

## Jet's Up

Over Germany, April 1945

American P-51's returning from bomber escort bounce a pair of Me 262's trying to get aloft to go hunting the bombers.

Time: 1400 hrs

Sun: SW

CAB: SURFACE LOW

Place Airfield in center of German half of table

### German Luftwaffe

1x FW-190D with *veteran* (+2) aircrew

1x FW-190D with *skilled* (+1) aircrew

Set-up third w/in three hexes of airfield, TAL 6, Speed 3

1x Me-262A with *veteran* (+2) aircrew

1x Me-262A with *skilled* (+1) aircrew

Set-up first in any hex over airfield, TAL 1, Speed 1

#### Variable Rules

1-3 Late getting on station – FW 190's must enter table from German edge in turn 1

4-7 Cloud cover - a cloud bank sits at the top of the SURFACE LOW CAB. The top of the CAB is a friendly edge for all aircraft

8-10 Increase the skill of a randomly chosen pilot by one level

### USAAF

1x P-51D with *veteran* (+2) aircrew

3x P-51 D with *skilled* (+1) aircrew

2x P-51D with *green* (+0) aircrew

Set up within 5 hexes of US edge, TAL 3, Speed 4

#### Variable Rules

1-3 Little Friends – make an aircrew test for each aircraft. If passed, mark off the first fire box on that aircraft

4-7 Low on Fuel – After turn 12, treat all table edges as unfriendly for American aircraft

8-10 Increase the skill of one green pilot to skilled

### Scenario special rules

- 1) Germans may place 1 heavy and 2 light AA in any hex adjacent to the airfield.

### Victory

Score VP as usual. In addition, the Germans score VP for any Me-262 with ammo remaining that exits the table by climbing above the upper CAB boundary.