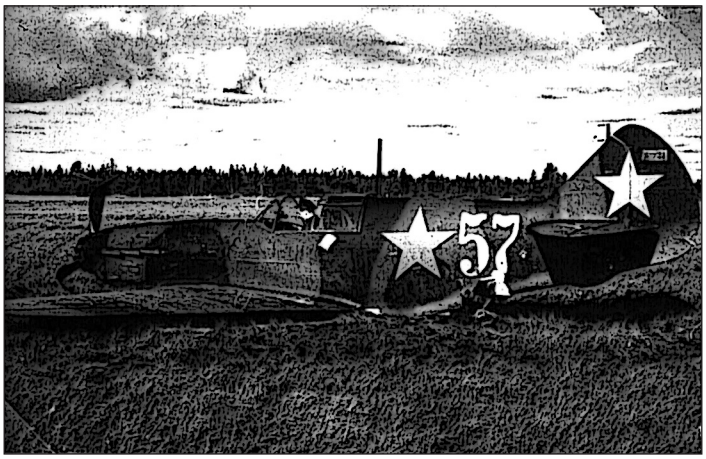
Wing Leader
Victories 1940 – 1942



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.

Playtesters: Andrew Brazier, Gordon Christie, Tom Hilder, Todd Quinn

GMT Games LLC • P.O.Box 1308, Hanford, CA 93232-1308, USA • wwwGMTGames.com

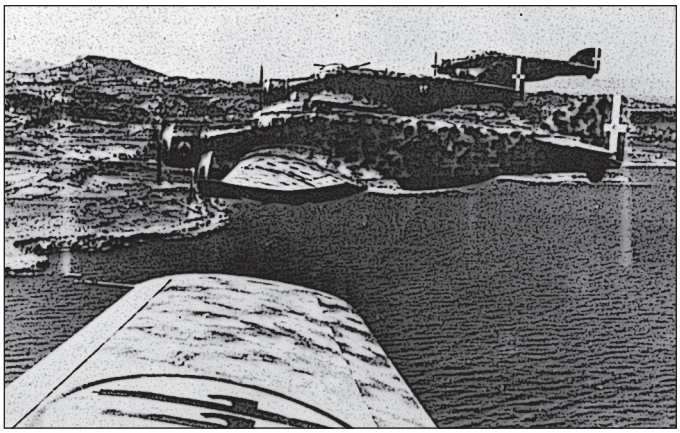
Scenario V24 — Operation Flax

Background

Tunisia, 19 April 1943

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

The Allies slowly became aware of the importance of the aerial resupply effort. In early April Operation Flax was launched to intercept the transports. Following the loss of 59 Ju 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.

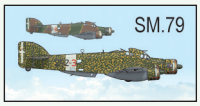


v1.0, Scenario by Gordon Christie

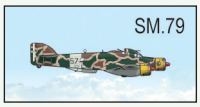
Order of Battle

Raiders – Italian (set-up first)

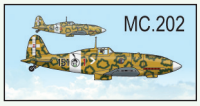
Elements of Regia Aeronautica

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

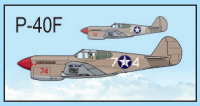
Defenders – Allied

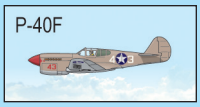
Elements of Desert Air Force

x1

Spitfire Mk.VB – Intercept mission. Set-up in Q4

7 (SAAF) Fighter Wing (Add wing leader)

x2 

x1 

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

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.

Scenario V25

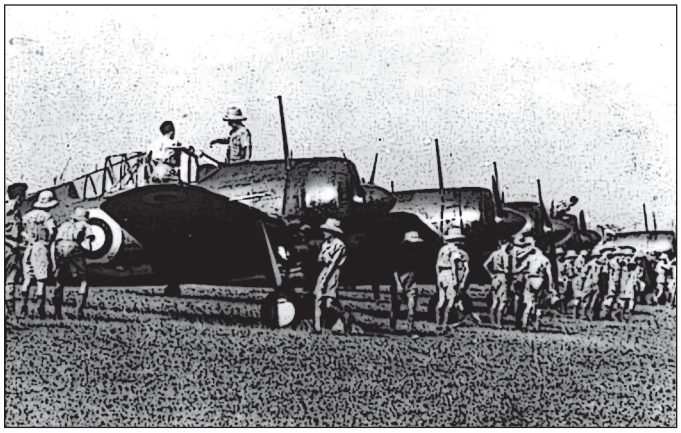
Singapore Sling

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

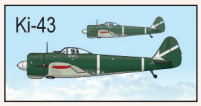
Max Losses	Squadrons 8; Flights 4
Alert	All squadrons start alerted
Quality	Veteran 0; Green 3; Experte 0

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.

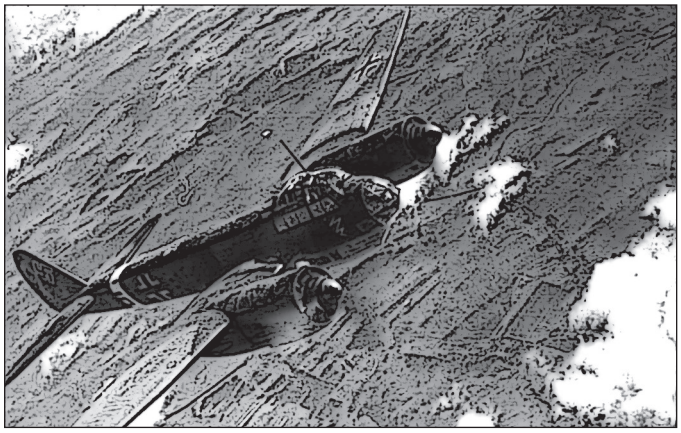
Scenario V26 Hasn't Ivan Learned Anything?

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?"

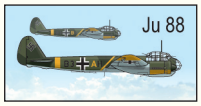
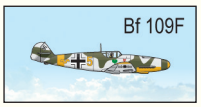
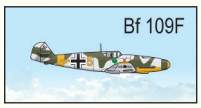


v1.0, Scenario by Lee Brimmicombe-Wood

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.

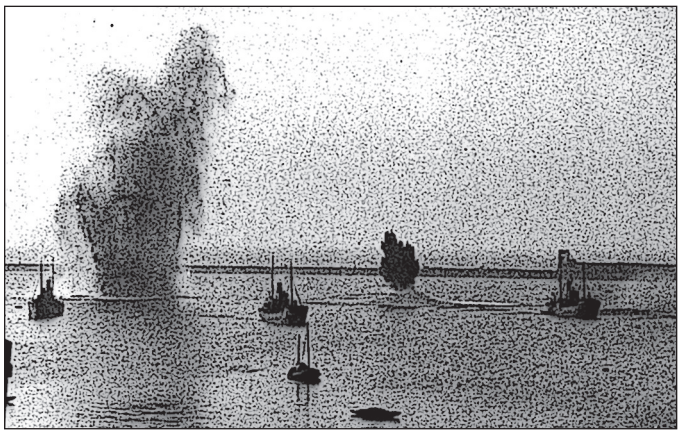
Scenario V27

White Cliffs

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.

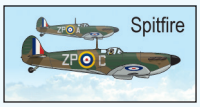


v1.0, Scenario by Andrew Brazier

Order of Battle

Defenders – British

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

x2 

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

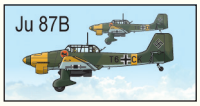
x2

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

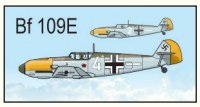
Max Losses	Squadrons 12
Alert	All squadrons start alerted
Quality	Veteran 1; Green 0; Experte 1

Raiders – German (set-up first)

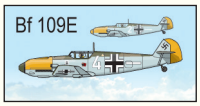
Elements of LG 1, StG 1, StG 3, JG 26, JG 51

x2 

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

x1 

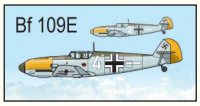
Bf 109E-4 – Escort mission

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

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.

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.