

## Adding American Punch: More Mustangs And Thunderbolts by Lou Zocchi

*We often look upon articles dealing with variants to existing games with a jaundiced eye. However, the credentials of this author cannot be denied. Lou Zocchi is widely recognized among the hard core as a leader in the hobby. Besides earning his living as a Sergeant in the USAF, he is the designer of LUFTWAFTE. Who could be more qualified to offer a variant on our WWII air battle game than the old Sage Sarge himself?"*

New information has just been uncovered which might serve as a rationale for permitting the Americans to use more P47's and P51's in the LUFTWAFTE game than the present rules allow. Here are the facts. 825 P47 Thunderbolts were allocated to the RAF. The first 240 of them were immediately committed to battle testing against the Germans before sending them on to fight in Burma against the Japanese. I believe that the battle testing occurred in July of 1943.

In November 1941, the RAF ordered 320 Mustang I fighters. The first of these arrived in England for service with No. 2 squadron in April of 1942. On 27 July 1942, the Mustang I flew its first mission as a photo recon ship. The British liked the Mustangs enough to order another 300. These were designated Mustang Ia because minor modifications and improvements in the design were ordered.

The U.S. took a livelier interest in the Mustang and retained part of the British 300 plane order for its own testing program. The remainder of the original order was filled with the improved models which the RAF called Mustang II.

Delivery of the P51A was followed by an order for 274 P51B and 636 P51C models which the British called Mustang III. 71 of the B and 20 of the C models were used for photo recon purposes while the remainder equipped 4 Polish, 1 Free French and 3 R.C.A.F. squadrons.

Some time during 1944, the RAF received 281 P51D and 594 P-51K fighters which they called Mustang IV. These fighters fought as part of the 2nd Tactical Air Force on D-Day and served in the fighter-bomber role. By the end of 1944 they were reassigned to Fighter command.

Considering the fact that RAF operations were usually conducted independently of U.S. operations, the only time when it seems logical to have them supporting U.S. missions is on the day they really did so.

Since D-Day, the 6th of June 1944 was one of those rare times when the British put everything available into the air to help us, it would seem logical to use their American equipped forces during the quarter in which June falls. After D-Day, most British fighters were too busy knocking down V-1 Buzz bombs and providing local airport security to take on the additional burden of escorting U.S. bombers into Germany.

446 P-47D's were given to the Free French Forces during the war and provided enough equipment to maintain two Escadres de

Chasse. Since it is not clear when these French units began operations or who directed their missions, I think using them in July 1944 would be about right.

In January 1944, a group of Brazilian pilots led by Lt. Col. Nero Moura arrived in the U.S. for intensive P47 training. They arrived in Italy on the 6th of October 1944 and flew their first action on 11 November 1944. Before the war ended, the Brazilian Air Force had been given a total of 88 P47D's.

Of the 203 P47D's sent to Russia, only 196 reached their destination. Although there is no evidence concerning the use made of them, it would seem that there should be a possibility for their employment from the Russian side of the board at some time during the game.

So how does all this information affect your LUFTWAFTE game? That depends on how much of a pasting the American player wants to give the Germans. You could be a sport about the whole thing and roll the die at the beginning of each quarter. If you roll the higher number, these extra forces would come into play but if the Jerry beats your roll, you don't get the extra forces. On the other hand, if you'd really like to make the German sweat, try a few games where you get all these new forces without rolling for them. I'm sure that the Luftwaffe will have its hands full, even when allowed to get its jets by January 1943.

TURN	DETAILS
JUL 1943	For this quarter only, add one full strength P47 and one half strength P47 to the American forces. If they are lost in combat, they need not be replaced. If they survive the quarter, remove them from play when the quarter ends.
APR 1944	Add one point to the number rolled on a die to see how many P51 counters the RAF will lend You for use during this quarter. P51's on loan from the RAF need not be replaced if lost. RAF P51's which survive the quarter must be withdrawn from the game.
JUL 1944	For the remainder of the game, add 2 P47 counters to represent the French forces. If lost in combat, 2 factors may be replaced.
OCT 1944	Add one P47 counter to this quarter to represent the Brazilians. If lost in combat, they cannot be replaced.
ANY- TIME	During the game one P47 counter may operate out of Russia

The April '44 quarter will be more critical for both players than any other. RAF P-51's will add devastating power which the Germans cannot afford to ignore. If this quarter does not break the Luftwaffe, it will most certainly sap its strength.

### OPTIONAL PLAYING PIECES

Insert the following units per the schedule below

- 1xP47 Brazil
- 1xP47 RAF2
- 2xP47 French
- 1xP47 RAF
- 1xP51 RAF

TUR N	DETAILS
JUL 1943	The P47's needed for this quarter to represent the RAF testing can be the two which are supposed to come in during the Oct '43 quarter.
APR 1944	The extra P51's needed for this quarter can be obtained by using the Jul '44, Oct '44, Jan '45 and Apr '45 P51's for this quarter only. Remember to replace these extra fighters on their original start quarters before figuring out your replacements or adding new forces.
JUL 1944	Use the two P40 counters which Should retire this quarter as P47's of the Free French squadrons.
OCT 1944	The P39 which should be taken out of the game this quarter can be used to represent the Brazilian P47 force.

I would greatly enjoy hearing from all Air warfare enthusiasts. Please send me your comments and suggestions along with a stamped, self-addressed envelope.

Lou Zocchi 388 Montana; Victorville, Calif. 92392