

# BAG THE HUN

## HAWK MEETS EMIL

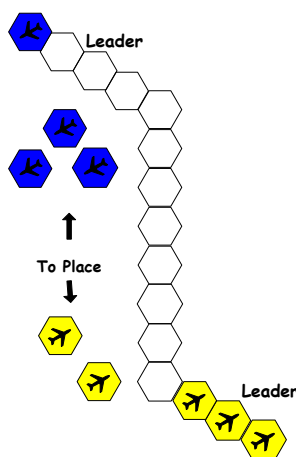
By Uncle Ted & adapted by Chuck Hamack

### BACKGROUND: 8 SEPTEMBER 1939

The Hawk's introduction to combat occurred on the 8th day of Word War II. A patrol of French Hawks of the GC II/4 under the command of Adj.-Chef Cruchant encountered German fighters for the first time, shooting down two of them.

<i>Armée de l'Air</i>	<i>5x Hawk 75A-1</i>	<i>Cruchant (Veteran), 4x Regular</i>
<i>Luftwaffe</i>	<i>4x Bf109E-3</i>	<i>4x Regular</i>

### SETUP:



Set the French up at altitude 4, speed 5.0, Cruchant is flying the lead Hawk.

Set the other two Hawks (separately) up 1-5 hexes to the rear and facing within 60 degrees of the leader.

Set the Luftwaffe up at altitude 4, speed 5 in formation (finger-four) behind a leader in 1515 headed southeast.

### ***GAME LENGTH:***

20 Turns

### ***SPECIAL RULES:***

The French are in a formation they trained for. The two trailing Hawks (those not in line) remain in formation with the leader as long as they maintain formation.

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## INVASION DAY!

By Uncle Ted & adapted by Chuck Hamack

### BACKGROUND: 10 MAY 1940

On the morning the Battle of France opened, there was a good deal of confusion throughout the French command. Aircraft were ordered to the runway - and held there, for a few hours in some cases. Jean Accart's I/5 was attacked by Bf 110s while sitting on the runway. They launched directly into combat, Accart shooting down three 110s in the first few seconds.

### SOURCES:

Allied Aces of WWII.

<i>Armée de l'Air</i>	<i>4x Hawk 75A-3</i>	<i>Accart (Junior Ace), 3x Regular</i>
<i>Luftwaffe</i>	<i>5x Bf110C-4</i>	<i>5x Regular</i>

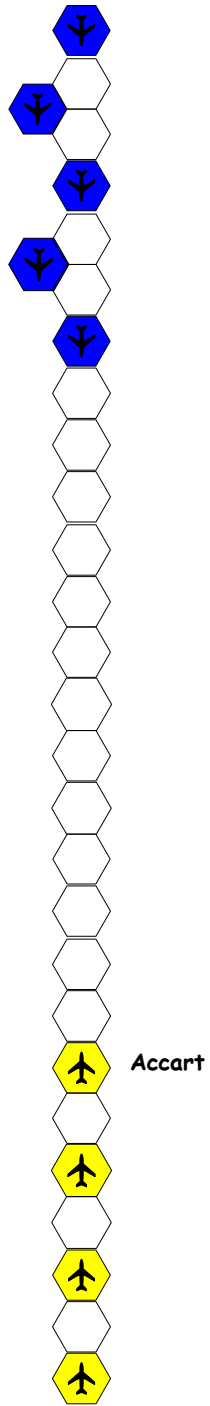
### GAME LENGTH:

20 Turns

### SETUP:

Set up the Luftwaffe at altitude 2, speed 5.

Set up the French at speed 2, altitude 1, Accart in the lead.



# BAG THE HUN

## COUNTER-ATTACK AT ARRAS

By Uncle Ted & adapted by Chuck Hamack

### BACKGROUND: 22 MAY 1940

The Allies launched a counter-attack in the Arras sector. Fleigerkorps VIII sought to blunt that attack using its Stuka divebombers. However, allied fighters exacted a heavy tribute: Hurricanes of Fighter Command shot down 10, and D.520s of Groupe II/3 destroyed 8 more. German fighters were only able to intervene sporadically, shooting down Capitaine Dussault, who was captured.

It was possible to conclude from this battle that the Stuka was extremely vulnerable to enemy fighters, and that German fighters had difficulty escorting bombers. These foibles would reveal themselves decisively during the Battle of Britain. However, the basic fact remains: in spite of their losses, Richtoven's Stukas largely contributed to checking the allied counter-attacks, a result more decisive than the allied aerial combat successes.

<i>Allies</i>	<i>6x Hurricane IA or 6x Dewoitine D.520 C1</i>	<i>Dussault (Junior Ace) 1x Leader (Veteran) 4x Regular</i>
<i>Luftwaffe</i>	<i>9x Ju87B-2 Stuka</i>	<i>9x Regular</i>
<i>Luftwaffe</i>	<i>4x Bf109E-3</i>	<i>2x Veteran, 1x Regular, 1x Sprog</i>

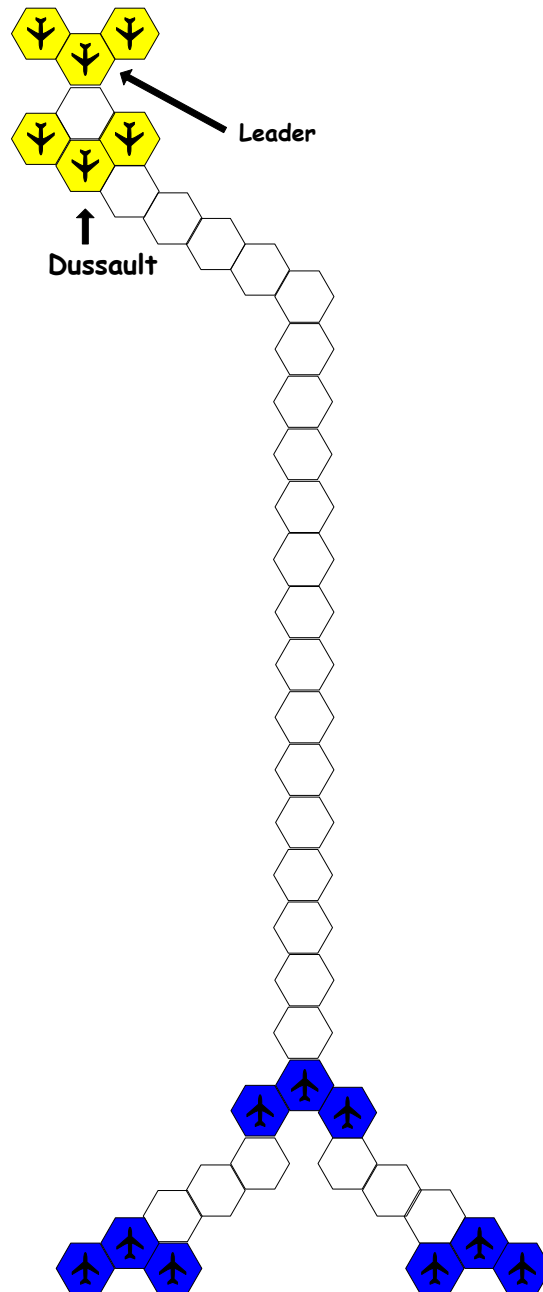
### GAME LENGTH:

20 Turns

## **SOURCES:**

Armée de l'Air 1940 (game), Ils Ouvrirent le Bal, Jean Gisclon, La Bataille de France, vol XIV, Icare

## **SETUP:**



Ju87 Stukas: Are Loaded with one SC250 kg bomb each. All are at Speed 4, altitude 4.

Bf109s: Organized as a Schwarm of two Rotte. If they enter on turn 1 altitude 5.

The Bf109s are flying as high cover. They are not on the map at the start of the game. The German player secretly notes their speed, altitude, and the side of the map they will enter on. At the start of each game turn the German player rolls a D10; on a 4+ the high cover escorts are placed on the map at the recorded speed and altitude, in a hex adjacent to the map edge at least 10 hexes away from the nearest allied aircraft (shift the aircraft on the table if required).

Allies: Organized as two Vics. All are at Speed 5, altitude 4.

### **SPECIAL RULES:**

The Stukas are in a fixed formation, and fly straight and level. Aircraft that are forced out of formation may not rejoin, even if repositioned within formation.

In addition to normal Victory points, the Allies earn 1 VP for each intact Stuka outside of the formation.

The Luftwaffe earns 2 VP for each turn the Bf109s are not on the board.

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## THE LAST MISSION OF CAMILLE PLUBEAU

By Uncle Ted & adapted by Chuck Hamack

### BACKGROUND: 9 JUNE 1940

S/Lieutenant Camille Plubeau was one of the best of the Armée de l'Air, with 14 victories and 4 probables. On 9-Jun-40, while leading a flight escorting a Potez, he spotted an isolated He111, which he decided to attack. On his third pass, with the bomber heavily damaged, he was bounced by a Luftwaffe fighter, who shot him down.

<i>Armée de l'Air</i>	<i>3x Curtiss Hawk 75A-3</i>	<i>Plubeau (Top Ace)</i> <i>1x Junior Ace, 1x veteran</i>
<i>Luftwaffe</i>	<i>1x He111-H2</i>	<i>1x Regular</i>
<i>Luftwaffe</i>	<i>8x Bf109E-3 (4x dummies)</i>	<i>1x Junior Ace, 1x Veteran, 1x regular,</i> <i>1x Sprog, Dummies = Regular</i>

### GAME LENGTH:

20 Turns

### SOURCES:

Armée de l'Air 1940 (game)

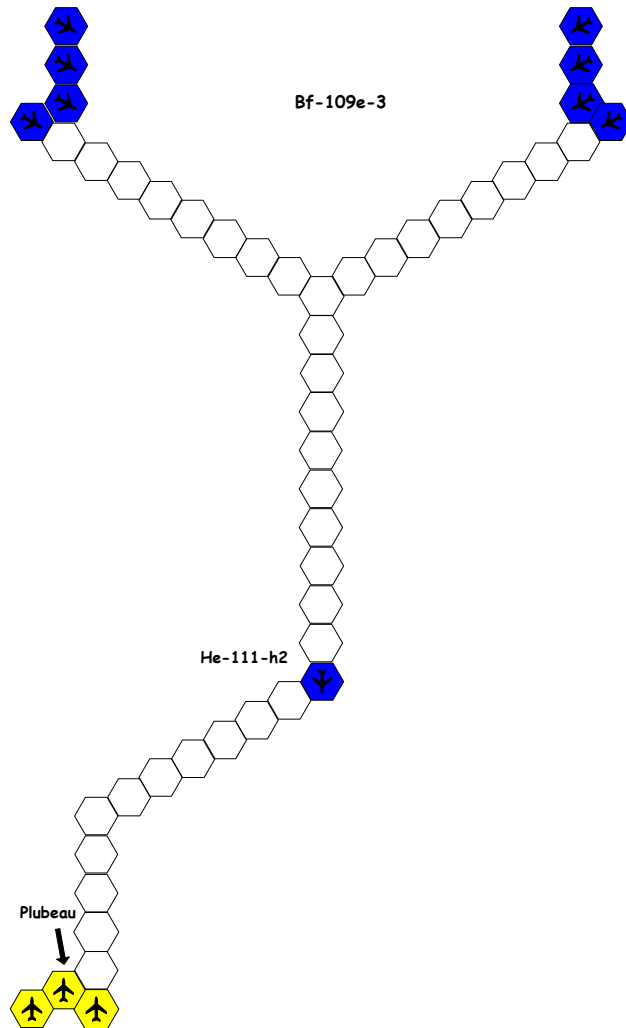
### SETUP:

He111: Is not loaded, Speed 3, altitude 4, headed East, hex 2020.

Bf109Es: Organized as two Schwarms of two Rotte. However, see special rules below. If turn 1 is selected set up in two Schwarmen, all at speed 6, altitude 4.

Hawk 75: Organized as a vic.. all are at Speed 5, altitude 4.





### ***SPECIAL RULES:***

At the beginning of the game, the Luftwaffe player decides which of its planes are dummies, assigns the pilots among the real planes and notes the information down. All the planes are moved normally but as soon as a Bf109 is within range 8 (hexes and alt) of a French plane, its type is declared: dummy or real plane. The dummy is immediately withdrawn from the play.

All the planes which are not revealed yet are regarded as having Regular pilots. The German player can decide to reveal one of his planes (a real plane) to use a pilot's initiative card.