

BAG THE HUN

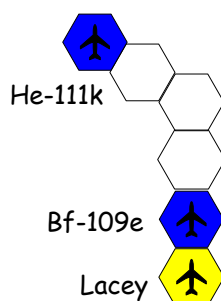
FIRST BLOOD!

13 MAY 1940

On this day, Lacey was assigned to fly as no. 3 in a Dawn Patrol. Having had some difficulty starting the cold engine of his Hurricane, he took off several minutes after the rest of his section had got airborne, and, while trying to catch up with them, encountered a Heinkel 111 and an escorting Bf 109E. With a combination of skill and luck, he managed to approach unobserved to within 50 yards of the 109, from where Lacey fired a short burst at it, causing it to explode instantly. He then dived on the Heinkel and sent it spinning down minus a wing. Not until later in the day, when eyewitness reports from French artillery gunners came through, did his squadron-mates believe his story!

Allies	1x Hurricane Mk 1A	Lacey (Veteran)
Axis	1x Heinkel He 111 K 1x Messerschmitt Bf 109 E	Regular Regular

SETUP:



Place the Hurricane altitude 4, speed 5.

Place the Bf 109 and the He111 altitude 4, speed 4.

SPECIAL RULES:

Lacey is already “tailing” the Bf 109 E and play the first turn as such. Lacey may choose which of the four rear hexes he occupies for tailing.

Or

Lacey can choose to fire his guns before the first turn (may use long burst and if desired)

Or

May play the first turn as if the enemy is 'bounced' (must fly straight and level).

OPTIONAL:

Lacey gets first sight. Start altitude 5 (Lacey); 4 (109); 4 (He 111) all speeds 4. Treat the Germans as a single formation and set the German aircraft up as above. Starting position for Lacey is in the defenders' left rear arc.

OPTIONAL:

Lacey has spotted the two German aircraft. Start altitude 5 (Lacey); altitude 4 (109); altitude 3 (He 111) all speeds 4. Set the German aircraft up as above when play starts. Starting position for Lacey is in the defenders' left rear "tailing" arc.

HISTORY:

Ginger Lacey-Fighter Pilot!

History records that James H. "Ginger" Lacey was the top-scoring Allied fighter pilot in the Battle of Britain. His fame was not as widespread as that of the other top aces of the Battle, possibly because he was only a 'lowly' sergeant pilot at the time, and not an officer (although he was commissioned in 1941). In the course of Lacey's W.W.II career, he destroyed no less than 30 enemy aircraft plus several probables. His career is brilliantly documented in the book *Ginger Lacey-Fighter Pilot*, by Richard Townshend-Bickers, Pan Books (Battle of Britain Series), 1969.

As well as starting the war with hundreds of hours of flying experience in his log-book, (including more than a year as a professional flying instructor), Lacey was gifted with exceptional eyesight, unerringly brilliant marksmanship and such excellent command of his machine that he had several entries of 'exceptional' in his log book even before the war started. Like many of the best fighter pilots, Lacey was known for his shyness and his self-effacing modesty which belied the cool, level headed, calculating fighting man underneath. The scenarios document some of Lacey's exploits over Europe in W.W.II.

DESIGNER'S NOTES:

I have playtested Scenario 1 and it seems to work ok. The other scenarios have only been designed and not playtested (which I realise is only half the process). Still, they were fun to do in terms of trying to visualise the situation from the book and set it up in game terms. As usual, historical scenarios are not always well balanced, but then, well, war is hell.

So I have submitted these scenarios for general use and for constructive criticism. Heinkel Party in particular is good for a solitaire or instructed training scenario. Please let me know what you think of the scenarios!

Enjoy, Tony 'Prophet' Cutcliffe: ant@cuttys.freeseve.co.uk

Credit also to Mitch 'Uncle Ted' Schwartz for his excellent job in reformatting my original text!

Adapted for BTH by Chuck Hamack

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MAKE MY DAY!

13TH MAY, 1940

Later on that same morning as his first combat, Lacey's squadron found a gaggle of Bf 110s. Although outnumbered and despite the British leader seeing the enemy very late (the other, less experienced pilots in the formation had seen them, they considered it bad etiquette to inform him!), they attacked.

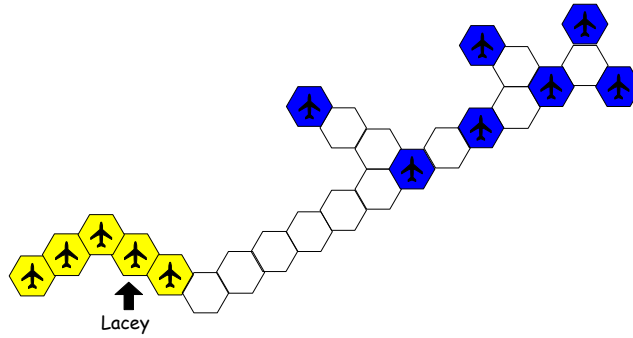
Having chased his Messerschmitt down to ground level to make sure of its destruction, Lacey attempted to rejoin the fight at 20,000 feet, only to find that the other Hurricanes had gone home, leaving the surviving 110s in a defensive circle. They promptly broke out of in order to chase him. The 110s followed Lacey down in a vertical dive; just as the enemy were gaining on him, Lacey miraculously escaped when his Hurricane entered compressibility and suddenly flipped itself into an outside split-S, a move which no German was about to emulate! When he recovered consciousness, Lacey rolled his aircraft upright to find that the enemy was nowhere to be seen.

After this mission, Lacey was awarded the Croix de Guerre by the French Government.

SITUATION 1. ACHTUNG-HURRICANE!

Allies	5x Hurricane 1A	Lacey (Veteran)
Axis	7x Bf 110C-3	Regular

SETUP:



Set up the Hurricanes altitude 5, speed 4.
Place the Messerschmitts altitude 5 and speed 4.

SPECIAL RULES:

Hurricanes use early war RAF Vic formation.

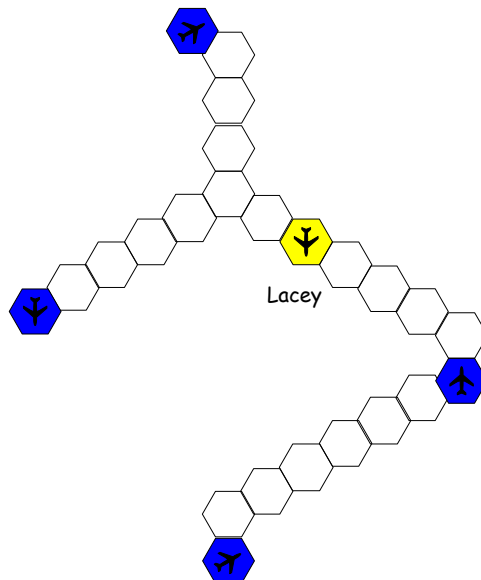
GAME LENGTH:

15 turns.

SITUATION 2. "LET'S GET BACK IN THERE!..."

Allies	1x Hurricane 1A	Lacey (Veteran)
Axis	4x Bf 110C-3	Regular

SETUP:



Place the Hurricane altitude 4, speed 3.
Place the 110's all at altitude 4, speed 4.

SPECIAL RULES:

Hurricanes use early war RAF formation.

Lacey wins if he survives with his aircraft, the Germans must destroy Lacey's Hurricane to win. If the Hurricane is destroyed but Lacey bails out safely, the game is a draw. (Lacey lives to fight another day, which is in itself a victory, but the Germans have, at least partly, avenged their losses!!).

GAME LENGTH:

Until Lacey escapes or is shot down. Lacey cannot disengage until the end of Turn 5.

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HEINKEL PARTY!

27 MAY 1940 (SOLITAIRE)

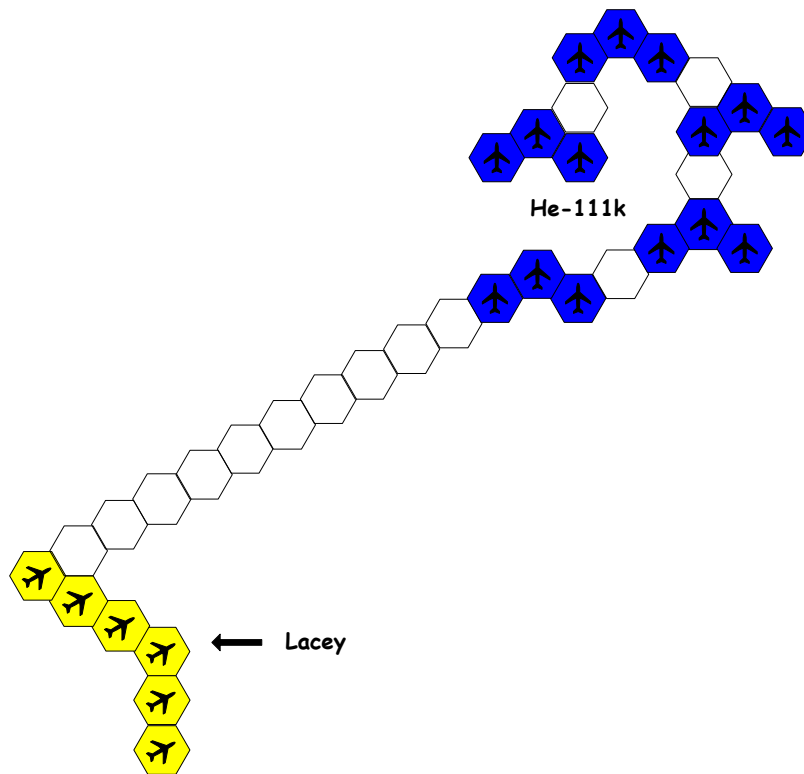
On 27th May 1940, Lacey's squadron ran into thirty He111's with an escort of Bf 110's. As the British pilots watched incredulously, the 110's turned for home for no adequately explored reason. In the ensuing turkey shoot, the squadron destroyed fourteen Heinkels (Lacey bagged two of these, bringing his score to date to five) for no loss. During the engagement, the bombers took no evasive action for some time and at no time did Lacey see any return fire. This scenario depicts Lacey's Yellow Section in their share of the fighting.

Allies	6x Hurricane 1A	Lacey (Veteran), Others (Regular)
Axis	15x He 111K	All Regular

SET UP:

Place the Heinkels speed 4.0, altitude 4.

Place the Hurricanes speed 7, altitude 4.



SPECIAL RULES:

To simulate their apparent willingness to be blown away, the Heinkels must fly straight until one of them is damaged, then they all use random flight, or get a masochistic player to play the German side! To simulate their ineffective defensive fire, only one Heinkel may fire at each Hurricane each turn, although more than one gun on each aircraft may fire, if possible, at the same or different targets.

Victory conditions and Game Length: aw, who needs them? Just enjoy yourself!