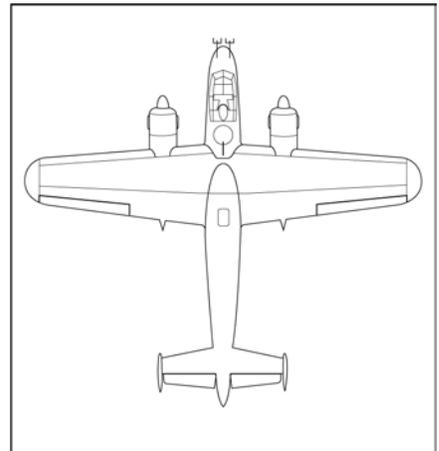
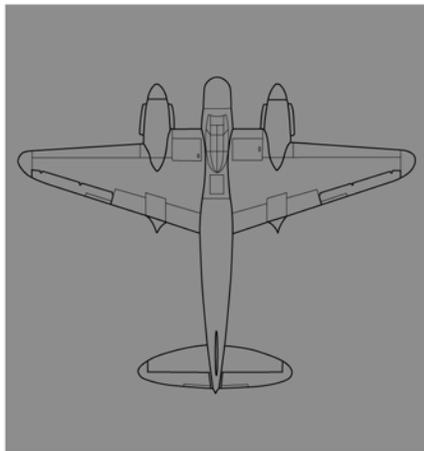
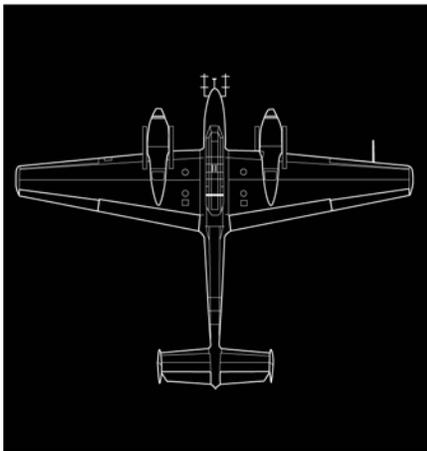


NIGHTFIGHTER

Air Warfare in the Night Skies of World War Two



SCENARIO BOOK

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How to use this book

Scenario information is as described in rule 3.2. The ten scenarios here are arranged in rough chronological order to depict the evolution of nightfighting. However, the scenario variants may be out of sequence, since not all theaters of war progressed at the same rate as northwest Europe.

As noted in rule 3.2, variants alter portions of the main scenario. Only change those parts of the scenario that are listed in the variant.

EXAMPLE: Variant scenario 1A (see column opposite) lists Cloud, but not Moon information. The cloud is set to 'None', as per the variant instructions. However, the 'Full moon' setting of the main scenario remains unchanged.

SCENARIO 1: CAT'S EYE

Background. September 1940. Early nightfighting relied on single-seat day fighters cruising the skies in the hope that they might find the enemy. Pilots needed "cat's eyes" to pick out bombers in the dark. In practice the technique resulted in few kills and more defending aircraft were lost due to night-flying accidents than enemy aircraft were shot down.

This scenario depicts a typical "cat's eye" patrol during the German Blitz on Britain. A lone Hurricane fighter is flying over southern England on a moonlit night.

Difficulty Level. Impossible.

Game Length. The game ends when all bombers have exited the map, or a bomber is shot down.

Sequence of Play. Ignore the Flak Phase, Radar Search Phase, AI Search Phase and Searchlight Phase.

Attacker Forces. (German)

Elements of KG 100, Luftwaffe. The attacker has three He111H bombers.

Attacker Entry. One bomber enters on Turn 1, another on Turn 5 and a final one on Turn 10.

Defender Forces. (British)

Elements of No. 17 Squadron, Royal Air Force. The defender has one Hurricane Mk I.

Defender Setup. The defender sets up in hex 0912 with any facing.

Search Radar. None.

Searchlights. None.

Flak. No.

Moon. Full moon.

Visibility. Good 1/5.

Cloud. Cloudy. Because of the full moon, all hexes on the map are illuminated cloud.

Victory Conditions. The player wins if he shoots down one bomber.

Special Rules. None.

Scenario 1 Variant

VARIANT SCENARIO 1A: LONDON BLITZ

Background. September 1940. Extensive use of searchlights near London aided the "cat's eye" fighters.

Difficulty Level. Hard.

Sequence of Play. Ignore the Flak Phase, Radar Search Phase, and AI Search Phase.

Visibility. Moderate 0/3.

Cloud. None.

Searchlights. All searchlight zones (A to R) are active. Searchlights are NOT radar-directed.

Read the rules for Searchlights [14.0], Advanced Tallying [15.0] and Bomber Response [17.4] before play.

SCENARIO 2: DUNAJA

Background. October 1940. Near the Dutch and North German coastlines the Germans developed a special ‘darkened’ nightfighting zone (*Dunkelnachtjagdgebiete*, abbreviated to *Dunaja*) to try to shoot down incoming bombers. Officers manning Freya radar displays were able to direct fighters to the bombers. The first kills were achieved in the British penetration lanes above the Zuider Zee. By the end of 1941 six of these close control zones—codenamed *Hamster*, *Hering*, *Tiger*, *Löwe*, *Languste* and *Wolf*—stretched from the Schelde estuary in the south to the island of Sylt in the north.

Difficulty Level. Hard.

Game Length. The game ends when all bombers have either exited the map or been shot down.

Sequence of Play. Ignore the Flak Phase, AI Search Phase and Searchlight Phase.

Attacker Forces. (British)

Elements of No. 83 Squadron, Royal Air Force. The attacker has three Hampden Mk I bombers.

Attacker Entry. One bomber enters on Turn 1, another on Turn 5 and one more on Turn 10.

Defender Forces. (German)

Elements of II/NJG 1, Luftwaffe. The defender has one Me110C-4.

Defender Setup. The defender sets up in the searchlight beacon hex with any facing.

Search Radar. One Freya.

Searchlights. None.

Flak. No.

Moon. Random.

Visibility. Moderate 0/3.

Cloud. None.

Victory Conditions. The player wins if he shoots down one bomber. However, if he manages to shoot down a second bomber, he can claim a decisive victory.

Special Rules. None.

Scenario 2 Variants

VARIANT SCENARIO 2A: LASH-UP

Background. September 1940. The British used a similar system to *Dunaja* during the Blitz, initially using gun-laying radars in a “lashed up” makeshift arrangement to guide nightfighters with AI radar to the bombers.

Sequence of Play. Ignore the Flak Phase and Searchlight Phase.

Attacker Forces. (German)

Elements of I/KG 1, Luftwaffe. The attacker has three He111H bombers.

Defender Forces. (British)

Elements of No. 600 Squadron, Royal Air Force. The defender has one Blenheim Mk IF.

Search Radar. One GL Mk I.

Special Rules. To reflect the poor quality of plotting, communications and control with this makeshift system, the player may only make radar searches on even-numbered game turns (marked with an asterisk on the game turn track). The GL Mk I radar search counter is marked with an asterisk to serve as a reminder of this.

Read the rules for Advanced Tallying [15.0] and AI Radar [19.0] before play.

VARIANT SCENARIO 2B: OBSOLESCENCE

Background. October 1940. Bomber Command was still equipped with many outdated bomber types that even the relatively slow Dornier nightfighters—built from converted medium bombers—could catch.

Attacker Forces. (British)

Elements of No. 58 Squadron, Royal Air Force. The attacker has three Whitley Mk V bombers.

Defender Forces. (German)

Elements of II/NJG 1, Luftwaffe. The defender has one Do17Z-10 *Kauz 2*.

VARIANT SCENARIO 2C: THE SECOND RAID ON PEARL HARBOR

Background. 4/5 March 1942. The Japanese planned to follow up their 7 December, 1941 attack on Pearl Harbor with “K-Operation”, a series of long-range raids. H8K1 ‘Emily’ flying boats were to be employed, refueled en route by submarine at French Frigate Shoals.

On the night of 4 March the Emilys flew to Oahu to find Pearl Harbor covered by cloud. Unable to find their targets they dropped their bombs harmlessly and made their escape.

In the meantime, the raid was picked up and tracked by early warning radar. Four P-40s were scrambled to intercept while guided from the ground (some sources say they were P-39s), but lack of experience at night interception told, and the fighters returned empty-handed.

Attacker Forces. (Japanese)

Elements of 24th Kokutai, Imperial Japanese Navy. The attacker has two H8K1 ‘Emily’ bombers.

Attacker Entry. One bomber enters on Turn 1 (it may still be delayed [8.1.4]). In the same turn the first bomber enters, the second bomber enters the map in an adjacent hex column. On the turn of entry, the second bomber moves the same number of MP as the first.

Defender Forces. (American)

Elements of 15th Pursuit Group (Interceptor), United States Army Air Forces. The defender has one P-40B Warhawk.

Search Radar. One SCR-270.

Moon. Full moon.

Cloud. Cloudy. Because of the full moon, all hexes on the map are illuminated cloud.

Special Rules. The defending pilots were very inexperienced at night interception. To represent this the defender always rolls only two dice in the Tally Phase (i.e. does not roll three dice for moderate visibility under moon conditions and does not claim a bonus die for illuminated cloud).

VARIANT SCENARIO 2D: RABAUL

Background. May 1943. Lacking a good platform for night defense, the Japanese Navy pressed field-modified J1N1 “Irving” reconnaissance fighters into service against B-17 raids. The first kills were achieved over Rabaul in 1943. Soon after this, the Navy began to place orders for a custom-built version of the new nightfighter.

Attacker Forces. (American)

Elements of 43rd Bombardment Group, United States Army Air Forces. The attacker has three B-17E bombers.

Defender Forces. (Japanese)

Elements of 251st Kokutai, Imperial Japanese Navy. The defender has one J1N1-C KAI.

Defender Setup. The defender sets up in any hex with any facing.

Search Radar. One Tachi 6.

Special Rules. This scenario is set in the Pacific so do not modify the moon phase roll [3.3.1].

Read the rules for Oblique Guns [20.0] before play.

SCENARIO 3: THE KAMMHUBER LINE

Background. Spring 1941. Beginning in late 1940, Germany created a belt of searchlights to detect bombers, which the British dubbed the “Kammhuber Line” after Josef Kammhuber, commander of the Luftwaffe’s nightfighters.

Radar, including the new Würzburg-Riese ground control system, was used to try to guide fighters to the approximate location of the bombers in the dark zone in front of the searchlight belt. Then when a bomber transited the searchlight zone (the *helle Nachtjagdräume*, shortened to *Henaja*), the lights, each guided by a short-ranged Würzburg-C radar, would fix or “cone” it. The fighter could then chase the illuminated target and shoot it down.

Difficulty Level. Normal.

Game Length. The game ends when all bombers have either exited the map or been shot down.

Sequence of Play. Ignore the Flak Phase and AI Search Phase.

Attacker Forces. (Polish)

Elements of No. 301 (Polish) Squadron, Royal Air Force. The attacker has three Wellington Mk Ic bombers.

Attacker Entry. One bomber enters on Turn 1, another on Turn 3 and a final one on Turn 6.

Defender Forces. (German)

Elements of I/NJG 2, Luftwaffe. The defender has one Ju88C-2 with an *experte* pilot.

Defender Setup. The defender sets up in the searchlight beacon hex with any facing.

Search Radar. One Freya, one Würzburg.

Searchlights. Zones J to R are active. Searchlights are radar-directed.

Flak. No.

Moon. Half moon.

Visibility. Good 1/5.

Cloud. None.

Victory Conditions. The player wins if he shoots down one bomber. However, if he manages to shoot down a second bomber, he can claim a decisive victory. He loses if the nightfighter is shot down.

Special Rules. If the player and umpire agree, roll randomly for moon and visibility [3.3.1, 3.3.2]. However, this may change the Difficulty Level to Hard.

Scenario 3 Variants

VARIANT SCENARIO 3A: LOWALTITUDE DASH

Background. Summer 1941. The RAF pilots sometimes responded to the searchlight belts by diving before entering them. Accelerating under gravity, they would rapidly zip through the belts at low altitude.

Special Rules. In this variant scenario Wellington bombers that begin movement in an active searchlight zone increase their MP from 2* to 3. (Alerted bombers [28.2] do not increase their MP twice and instead move with 3 MP.)

The nightfighter possesses altitude advantage [18.0].

If the umpire wishes a more challenging scenario for the player, exchange the Wellingtons for Stirling Mk III bombers. The scenario takes place at low altitude; read the rules for Low Altitude Operations [21.1] before play. Beginning movement in an active searchlight zone increases Stirlings’ MP from 3 to 3*. (Again, no extra MP increase for alerted bombers.)

VARIANT SCENARIO 3B: HOME ISLANDS

Background. March 1945. The night defense of Japan’s Home Islands saw the assignment of the Ki-45 *Toryu* (“Dragon Slayer”) heavy fighter to night duties against B-29s, which often swept in low at altitudes of 4,000 to 5,000 feet. Japanese radar net was jammed to the point of uselessness, though some radar operators claimed they could see through the fog of noise jamming and chaff to discern the low-flying raiders.

The Ki-45 was the mount of aces such as Sadamitsu Kimura, who claimed 22 B-29s before he was shot down and killed.

Difficulty Level. Hard.

Attacker Forces. (American)

Elements of 58th Bombardment Wing, United States Army Air Forces. The attacker has three B-29A bombers.

Defender Forces. (Japanese)

Elements of 2nd Chutai, 4th Sentai, Imperial Japanese Army. The defender has one Ki-45 KAIc *Toryu* with an *experte* pilot.

Defender Setup. The defender sets up in any hex with any facing.

Search Radar. One Tachi 6.

Searchlights. Zones J to R are active. Searchlights are NOT radar-directed.

Special Rules. The scenario takes place at low altitude; read the rules for Low Altitude Operations [21.1] before play.

The nightfighter possesses altitude advantage [18.0].

The Tachi 6 search radar is lightly jammed. Read the rules for Jamming [24.5] before playing this variant.

SCENARIO 4: HIMMELBETT

Background. August 1942. The arrival of the *FuG 202 Lichtenstein BC* air intercept radar radically improved German nightfighter effectiveness against intruding RAF bombers. As *Lichtenstein* was deployed the *Henaja* searchlights were withdrawn and the Kamhuber Line became a huge dark-fighting zone. Radar plots were displayed on a Seeburg plotting table allowing controllers to accurately guide nightfighters to intercept. This procedure was called *Himmelbettverfahren* and was to remain in service for most of the war.

Difficulty Level. Normal.

Game Length. The game ends when all bombers have either exited the map or been shot down.

Sequence of Play. Ignore the Flak Phase and Searchlight Phase.

Attacker Forces. (British)

Elements of No. 44 (Rhodesia) Squadron, Royal Air Force. The attacker has three Lancaster Mk I bombers.

Attacker Entry. One bomber enters on Turn 1, another on Turn 3 and a final one on Turn 6.

Defender Forces. (German)

Elements of IV/NJG 1, Luftwaffe. The defender has one Do215B-5 *Kauz 3*.

Defender Setup. The defender sets up in the searchlight beacon hex with any facing.

Search Radar. One Freya, one Würzburg.

Searchlights. None.

Flak. No.

Moon. Random.

Visibility. Random.

Cloud. Random.

Victory Conditions. The player wins if he shoots down one bomber. However, if he manages to shoot down a second bomber, he can claim a decisive victory. He loses if the nightfighter is shot down.

Special Rules. None.

Scenario 4 Variants

VARIANT SCENARIO 4A: FIGHTING THE MINELAYERS

Background. Spring 1941. At night, German bombers sowed the coast of Britain with mines. Fighters found it difficult to intercept at altitudes where their radar was almost useless.

Difficulty Level. Hard.

Attacker Forces. (German)

Elements of Luftflotte 3, Luftwaffe. The attacker has three He111H bombers.

Defender Forces. (British)

Elements of No. 25 Squadron, Royal Air Force. The defender has one Beaufighter Mk IF.

Search Radar. One CHL.

Cloud. None.

Special Rules. The scenario takes place at low altitude [21.1].

VARIANT SCENARIO 4B: HENAJA

Background. May 1942. As *Lichtenstein* was first introduced, the *Henaja* searchlight belt still sat behind the dark fighting zone. However, political pressure from the Gauleiters resulted in a Hitler directive to withdraw the searchlight belt to positions around the target towns and cities, where they would cooperate with flak. By July 1942 the withdrawal was complete. This scenario portrays that brief time before the searchlights were pulled back.

Sequence of Play. Ignore the Flak Phase.

Searchlights. Zones J to R are active. Searchlights are radar-directed.

Cloud. None.

VARIANT SCENARIO 4C: FAST BOMBERS

Background. June 1942. The Me110 was the mainstay of the nightfighter force, but the arrival of four-engined bombers (nicknamed *Viernots*) eroded its speed advantage. Often, the only way the Messerschmitt could keep up with the raiders was by diving on them from altitude.

Defender Forces. (German)

Elements of IV/NJG 1, Luftwaffe. The defender has one Me110F-4.

Special Rules. The nightfighter possesses altitude advantage [18.0].

VARIANT SCENARIO 4D: BEATING THE MINELAYERS

Background. 5/6 June 1942. Key to beating the German minelayers was the introduction of centimeter-wave AI radar, which could operate at lower altitudes without interference from the ground. As ever, the first kills were obtained by the RAF's Fighter Interception Unit, conducting combat trials of the new radars above the Thames estuary.

Attacker Forces. (German)

Elements of Luftflotte 3, Luftwaffe. The attacker has three Do217 bombers.

Defender Forces. (British)

Elements of Fighter Interception Unit, Royal Air Force. The defender has one Beaufighter Mk IF upgraded with AI Mk VIII AI radar.

HISTORICAL NOTE: Actually, this aircraft used the AI Mk VII radar, an early service version of the AI Mk VIII.

Search Radar. One CHL.

Cloud. None.

Special Rules. The scenario takes place at low altitude [21.1].

VARIANT SCENARIO 4E: HIGH-ALTITUDE BATTLES

Background. Spring 1943. Obsolescent Me110s had difficulties keeping pace with the RAF's bombers. News that the Americans were carrying out night training in fast B-17s prodded General Kamhuber into speeding up production of the stopgap Me110G-4. The G-4's nitrous oxide injection gave it improved performance at high altitude but at the cost of low-altitude climb rate and engine life.

Defender Forces. (German)

Elements of II/NJG 2, Luftwaffe. The defender has one Me110G-4.

Special Rules. The scenario takes place at high altitude [21.2]. Contrails are in effect [21.2.1].

The Me110G-4 is specially equipped with nitrous oxide injection, so increase its speed to 4 MP for the duration of the scenario. Because of its poor climb performance, the nightfighter does NOT possess altitude advantage.

VARIANT SCENARIO 4F: MANDREL AND TINSEL

Background. Early 1943. The RAF's jamming offensive began in December 1942, when jammers with the codename 'Mandrel' began to blanket the frequencies of Freya and other early warning radars. The defenders countered by changing the spread of frequencies their radars operated on and by April 1943 the effects of jamming were much reduced.

A more lasting success was that of "Tinsel", in which a microphone placed next to the bomber's engine was used to jam the radio link between ground controllers and nightfighter pilots.

Difficulty Level. Hard.

Special Rules. The Freya search radar is lightly jammed. Read the rules for Jamming [24.5] before playing this variant.

Tinsel jamming is represented by the following rule: if the nightfighter does NOT have a fix or tally on a bomber and the player wishes to turn it in a hex, he must roll one die. On a roll of 5 or 6 the aircraft cannot turn in that hex and must move forward a hex before it can try to turn again.

VARIANT SCENARIO 4G: 'Y' GUIDANCE

Background. Spring 1943. The weakness of the *Himmelbett* system was that it could only control one nightfighter at a time. This was because there was only a single Würzburg-Riese radar to track friendly aircraft. The 'Y' system changed that. It was a form of radio direction finding that permitted the Luftwaffe to track aircraft by triangulating on their radio broadcasts. Now *Himmelbett* zones could control up to three aircraft simultaneously.

Attacker Forces. (British)

Elements of No. 77 Squadron, Royal Air Force. The attacker has fifteen Halifax Mk III bombers.

Attacker Entry. One bomber enters each turn.

Defender Forces. (German)

Elements of II/NJG 2, Luftwaffe. The defender has two Me110F-4, upgraded with *Schräge Musik* (roll for the system [20.1]), and one Do217J-2.

Defender Setup. The defender sets up anywhere in searchlight zones J to R with any facing. No more than one aircraft may be set up in each zone.

Victory Conditions. The player wins if he shoots down three bombers. However, if he manages to shoot down four bombers, he can claim a decisive victory.

Special Rules. Deconfliction [11.1] is in effect.

The Do217J-2 possesses altitude advantage [18.0].

'Y' Guidance was a lot less precise at tracking aircraft than Würzburg-Riese. We represent this as follows:

The player designates one of his aircraft as being tracked by Würzburg-Riese and the others by 'Y' guidance. These designations cannot change for the rest of the scenario.

At the beginning of each AI Search Phase, before any AI fixes are lost or gained, the player rolls one die. On a roll of 5-6, one of the 'Y'-guided fighters is displaced. The umpire chooses one such fighter and displaces it one hex left or right of the direction it is facing as if it had corkscrewed [17.4.3]; do not roll for the displacement, the umpire chooses the destination hex.

This is not an actual corkscrew maneuver and there is no effect on the fighter other than to be moved into a new hex. Only fighters without an AI fix or tally may be displaced; if there are no such fighters there is no displacement. The displacement represents the inaccuracies and errors in the 'Y'-guidance tracking.

Once the roll and any displacement is completed, the rest of the AI Search Phase continues as normal.

VARIANT SCENARIO 4H: GUADALCANAL

Background. 19 April 1943. The US Army Air Forces adapted the A-20 bomber to the nightfighter role and rushed a force of the newly-designated P-70s to support the bitter defense of Guadalcanal. The new aircraft simply couldn't catch high-flying 'Betty' bombers, but managed to blood themselves when the Japanese were incautious enough to come lower.

Sequence of Play. Ignore the Flak Phase.

Attacker Forces. (Japanese)

Elements of Imperial Japanese Navy. The attacker has three G4M 'Betty' bombers.

Defender Forces. (American)

Elements of 6th Night Fighter Squadron, United States Army Air Forces. The defender has one P-70A Havoc.

Search Radar. One SCR-270.

Searchlights. Zones J, K, L (only) are active. Searchlights are radar-directed.

Special Rules. This scenario is set in the Pacific. Modify visibility rolls but not moon phase rolls [3.3.1, 3.3.2].

To represent the historically poor coordination between the nightfighters and ground control, the umpire does not place sweep counters when the player makes radar searches.

VARIANT SCENARIO 4I: CORSICA

Background. 12/13 May 1944. US nightfighter squadrons found poor hunting in the Mediterranean. However, a massive German strike on USAAF bases on Corsica saw Beaufighters of the 417th NFS scramble against fast-flying He177s. The Americans could barely match the bombers' pace, resulting in a solitary "probable" kill on a frustrating night.

Attacker Forces. (German)

Elements of II/KG 40, Luftwaffe. The attacker has three He177A *Greif* bombers.

Defender Forces. (American)

Elements of 417th Night Fighter Squadron, United States Army Air Forces. The defender has one Beaufighter Mk VIF.

Search Radar. One SCR-270.

VARIANT SCENARIO 4J: BLACK WIDOW

Background. December 1944. The arrival of the P-61 in the Pacific saw the USAAF play a vital part during the night defense of Morotai. Mountains created blind spots for radar,

permitting raiders to slip through. While P-38s flew “cat’s eye” missions above the searchlit targets, Black Widows covered the dark approaches, ready to be vectored by ground radar.

Attacker Forces. (Japanese)

Elements of 21st Kokutai, Imperial Japanese Navy. The attacker has one G4M ‘Betty’ bomber.

Attacker Entry. The bomber enters on Turn 1.

Defender Forces. (American)

Elements of 418th Night Fighter Squadron, United States Army Air Forces. The defender has one P-61A Black Widow.

Search Radar. One SCR-270.

Victory Conditions. The player wins if he shoots down the bomber.

Special Rules. This scenario is set in the Pacific. Modify visibility rolls but not moon phase rolls [3.3.1, 3.3.2].

VARIANT SCENARIO 4K: GEKKO

Background. March 1945. Japanese radar development lagged behind that of the other Axis powers. It wasn’t until 1944 that they produced the 60cm FD-2 AI radar. Though supposedly fitted to some J1N1-Sa *Gekko* (“Moonlight”) airframes there is little evidence of the FD-2’s operational employment. This variant assumes that at least some combat missions were flown in defense of the Home Islands.

Sequence of Play. Ignore the Flak Phase.

Attacker Forces. (American)

Elements of XXI Bomber Command, United States Army Air Forces. The attacker has three B-29A bombers.

Defender Forces. (Japanese)

Elements of Imperial Japanese Navy. The defender has one J1N1-Sa *Gekko*.

Defender Setup. The defender sets up in any hex with any facing.

Search Radar. One Tachi 6.

Searchlights. Zones J to R are active. Searchlights are NOT radar-directed.

Special Rules. The nightfighter possesses altitude advantage [18.0].

The Tachi 6 search radar is lightly jammed. Read the rules for Jamming [24.5] before playing this variant.

This scenario is set in the Pacific. Modify visibility rolls but not moon phase rolls [3.3.1, 3.3.2].

SCENARIO 5: WILDE SAU

Background. August 1943. After Air Marshal Arthur Harris took the reins of Bomber Command in 1942, the RAF began to concentrate their bombers into denser formations. These “streams” of bombers could transit the target area in less than an hour, instead of over several hours.

The *Himmelbett* system could only engage a few targets at a time in each zone and was overwhelmed by the bomber stream. Following “Operation Gomorrah”, the devastating attack on Hamburg in July 1943, Generalmajor Kammhuber was removed and replaced by Generalmajor ‘Beppo’ Schmid, who cast around for new strategies to use against the RAF.

To cope with the concentrated bomber streams the German nightfighter force developed a tactic titled *Wilde Sau* (“Wild Boar”). This concentrated single-engine nightfighters over the target, where they could hunt down bombers identified by searchlights. A special Geschwader, JG300, was formed to implement *Wilde Sau*.

This *ad hoc* tactic met with some initial successes, but soon ran into problems. Coordination with flak was almost non-existent, causing many Wild Boar fighters to be shot down. The difficulties of navigating ill-equipped day fighters at night resulted in losses when aircraft ran out of fuel, forcing pilots to bail out. Finally, the tactic only permitted the defenders to see the raiders when they were over the target. Many bombers were caught only after they had dropped their bombs.

Difficulty Level. Normal.

Game Length. The game ends after fifteen game turns.

Sequence of Play. Ignore the Radar Search Phase and AI Search Phase.

Attacker Forces. (British)

Elements of No. 5 Group, Royal Air Force. The attacker has forty-five Lancaster Mk III bombers.

Attacker Entry. Three bombers enter on each game turn.

Defender Forces. (German)

Elements of 1/JG300, Luftwaffe. The defender has two Me109G-6s and one Fw190A-5. He may designate one aircraft before play as having an *experte* pilot.

Defender Setup. The defender sets up in any hexes with any facing.

Search Radar. None.

Searchlights. Zones A to I are active. Searchlights are radar-directed.

Flak. Yes.

Moon. No moon.

Visibility. Moderate 0/3.

Cloud. None.

Victory Conditions. The player wins if he shoots down three bombers.

Special Rules. None.

Scenario 5 Variants

VARIANT SCENARIO 5A: KONAJA

Background. June 1941. An attempt was made to coordinate flak, radar, fighters and searchlights together over the German cities. The resulting “combined” tactic was known as *Konaja* (*Kombinierte Nachtjagd*). Attempts to arrange for the flak to cease fire when a fighter entered the flak zone proved patchy.

Game Length. The game ends when all bombers have either exited the map or been shot down.

Sequence of Play. Ignore the AI Search Phase.

Attacker Forces. (British)

Elements of No. 115 Squadron, Royal Air Force. The attacker has three Wellington Mk Ic bombers.

Attacker Entry. One bomber enters on Turn 1, another enters on Turn 3 and one more on Turn 6.

Defender Forces. (German)

Elements of Erg. Staffel/NJG 1, Luftwaffe. The defender has one Me110C-4. This aircraft doesn't have an *experte* pilot.

Search Radar. One Würzburg.

Searchlights. Zones A to I are active. Searchlights are NOT radar-directed.

Victory Conditions. The player wins if he shoots down one bomber.

Special Rules. To represent the haphazard cooperation of the flak gunners, when rolling for flak hits, roll two dice instead of four [22.0].

VARIANT SCENARIO 5B: OPERATION GOMORRAH

Background. 27/28 July 1943. The first night's raids on Hamburg saw the Luftwaffe's entire air defense system fall to pieces as a result of jamming from a new system named "Window". Two days later, the recently formed JG300 was thrown into the fight and performed creditably on a night when Window was continuing to cause chaos.

Searchlights. All searchlight zones (A to R) are active. Due to jamming, the searchlights are NOT radar-directed.

Moon. No moon.

HISTORICAL NOTE: There was a small amount of moon this night, but we treat this as no moon.

Victory Conditions. The player wins if he shoots down two bombers.

VARIANT SCENARIO 5C: MATTSCHKEIBE

Background. August 1943. Where cloud prevented searchlights aiding the Wild Boars, they were directed to illuminate it to create a lit background against which bombers could be seen. The tactic was titled *Mattscheibe*, or "Ground-glass Screen" (an alternative codename was *Leichentuch*, or "shroud") and it was occasionally backed up by the *Beleuchter*, or flare-illumination Gruppen.

Searchlights. All searchlight zones (A to R) are active.

Cloud. Cloudy. In active searchlight zones hexes are illuminated cloud.

Victory Conditions. The player wins if he shoots down two bombers.

Special Rules. Treat searchlight zones B, E, H, K, N, Q as flare-illuminated zones [14.3].

SCENARIO 6: ZAHME SAU

Background. August 1943. The RAF's adoption of concentrated bomber streams made it difficult for fighters controlled by *Himmelbett* to perform many intercepts in the time it took for the stream to pass.

So in addition to "Wild Boar", the Germans developed a new tactic titled *Zahme Sau* ("Tame Boar"). The object was to infiltrate AI-equipped fighters under 'Y' guidance into the bomber stream as early as possible and then follow the stream. Once in the stream the nightfighters could freelance. The key to this tactic was identifying the path of the bomber stream. Nightfighters would orbit at a nearby radio beacon and then be fed into the stream, one at a time, by the controller.

Difficulty Level. Hard.

Game Length. The game ends after sixteen game turns.

Sequence of Play. Ignore the Flak Phase, Radar Search Phase and Searchlight Phase. (EXCEPTION: Variants 6B and 6K.)

Attacker Forces. (British)

Elements of No. 5 Group, Royal Air Force. The attacker has fifty-one Lancaster Mk III bombers.

Attacker Entry. Three bombers enter on each game turn.

Defender Forces. (German)

Elements of IV/NJG 3, Luftwaffe. The defender has three Ju88C-6s and one Me110G-4, all upgraded with *Schräge Musik* (roll for the system [20.1]).

Defender Setup. The defender sets up all his nightfighters in the radio beacon box.

Search Radar. None.

Searchlights. None.

Flak. No.

Moon. Random.

Visibility. Random.

Cloud. Random.

Victory Conditions. The player wins if he shoots down three bombers. If half or more of the nightfighters are equipped with SN-2 radar, increase the number of bombers to be shot down by one. Good visibility also increases the number of bombers to be shot down by one. If visibility is not Good AND there is no moon, decrease the number of bombers to be shot down by one. All additions and subtractions are cumulative.

Special Rules. Deconfliction [11.1] is in effect.

Before play starts, the umpire plays an Enter Bombers Phase, followed by a Move Bombers Phase and then a second Enter Bombers Phase. There should be six bombers on the map at the beginning of the first game turn.

Nightfighters must "follow the bomber stream", moving away from the entry edge. Once a nightfighter has entered from the radio beacon box, it cannot move closer to the entry edge except as a consequence of Avoidance [17.3.1] or when following a corkscrew [17.4.3]. If a nightfighter begins to move toward the entry edge because of Avoidance it should turn around in the next Move Fighters Phase as swiftly as possible so that it is moving away from that edge. (The umpire can adjudicate this in as flexible a fashion as possible, but the intent is that the defenders should not linger too long flying the "wrong way", but should fly with the stream.)

Scenario 6 Variants

These variants may be used individually, or combined together. Normally, variants are agreed upon by the player and umpire. However, in this scenario the player can choose any number of variants to play without the umpire's say-so, provided they are "balanced". Variants should be chosen after moon, visibility and cloud have been rolled. Variant selection is NOT done secretly.

Each variant lists a numerical balance rating, which is "pro-" or "anti-" player. When choosing variants, the player must choose a number of "anti-" variants whose balance values equal or exceed the value of the "pro-" variants.

Before the player chooses any variants, the umpire may choose one (only) variant, provided it is anti-player. If the umpire passes on this chance to pick a variant, he cannot take it after the player has selected variants (if any).

Some variants are not compatible with others. If such a variant is picked, subsequent variants may not be incompatible ones.

EXAMPLE: The umpire picks variant 6E. This prevents the player picking variant 6M.

Feel free to ignore the background dates for the variants and mix and match from all the periods on offer.

Note there are some further “intruder” variants on page 15.

VARIANT SCENARIO 6A: ACE OF ACES

Background. *Experten* such as Helmut Lent or Heinrich Prinz zu Sayn-Wittgenstein found the freer fighting of *Zahme Sau* to their liking. Once infiltrated into the bomber stream kills came easily to experienced pilots. Scores of four or more bombers on a single sortie were not uncommon.

Balance. 2 pro-player.

Special Rules. The player may designate one nightfighter before play as having an *experte* pilot.

VARIANT SCENARIO 6B: PROXIMITY TO TARGET

Background. The bombers are approaching a burning city.

Balance. 2 pro-player.

Sequence of Play. Ignore the Radar Search Phase.

Searchlights. Zones J to R are active. Searchlights are radar-directed.

Flak. Yes.

Cloud. None. However, treat the active searchlight zones as illuminated cloud for tally purposes only to represent the burning city below.

VARIANT SCENARIO 6C: JET STREAM

Background. British bombers occasionally flew into the jet stream, an as-yet unknown meteorological phenomenon. The tail wind would give them a huge speed boost, but the major effect was to scatter the bombers across Germany.

Balance. 1 anti-player.

Attacker Forces. (British)

Elements of No. 5 Group, Royal Air Force. The attacker has thirty-four Lancaster Mk III bombers.

Attacker Entry. Two bombers enter on each game turn.

Special Rules. The scenario takes place at high altitude [21.2].

Two bombers instead of three enter on each of the Enter Bombers Phases prior to the first game turn, then two bombers enter each turn thereafter. Use the top two numbers on each entry chit to determine the hex columns of entry.

Whichever color entry chit the umpire chose before the start of play [8.1.2] pick this color on the first turn and then the other color on the second. The umpire continues to alternate colors until the end of the game. The pre-game bomber entry also alternates chit colors, starting with the umpire’s initial color selection.

EXAMPLE: If the umpire chose red chits before starting play, he uses reds on odd-numbered turns and yellows on even turns.

VARIANT SCENARIO 6D: BOOZER

Background. March 1943. The British began using the Boozer warning device.

Balance. 1 anti-player. Reduced to 0 (i.e. zero) anti-player if variant 6O *Lichtenstein SN-2* is in effect.

Special Rules. All eligible bombers have their equipment upgraded to use Boozer [24.2.4].

Not Compatible With: 6E, 6M.

VARIANT SCENARIO 6E: MONICA

Background. March 1943. The British began using the Monica tail-warning device.

Balance. 1 anti-player.

Special Rules. All eligible bombers have their equipment upgraded to use Monica [24.2.1].

Not Compatible With: 6D, 6M.

VARIANT SCENARIO 6F: WINDOW

Background. July 1943. The British began using bundles of metallic strips, codenamed “Window”, to jam the German radar. As the ground control radars, flak/searchlight radars and early *Lichtenstein* AI radars all worked on similar frequencies, Window threw the entire air defense system into chaos.

Balance. 3 anti-player. Reduced to 0 (i.e. zero) anti-player if variant 6O *Lichtenstein SN-2* and/or 6Q *Uhu* is in effect.

Special Rules. L-band AI radar is heavily jammed [24.5.2].

All radar-directed searchlights are jammed [24.5.3].

Not Compatible With: 6R.

VARIANT SCENARIO 6G: AIRBORNE CIGAR

Background. October 1943. “Airborne Cigar” and the later “Jostle IV” were British systems for jamming VHF communications with German nightfighters so that ground controllers could not pass on information. It was supplemented by “Corona”, where German-speaking RAF personnel (some of them Jewish refugees) fed false information to the nightfighters. The first time “Corona” was used it drove the Luftwaffe fighter controllers mad with rage.

Balance. 3 anti-player.

Special Rules. When the player wishes a nightfighter to exit the radio beacon box [23.0], he must roll one die first.

On a 1-3 the nightfighter leaves the box normally.

On a 4-5 its orders have been scrambled by jamming and it does not enter the map (it can try again next turn). No other nightfighter may leave the box that game turn.

On a 6 the nightfighter is misdirected and cannot find any trade. It leaves the box and is removed from play. Treat subsequent results of 6 after the first as a result of 4-5.

VARIANT SCENARIO 6H: NAXOS VS. H2S

Background. Early 1944. The British H2S radar was an aid to bombing accuracy. The Germans countered with the Naxos passive homing system.

Balance. 1 pro-player.

Special Rules. All eligible bombers have their equipment upgraded to use H2S [24.3.1]. One eligible fighter (player’s choice) has its equipment upgraded to use Naxos [24.3.2].

VARIANT SCENARIO 6I: WILD BOAR

Background. Early 1944. On clear nights even single-seat fighters could be infiltrated into the bomber stream.

Balance. 2 pro-player.

Defender Forces. (German)

Elements of IV/NJG 3 and I/NJG 11, Luftwaffe. The defender has two Ju88C-6s and one Me110G-4, all upgraded with *Schräge Musik* (roll for the system [20.1]) and two Fw190A-5s.

Visibility. Good 1/5.

VARIANT SCENARIO 6J: DELOUSING

Background. 1944. Jamming of German AI radar could be inconsistent, especially when the radar set faced away from the jamming transmissions. Also the use of Window could be patchy. Crews increasingly became skilled at ‘delousing’ their scopes of interference.

Balance. 2 pro-player.

Special Rules. Treat all jamming of AI radar as light jamming [24.5.2].

VARIANT SCENARIO 6K: BELEUCHTER

Background. 1944. To direct its fighters the Luftwaffe began to organize *Beleuchtergruppen*, units of bombers that would track the path of the bomber stream and drop flares into it using sky marker aircraft. The flares would guide fighters to the stream from hundreds of miles away. They were not intended to illuminate bombers, but inevitably they would light up the occasional passing aircraft.

Balance. 1 pro-player.

Sequence of Play. Ignore the Flak Phase and Radar Search Phase.

Special Rules. Treat searchlight zones B, E, H, K, N, Q as flare-illuminated zones [14.3].

VARIANT SCENARIO 6L: DECOY

Background. 1944. Bomber crews began to report sightings of German nightfighters flying with their running lights on. This seems to have been a ruse to divert attention from other nightfighters stalking the bombers.

Balance. 1 pro-player.

Special Rules. The moment a nightfighter enters the map, the player should designate whether or not it is a decoy. Any number of fighters can be designated as decoys.

A decoy nightfighter is considered to have its lights turned on to distract bomber crews. It remains a decoy for the remainder of the game and cannot return to non-decoy status. Decoy nightfighters are moved exactly like regular fighters, but they cannot attack bombers. However, they do NOT prevent other fighters within 5 hexes from attacking due to deconfliction [11.1].

If a decoy is within a number of hexes of a bomber equal to the visible range for tallying aircraft fixed by searchlights (i.e. the second, larger range value [3.3.2]) that bomber is distracted. Any number of bombers can be distracted by a single decoy. Distracted bombers apply a +2 modifier to their second response roll [17.4].

VARIANT SCENARIO 6M: FLENSBURG VS. MONICA

Background. Spring 1944. The Germans began to use Flensburg to home in on Monica tail warning radars. When this was discovered, the RAF withdrew Monica from use in September 1944.

Balance. 2 pro-player.

Special Rules. All eligible aircraft have their equipment upgraded to use Monica or Flensburg [24.2.1, 24.2.3].

Not Compatible With: 6D, 6E.

VARIANT SCENARIO 6N: CONTRAILS

Background. 30 March 1944. It was rare that weather conditions created contrails, but during an RAF raid on Nuremberg the trails led nightfighters straight to the bombers. The Bomber Command aircraft were slaughtered.

Balance. 1 pro-player.

Special Rules. The scenario takes place at high altitude [21.2]. Contrails are in effect [21.2.1].

VARIANT SCENARIO 6O: LICHTENSTEIN SN-2

Background. May 1944. In the autumn of 1943 the SN-2 radar was rushed into service as a response to Window jamming. The new system, with its longer range and wide-angle coverage, radically improved the effectiveness of *Zahme Sau* tactics. By the spring of 1944, the SN-2c was widely available.

Difficulty Level. Normal.

Balance. 3 pro-player.

Special Rules. All eligible German nightfighters have their AI radars upgraded to the Lichtenstein SN-2c [24.1.1].

VARIANT SCENARIO 6P: FAST JU88S

Background. Summer 1944. A new Ju88 became available, the G-1, which had a much faster top speed than earlier versions. It was to prove outstanding in action.

Balance. 1 pro-player.

Special Rules. Replace one Ju88C-6 with a Ju88G-1 upgraded with Lichtenstein SN-2c [24.1.1].

VARIANT SCENARIO 6Q: UHU

Background. June 1944. Though never popular with the Luftwaffe leadership, the Heinkel 219 emerged as the best of a pack of new nightfighter designs. It proved to be the most efficient Luftwaffe nightfighter of the war, though there were very few airfields with runways long enough to handle it.

Difficulty Level. Normal.

Balance. 2 pro-player.

Special Rules. Replace two Ju88C-6s with two He219A-2 *Uhu* upgraded with Lichtenstein SN-2c [24.1.1] and *Schräge Musik* (roll for the system [20.1]).

VARIANT SCENARIO 6R: TYPE M WINDOW

Background. August 1944. The SN-2 radar was initially unaffected by Window, so Göring ordered a crash program to re-equip the nightfighter fleet. However, in July 1944 a Ju88 equipped with the radar fell into British hands. Within 10 days a new form of Window had been deployed to jam it and soon after a new bomber-carried jammer, ‘Piperack’, was blanketing the airwaves.

Balance. 3 anti-player.

Special Rules. L-band and P-band AI radar is heavily jammed [24.5.2].

All radar-directed searchlights are jammed [24.5.3].

Not Compatible With: 6F.

VARIANT SCENARIO 6S: FUEL SHORTAGES

Background. Early 1945. Fuel shortages, exacerbated by Bomber Command's campaign against oil refining, reduced the number of fighters the Luftwaffe was able to fly.

Balance. 2 anti-player.

Special Rules. Remove one nightfighter of the player's choice from play before the start.

SCENARIO 7: SERRATE

Background. December 1943. The Serrate device was designed to help the RAF hunt down German nightfighters by homing in on their Lichtenstein AI radars. The system lacked precision, but it could often get the RAF fighter close enough for it to pick up the enemy on its own AI radar.

In general, the Serrate-equipped fighters tended to operate away from the bomber stream, because of the dangers in misidentifying bombers and shooting down a friendly aircraft. However, with the enemy increasingly using *Zahme Sau* tactics to infiltrate the streams, the Mosquitos could be sucked in.

Difficulty Level. Normal.

Game Length. The game ends when both German nightfighters have exited the map.

Sequence of Play. Ignore the Flak Phase and Searchlight Phase.

Attacker Forces. (Canadian and German)

Elements of No. 6 Group, Royal Canadian Air Force and II/ NJG 3, Luftwaffe. The attacker has twenty-eight Halifax Mk III bombers and two Ju88C-6 nightfighters.

Attacker Entry. Three bombers/nightfighters enter on each game turn (see special rules).

Defender Forces. (British)

Elements of No. 169 Squadron, Royal Air Force. The defender has one Mosquito NF.II equipped with Serrate [24.4].

Defender Setup. See special rules.

Search Radar. None, but the Mosquito NF.II is equipped with a Serrate search counter.

Searchlights. None.

Flak. No.

Moon. Random.

Visibility. Random.

Cloud. Random.

Victory Conditions. The player wins if he shoots down a nightfighter. He immediately loses if he shoots down a bomber by mistake.

Special Rules. This is different from a regular scenario in that the umpire controls the attacking bombers AND the Luftwaffe nightfighters. The player controls an escorting RAF nightfighter. He must pick out the Germans from the bomber stream without shooting down a bomber.

1. The Mosquito may enter the map on any game turn the player wishes. He can enter it on any entry hex.
2. On the umpire's map use the 1/2" Ju88 counters for the Luftwaffe nightfighters. In any Enter Bombers Phase the umpire may choose to enter one (and no more than one) Ju88C-6. Instead of entering three bombers on that turn, the nightfighter and two bombers enter instead. The umpire should enter the first Ju88C-6 on or before Turn 6 and the second one at least two game turns after the first one enters.
3. If a Ju88C-6 is chosen to enter in a phase, it must ALWAYS enter on the bottommost hex column number indicated on the entry chit.
4. The Ju88C-6s move and respond exactly as if they were bombers. They move at a rate of 3 MP per turn (same as the Halifaxes). If they defensive fire, they use their defensive fire value [6.0].
5. The Mosquito may use Serrate [24.4] to search for the Ju88C-6s (which are equipped with *Lichtenstein BC* AI radar).
6. When the Mosquito fixes an aircraft with its AI radar, the umpire DOES NOT tell the player whether it is a bomber or German nightfighter he has fixed.
7. When the Mosquito tallies an aircraft the umpire does not tell the player whether the aircraft is a bomber or a nightfighter unless the player rolls a successful identification check.

To make an identification check, the player rolls one die immediately after tallying the target.

On a result of 4 or less the target is identified and the umpire tells the player whether it is a bomber or a German nightfighter.

On a 5 or greater the umpire says that the player cannot identify the target. The player has to wait until the next Tally Phase before he can attempt another identification check. Subsequent identification checks against the same tallied aircraft receive a -1 die modifier.

8. Bombers respond to the presence of the Mosquito as if it was an enemy nightfighter [17.4], even though it is actually on their side.

Scenario 7 Variants

VARIANT SCENARIO 7A: 141 SQUADRON

Background. Serrate operations began in June 1943 with the Beaufighters of 141 Squadron, led by the ace Bob Braham. The Beaufighter had insufficient range to escort deep penetration raids and it was not until December that the squadron was able to re-equip with long-range Mosquitos.

Defender Forces. (British)

Elements of No. 141 Squadron, Royal Air Force. The defender has one Beaufighter Mk VIF equipped with Serrate [24.4] and an *experte* pilot. All special rule references to the Mosquito apply to the Beaufighter.

VARIANT SCENARIO 7B: IDENTIFICATION FRIEND OR FOE

Background. Because of accidents that resulted from chasing friendly aircraft by mistake, the British tried to come up with electronic aids for identification. A variety of Identification Friend or Foe (IFF) devices were used, ranging from radio aids to infrared signals fitted to the rear of bombers.

Special Rules. Ignore Special Rule 7. The Mosquito automatically identifies any target it tallies.

SCENARIO 8: STEINBOCK

Background. January 1944. In late 1943 Reichsmarschall Göring ordered retaliatory raids on Britain using the latest equipment. The codename for the operation was “*Steinbock*” (Ibex). Two Gruppen of the new He177 heavy bombers were employed. Their target was London, which was to suffer considerable damage, in spite of the effectiveness of the GCI-guided night defenses.

Difficulty Level. Normal.

Game Length. The game ends when all bombers have either exited the map or been shot down.

Sequence of Play. Ignore the Flak Phase.

Attacker Forces. (German)

Elements of I/KG 40, Luftwaffe. The attacker has five He177A *Greif* bombers.

Attacker Entry. One bomber enters on each of Turns 1, 3, 6, 9 and 12.

Defender Forces. (British)

Elements of No. 29 Squadron, Royal Air Force. The defender has one Mosquito NF.XIII.

Defender Setup. The defender sets up in the radio beacon box.

Search Radar. One GCI.

Searchlights. Zones J to R are active. Searchlights are radar-directed.

Flak. No.

Moon. Random.

Visibility. Random.

Cloud. Random.

Victory Conditions. The player wins if he shoots down two bombers.

Special Rules. GCI rules are in effect [25.1].

Scenario 8 Variants**VARIANT SCENARIO 8A: THE ARRIVAL OF GCI**

Background. January 1941. The first GCI radars were deployed along the south coast of England in January 1941. Experienced fighter controllers were assigned to the radars to direct fighters to their targets. Almost immediately the GCI system began to claim successes.

Attacker Forces. (German)

Elements of 3./KfGr 106, Luftwaffe. The attacker has five Ju88A bombers.

Defender Forces. (British)

Elements of No. 68 Squadron, Royal Air Force. The defender has one Beaufighter Mk IF.

Searchlights. Zones J to R are active. Searchlights are NOT radar-directed.

VARIANT SCENARIO 8B: WINTER BLITZ

Background. January 1941. British GCI gave non-radar-equipped “cat’s eye” fighters a new lease of life. The highest scorer among the “cat’s eyes” was the legendary Richard Stevens. Pilot Officer Stevens was a reckless fighter who was to claim nine of his King’s enemies by the end of the Winter Blitz in May 1941 and five more before his death in December.

Difficulty Level. Hard.

Sequence of Play. Ignore the AI Search Phase.

Attacker Forces. (German)

Elements of I/KG 53, Luftwaffe. The attacker has three He111H bombers.

Attacker Entry. One bomber enters on Turn 1, another on Turn 4 and the final one on Turn 7.

Defender Forces. (British)

Elements of No. 151 Squadron, Royal Air Force. The defender has one Hurricane Mk I with an *experte* pilot.

Searchlights. Zones J to R are active. Searchlights are NOT radar-directed.

Flak. Yes.

Victory Conditions. The player wins if he shoots down one bomber.

VARIANT SCENARIO 8C: THE SMACK SYSTEM

Background. June 1942. A shortage of searchlights in Britain caused an extensive redeployment in late 1941. England was divided into fighter “boxes”. The first 12 miles of the box was designated the “Indicator Zone” where single searchlights, placed at intervals, pointed out bombers. The rear of the box was the “Killer Zone”, where searchlight density was sufficient to continuously illuminate targets. Code-named “Smack”, this system remained in operation for the rest of the war.

This scenario depicts the Smack system in action against the “Baedeker Raids”, made against popular tourist destinations in retaliation for Bomber Command’s attack on Lübeck.

Attacker Forces. (German)

Elements of 12./KG 3, Luftwaffe. The attacker has three Ju88A bombers.

Attacker Entry. One bomber enters on Turn 1, another on Turn 4 and the final one on Turn 7.

Defender Forces. (British)

Elements of No. 151 Squadron, Royal Air Force. The defender has one Mosquito NF.II.

Defender Setup. The defender sets up in the searchlight beacon hex with any facing.

Cloud. None.

Special Rules. All searchlight zones are active and radar-directed. However, zones A to I represent the Indicator Zone and zones J to R represent the Killer Zone.

In the Indicator Zone searchlight searches and hand-offs only roll one die, regardless of radar direction, visibility and moon phase (or jamming, see scenario variant 8E). Hand-offs to or within the Killer Zone roll four dice as normal.

VARIANT SCENARIO 8D: ANGRIFFSFÜHRER ENGLAND

Background. 13/14 June 1943. Bomber Command raids on Berlin goaded Hitler into demanding reprisals against Britain. Göring appointed Dietrich Peltz, a young officer of proven ability, to the post of *Angriffsführer* (Attack Leader) England. Peltz sought to reorganize Luftflotte 3, and one of his innovations was to create units of fighter-bombers—fast, single-seat Fw190s armed with bombs.

In April 1943 these new “*Jabos*” attacked, meeting little opposition. Even weighed down with bombs they could not be caught by the RAF’s Beaufighters. However, the arrival of a new Mosquito variant, the NF.XII, gave the RAF the edge. The newly re-equipped No.85 Squadron was to score its first *Jabo* kills in May, and the unit’s ace CO, Wing Commander John Cunningham, scored his first in mid-June.

Attacker Forces. (German)

Elements of I/SKG 10, Luftwaffe. The attacker has one Fw190A bomber. (Use a 1/2” counter.)

Attacker Entry. The bomber enters on Turn 1.

Defender Forces. (British)

Elements of No. 85 Squadron, Royal Air Force. The defender has one Mosquito NF.XII with an *experte* pilot.

Victory Conditions. The player wins if he shoots down the bomber.

Special Rules. The Mosquito NF.XII was an early production version of the NF.XIII. Treat this as a Mosquito NF.XIII for all purposes.

The Fw190A cannot fire defensive fire and ignores Defensive Fire response results.

VARIANT SCENARIO 8E: DÜPPEL

Background. January 1944. The first *Steinbock* raids used the German version of “Window”, codenamed “*Düppel*”. These affected older meter-wave GCI radars but had less success against newer microwave sets. Even so, the majority of nightfighters had to rely on searchlights to put them onto targets.

Moon. Half moon.

Cloud. None.

Victory Conditions. The player wins if he shoots down one bomber.

Special Rules. The GCI search radar is heavily jammed [24.5.1]. AI radars are not jammed.

All searchlight zones are active and divided into Indicator Zones and Killer Zones exactly as in Variant 8C. However, this time, the searchlight radar direction is jammed [24.5.3].

VARIANT SCENARIO 8F: OPERATION DIVER

Background. June 1944. Almost coincidental with the invasion of France, the Germans began to launch V-1 flying bombs at England. These small cruise missiles, codenamed “*Diver*” by the Allies, were fast and difficult to catch. A number of the invasion-tasked Mosquito squadrons had to be diverted to anti-Diver patrols.

Sequence of Play. Ignore the Flak Phase, Radar Search Phase and Searchlight Phase.

Attacker Forces. (German)

Elements of Flak Regiment 155(W), Luftwaffe. The attacker has one V-1 “bomber”.

Attacker Entry. The bomber enters on Turn 1.

Defender Forces. (British)

Elements of No. 96 Squadron, Royal Air Force. The defender has one Mosquito NF.XIII.

Search Radar. None.

Searchlights. None.

Moon. Half moon.

Visibility. Good 1/5.

Cloud. None.

Victory Conditions. The player wins if he shoots down the V-1.

Special Rules. The V-1 cannot respond to nightfighters or become alerted.

The scenario takes place at low altitude [21.1].

The Mosquito begins with altitude advantage [18.0].

Do not use the umpire’s map. Place the V-1 counter on the player’s map so that the player can always see it. Treat it as if permanently fixed by searchlights. The player must still roll to tally the V-1 before it can be attacked. Normal tally rules apply. The V-1 may be fixed by AI radar.

DESIGN NOTE: The V-1 had a bright jet plume that was visible for miles. However, distance perception was difficult at night against such a bright object, which is why a tally is still required.

VARIANT SCENARIO 8G: SAIPAN

Background. January 1945. The construction of USAAF airstrips for B-29 bombers on Saipan resulted in unwelcome attention from Japanese night raiders. In the summer of 1944, many attacks had been intercepted by P-61s operating under GCI conditions. However, toward the end of the year raids from Iwo Jima began to come in at low level, where the GCI radars were blind, and catch the defenders by surprise. A sizeable engineering effort eventually managed to get an AN/CPS-1 MEW set established atop Mount Tapoachu, and soon defending fighters could be directed to raiders coming in just above the ocean.

Sequence of Play. Ignore the Flak Phase and Searchlight Phase.

Attacker Forces. (Japanese)

Elements of 704th Hikotai, Imperial Japanese Navy. The attacker has five G4M ‘Betty’ bombers.

Defender Forces. (American)

Elements of 548th Night Fighter Squadron, United States Army Air Forces. The defender has one P-61A Black Widow.

Search Radar. One MEW.

Searchlights. None.

Special Rules. The scenario takes place at low altitude [21.1]. This scenario is set in the Pacific. Modify visibility rolls but not moon phase rolls [3.3.1, 3.3.2].

MEW rules are in effect [25.2].

SCENARIO 9: FAST CARRIERS

Background. 27 June 1944. The F4U-2 Corsair became the first radar-equipped nightfighter to deploy at sea with the US Navy when four fighters of VF(N)-101 joined *USS Enterprise* in January 1944. The high point of their service came in June, during the Marianas operation, when L/Cdr Richard Harmer and his wingman shot down three ‘Betty’ bombers in a single night.

Difficulty Level. Normal.

Game Length. The game ends when all bombers have either exited the map or been shot down.

Sequence of Play. Ignore the Searchlight Phase.

Attacker Forces. (Japanese)

Elements of Imperial Japanese Navy. The attacker has twelve G4M ‘Betty’ bombers. Two are flare droppers and ten are torpedo bombers.

Attacker Entry. A single torpedo bomber enters each turn from the regular entry hexes. A flare dropper also enters on each of Turns 5 and 10 from the flare dropper entry hexes.

Defender Forces. (American)

Elements of VF(N)-101, United States Navy. The defender has two F4U-2 Corsairs.

Defender Setup. The defender sets up his aircraft in any two hexes in searchlight boxes lettered J to R with any facing.

Search Radar. One GCI.

Searchlights. None.

Flak. In the task force box only [26.1].

Moon. Random.

Visibility. Random.

Cloud. None.

Victory Conditions. The player begins with 14 victory points (VPs). Mark these on the game turn track, using the victory points marker. If the VPs drop into negative numbers, flip the victory point marker to its “minus” side.

Subtract VPs from the total as follows:

-1 VP for each torpedo bomber that enters the task force box and launches a torpedo. Double this to -2 VP if the task force is illuminated at the time of the attack.

Add VPs to the total as follows:

+1 VP for each flare dropper or torpedo bomber shot down.

The player wins if he has 1 or more VPs at the end of play.

Special Rules. This scenario is set in the Pacific. Modify visibility rolls but not moon phase rolls [3.3.1, 3.3.2].

Naval actions rules are in effect [26.0]. The scenario takes place at low altitude [21.1]. Place the Task Force counter in searchlight zone N to create a task force box [26.1].

Deconfliction [11.1] is in effect.

GCI rules are in effect [25.1].

Flare dropper bombers move only 2 MP per turn while they are on the map (even if alerted or after dropping flares) [26.2].

Scenario 9 Variants

VARIANT SCENARIO 9A: HELLCAT

Background. The US Navy made the F6F Hellcat its nightfighter mainstay. It was a more forgiving aircraft than the Corsair and safer to operate at night. The F6F-3E was the earliest model equipped with radar, employing the AN/APS-4 which proved difficult for single-seat pilots to operate.

Defender Forces. (American)

Elements of VF(N)-76, United States Navy. The defender has two F6F-3E Hellcats.

VARIANT SCENARIO 9B: TIGERCAT

Background. The twin-engine F7F Tigercat was a fine fighter, but its tricky handling characteristics and late arrival of the *Midway*-class carriers (the only ships large enough to handle it) meant that it arrived in the war too late to see any fighting. Only the Marines were to operate it during the war, from land bases rather than flight decks. This counterfactual scenario considers how the Navy version of the aircraft might have performed had the *Midway* carriers been available earlier.

Attacker Forces. (Japanese)

Elements of Imperial Japanese Navy. The attacker has twelve PIY ‘Frances’ bombers. Two are flare droppers and ten are torpedo bombers.

Defender Forces. (American)

Elements of United States Navy. The defender has one F7F-3N Tigercat.

Special Rules. The player begins with 17 VP rather than 14.

SCENARIO 10: MOSQUITO

Background. January 1945. The appearance of the de Havilland Mosquito intruder in numbers, hunting down nightfighters on the edges of the bomber streams, had a profound effect on the Luftwaffe. Morale began to plummet as crews were lost. The German nightfighter force, short on fuel and stretched to the snapping point since the invasion of Europe, began to collapse.

Difficulty Level. Normal.

Game Length. The game ends after fifteen game turns.

Sequence of Play. Ignore the Flak Phase, Radar Search Phase and Searchlight Phase.

Attacker Forces. (Allied)

Elements of No. 6 Group, Royal Canadian Air Force and No. 100 Group (Bomber Support), Royal Air Force. The attacker has thirty-four Halifax Mk III bombers, and two Mosquito NF.XIX intruders.

Attacker Entry. Three bombers/intruders enter on each game turn.

Defender Forces. (German)

Elements of III/NJG 1, Luftwaffe. The defender has two Ju88G-6s.

Defender Setup. The defender sets up all his nightfighters in the radio beacon box.

Search Radar. None.

Searchlights. None.

Flak. No.

Moon. Random.

Visibility. Random.

Cloud. Random.

Victory Conditions. The player wins if he shoots down three bombers. He scores a decisive victory if he shoots down an intruder.

Special Rules. Intruder rules [27.0] are in effect.

All bombers are upgraded with Boozer [24.2.4].

Deconfliction [11.1] is in effect.

All nightfighters eligible to be upgraded with tail warning radar are equipped with the upgrade [27.3].

Before the game starts, the umpire plays an Enter Bombers Phase, followed by a Move Bombers Phase and then a second Enter Bombers Phase. Thus there are six bombers/intruders on the map at the beginning of the first game turn.

Scenario 10 Variants

VARIANT SCENARIO 10A: FERNNACHTJAGD

Background. February 1942. General Kammhuber was a keen proponent of long-range intruder (*Fernnachtjagd*) raids, which he believed disrupted Bomber Command's night flying. Starting with I/NJG 2 and II/NJG 2, he intended to build a *Fernnachtjagd* force of three Geschwadern.

However, the plan was stillborn. Hitler lacked faith in intruder operations and the Western Luftflotten were jealous of the expansion of the nightfighter division. The result was that the expansion of long-range nightfighting was halted. The force was maintained at a strength of one Gruppe, which struggled as best it could with the few machines at its disposal.

Sequence of Play. Ignore the Flak Phase and Searchlight Phase.

Attacker Forces. (German)

Elements of 7./KG 55 and II/NJG 2, Luftwaffe. The attacker has three He111H bombers, and one Ju88C-2 intruder.

Attacker Entry. Enter one bomber/intruder on each odd-numbered game turn (i.e., on Turns 1, 3, 5 and 7).

Defender Forces. (British)

Elements of No. 256 Squadron, Royal Air Force. The defender has one Defiant NF Mk II.

Search Radar. One GCI.

Victory Conditions. The player wins if he shoots down a bomber or intruder.

Special Rules. Ignore all special rules regarding Boozer, tail warning and pre-game entry.

The intruder cannot be picked on Turn 1.

In this scenario the intruder uses Serrate behavior as per 27.2 even though it is not equipped with Serrate. As it has no AI radar, Pursuit behavior is activated if the intruder starts the Move Bombers Phase in or adjacent to the fighter's hex.

VARIANT SCENARIO 10B: MOSQUITO HUNTER

Background. August 1944. Stripped-down He219s were to be deployed against the Mosquitos. However, just as they were delivered their mission was axed and given to single-engined fighters. This scenario examines what might have been.

Defender Forces. (German)

Elements of I/NJG 1, Luftwaffe. The defender has two He219A-6 *Uhu*.

VARIANT SCENARIO 10C: MOSKITO

Background. December 1944. The Luftwaffe hoped the fast Ta154 *Moskito* would be capable of catching its de Havilland namesake. However, the Ta154 proved a disappointment. The special glue required to build the wooden fighter had been lost in the bombing, while teething problems kept the *Moskito* grounded. A small number were delivered to NJG 3, though they were seldom airborne and suffered many accidents.

Defender Forces. (German)

Elements of II/NJG 3 and Stab/NJG 3, Luftwaffe. The defender has one Ju88G-6 and one Ta154A-4 *Moskito*.

VARIANT SCENARIO 10D: ME262

Background. February 1945. Late in the war, a flight of jet nightfighters was formed at 10./NJG 11 under Oberleutnant Welter. These were based on the two-seat Me262 trainer airframe with a *Neptun* radar installed and some of the guns removed. As with the day variant, the pilots had difficulty flying slowly, with the result that they often overshot their targets after a brief firing pass.

Defender Forces. (German)

Elements of 10./NJG 11, Luftwaffe. The defender has two Me262B-1a.

Special Rules. Me262s must always move 5, 6 or 7 MP each time they move. They cannot move less than this [9.1].

Scenario 6 Intruder Variants

When playing Scenario 6, *Zahme Sau*, the umpire can elect to add these variants that include intruders. If either of these variants is selected, the following special rules apply:

Intruder rules [27.0] are in effect.

All nightfighters eligible to be upgraded with tail warning radar are equipped with the upgrade [27.3].

In addition to the Scenario 6 victory conditions, the player scores a decisive victory if he shoots down an intruder.

VARIANT SCENARIO 6T: AI MK IV INTRUDERS

Background. January 1944. Early bomber support work was conducted using the inadequate AI Mk V radar.

Balance. 1 anti-player

Attacker Forces. (British)

Elements of No. 5 Group and 169(SD) Squadron, Royal Air Force. The attacker has forty-eight Lancaster Mk III bombers and three Mosquito NF.II intruders.

VARIANT SCENARIO 6U: AI MK X INTRUDERS

Background. June 1944. Intruder success came with the deployment of AI Mk X-equipped Mosquitos.

Balance. 3 anti-player

Attacker Forces. (British)

Elements of No. 5 Group and 85(SD) Squadron, Royal Air Force. The attacker has forty-eight Lancaster Mk III bombers and three Mosquito NF.30 intruders.

Radar Jamming

SEARCH RADAR

Light Jamming: Do not place sweep counters

Heavy Jamming: Do not place sweep counters and search value is 4; GCI radars do not indicate same-hex placement

MEW: Cannot be jammed

SEARCHLIGHT RADAR DIRECTION

Any Jamming: For search use number of dice indicated by moon phase and visibility

AI RADAR

Roll 1 die to fix targets in heavy jamming

Roll 3 dice to fix targets in light jamming

+2 dice if *experte* pilot

+3 dice if radar marked with ¶ symbol

Radar Bands

	Low Altitude Effects		Follow Corkscrew
	Min Range Mod	Range	
P-band	-1	Range 0	2 dice
L-band	-1	Range 0	2 dice
S-band	-1	Range halved	4 dice
X-band	No Effect	No Effect	2 dice

Experten add 2 dice to follow a corkscrew

Environment

MOON PHASE TABLE

Dice Roll	Result
2-4	Full moon
5-6	Half moon
7 or more	No moon

In European scenarios set from April 1942 onwards add 2 to this die roll.

VISIBILITY TABLE

Dice Roll	Result
2-4	Poor 0/1
5-9	Moderate 0/3
10 or more	Good 1/5

In scenarios set in the Pacific add 2 to the die roll.

CLOUD TABLE

Die Roll	Result
1-3	Cloudy
4-6	None