944

As the Soviet offensives in Latvia and southern Estonia began to bog down, the Leningrad Front opened up a new offensive at Narva in northern Estonia, supported by 13th Aviation Army. In response the whole of II./JG 54 had to be brought in from Finland, under the command of *Major* Erich Rudorffer.

On 26 July a large force of Pe-2s launched a devastating strike on the rail junction at Tapa, on the route between Tallinn and Narva. They claimed to have destroyed 70 rail cars and a locomotive. Alerted by the smoke columns nearby, *Major* Rudorffer scrambled his entire *Gruppe* and set off in pursuit as the bombers headed back to their own lines.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle**Defenders – German**

Elements of Luftflotte 2



II./JG 54 (Add wing leader)

x3



Fw 190A-4 – Intercept mission
Set up separately in columns
A-D at altitude 5 or less

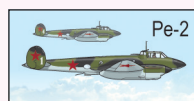
Max Losses Squadrons 9; Flights 4
Alert All squadrons start alerted
Quality Veteran 2; Green 0; Experte 1

Raiders – Soviet (set up first)

Elements of 34 GBAP, 58 BAP and 2 GIAK, 13th Aviation Army



x4



Pe-2 – Bombing mission
Set up one each in G3, H3, I3, J3

x2



Yak-9 – Escort mission

Max Losses Squadrons 12; Flights 4
Alert No flights start alerted
Quality Veteran 0; Green 1; Experte 0

Map Edges *Left* - German; *Right* - Soviet

GCI Control German - GCI 3

Radio Nets *Anton* - II./JG 54 and GCI
Boris - Yak-9s

Sun Position Above

Cloud Broken in O3-P3, V3-W3;
Wispy in M1-N1, S1-T1

Special Rules

1. Pe-2s have already bombed and do not carry a bomb load.
2. Pe-2s are all returning to base [9.2.6].
3. Pe-2s cannot roll for escape [11.0]. They escape only by exiting their own map edge.
4. Fw 190 squadrons have tactical flexibility [9.3.2].

Victory Conditions

At game end total each side's Victory Points. Instead of the usual VPs for exiting bombers from the map, the Soviets score the following for each Pe-2 squadron exiting the friendly map edge:

3 VPs if unbroken and undisrupted
1 VP if disrupted
0 VP if broken

Subtract the Soviet VPs from the German VPs to see who wins:

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

Aftermath

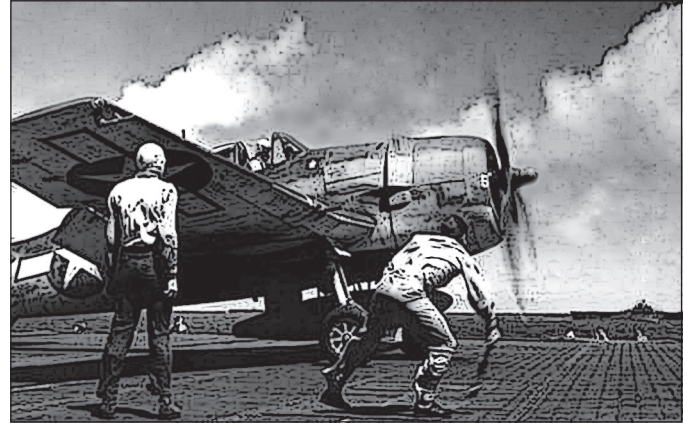
The fighter escorts of 2 GIAK were too few to fend off the attack from a full *Gruppe* diving down from above. In a running battle lasting 20 minutes, nine Pe-2s were shot down. The Germans claimed 13, with *Major* Rudorffer claiming six on his own—his 150th to 155th.

Background

Green Islands, Territory of New Guinea, 11 November 1943

The balance in the Pacific began to tip in late 1943, as America's 'Two-ocean Navy' policy began to build up an unstoppable advantage. On 11 November Rabaul was attacked again by two USN carrier groups. As the carriers recycled their air groups, protected by shore-based aircraft, the Japanese counterattacked, targeting the larger group consisting of *Bunker Hill*, *Essex*, and *Independence*. These 'fast carriers' were new to the Japanese, and set a new standard for fighter protection and flak.

This scenario requires ownership of Wing Leader: Victories



v2.0, Scenario by Gordon Christie

Order of Battle

Raiders – Japanese (set up first)

Elements of Shōkaku, Zuikaku and Zuihō Air Groups, IJN



201 Kōkūtai (Add wing leader)

x2



A6M5a – Sweep mission
Set up wing leader in E8

x3



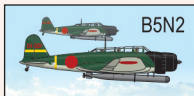
D3A2 – Bombing mission
Enter turn 1 in A7, in trail

x3



A6M5a – Escort mission
Enter turn 1, escorting the D3As

x2



B5N2 – Bombing mission
Enter turn 4 in A1, in trail

x3



A6M5a – Escort mission
Enter turn 4, escorting the B5Ns

Max Losses Squadrons 9; Flights 4

Alert No squadrons start alerted

Quality Veteran 2; Green 3; Experte 1

Defenders – American

Elements of VF-9, VF-17, VF-18, VF-22 and VF-33, USN Task Group 50.3



VF-9 (Add wing leader)

x3



F4U-1 – Intercept mission
Set up wing leader in J9

VF-17 (Add wing leader)

x2



F6F-3 – Intercept mission
Set up wing leader in Q6

x2



F6F-3 – Intercept mission
Set up one each in R1, S1

Max Losses Squadrons 8; Flights 4

Alert All squadrons start alerted

Quality Veteran 3; Green 0; Experte 2

2. VF-9 must be assigned two Veteran markers.
3. Veteran American squadrons have tactical flexibility [9.3.2].
4. Triple the VPs scored for bombing damage.

Map Edges *Left* - Japanese; *Right* - American

GCI Control American - GCI 3

Radio Nets *Able, Baker* - Each American wing has a separate radio net, shared with GCI

Charlie - F6Fs not in a wing and GCI

Shi - A6Ms

Sun Position Above

Clouds Wispy in D12-I12, M12-S12

Split Limit F4U - 4 flights; A6M, F6F - 2 flights each

Surface Units CV 5 in U0, V0; CVL 2 in W0; DD 5 in T0, V0, X0

Special Rules 1. Use the bombing attack rules [15.0].

Victory Conditions

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

- +31 or less Japanese Victory
- +32 to +36 Draw
- +37 or more American Victory

It is an American Victory if no hits are scored on any CV or CVL.

Aftermath

The Japanese pressed the attack home but the outcome was a disaster for the Japanese. The tactics of 1942 no longer worked against the new carriers. Viable alternatives were less clear.

Background

Northern France, 3 April 1943

As spring brought better weather the Canadians began to assert themselves over Europe. Despite pressure from Ottawa to 'Canadianise' the RCAF squadrons, experienced RAF wing leaders were drafted to lead the expanding fighter force. Wing Commander 'Johnnie' Johnson took over the Kenley Wing as Greycap leader in March 1943. In April the wing flew in support of a Typhoon strike near Abbeville. Unlike the 'Circuses' of previous years the operation had been planned to allow the Spitfires the freedom to exploit the GCI cover over the Pas-de-Calais. A deadly game of cat and mouse developed between the RAF and German controllers, the Kenley Wing, and JG 26.



v2.0, Scenario by Gordon Christie

Order of Battle

Defenders – German (set up first)

Elements of JG 26, Luftflotte 3



II./JG 26 (Add wing leader)

x2



Fw 190A-4 – Intercept mission
Set up wing leader in K8

I./JG 26 (Add wing leader)

x2



Fw 190A-4 – Intercept mission
Enter turn 2 or 3 in columns
R-Z at altitude 10 or higher
(see special rule 2)

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

Raiders – Canadian

Elements of 11 Group RAF



Kenley Wing (Add wing leader)

x2



Spitfire F Mk.IX – Intercept mission. Set up wing leader in N12

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

4. Fw 190 and Spitfire squadrons have tactical flexibility [9.3.2].
5. Fw 190 squadrons start unalerted but can still fly 3 MPs each Movement Phase as if alerted.
6. Fw 190s cannot tally in the Turn 1 Tally Phase.

Map Edges *Left* - Axis; *Right* - Canadian

GCI Control German: GCI 5; Canadian: GCI 3

Radio Nets *Able* - Kenley Wing and GCI

Berta - I./JG 26 and GCI

Cäsar - II./JG 26 and GCI

Sun Position Above

Cloud Wispy in F10-M10; Broken in A4-H4, T6-Z6

Contrails Altitude 14

- Special Rules**
1. At set-up, the Canadian player places the Vector marker for II./JG 26 on the map in columns M-Z, at altitude 8-12.
 2. On turn 2 the German player rolls a die during the Set-up Phase. On a 1-3 roll, I./JG 26 enters play and is placed on the map. On a 4-6 roll it enters play on turn 3.
 3. II./JG 26 cannot be assigned more than one Veteran marker and one Experte.

Victory Conditions

At game end total each side's Victory Points. Divide the Canadian VPs by the German VPs and round to the nearest whole value [1.2]. (If the German VPs are 0, divide by 1 instead.) Check the result against the chart below to see who wins:

1 or less	German Victory
2 or more	Canadian Victory

Aftermath

Expertly coached into position above the climbing Focke-Wulfs of II./JG 26, Johnson led the Canadians down into a classic bounce, destroying three fighters on the first pass, though one Spitfire fell to the Luftwaffe ace 'Addi' Glunz. Warned by controllers of the approach of a second German formation, the Kenley Wing swiftly departed. This was the beginning of a remarkably productive tour for Johnson as Kenley Wing leader. In spring 1944, after a staff tour, he was invited back to command another RCAF wing.

Background

Philippines, 24 November 1944

Following the American landings at Leyte, a period of desperate air combat ensued over the Philippines. Poor weather and unsuitable sites delayed construction of airfields for the Fifth Air Force, forcing land-based air to rely on a handful of strips. Unlike the campaigns against the Pacific atolls, the Philippines gave the Japanese plenty of opportunity to disperse their own air power, making American counterstrikes harder.

After a period of relative quiet in mid-November the Japanese army assembled a maximum effort to try and smash the American airfields on Leyte.



v2.0, Scenario by Gordon Christie

Order of Battle

Raiders – Japanese (set up first)

Elements of Imperial Japanese Army Air Force








- | | | |
|-----------|---|--|
| x2 |  | Ki-61-I-KAIc – Sweep mission
Set up one each in E13, F13 |
| x1 |  | Ki-67-Ia – Bombing mission
Set up in D8 |
| x1 |  | Ki-43-IIIb – Bombing mission
Set up in C8 |
| x1 |  | Ki-84-Ia – Escort mission |
| x1 |  | Ki-43-IIIb – Escort mission |

Max Losses Squadrons 9
Alert No squadrons start alerted
Quality Veteran 1; Green 3; Experte 0

Defenders – American

Elements of V Fighter Command, Fifth Air Force



- | | | |
|-----------|--|---|
| x1 |  | P-38J – Intercept mission
Set up in L14 |
| x1 |  | P-38J – Intercept mission
Set up in O12 |
| x1 |  | P-38J – Intercept mission
Set up in S11 |
| x1 |  | P-38J – Intercept mission
Set up in U4 |
| x1 |  | P-47D-10 – Intercept mission
Enter turn 5 in columns A-K at altitude 12 or less |

Max Losses Flights 4
Alert All flights start alerted
Quality Veteran 3; Green 0; Experte 3

Map Edges *Left* - Japanese; *Right* - American

GCI Control American - GCI 4

Radio Nets *Able, Baker, Charlie, Dog, Easy* - Each American flight has a separate radio net, shared with GCI
Roku - Bombers and escorts
Shichi - Ki-61s

Sun Position Right Upper

Cloud Broken in F6-M6, P6-S6, V5-Z5

Victory Conditions

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

+8.5 or less Japanese Victory
 +9 to +11.5 Draw
 +12 or more American Victory

Aftermath

Despite the presence of a strong escort, including some of the best fighters available to the Japanese army, the mission was a disaster: 14 escorts were lost and the bombers broken up short of the target.

Background

Kursk, Russia, 6 July 1943

On the northern flank of the Kursk offensive the Soviets prepared to seize the initiative with a counterattack. The air operation in support of the offensive was prepared by *General-Leytenant* Sergey Rudenko of 16th Aviation Army. In defiance of orthodoxy, Rudenko changed tactics from small attacks launched at the German rear areas, to large well-escorted attacks on the enemy front lines. The size and closeness of the escort reflected the respect the Soviets had for German fighters. Following the first strike by 221 BAD's bombers on the morning of 6 July, the second wave was tackled by the pilots of *Jagdgeschwader Mölders*.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

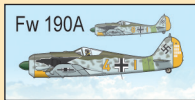
Defenders – German

Elements of *Jagdgeschwader 51, I. Fliegerdivision*



I./JG 51 (Add wing leader)

x2



Fw 190A-4 – Intercept mission
Set up in columns R-Z, 3 or more squares from all Soviet squadrons

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

Raiders – Soviet (set up first)

Elements of 2 *GshAD* and 283 *IAD*, 16th Aviation Army



x3



IL-2M – Bombing mission
Set up one each in S2, T2, U2

x2



Yak-7 – Close escort mission

x1



Yak-7B – Close escort mission

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

Map Edges *Left* – German; *Right* – Soviet

Doctrine See Special Rule 5.

GCI Control German – GCI 3

Radio Nets *Anton* – I./JG 51 and GCI
Boris – Yak-7s & Yak-7Bs

Sun Position Right Horizon

Cloud Broken in A5-J5, M5-V5

Special Rules

1. The first German tally roll of turn 1 automatically succeeds.
2. When a German squadron tallies, it ignores cloud in its own square when tracing a line of sight to another square. This effect is not reciprocal, so a squadron can benefit from a cloud modifier to enemy tally rolls while ignoring that modifier for its own. Note that intervening cloud, or cloud in the target square, affects tally rolls as normal.
3. Fw 190 squadrons have tactical flexibility [9.3.2].
4. Any German unit not marked with an Ammo marker adds +2 to its cohesion roll, in addition to any other modifiers.
5. When defending in a combat with IL-2s Soviet fighters are treated as using rigid doctrine. Otherwise, fighters on both sides use loose doctrine.

Victory Conditions

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

+0 or less German Victory
+1 to +3 Draw
+4 or more Soviet Victory

Aftermath

The pilots of *Jagdgeschwader Mölders* were guided to the Soviet fighters by the black smoke clouds rising from the first strike. The *Sturmoviks* came in at 1,000 metres, surrounded by Yaks. The Focke Wulfs fell upon them, making the most of the lack of manoeuvre afforded the close escorts, which had been instructed to fly slowly alongside the bombers. In a matter of minutes many *Sturmoviks* were lost.

Scenario S30

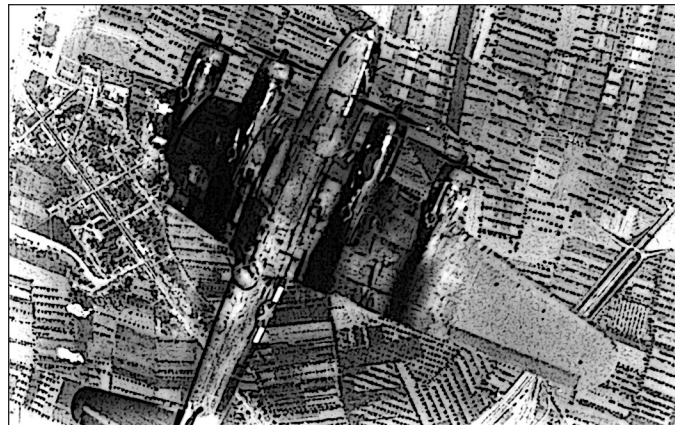
Cornered Wolf



Background

Germany, 14 October 1943

The Eighth Air Force had failed to learn lessons from its previous raids. The return to Schweinfurt largely lacked an escort, and the two fighter groups that accompanied the bombers had limited range. Poor weather prevented the bombers forming up properly, leaving 1st Bomb Division strung out for miles, while the Messerschmitts of JG 3 stripped what few escorts there were away from their charges. 3. Jagd-Division called for help and soon assembled a force of single-engined fighters, which began to harass the poorly formed combat boxes. Soon, twin-engined *Zerstörers* entered the fray.



v2.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – American (set up first)

Elements of 1st Bomb Division, Eighth Air Force



x6



B-17F – Bombing mission
Set up one each in F14, G12, G13, H12, H13, I13

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

Map Edges *Left* - American; *Right* - German

GCI Control German - GCI 3

Radio Nets *Anton* - III./JG 1

Berta - II./JG 26

Cäsar - ZG 26

Sun Position Above

Cloud Wispy in N16-S16, N11-W11

Contrails Altitude 17

Split Limit Bf 109, Fw 190 - 2 flights each

- Special Rules**
1. The scenario is best played solitaire. The player controls both American and German squadrons.
 2. American movement is 'pre-programmed'. Fly the B-17 squadrons to the right map edge, where they exit the map [9.2.1].
 3. Defenders can set up facing right or left.
 4. One Bf 109 squadron carries gun pods; no other squadrons carry gun pods.
 5. All ZG 26 squadrons carry AARs [13.5.3]; no other squadrons carry AARs.

Victory Conditions

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

- +39.5 or less American Victory
- +40 to +44.5 Draw
- +45 or more German Victory

Defenders – German

Elements of I. Jagdkorps, Luftwaffen-Befehlshaber Mitte



III./JG 1 (Add wing leader)

x2



Bf 109G-6 – Intercept mission
Set up wing leader in columns A-E or N-Z at altitude 14 or less

II./JG 26 (Add wing leader)

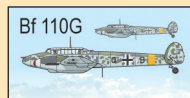
x2



Fw 190A-6 – Intercept mission
Set up wing leader in columns A-E or N-Z at altitude 12 or less

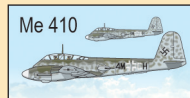
ZG 26 (Add wing leader)

x2



Bf 110G-2, Me 410A-1 – Intercept mission. Set up in columns T-Z at altitude 13 or less

x1



Max Losses Squadrons 9; Flights 4
Alert All squadrons start alerted
Quality Veteran 2; Green 2; Experte 3

Aftermath

The bomber formations were broken up by Focke-Wulf attacks, before Fortresses were picked off, one by one. In over three hours of continuous attacks, 60 bombers were brought down. Every fighter unit in Western Europe took part, and although they were unable to prevent the Americans from bombing accurately, it was clear the Germans had won a famous victory. 'Black Thursday', as it was called, demonstrated that the Luftwaffe day fighters had fought the Americans to a standstill. In the wake of the disaster, Hap Arnold remarked that the "cornered wolf fights hardest".

Background

Salerno, Italy, 22 August 1943

With the fall of Sicily the softening up of the Italian mainland had begun. 319th Bomb Group was tasked with bombing the marshalling yards at Salerno, departing at 1115. It was assigned unusual escorts: the A-36 fighter-bombers of the 309th, 310th and 312th Bomb Squadrons (Dive).



v1.0, Scenario by Scott Spencer

Order of Battle

Raiders – American (set up first)

Elements of 2686th Medium Bomb Wing (Provisional) and 86th Bomb Group, Northwest African Air Forces



x3



B-26C – Bombing mission
Set up one each in B6, C6, D6

x3



A-36A – Escort mission

Max Losses Squadrons 12; Flights 6
Alert No squadrons start alerted
Quality Veteran 2; Green 0; Experte 0

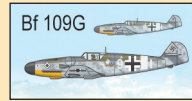
Defenders – German

Elements of II. Fliegerkorps, Luftflotte 2



I./JG 53 (Add wing leader)

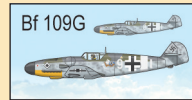
x2



Bf 109G-6 – Intercept mission
Set up one each in N5, O5

II./JG 53 (Add wing leader)

x2



Bf 109G-6 – Intercept mission
Set up one each in Q8, R8

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

Map Edges *Left* - American; *Right* - German

GCI Control German - GCI 4

Radio Nets *Able* - B-26s and A-36s

Berta - I./JG 53 and GCI

Cäsar - II./JG 53 and GCI

Sun Position Above

Cloud Wispy in I3-L3, P3-Q3; Broken in J8-K8, L7-M7, O6-P6, Q8-R8

Surface Units Railhead in Q0; Hvy Flak D in Q0

Split Limit Bf 109 - 4 flights; A-36 - 2 flights

Special Rules 1. Use the bombing attack rules [15.0].

2. The American player must assign one Veteran marker to B-26s and one Veteran marker to A-36s.

3. Bf 109s cannot carry gun pods.

4. When the Americans make a bombing attack do not roll dice. Instead, treat the die roll as a 7 before applying modifiers.

5. Veteran squadrons have tactical flexibility [9.3.2].

6. If the American player inflicts no hits on the Railhead by the end of the scenario, award the Germans 4 VPs.

Victory Conditions

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

+0 or less American Victory
+1 to +3 Draw
+4 or more German Victory

Aftermath

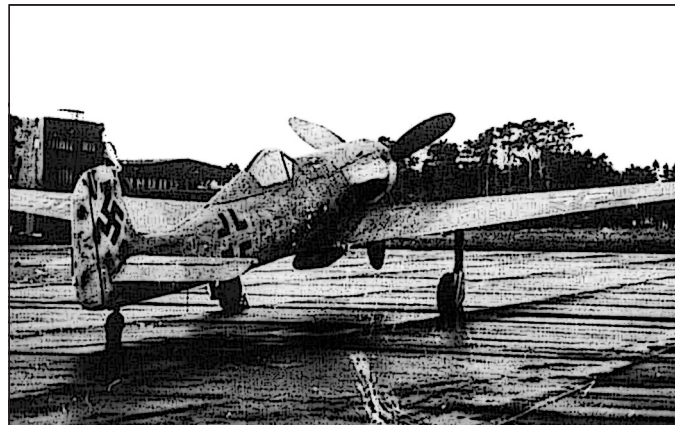
The Germans responded in force with two *Gruppen*. Five B-26s were shot down and two A-36s were damaged. B-26 gunners claimed 24 Bf 109s shot down but no German fighters were lost.

Background

Central Germany, 2 March 1945 – COUNTERFACTUAL

Mission 839 saw the Eighth Air Force launch a major effort against synthetic fuel plants. 3rd Air Division flew deepest into Germany that day, with seven bomb groups attacking the oil plant at Schwarzheide and four more attacking the jet assembly plant at Alt-Lonnewitz.

The 'Wilde Sau' unit JG 301 sortied in full strength for the final time, though cloud cover delayed the form up of its Gruppen, which caused it to arrive piecemeal in the fight. This battle featured the brand-new Ta 152 fighters of III./JG 301, which took off from Sachau to fly high cover for the battle formation, taking station above a Staffel of Focke-Wulfs.



v1.0, Scenario by Scott Spencer

Order of Battle

Raiders – American (set up first)

Elements of 3rd Air Division and 78th Fighter Group



x6

B-17G – Bombing mission
Set up two each in G9, G11, H10



x3

P-51D – Escort mission

Sweep Group (Add wing leader)



x2

P-51D – Sweep mission
Set up one each in J12, K12

Max Losses Squadrons 8; Flights 4
Alert No squadrons start alerted
Quality Veteran 2; Green 0; Experte 1

Map Edges *Left* - American; *Right* - German

GCI Control German - GCI 5

Radio Nets *Able* - P-51 escorts and B-17s
Baker - Sweep Group and B-17s
Cäsar - II./JG 301 and GCI; *Dora* - III./JG 301 and GCI; *Emil* - IV./JG 301 and GCI

Sun Position Above

Cloud Wispy in K11-N11, R11-W11; Broken in J8-S8

Split Limit Bf 109 - 2 flights; P-51 - 4 flights

Special Rules 1. P-51s have Gyro sights [13.5.4].
2. Assign all Green markers to IV./JG 301.

Victory Conditions

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

+19 or less German Victory
+20 to +23 Draw
+24 or more American Victory

Defenders – German

Elements of IX. Fliegerkorps (J), Luftflotte Reich



II./JG 301 (Add wing leader)



x2

Fw 190D-9 – Intercept mission
Set up one each in A12, B11

III./JG 301 (Add wing leader)



x1



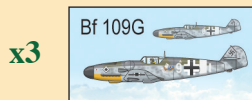
x1

Ta 152H-1, Fw 190A-8 – Intercept mission. Set up one each in B15, C13, C14



x1

IV./JG 301 (Add wing leader)



x3

Bf 109G-10 – Intercept mission
Set up one each in O10, P11, Q12

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

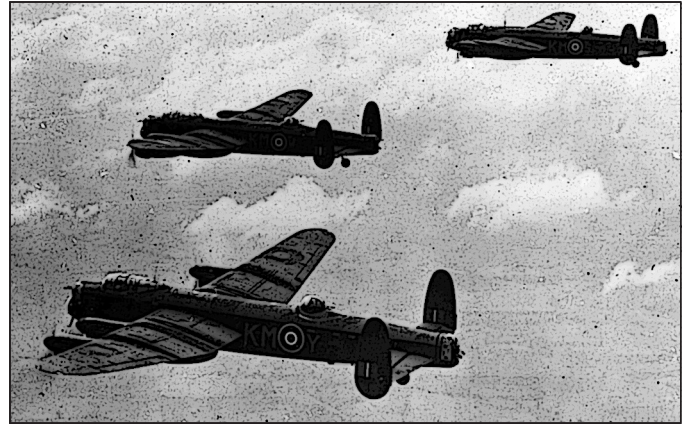
Counterfactual Details

Historically, the Ta 152s never got into battle with the Americans. Misidentified by their own side they were harassed by Bf 109s, preventing them getting near the bombers. The P-51s of 78th Fighter Group were easily able to handle the attacks, massacring IV./JG 301 'Hindenburg' in its first (and only) combat mission. This counterfactual assumes the Ta 152s went unmolested and were able to support the assault on 3rd Air Division's B-17s.

Background

The Ruhr, Germany, 12 December 1944

In December 1944 RAF Bomber Command launched a number of day-light raids, employing 'GEE-H' marking that let them bomb through cloud. These raids were escorted by a 'super-wing' of RAF Mustangs from Andrews Field. On 12 December Luftflotte Reich ignored USAAF raids completely to focus on Lancasters of No. 3 Group that were targeting Witten steel plant in the Ruhr. The Germans considered the British, in their loose formations, to be an easier target than the Americans. Bf 109s of JG 3 and JG 27, approaching separately through the heavy cloud deck, managed to find the Lancaster formation.



v1.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – British (set up first)

Elements of 3 Group RAF and Andrews Field Wing



x5



Lancaster B Mk.III – Bombing mission. Set up in E11, F11, G11, H11, I11

x3



Mustang Mk. III – Sweep mission
Set up one each in B10, B12, C13

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

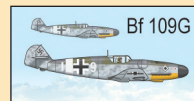
Defenders – German

Elements of I. Jagdkorps, Luftflotte Reich



IV./JG 27 (Add wing leader)

x2



Bf 109G-14 – Intercept mission
Set up in F9, G9

I./JG 3 (Add wing leader)

x2



Bf 109G-14 – Intercept mission
Set up in N7, O7

Max Losses Squadrons 9; Flights 4
Alert All squadrons start alerted
Quality Veteran 1; Green 1; Experte 3

Map Edges *Left* - British; *Right* - German
GCI Control German - GCI 3
Radio Nets *Apple* - Mustangs and bombers
Berta - IV./JG 27 and GCI
Cäsar - I./JG 3 and GCI

Sun Position Above
Cloud Broken in E9-J9, M9-P9, S9-Z9, H10, N10-O10, R10, U10

Split Limit Mustang - 4 flights; Bf 109 - 4 flights
Special Rules

1. Each turn they sweep the Mustangs move three squares, costing 3 MPs (instead of two squares costing 2 MPs, per 9.2.3).
2. Mustangs have Gyro sights [13.5.4].
3. Mustang squadrons have tactical flexibility [9.3.2].
4. Each Lancaster squadron sets up with a Straggler marker on its Wing Display.
5. Place an Experte marker (in addition to the one in the British order of battle) on the Wing Display of the Lancaster squadron in square I11. This represents the lead bomber. If this squadron takes one or more losses, remove the marker and the Germans score a one-time bonus of 2 VPs.

6. Any German squadron that begins the Movement Phase in a cloud square and that attacks a single defending Lancaster squadron that turn, treats the attack as a bounce.

Victory Conditions

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

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

Aftermath

Finding the bombers unescorted, the Bf 109s used the irregular cloud for concealment in stalking the *viernots*. Striking from cover they made a number of passes, knocking down eight Lancasters, including the lead bomber, which they called the *Expertenmaschine*. The Mustang escort, which had been tied up by the rest of JG 27, eventually arrived in time to claim nine Messerschmitts.

Background

The Ruhr, Germany, 24 December 1944

As the winter weather eased over England and northern Europe, heavy bombers began to pound at communication hubs and airfields supporting the German offensive in the Ardennes. RAF Bomber Command joined a massive effort by 8th Air Force, sending bombers against Düsseldorf and Mülheim. These were backed by fighters from the RAF Bentwaters Wing, led by the Norwegian ace Werner Christie. This Anglo-American armada became the objective of a major defensive effort from I. and II. *Jagdkorps*.



v1.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Raiders – British (set up first)

Elements of 4 Group RAF and Bentwaters Wing



x6



Halifax B Mk.III – Bombing mission. Set up in B9, C9, D9, E9, F9, G9

x2



Mustang Mk. III – Escort mission

x2



Mustang Mk. III – Sweep mission
Set up one each in J11, K10

Max Losses Squadrons 12; Flights 6
Alert No squadrons start alerted
Quality Veteran 3; Green 0; Experte 1

Defenders – German

Elements of I. Jagdkorps, Luftflotte Reich



I./JG 301 (Add wing leader)

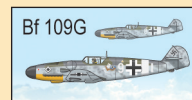
x2



Fw 190A-8 – Intercept mission
Set up in N7, O7

III./JG 1 (Add wing leader)

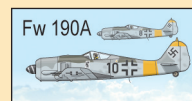
x2



Bf 109G-14 – Intercept mission
Set up in O11, P12

II./JG 1 (Add wing leader)

x2



Fw 190A-8 – Intercept mission
Set up in Q7, R7

Max Losses Squadrons 9; Flights 4
Alert All squadrons start alerted
Quality Veteran 1; Green 3; Experte 4

Map Edges *Left* - British; *Right* - German

GCI Control German - GCI 3

Radio Nets *Apple* - Mustangs and bombers
Berta - I./JG 301 and GCI
Cäsar - III./JG 1 and GCI
Dora - II./JG 1 and GCI

Sun Position Above

Cloud Broken in H7-K7, N7-O7, Q7-R7, V7-Y7;
Wispy in K10-N10, R10-U10

Split Limit Mustang, Bf 109 - 2 flights each;
Fw 190 - 4 flights

Special Rules 1. Mustangs have Gyro sights [13.5.4].
2. Mustang squadrons have tactical flexibility [9.3.2].
3. Each Halifax squadron sets up with a Straggler marker on its Wing Display.

Victory Conditions

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

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

Aftermath

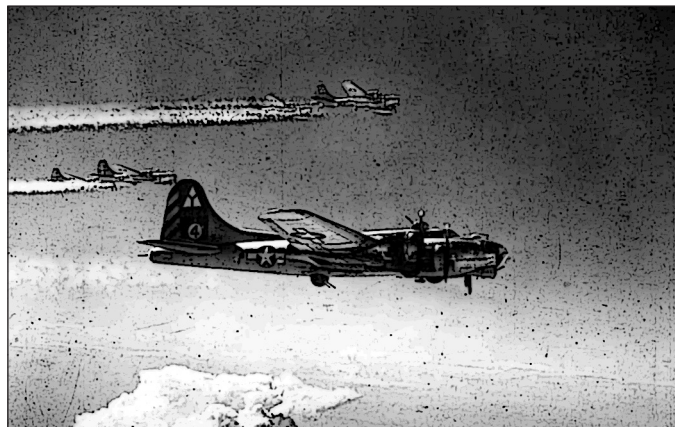
Though some experienced units, particularly from JG 301, claimed successes this day most *Gruppen*, piloted by novices, were easily dispersed by the escorts. The RAF would lose six bombers in this action, but none to Luftwaffe fighters.

Background

Germany and Sudetenland, 11 September 1944

As part of the campaign against the Nazi oil industry, B-17s of the 100th Bomb Group flew a mission against the Schwarzheide synthetic fuel facility and the refinery at Maltheuern. It comprised some five percent of the day's attacking bombers.

The sweep force of 55th Fighter Group engaged with *Jagdgeschwader* 4 over Oberhof. The bombers passed around the battle, continuing undefended towards their last waypoint over the Ore Mountains. However, German 'Sturmbock' fighters were intent on getting to the bombers, setting up one of the bloodiest battles over continental Europe.



v1.0, Scenario by Petr Mojžíš

Order of Battle

Raiders – American (set up first)

Elements of 100th Bomber Group, 55th Fighter Group and 339th Fighter Group



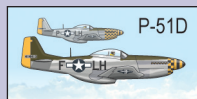
x3



B-17G – Bombing mission
Enter turn 4, set up one each in O12, O13, P12

55th Fighter Group (Add wing leader)

x2



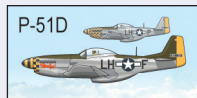
P-51D – Sweep mission
Set up wing leader in D13

x1



P-51D – Sweep mission
Set up in B16

x1



P-51D – Sweep mission
Enter turn 5 in Z13

Max Losses Squadrons 12 (P-51s 8); Flights 4

Alert All squadrons start alerted

Quality Veteran 3; Green 0; Experte 1

Defenders – German

Elements of II. and III. Gruppe, Jagdgeschwader 4



II. Gruppe (Add wing leader)

x4



Fw 190A-8/R8 – Intercept mission. Set up two each in K10, L10

III. Gruppe (Add wing leader)

x4



Bf 109G-6 – Intercept mission
Set up wing leader in J13

Max Losses Squadrons 12; Flights 6

Alert All squadrons start alerted

Quality Veteran 0; Green 4; Experte 5

Map Edges *Left* - American; *Right* - German

GCI Control German - GCI 3

Radio Nets *Able* - 55th Fighter Group & P-51s entering turn 5

Baker - P-51s that set up in B16

Cäsar - Fw 190s and GCI

Dora - Bf 109s and GCI

Sun Position Above

Split Limit P-51 - 4 flights; Bf 109, Fw 190 - 2 flights each

Cloud Wispy in B6-E6, H6-M6, T6-U6, X6-Y6

Special Rules

1. At set-up German wings must place their vectors in column A.
2. The German player must assign at least one Green marker to each wing.

3. On turn 1 only, treat the GCI value as being 2.

4. P-51 squadrons have tactical flexibility [9.3.2].

5. P-51s have gyro sights [13.5.4].

6. All P-51s are considered to be alerted ex-escorts performing Form Up movement [9.2.3]. Until the bombers appear on the map, assume their location for selecting form-up destinations to be O12.

Victory Conditions

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

+0 or less	German Victory
+1 to +5	Draw
+6 or more	American Victory

Aftermath

The Germans disengaged from the battle over Oberhof and caught up with the undefended bombers. More than 50 aircraft from both sides were shot down, with most of them crashing in a very small region of the Ore Mountains.

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.

<i>Model</i>	<i>ADC</i>
A-36A ‘Apache’	A-36A ‘Apache’
A6M5, A6M5a ‘Zero’ (Zeke)	A6M5b ‘Zero’ (Zeke) <i>variant</i>
A6M5b ‘Zero’ (Zeke)	A6M5b ‘Zero’ (Zeke)
A6M6c ‘Zero’ (Zeke)	A6M5b ‘Zero’ (Zeke) <i>variant</i>
B-17E, F Flying Fortress	B-17G Flying Fortress <i>variant</i>
B-17G Flying Fortress	B-17G Flying Fortress
B-24D Liberator	B-24H Liberator <i>variant</i>
B-24G, H, J, L, M Liberator	B-24H Liberator
B-25B, C, D Mitchell	B-25C Mitchell
B-25 Mitchell Gunship	B-25C Mitchell <i>variant</i>
B-25G Mitchell	B-25C Mitchell <i>variant</i>
B-26A Marauder	B-26C Marauder <i>variant</i>
B-26B, C, F, G Marauder	B-26C Marauder
B-29, B-29A Superfortress	B-29 Superfortress
B-32	Pe-2 ‘Peshka’
B6N1, B6N2, B6N2a Tenzan (Jill)	B6N2 Tenzan (Jill)
Beaufighter Mk.IC	Beaufighter TF Mk.X <i>variant</i>
Beaufighter Mk.VIC	Beaufighter TF Mk.X <i>variant</i>
Beaufighter TF Mk.X	Beaufighter TF Mk.X
Beaufighter Mk.XIC	Beaufighter TF Mk.X <i>variant</i>
Bf 109G-1 to G-6, G-14 ‘Gustav’	Bf 109G-6 ‘Gustav’
Bf 109G-10 ‘Gustav’	Bf 109K-4 ‘Kurfürst’ <i>variant</i>
Bf 109G-10/U4 ‘Gustav’	Bf 109K-4 ‘Kurfürst’
Bf 109K-4 ‘Kurfürst’	Bf 109K-4 ‘Kurfürst’
Bf 110G-2	Bf 110G-2
Bf 110G-2/R1, G-2/R3	Bf 110G-2 <i>variant</i>
Corsair Mk.I, Mk.II	F4U-1 Corsair
D4Y1, D4Y2, D4Y3 Suisei (Judy)	D4Y1 Suisei (Judy)
D4Y1-C, D4Y4 Suisei (Judy)	D4Y1 Suisei (Judy) <i>variant</i>
F4U-1, -1A Corsair	F4U-1 Corsair
F4U-1C Corsair	F4U-1 Corsair <i>variant</i>
F6F-3 Hellcat	F6F-5 Hellcat <i>variant</i>
F6F-5 Hellcat	F6F-5 Hellcat
FG-1A Corsair	F4U-1 Corsair
Fw 190A-3, A-4, A-5	Fw 190A-4
Fw 190A-6, A-7	Fw 190A-4 <i>variant</i>
Fw 190A-8	Fw 190A-8
Fw 190A-8/R8 ‘Sturmbock’	Fw 190A-8/R8 ‘Sturmbock’

<i>Model</i>	<i>ADC</i>
Fw 190D-9 ‘Dora’	Fw 190D-9 ‘Dora’
Fw 190D-11 ‘Dora’	Fw 190D-9 ‘Dora’ <i>variant</i>
Fw 190F-1, F-2, F-3	Fw 190A-8 <i>variant</i>
Fw 190F-8	Fw 190A-8/R8 ‘Sturmbock’ <i>variant</i>
Fw 190G-1, G-2, G-3	Fw 190A-4 <i>variant</i>
Halifax B Mk.III, B Mk.VI, B Mk.VII	Halifax B Mk.III
Hellcat Mk.I	F6F-5 Hellcat <i>variant</i>
Hellcat F Mk.II	F6F-5 Hellcat
IAR.80, 80A, 80B, 80C	IAR.81C <i>variant</i>
IAR.81A, 81B, 81C	IAR.81C
IL-2M ‘Ilyusha’	IL-2M ‘Ilyusha’
IL-2M-3, IL-2-37 ‘Ilyusha’	IL-2M ‘Ilyusha’ <i>variant</i>
J2M2 Raiden (Jack)	J2M3 Raiden (Jack) <i>variant</i>
J2M3 Raiden (Jack)	J2M3 Raiden (Jack)
Ju 87D-1, D-5, D-7, D-8 ‘Stuka’	Ju 87D-3 ‘Stuka’ <i>variant</i>
Ju 87D-3 ‘Stuka’	Ju 87D-3 ‘Stuka’
Ju 87G-1, G-2 ‘Stuka’	Ju 87D-3 ‘Stuka’ <i>variant</i>
Ki-43-IIa, -IIb, -II-KAI, -IIIa Hayabusa (Oscar)	Ki-43-IIa Hayabusa (Oscar)
Ki-61-Ia, -Ib Hien (Tony)	Ki-61-I-KA1c Hien (Tony) <i>variant</i>
Ki-61-I-KA1c Hien (Tony)	Ki-61-I-KA1c Hien (Tony)
Ki-67-Ia, -Ib Hiryu (Peggy)	Ki-67-Ia Hiryu (Peggy)
Ki-84-Ia, -Ib, -II Hayate (Frank)	Ki-84-Ia Hayate (Frank)
Ki-84-Ic Hayate (Frank)	Ki-84-Ia Hayate (Frank) <i>variant</i>
Kittyhawk Mk.IV	P-40N Warhawk
La-5FN	La-5FN
Lancaster B Mk.I, B Mk.III, B Mk.VII, B Mk.X	Lancaster B Mk.III
Liberator Mk.III	B-24H Liberator <i>variant</i>
Liberator Mk.IV	B-24H Liberator
Marauder Mk.I	B-26C Marauder <i>variant</i>
Marauder Mk.IA, Mk.II, Mk.III	B-26C Marauder
MC.205V Veltro	MC.205V Veltro
MC.205V Veltro Series I	MC.205V Veltro <i>variant</i>

CONTINUES OVER THE PAGE

What ADC Do I Use? (continued)

<i>Model</i>	<i>ADC</i>
Me 262A-1 ‘Schwalbe’, A-2a ‘Sturmvogel’	Me 262A-1 ‘Schwalbe’
Me 410A-1, B-1 Hornisse	Me 410A-1 Hornisse
Me 410A-1/U2, A-1/U4 Hornisse	Me 410A-1 Hornisse <i>variant</i>
Mitchell Mk.I, Mk.II	B-25C Mitchell
Mustang Mk.III	P-51B Mustang <i>variant</i>
Mustang Mk.IV	P-51D Mustang
N1K1-J, -Ja, -Jb, -Jc, N1K2-J, -Ja Shiden (George)	N1K2-J Shiden (George)
P-38F Lightning	P-38F Lightning
P-38G, H Lightning	P-38F Lightning <i>variant</i>
P-38J Lightning	P-38J Lightning
P-38L Lightning	P-38J Lightning <i>variant</i>
P-39K, L, M, N, Q Airacobra	P-39Q Airacobra
P-40N Warhawk	P-40N Warhawk
P-47C, D-1 to D-23, G Thunderbolt	P-47C Thunderbolt
P-47D-25 to D-40 Thunderbolt	P-47D-25 Thunderbolt
P-51B, C Mustang	P-51B Mustang
P-51D, K Mustang	P-51D Mustang
PB4Y-1	B-24H Liberator <i>variant</i>
Pe-2, Pe-2B, Pe-2FT ‘Peshka’	Pe-2 ‘Peshka’
S-92	Me 262A-1 ‘Schwalbe’
S-99	Bf 109G-6 ‘Gustav’

<i>Model</i>	<i>ADC</i>
SB2C-1, -4 Helldiver	SB2C-3 Helldiver <i>variant</i>
SB2C-1C, -3 Helldiver	SB2C-3 Helldiver
Seafire LF Mk.IIC, F Mk.III, LF Mk.III, LR Mk.III	Seafire LF Mk.III
Spitfire F Mk.VIII, LF Mk.VIII, HF Mk.VIII, F Mk.IX, LF Mk.IX, HF Mk.IX	Spitfire F Mk.IX
Spitfire F Mk.XIV, F Mk.XVIII	Spitfire F Mk.XIV
Spitfire F Mk.XIV (Late)	Spitfire F Mk.XIV <i>variant</i>
Spitfire F Mk.XVI	Spitfire F Mk.IX <i>variant</i>
Spitfire F.21, F.22, F.24	Spitfire F Mk.XIV <i>variant</i>
Ta 152H-1	Ta 152H-1
Tempest Mk.II, FB Mk.II	Tempest Mk.V <i>variant</i>
Tempest Mk.V, Mk.VI	Tempest Mk.V
Thunderbolt Mk.I	P-47C Thunderbolt
Thunderbolt Mk.II	P-47D-25 Thunderbolt
Tu-4	B-29 Superfortress <i>variant</i>
Typhoon Mk.IB	Typhoon Mk.IB
Typhoon Mk.IB (Early)	Typhoon Mk.IB <i>variant</i>
Washington B Mk.I	B-29 Superfortress
Yak-7, -7A	Yak-7
Yak-7B	Yak-7 <i>variant</i>
Yak-9, -9B, -9D, -9M	Yak-9
Yak-9K, -9T	Yak-9 <i>variant</i>

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