

# Dogfight over Asch

## Setting

**Date:** Jan. 1, 1945, ~0930 hours

**Location:** Y-29 airfield near Asch, Belgium

**History:** As part of Operation Bodenplatte, JG 11 was assigned to attack the primitive airfield near Asch, very near the front. JG 11 formed up over Frankfurt and flew on to the target area. The formation of over 60 fighters lost some to Allied AAA and was further reduced when part of the formation mistook Y-32 at Ophoven and attacked that airfield instead. JG 11's misfortune continued as they ran into Thunderbolts of the 390<sup>th</sup> Fighter Squadron outbound on a ground support mission. The P-51's of the 487<sup>th</sup> Fighter Squadron were just preparing to take off on their morning patrol when they saw the fight erupt between JG 11 and 390<sup>th</sup> FS. The Mustang pilots raced for the runway and were just getting airborne when the first elements of JG11 reached Y-29

**Conditions:** *Max/Auto Visibility:* 15/7 *Sun:* Edge 1

**CAB:** Surface Low

**Clouds:** *Table Clouds:* none *Cloud Border:* none

**American Orders:** Achieve more victory points than the opponent.

**German Orders:** Achieve more victory points than the opponent. German players score +1 VP for each hit inflicted on an airfield hex with a strafing run.

**Game Length:** no limit

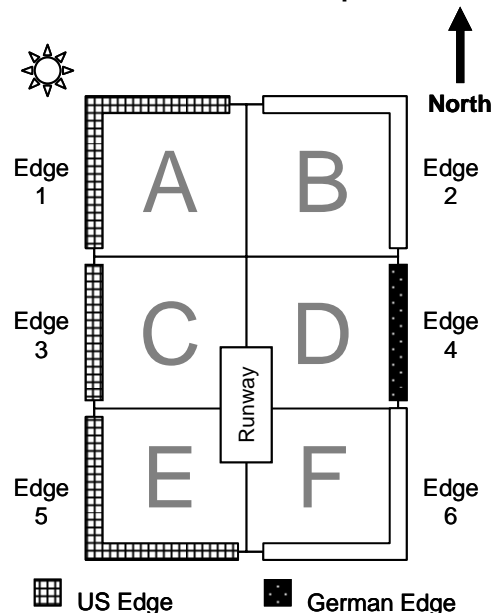
## Scenario Rules

1. P-51D's of the 487<sup>th</sup> squadron are fully fueled for a combat patrol. The extra weight of fuel in the fuselage tank inhibits maneuverability. Treat all P-51's as Nx for this game.
2. Any P-51 may attempt to land on the airfield. To do so, the pilot must end the movement in one of the runway hexes at TAL 0. If the aircrafts final speed is 1, the landing is automatic. If the landing speed is 2, the pilot must pass an aircrew check. If failed, the plane is damaged on landing (and destroyed if already damaged). Landing at speed 3 automatically damages the aircraft and any higher speed automatically destroys the aircraft. An aircraft that lands at Y-29 is treated as escaping a friendly board edge.
3. The airfield is protected by 2 Light and 2 medium AAA batteries (from B & D batteries, 787<sup>th</sup> AAA Autoweapons Battalion).
4. The AAA batteries protecting the airfield are inexperienced. AAA fire will be misdirected on double 1's, double 2's or double 3's.

## Aftermath

The pilots of the 487<sup>th</sup> were able to scramble and get airborne in time, often meeting the incoming Germans in head to head passes right off the runway. In what became known as the "Legend of Y-29", the 487<sup>th</sup> FS shot down 21 German fighters over Y-29 without losing a pilot (although some 487<sup>th</sup> pilots were forced down due to damage from German planes or American AAA). JG 11 was decimated in the attack, with some 25 aircraft and their pilots failing to return to their bases. The Luftwaffe estimated that approximately 20 aircraft were destroyed on the ground at Y-29 and Y-32. The 487<sup>th</sup> was awarded a Distinguished Unit Citation, Three pilots were awarded the Distinguished Service Cross, and four pilots were awarded the Silver Star for the dogfight over Asch.

## Scenario Set-Up



## German Luftwaffe

Elements of III / JG 11

### Attacking Flight

2x FW190A-8 w/ skilled (+1) aircrew

2x FW 190A-8 w/ green (+0) aircrew

Set up in Area A, TAL 1, Speed 4

Elements of II / JG 11

### Covering Flight

1x Bf 109G-14 w/ veteran (+2) aircrew

1x Bf 109G-14 w/ green (+0) aircrew

(Bf 109G-14 is functionally equivalent to Bf 109G-10)

Set up in Area A, TAL 3, Speed 4

## Variable Rules

- 1-3 **Heavier Firepower**  
Replace veteran Bf 109G-14 with Bf 109K-4
- 4-6 **Clashed with Thunderbolts**  
Choose one skilled FW 190A-8. That aircraft is considered to have already fired its guns (mark off first fire box)
- 7-9 **Insufficient Training**  
Green pilots must make an aircrew test if at TAL 1 and fired on by an aircraft or AAA. If fail, treat as collision.
- 10 **Gruppe Leader**  
Replace Veteran Bf 109 pilot with Ace (+3) pilot

## United States Army Air Force

Elements of 487<sup>th</sup> Fighter Squadron, 352<sup>nd</sup> Fighter Group

### White Flight

#### First element

1x P-51D w/ Veteran (+2) aircrew (Lt. Col. John Meyer)

1x P-51D w/ skilled (+1) aircrew

Set up at north end of runway, TAL 1, Speed 2

#### Second element

2x P-51D w/ skilled (+1) aircrew

Set up halfway along runway, TAL 0, speed 2. Must climb to TAL 1 before end of runway and before accelerating beyond speed 2

## Variable Rules

- 1-3 **Ample Experience**  
Replace one skilled pilot in the 2<sup>nd</sup> flight with a veteran (+2) pilot
- 4-6 **Scramble!**  
No time to warm up the gun sight on the way out as usual. One skilled pilot fires as a green (+0) pilot
- 7-9 **Load some tracers near the end of the belt, will ya Mac?**  
Choose one skilled P-51D. If aircraft runs out of ammo, may attempt one more shot if passes aircrew test at time of shot.
- 10 **Help from the 390th**  
One P-47D25 of the 366<sup>th</sup> FS enters from the north board edge on turn 5 at TAL 3, speed 4, and having already fired its guns.