

Finland's Hawks, Stalin's Falcons



Setting

Date: September 5, 1942 1200

Location: Lotinanpelto, Finland

History: LeLv 32 transferred to Nurmoila on the Olonets Isthmus in May of 1942 and engaged in frequent combats against Soviet fighters. On Sept. 5th, WO Eino Koskinen and his wingman spotted a large formation of Soviet aircraft over the River Svir. Koskinen radioed for help and was joined by a schwarm led by Capt. Aulis Bremer. As usual, the Finns aggressively attacked the Soviets despite being heavily outnumbered.

Conditions: Max/Auto Visibility: 20/10 Sun: none

CAB: Low

Clouds: Table Clouds: none Cloud Border: none

Finnish Orders: Destroy as many Soviet aircraft as possible. Score more VP than the Soviets.

Soviet Orders: Exit the bombers to the north while destroying as many Finnish aircraft as possible. Score more VP than the Finns. Soviets score an extra +2 VP for each Finnish aircraft destroyed. Soviets receive +6 VP for each Pe-2 that exits the north table edge with its bomb load.

Game Length: no limit

Scenario Rules

- Each Soviet player will fly three aircraft; one skilled formation leader and two green wingmen. These must be initially deployed in a tight vee with the wingmen in the formation hexes adjacent to the leader. Soviet doctrine calls for the formation to maneuver together in combat.
- Soviet bombers must maintain formation throughout the game.
- Soviet aircrews have limited flight hours and even more limited training in tactics. Cooperation and radio discipline (when radios were present) was especially poor. Once play begins, Soviet players may only communicate by hand signals and may not discuss tactics or planned moves.
- Soviet Green pilots must use the Aircrew Confusion rule (pg 12) when attempting a 120° Special Maneuver.
- Veteran pilots may use the Aimed Fire optional rule (pg. 17).

Finish Air Force

Elements of LeLv 32

1x Curtiss Hawk 75A-3 w/ veteran (+2) aircrew (WO Koskinen)
1x Curtiss Hawk 75A-3 w/ Skilled (+1) aircrew
Set up third in Board Section E or F at least 3 hexes from any Soviet. Any TAL, Any Speed, facing North.

1x Curtiss Hawk 75A-3 w/ veteran (+2) aircrew (Capt Bremer)
1x Curtiss Hawk 75A-3 w/ veteran (+2) aircrew
2x Curtiss Hawk 75A-3 w/ Skilled (+1) aircrew
Set up third in Board Section C or E at least 3 hexes from any Soviet. Any TAL, Speed 4, facing NE or SE.

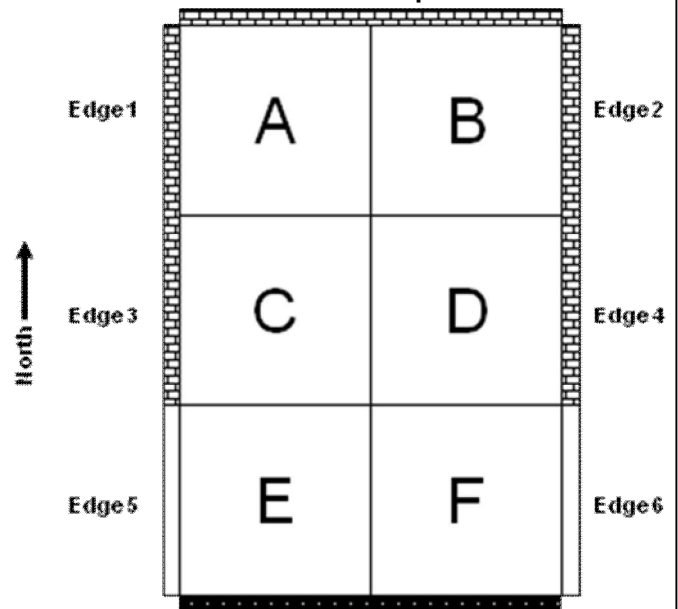
Variable Rules

- 1-2 Tervo on Patrol**
 Replace unnamed Veteran aircrew in Bremer's flight with Ace (+3) aircrew (Lt Kalevi Tervo)
- 4-7 Difficult Rendezvous**
 Bremer's flight set's up third in board sections A or B, Any TAL, Speed 4, Facing S or SE.
- 8-10 Long Service Life**
 One random Curtiss Hawk's engine is worn out. This aircraft has Lx acceleration.

Aftermath

The battle over the River Svir lasted for a full hour and the Finnish pilots claimed 4 LaGG-3, four I-16, two MiG-3, and a Pe-2 without any losses of their own. During their nine months in action over the Olonets Isthmus, LeLv 32 recorded 65 enemy aircraft destroyed without a single combat loss of their own. The Curtiss Hawk did not enjoy the Brewster's fame, but similarly proved a formidable fighter in the hands of the aggressive and well-trained Finnish Air Force.

Scenario Set-Up



Soviet Army Air Force

Elements of 524 IAP

2x I-16 Type 28 w/ Skilled (+1) aircrew

4x I-16 Type 24 w/ Green (+0) aircrew

2x LaGG-3 w/ Skilled (+1) aircrew

4x LaGG-3 w/ Green (+0) aircrew

2x MiG-3 w/ Skilled (+1) aircrew

4x MiG-3 w/ Green (+0) aircrew

Set up second in 3-plane Vee formations of like aircraft anywhere within 5 hexes of the bombers. TAL 2-4, Speed 2, facing North.

Elements of 4 GPAP

1x Pe-2 w/ Skilled (+1) aircrew

5x Pe-2 w/ Green (+0) aircrew

Set up first, in formation anywhere in board section E or F 10 hexes from a board edge. TAL 3, Speed 2, facing North.

Variable Rules

- 1-2 Spanish Civil War Veteran**
 Replace the Skilled aircrew of one random fighter flight with a Veteran (+2) aircrew
- 4-7 Top Cover**
 The MiG-3 flights are in top cover. They enter the table anywhere in board sectors C, D, E, or F on turn 2-4. Roll randomly (1d3+1) for each formation of three. Enter at TAL 6, Speed 4, in vee formation, any facing.
- 8-10 Non-Strategic Materials**
 The plywood components of the LaGG-3 had a reputation for delaminating. Anytime a LaGG-3 does an extreme turn or special maneuver, roll 2d6. If a 12 is rolled the aircraft suffers immediate airframe damage

Optional Rule: Each Soviet player flies the formation leader of one vee and the two wingmen of the other vee of the same aircraft type.