

The Swede



SETTING

Date: 8 May 1942 1000 hours

Location: The Coral Sea

History: May 7th, 1941 witnesses the first naval battle fought exclusively with aircraft carrier in history. The Battle of the Coral Sea was a Japanese tactical Victory but a strategic defeat. During the fight the American flyers sunk the Japanese Light Carrier *Shoho*. Stanley 'Swede' Vejtasa leading a flight of SBDs personally planted a bomb on the deck of the *Shoho* contributing to its demise. The following day Vejtasa was placed on anti-torpedo plane patrol and was leading his flight when suddenly they were jumped by a group of Zeros. Vejtasa managed to escape the first attack but when he looked for his wingmen he realized he was alone...except for three angry Zeros.

Conditions: *Max/Auto Visibility:* 30/15; *Sun:* Edge 4

CAB: SURFACE LOW.

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

Japanese Orders: Destroy the SBD.

Allied Orders: Destroy or drive off all three Zeros.

Game Length: Game ends when the last Zero is destroyed or driven off the board or the SBD is destroyed.

SCENARIO RULES

1. The **SBD-3** is NOT loaded and is played as a fighter; treat its "BFF" weapons as "FF". It has **RT:** 2xLMG vice 1xLMG.
2. The Zeros pilots at this point in the war should all be *skilled +1* but due to the strain of the previous days fighting they were fatigued and thus are rated as *green +0*.
3. The **RT** LMG can NOT fire on any turn that the **SBD** executes an extreme turn or a special maneuver.

JAPANESE NAVY

Elements of *Zuikaku* Airgroup

3x Mitsubishi A6M2 Zeros with *green (+0)* aircrew
(enter turn one individually anywhere on board edges 1,2,3 or 5 at any speed and TAL. Randomly determine from which board edge each Zero enters)

VARIABLE RULES

- 1-3 **"A good night's sleep."**
One *green (+0)* pilot is changed to *skilled (+1)* pilot.
- 4-6 **"Stick together!"**
All of the **Zeros** must enter from the same board edge.
- 7-10 **None**

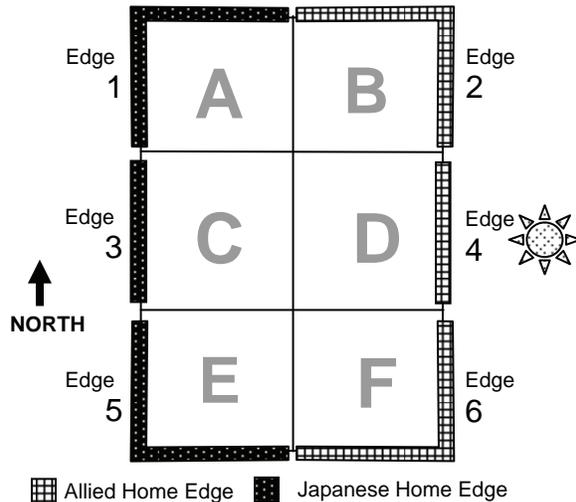
Author's Note: This makes an excellent first **Check Your 6!** scenario. Special thanks to Mark "Wildcat" Fastoso for writing it.

AFTERMATH

Vejtasa yelled to his radio man: "Son, we're in for a scrap. Keep your head and conserve your ammunition.... I'll take care of the rest." He knew he could not outrun them so he would have to defeat them. Almost immediately the Zeros dove in with their 20mm cannons blazing. Turning into every attack, Vejtasa was able to increase the angle of deflection for the enemy fighters and maneuver into position to use his own forward-firing .50 caliber guns. Two Zeros went down when he tore into their lightly armed airframes and they burst into flames. The last Zero began to make a head on pass and Vejtasa thought the attacker must surely be out of cannon ammo...but he wasn't and tracers began to fly by his windshield. Vejtasa jerked on the stick and hit the rudder turning his plane on its side in an attempt to avoid the cannon fire. As the planes where about to collide Vejtasa pulled a little harder and he heard a loud crash. Amazingly, his wing had cut right through the Zero causing it to crash. His rugged SBD suffered no damage and returned to the *USS Yorktown* with three kills! Soon after he was recruited into a fighter squadron and became an ace of the Pacific War.

SCENARIO SET-UP

(45 by 30 hexes)



UNITED STATES NAVY

Stanley "Swede" Vejtasa and his Tail Gunner

1x SBD-3 Dauntless w/ *ace (+3)* aircrew
(set up first anywhere in board area C at any speed and TAL)

VARIABLE RULES

- 1-4 **"Light Trigger Finger"**
Vejtasa will never run out of ammo.
- 5-8 **"Eagle Eye"**
Vejtasa may claim a 'tailing' advantage out to five hexes.
- 9-10 **Use both variable rules above**



Stanley "Swede" Vejtasa