

# CORKSCREW PORT!

## THE CORKSCREW MANEUVER

### *Advanced Evasive Action for Lancaster: The Battle of Berlin*

The Corkscrew Maneuver was violent evasive action with dives and turns to the right and left, flying through the air like a corkscrew, in order for a bomber to shake off an attacker.

It is the standard action against a night fighter, but very tough on the pilot. When a gunner spots a fighter on the left side and calls "Corkscrew port!" the pilot begins a steep dive and turn to the left, *toward* the attacker, diving approximately 1000 ft, and then begins a climb. The Lanc is still in a left turn, but after 500 ft, and still climbing, the pilot changes direction and makes a sharp turn to the right, which will reduce speed and hopefully make the fighter pilot miscalculate the Lanc's speed and distance, and over shoot. When the Lanc is back up on it's original altitude, the pilot dives 500 ft to the right, and then turns left. By now the fighter will have been shaken off, but if it is still tailing the Lancaster, try the Corkscrew again.

In *Lancaster* it is difficult to accurately play the Corkscrew, but what follows is a guideline that can be used to simulate this maneuver. It may be used instead of regular evasive action if the enemy fighter is spotted and is at 5 or 7 before the Initial Attack. Use normal evasive action rules if the enemy plane is at 6 o'clock and/or is unspotted.

First of all, the Night Fighter must be spotted. *Lancaster* Rule 3. C.

If the fighter is spotted, roll D6 x2 to find its Initial Position:

NIGHT FIGHTER INITIAL POSITION			
D6 ROLL 1		D6 ROLL 2	
1-2	5 o'clock	1-2	High
3-4	6 o'clock	3-4	Level
5-6	7 o'clock	5-6	Low
<i>Aces: +1 to second roll.</i>			

**Optional:** Roll for Night Fighter Pilot Status:

NIGHT FIGHTER ACE TABLE (OPTIONAL)	
2D6	Effect
0-1	Green (-1 To Hit Lanc. Lanc +1 To Hit)
2	Average
3-5	Veteran
6-8	Ace
9-12	Expert (Ignore 1 <sup>st</sup> FCA)
<b>Veteran:</b> +1 To Hit Lanc. Lanc gunners, no mod.	<b>Modifiers:</b> 8/42-10/42 -2
<b>Ace:</b> +1 To Hit Lanc. Lanc -1 To Hit Ace	11/42-1/43 +1 2/43-11/43 +2 12/43-6/44 +0
<b>Expert:</b> +1 To Hit Lanc, +1 Damage. Lanc -1 To Hit Expert.	7/44-12/44 -1 1/45-2/45 -2 3/45-5/45 -3

When the Night Fighter has been spotted, the Lancaster gunners may fire at it. The Mid Upper Gunner may fire at targets at 5, 6 and 7 o'clock High. The Tail Gunner may fire at all levels of 5, 6 and 7 o'clock.

After Defensive Fire, the Pilot may attempt the Corkscrew to shake off the fighter before it fires.

**Optional:** A Night Fighter Ace or Expert, at 6 o'clock Low will fire before the Lancaster makes any evasive action, unless the Lancaster Pilot is experienced (+1). When an Ace or Expert fires during the Surprise Attack Phase, treat the Lanc's Defensive Fire and the following Offensive Fire as simultaneous action. All damage to the Lancaster and the fighter after the Surprise Attack is calculated at the same time. For example, a tail gunner fires at the fighter and shoots him down. Normally the fighter wouldn't have a chance to fire, but now the fighter scores a hit and kills the gunner, so the fighter is shot down, but the gunner is killed at the same time.

Roll on "The Corkscrew" below to determine the effect of the maneuver before each Successive Attack. Treat the Successive Attacks normally, except that the Lancaster may fire defensive fire during each Successive Attack, but the fighter might not be in a position to fire. On Table B-6, change 12 to 6, 1.30 to 5 and 10.30 to 7 and find the altitude on "The Corkscrew:"

**Optional:** A Night Fighter could chase a corkscrewing Lancaster for a long time. During a raid an ace night fighter pilot chased a bomber for 45 minutes, without getting into a firing position. Another ace decided that trying to chase a bomber in a Corkscrew was a waste of time and vowed never to chase one like that again.

To simulate a long lasting Corkscrew, continue to roll on "The Corkscrew" until the fighter is shaken off, shot down or the Lanc is shot down, or the fighter breaks off.

A Corkscrew Turn is 3 Successive Attacks.

The fighter will break off automatically after 3 Corkscrew Turns (9 Successive Attacks). (c.f. Table B-1, 3 Waves.)

If the Corkscrew was used in the previous zone, add 1 to 2D6 on "The Corkscrew" for each consecutive turn used after the first.

<b>THE CORKSCREW</b>	
<b>2D6</b>	<b>Fighter Position</b>
<b>2</b>	Enemy shaken off (a)
<b>3</b>	Enemy shaken off (a)
<b>4</b>	Enemy shaken off (a)
<b>5</b>	Enemy shaken off (a)
<b>6</b>	Low, no fire (c) (e)
<b>7</b>	High, no fire (b) (e)
<b>8</b>	Level, no fire (c) (e)
<b>9</b>	Level, fire (d) (c)
<b>10</b>	Low, fire (d) (c)
<b>11</b>	High, fire (d) (b)
<b>12</b>	Low, fire (d) (c)
<b>13</b>	High, fire (d) (b)
<b>14</b>	Level, fire (d) (c)
<i>Add the Enemy Pilot's Skill: +/-1</i> <i>Bombs on board: +1</i> <i>Lanc Pilot attempting the Corkscrew during consecutive turns: +1 per turn.</i> <i>Subtract the Lanc Pilot's Skill: +/-1</i> <i>Third Corkscrew Turn: -1</i>	
<i>a) The fighter is shaken off. Remove it from combat.</i> <i>b) The Mid Upper Gunner and the Tail Gunner may fire.</i> <i>c) The Tail Gunner may fire.</i> <i>d) The Night fighter is in a firing position. Offensive Fire.</i> <i>e) The Night Fighter is not in a firing position. Defensive Fire only.</i>	

An Ace or Expert will not waste his time chasing the Lancaster in a Corkscrew after the first Corkscrew Turn, unless he is in a firing position, or the Lanc is burning externally or internally, or has extinguished a fire, caused by the Ace's or Expert's offensive fire.

After the first Corkscrew Turn, if the Lancaster continues the Corkscrew, and the Ace or Expert Night Fighter is in a “no fire” position, the fighter will leave before Defensive Fire. Remove it from combat.

The Night Fighters hit on 6 when the Lancaster is in a Corkscrew.

When the Lancaster is hit, use the Vertical Climb results, unless the fighter is at 5, 6 or 7 o'clock Initial Position. Use the results for 6 High, Level or Low. **Optional:** For a fighter at 5 and 7, use the results for 3 and 9 on Table B-4 and B-5 for all attacks from 5 and 7.

The Lancaster gunners hit on 6 when the Lancaster is in a Corkscrew. Ace bonus applies.

A Lancaster with damaged ailerons, elevators, control cables, an engine dead or if it is slowed by drag, may not perform a Corkscrew.

It's not recommended to use the Corkscrew in the Target Zone, on the Bomb Run.

### **Optional Lancaster Extra Rules:**

**Engine #1 out:** The tail turret was powered by engine #1 (outer port engine). If #1 is out, the tail turret hits only on 6. On a roll of 1, the tail turret becomes inoperable.

Note: Night Fighter pilots often aimed at the port engines, in order to knock out the tail turret so that it would be easier for them to attack from below and behind – *von unten hinten*. (It was also safer to fire at the engines and the tanks than to risk being hit by shrapnel from an exploding bomber which has taken a hit in the bomb bay.)

**Aces' and Experts' Aiming:** A result of 8 or higher on Table B-4, Shell Hits By Area, will hit in the same area. For example, all hits in the starboard wing or the tail, or doing superficial damage. A walking hit is still a walking hit.

### **From the B-26 Variant (Pathfinders and Night Missions):**

**Schräge Musik:** Machine guns placed on the body of an aircraft behind the cockpit firing upward and forward at an oblique angle. The word “*Schräge*” is German and means “oblique” or “jazz.” Similar weapons could be found on British planes in the twenties. It was “reinvented” by Oberleutnant Rudolf Schoenert in 1941. He was already an ace pilot and would tally 64 night victories. *Schräge Musik* was usually two MG151 20mm machine guns or two MK 108 30mm canons. It never became standard and in 1944 approximately one out of three night fighters were equipped with it. **Schräge Musik in Lancaster:** An Me 110 will be equipped with *Schräge Musik* on D6 1-2. It will use the *Schräge* when it makes a surprise attack from 6 Low. To Hit is 3+ and Ace Bonus applies. Table B-4, Shell Hits (+1 hit) and Table B-5, Area Hit is Vertical Climb.

**Hand Held Machine Gun:** Some fighters have one or two rearward firing machine guns installed. They will use this when they pass the bomber for a second attack. To Hit is 6 and number of hits is from 3 and 9, damage on Table B-5, Vertical Climb is –1. Treat “0” as Superficial damage. Ace bonus and damage counters do not apply. The Me 110 will use this weapon after Initial and Successive Attacks, unless the Lancaster is flying evasive action.

*For more Night Fighters see the B-26 Variant (Pathfinders and Night Missions) or contact the author of CORKSCREW PORT!*