

# A Bag the Hun Mission

# La Bataille de France

(May & June 1940)

## Background:

After the aerial skirmishes of the Phoney War (or Drôle de Guerre or Sitzkrieg), the German offensive began on 10-May-40 at dawn directed against the Netherlands, Belgium and Luxembourg. This mitigated the initial Luftwaffe initial attack against the bases of the French Air Force. The Armée de l'Air was not swept from the skies that day (53 aircraft only destroyed on the ground) and the others which followed. But many bombardments and repeated strafing attacks all through the campaign caused the long term destruction of the AA's bases, decreasing the number of planes available.

Although the French fighter pilots were not well-directed towards their objectives, used obsolete doctrine, unsuited tactics, and many aircraft with lower performance than their principal adversary, the Messerschmitt Bf 109E, and frequently obliged to change bases (sometimes in dire circumstances and often forced to leave behind some valuable aircraft...),

They paid for themselves in an exemplary way by putting out of combat in these difficult circumstances between 500 to 550 enemy aircraft in aerial combat (and not 1 000, as is too often repeated). But the remarkable fact remains that despite these difficulties, the French fighter force, though exhausted, folded up in good part in French North Africa and deprived of its ground personnel at the time of the Armistice, managed to preserve its combativeness until the end and subjected German fighters to comparable losses, even if it could not really affect the course of the engagements on the ground.

This mission scenario generator enables you to plunge yourself in the aerial combat of 1940 recreating typical missions of the Battle of France, where Luftwaffe faced as in the historical reality of the French fighter hookers. The brawls promise to be hot! This one generates Luftwaffe missions.

## Mission Orders for Luftflotten II and III:

Move towards the selected objectives and bomb them...

1. Roll a die to determine the objective (Roll again for Ju 87s if the objective obtained is beyond Row 3):

<i>Roll</i>	<i>Mission target</i>
1-2	Base in Row 4
3 - 9	Allied Army in Row 3
9	City in Row 3
10	City in Row 4

2. Bombing altitudes:
  - o Level 4 for medium bombers;
  - o Level 3 for Ju 87s.

Do not show the result to the French player before the end of the game.

<b><i>Mission Aircraft</i></b>  <b><i>Pick one of these:</i></b> 8x Bf 109E-3 8x Bf 110C-1	<b><i>Roll for type of bomber:</i></b> <table> <tr> <td>1-3</td><td>15x He 111H-2</td></tr> <tr> <td>4-6</td><td>15x Do 17Z-2</td></tr> <tr> <td>7-8</td><td>12x Ju 87B-2</td></tr> <tr> <td>9-10</td><td>12x Ju 88A-1</td></tr> </table>	1-3	15x He 111H-2	4-6	15x Do 17Z-2	7-8	12x Ju 87B-2	9-10	12x Ju 88A-1
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4-6	15x Do 17Z-2								
7-8	12x Ju 87B-2								
9-10	12x Ju 88A-1								
<b><i>Interceptors:</i></b> 6x fighters from the following models:	MS.406, MB.152, Hawk 75A ( <u>variants</u> ) or 3x D.520.								

## Set Up:

***Friendly Border:*** Row 2-3

***Enemy Border:***

Row 2-3

***Friendly Bases:*** Row 1

***Interceptor Fields:***

Row 4

***Allied Armies:*** Row 3, 4 (infantry)

***Cities:***

Row 3, 4

***Heavy Flak:*** Row 3, 4 (only cities)

## Special Rules:

1. The front line is located between Rows 2 and 3.
2. The French player cannot place more than 6 fighters at a single base initially. Additional fighters can land in a base as needed.
3. The Bf109s, Bf110s, and the Ju87s take off as separate formations from separate bases in Row 1.
4. Ju 87s cannot go further than Row 3. Roll again if the result is not appropriate.

5. Remember that for the French player, the friendly border is the enemy border, with light flak light, and medium flak on a die roll of  $\leq 4$ ! The German player is not attacked by flak while crossing the enemy border.
6. Bases or allied armies area always defended by 1x light flak unit.
7. Armee de l'Air patrols normally consist of 3 aircraft, sometimes of two if necessary. Use the RAF's early war formation.
8. The attacking bombers are always loaded.
9. Each bomber which succeeds in bombing its target hex successfully earns the German player the following points:
  - o Ju 88 - 5 Vp
  - o He 111- 4 Vp
  - o Do17 or Ju 87- 3 Vp

Bombing below Altitude level 2 reduces the point values by 2 Vp.

10. **Strafing Objectives:** the German fighters can attack and strafe French bases by ending at the base at altitude level 1. The attackers are prone to AA attacks. The strafing is carried out during this formation's movement. Each aircraft spends ammunition and can attack an enemy aircraft on its base using the rules of Ground Attack. Several aircraft can attack the same target, or separate ones as desired.
11. **French Fighters:**
  - o French fighters can attack the German bombers only in the German rear 180 degrees, like in historical reality.
  - o They cannot refuel or rearm during the mission.
  - o French fighters cannot go beyond Row 2 or strafe German bases.
12. **Fog of war:** the German player should not reveal the type of aircraft of each formation or his destination until they are intercepted by the AA and/or the objective is bombarded.
13. The Dewoitine D.520 of GC I/3 were not operational before 13-May-40. Use MS.406 in their place if the mission takes place before that date.
14. The units using Hawk 75A and D.520 are not operational any more after June 17 (they are withdrawn to French North Africa to avoid being seized). With the rout and the withdrawal of those remaining towards the south of France, one can possibly end around this date a campaign for the Battle of France, or continue until the Armistice only using MB.152 or MS.406 French side.

## Additional Rules:

1. National levels of Training:

<i>Armee de l'Air</i>	<i>Veteran from the 10 to 25-May-40; Regular after 26-May-40 until the end; (Ace: Roll 1D6 for each fighter on a 6 = Junior Ace)</i>
<i>Luftwaffe</i>	<i>"Sprogs" for Bf 109 pilots; "Regular" for the others.</i>

2. The Bf 109E-3 has Cockpit + 0 and W1/W2 ammo=4.
3. The Ju 88A-1 is not as well defended as the Ju88A-5:
  - o does not have FG2 only 1 DG (Rear + 30, level to high, 6.00 line High only)
  - o the Cockpit Protection is +2 and the Damage Factor is 18 / 27

## Variants:

- The French Player can choose the types of fighters, but only one type of fighter at each base.
- You can increase the number of French fighters at a base to 12, or increase the number of German bombers by sending two medium bomber formations (for example, He-111H and Do17Z); you can increase the main French formation the same way to 9 or 12 fighters.
- You can shrink the game size by removing a formation of German fighters and 3 fighters from the French side. The German player can decide to send only fighters.
- To respect historic reality, you can play 10 to 15 missions (the dates to be fixed between players). The AA and RAF hardly had the opportunity or organization to work in concert except at the beginning of the campaign for some escort work.
- You can start with the Sitzkrieg. To do so, take only 1 type of fighter (MS.406 or H-75A-1/2s), use 6-12 aircraft for the French. You can have fighter vs. fighter missions or an escorted recon mission, the French escorting a Potez 63.11 or the Germans escorting a Do17P or Z. Neither the French nor Germans can strafe enemy bases. There is medium Flak across the front for both sides. Germans cannot go farther than the Row 3. There can be no chance encounters (of hostile units) beyond Rows 2 and 3, with fighters and reconnaissance aircraft used by either side. During the fall 1939, Germans can use the Bfs 109C-1 and D-1s
- If you begin the campaign on 10-May-40, the German player can opt to concentrate bombardments on hostile bases for the first three days.
- On 3-Jun-40, Operation "PAULA" occurred, a big Luftwaffe raid on the Paris region. Units of the AA were not warned in time (especially those with MB.152s), except GC I/3 with D.520s that was the only unit not surprised). . Germans must bomb a French base with four to six MB.152s, which will only take off once the attack on their base is in progress. The Germans can use only one formation of fighters..
- If you want to put more emphasis on the RAF, add one or two Hurricane IAs bases in Row 4. Training Level of the RAF is Good, same as that for the French and Germans.
- The French player can choose to escort LeO.451 or Br.693 bombers, or one or two recon aircraft (Po.63.11 or MB.174).

### • *Encounter Tables for the Luftwaffe During the Battle of France*

<i>Die Roll:</i>				<i>Friendly/Hostile Fighter Types</i>		
<i>10 to 12 May</i>	<i>13 May to 3 June</i>	<i>4 to 16 June</i>	<i>17 to 24 June</i>	<i>Allied</i>	<i>Die Roll:</i>	<i>German</i>
1 - 3	1 - 3	1 - 3	—	<i>H-75A (variants)</i>	1 - 6	<i>Bf 109E-3</i>
4, 5	4, 5	4, 5	1 - 6	<i>MB.152</i>	7 - 10	<i>Bf 110C-1</i>
6 - 8	6, 7	6, 7	7- 10	<i>MS.406</i>		
—	8, 9	8, 9	—	<i>D.520</i>		
9, 10	10	10	—	<i>Hurricane IA</i>		

To select which variant of the Curtiss H-75A, roll a die:

<i>10 /19 May</i>	<i>20 May to end</i>	<i>Variants Available</i>
1 - 5	1 - 3	H-75A-1
6, 7	4, 5	H-75A-2 4 MG
8 - 10	6, 7	H-75A-2 6 MG
	8 - 10	H-75A-3

<i>Friendly &amp; Hostile Non-Fighter Types</i>					
<i>Die Roll</i>				<i>Die roll</i>	<i>German</i>
<i>10 to 15 May</i>	<i>16 May to 15 June</i>	<i>16 to 24 June</i>			
1	1	—	3 Br-693 in (VL)	1, 2	6 Ju87B in (VL)
2	2	—	1 damaged Br-693 in (VL)	3	6 Ju88A in (LO)
3	3, 4	—	3 LeO-451 in (VL)	4, 5	6 He111H in (LO)
4	5	—	1 damaged LeO-451 in (VL)	6	1 damaged He111H in (LO)
5, 6	6, 7	1 - 7	1 Potez 63.11 in (VL)	7, 8	6 Do17Z in: Roll a die: 1 - 6=(LO) 7 - 10=(VL)
7	8	—	1 MB-174 in (ML)	9	1 damaged Do17Z in (VL)
8	9	—	1 Blenheim IV in (LO)	10	1 recon Do17Z in (MH)
9, 10	10	—	3 Battle III in (VL)		

If a bomber formation is met, they are loaded with bombs on a die roll  $\leq 4$ .

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This scenario generator was developed by Christophe Massuyeau. All I have done was to clean up the translation If you like this, please e-mail Christophe (aka Prof. Erata) and tell him. - Uncle Ted

This is a heavy modification of the original Mission by the above gentleman. They deserve credit for all ideas and concepts. I wanted to extend the BTH rules to another level and I hope that I have at least succeeded in some small way.

Chuck Hamack, Walla Walla, Wa. 19 February 2008



