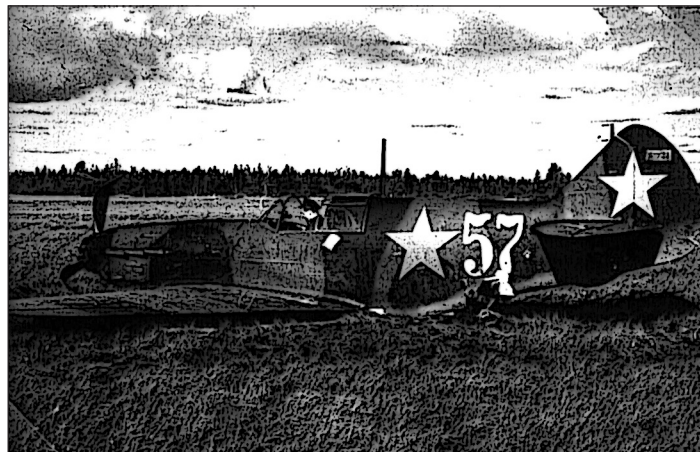


WING LEADER

VICTORIES 1940 - 1942



Scenario Supplement 1

This supplement contains four historical scenarios—V24 to V27—for *Wing Leader*. Users have permission to print or copy these scenarios for personal use.

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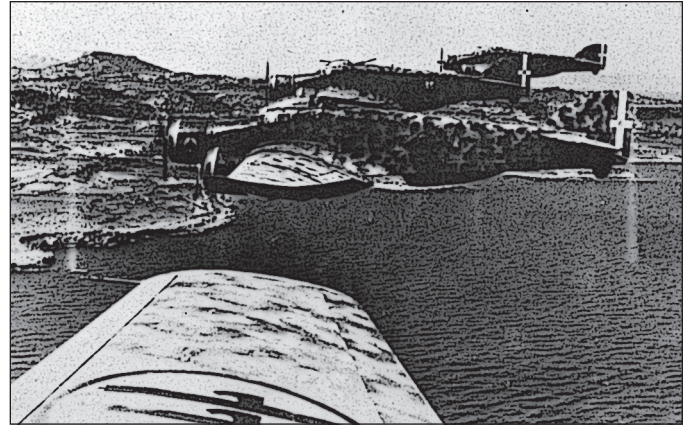


Background

Tunisia, 19 April 1943

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

The Allies slowly became aware of the importance of the aerial resupply effort. In early April Operation Flax was launched to intercept the transports. Following the loss of 59 Ju 52's and 10 escorts in the 'Palm Sunday massacre' it was the turn of the Italian air force to fall victim to Desert Air Force fighters.







v1.0, Scenario by Gordon Christie

Order of Battle

Raiders – Italian (set-up first)

Elements of Regia Aeronautica





x2		SM.79-II – Transport mission Set-up in F1, G1
x1		SM.79-II – Transport mission Set-up in H1
x2		MC.202 – Escort mission Set up at altitude 3 or less

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

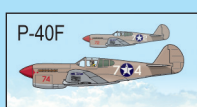
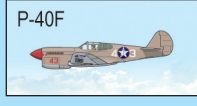
Defenders – Allied

Elements of Desert Air Force



x1		Spitfire Mk.VB – Intercept mission. Set-up in Q4
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7 (SAAF) Fighter Wing (Add wing leader)

x2		Kittyhawk Mk.II – Intercept mission. Set-up Wing Leader in S1
x1		

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

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

GCI Control None

Radio Nets *Able* - All Allied fighters and GCI
Como - All Italian squadrons

Sun Position Above

Clouds Wispy in G5-P5

Haze None

Contrails None

Special Rules

1. Because the transports are carrying flammable fuel stores, reduce the protection values of SM.79 squadrons by one to 3-4.
2. The Allied player must place vector markers at altitude 4 or less when setting up.
3. The Spitfire squadron has tactical flexibility [9.3.2].
4. If the Allies climb to altitude 5 or greater, the Italian squadrons are immediately alerted.

5. Players who have *C3i Magazine* #29 should use the P-40F and Spitfire counters in RAF desert scheme. Players without the magazine should use the American P-40F counters for the Kittyhawks.

Victory Conditions

At the game end total each side's Victory Points (VP) for losses only.

Subtract the Axis VP from the Allied VP to see who wins:

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

Aftermath

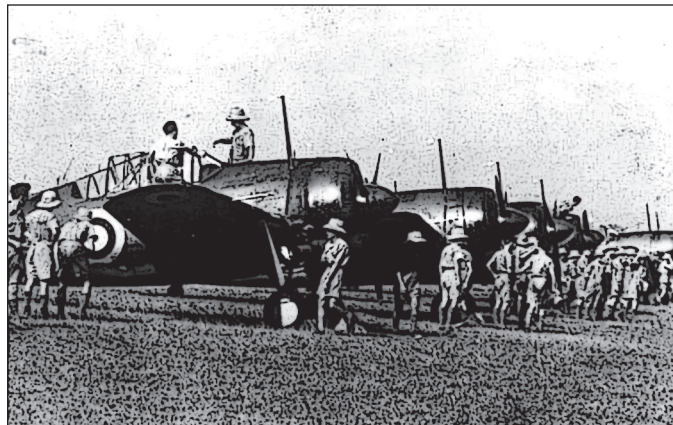
Thanks to signals intelligence, the Allies were able to catch the low-flying raid. The strategy of using overwhelming force paid off. A full wing of Kittyhawks, covered by Spitfires, fell on the Italians who lost 10 transports and 2 fighters for no loss. Axis aerial resupply efforts to Tunisia were doomed and would shortly cease.

Background

Singapore, 20 January 1942

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

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



v1.0, Scenario by Lee Brimmicombe-Wood

Order of Battle

Defenders – Allied

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



x2



Hurricane Mk.IIB – Intercept mission. Set-up in Y15, Z16

x1



Hurricane Mk.IIB – Intercept mission. Set-up in F11

x1



Buffalo Mk.I – Intercept mission. Set-up in F1

Max Losses Squadrons 8; Flights 4

Alert All squadrons start alerted

Quality Veteran 0; Green 3; Experte 0

Raiders – Japanese (set-up first)

Elements of 60th Sentai and 64th Sentai, JAAF



x2



Ki-21-IIa – Bombing mission
Set-up in R8, S8

x2



Ki-43-I – Escort mission

Max Losses Squadrons 12; Flights 6

Alert No squadrons start alerted

Quality Veteran 1; Green 0; Experte 1

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

GCI Control Allied - GCI 5

Radio Japanese fighter squadrons do not have radio

Radio Nets *Able* - All Allied squadrons and GCI

Sun Position Above

Clouds Wispy in K12 to V12

Broken in columns K to X, altitudes 5 to 6

Surface Units Airfield and Lt Flak A in H0

Special Rules

1. The Allied player sets up the Green markers only on the Hurricane flights.
2. Use the bombing attack rules [15.0].
3. The Japanese can only bomb the airfield and must fly level bombing attacks.
4. The Japanese assign the Veteran marker to a fighter squadron. This squadron has tactical flexibility [9.3.2].

Victory Conditions

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

+3 or less	Allied Victory
+4 to +6	Draw
+7 or more	Japanese Victory

Aftermath

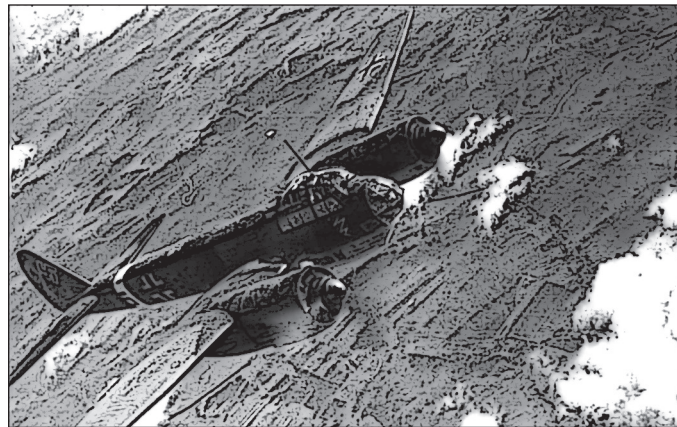
Major Kato, the fighter commander of 64th Sentai, saw the Hurricanes diving to attack and climbed to meet them. In the tangle that followed the Hurricanes claimed a number of fighters shot down (three didn't return), while the Japanese also managed to bag three. A composite squadron of Buffaloes struggled desperately for height, but failed to make contact with the fight. The bombers were able to bomb unmolested, but caused little damage.

Background

Voronezh, 6 July 1942

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

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



v1.0, Scenario by Lee Brimmicombe-Wood

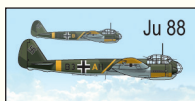
Order of Battle

Raiders – German (set-up first)

Elements of KG 51 and JG 3

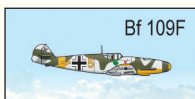


x1



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

x3



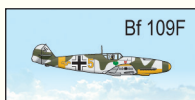
Bf 109F-4 – Sweep mission. Set-up two or more squares apart in columns E to K at any altitude

x1



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

x1



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

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

Defenders – Soviet

Elements of 1 Fighter Aviation Army



x2



Yak-1 – Intercept mission. Set-up two or more squares apart in columns U to W at altitude 6 or less

x2



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

x2



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

x1



Yak-1 – Escort mission. Enter right map edge on Turn 5 escorting IL-2s

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

Map Edges *Left* - German; *Right* - Soviet
Doctrine Soviet squadrons use rigid doctrine
German squadrons use loose doctrine

GCI Control None

Radio Nets *Anna* - The Soviet squadrons
Berta - The German fighters

Sun Position Left Upper

Cloud Wispy in J5-Q5, O2-R2
Broken in G2-J2, M2-N2, S2-W2, S3-W3

Surface Units Bridge and Lt Flak A in R0

Special Rules 1. Use the bombing attack rules [15.0].
2. The Germans may only bomb the bridge.
3. The IL-2s do not bomb, but behave according to rule 9.2.1. The Soviets score VP for exiting the IL-2s on the enemy map edge as per 12.1.

4. Equip one Bf 109 flight with a gun pod.
5. One Bf 109 flight must be Trained.

Gameplay Advice

Soviet fighters under threat should try to enter a Lufbery.

Victory Conditions

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

+9 or less	Soviet Victory
+10 to +13	Draw
+14 or more	German Victory

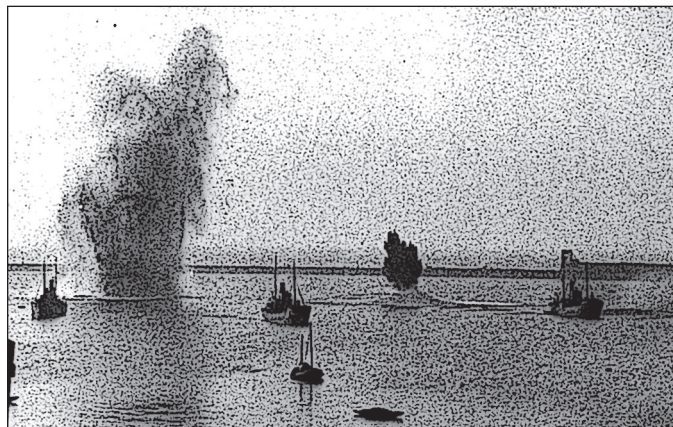
Aftermath

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

Background

Southern England, 9 July 1940

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



v1.0, Scenario by Andrew Brazier

Order of Battle

Defenders – British

Elements of 41, 56, 64 and 501 Squadrons, RAF



x2



Spitfire Mk.IA – Intercept mission. Set up separately in column A at altitude 6 or less

x2



Hurricane Mk.I – Intercept mission. Set up separately in columns C or D at altitude 6 or less

Max Losses Squadrons 12

Alert All squadrons start alerted

Quality Veteran 1; Green 0; Experte 1

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

Doctrine British squadrons use rigid doctrine
German squadrons use loose doctrine

GCI Control British: GCI 4

Radio Nets *Ack, Beer, Charlie, Dog* - Each British squadron has a separate radio net, shared with GCI

Emil - Escort that sets up on the map

Friedrich - Sweep squadron

Gustav - The escorts that enter on turn 3

Sun Position Left Upper

Haze Altitude 1 or less

Surface Units DD 1 and Aux 1 in J0, Aux 1 in K0
Heavy Flak A in J0, Lt Flak A in K0
Place one Barrage Balloon in each of columns J and K at altitude 2

Special Rules

1. Use the bombing attack rules [15.0].
2. German squadrons have tactical flexibility [9.3.2].
3. Squares J to Z are sea; squares A to I are land.
4. All ships are dead in the water [14.1.3].
5. The DD 1 does not have Heavy Flak capability.

Raiders – German (set-up first)

Elements of LG 1, StG 1, StG 3, JG 26, JG 51

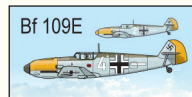


x2



Ju 87B-1 – Bombing mission
Set-up one each in V8, W8

x1



Bf 109E-4 – Escort mission

x1



Bf 109E-4 – Sweep mission
Set-up in T6

x2



Ju 87B-1 – Bombing mission
Enter in trail on turn 2 in Z9

x2



Bf 109E-4 – Escort mission
Enter on turn 2 escorting the Ju 87s

Max Losses Squadrons 9; Flights 4

Alert No squadrons start alerted

Quality Veteran 3; Green 0; Experte 2

Victory Conditions

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

+4 or less British Victory

+5 to +9 Draw

+10 or more German Victory

Aftermath

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