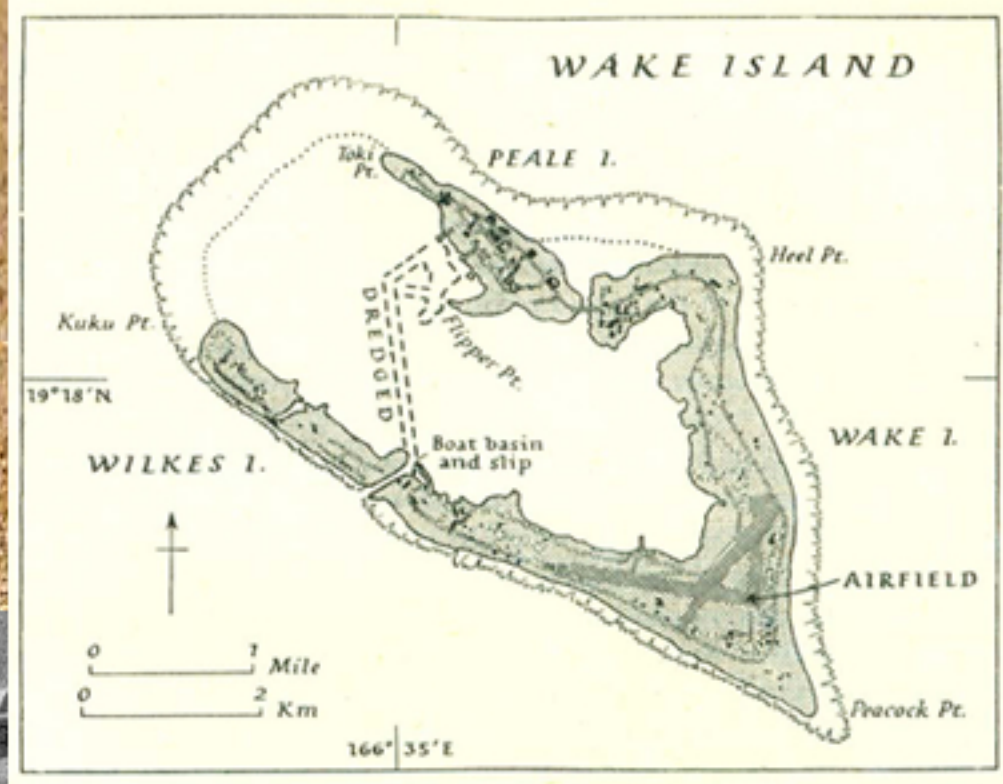
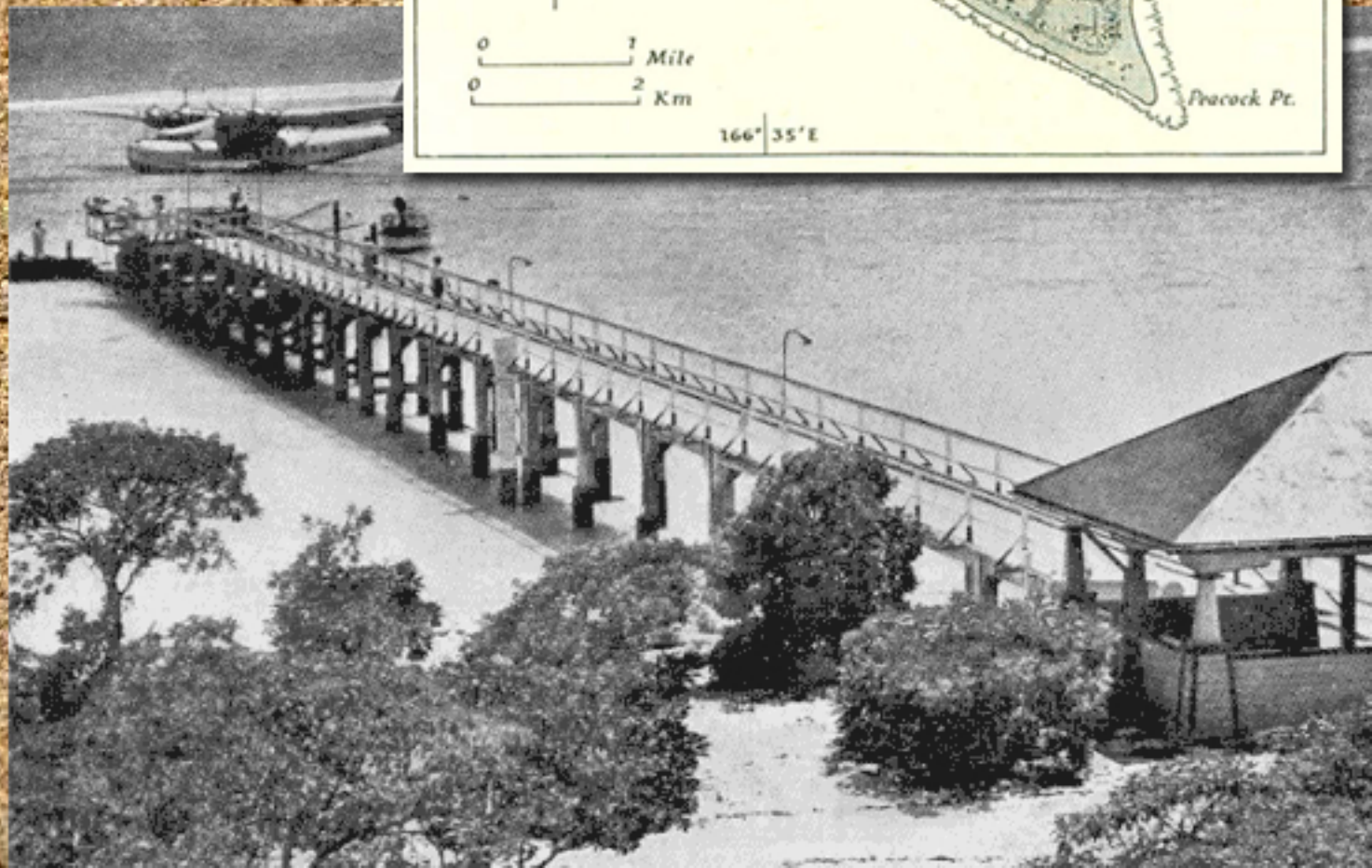


The Japanese Fourth Fleet at Truk had set numerous operations in motion on 8 December. They had captured Guam. They had taken Makin and Tarawa in the Gilbert Islands. By the 10th, everything was going according to schedule except for one small atoll isolated in the middle of the Pacific guarded by a unit of the US Marines.



Wake Island

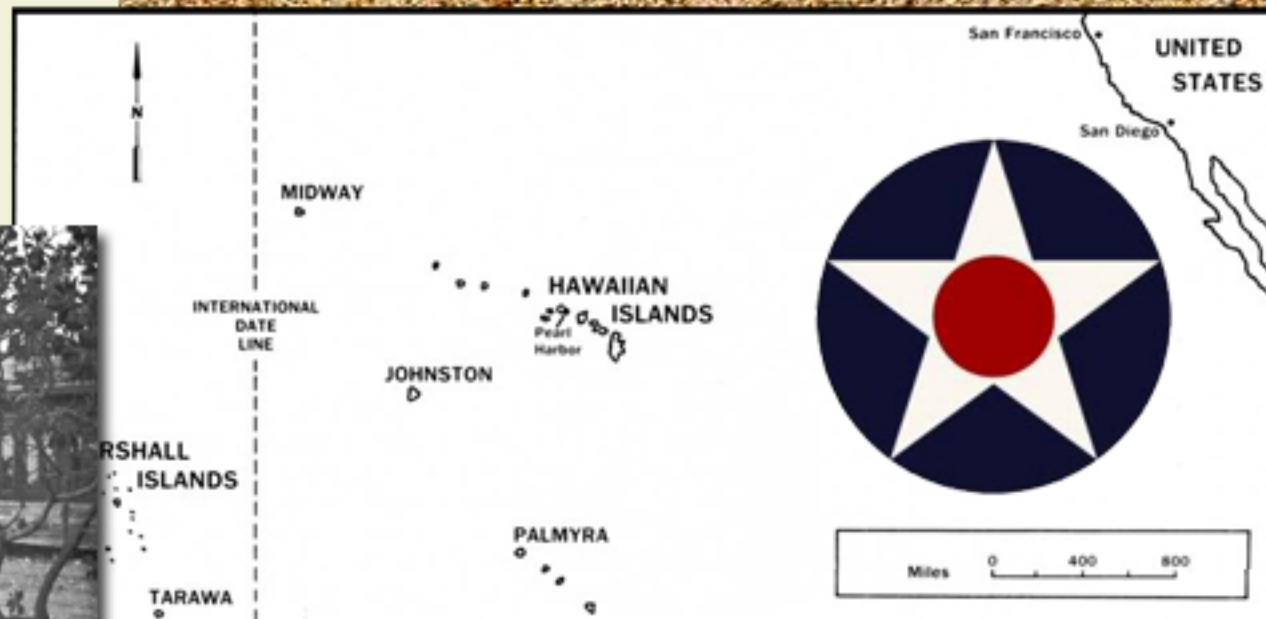
Revamp Works



The prize sought at Pearl Harbor were the American aircraft carriers. At the time of the attack, *Lexington* and *Enterprise* were delivering aircraft to Midway and Wake Island in preparation for the war known to be coming. VMF-211 had just received 12 Grumman F4F-3 Wildcats.

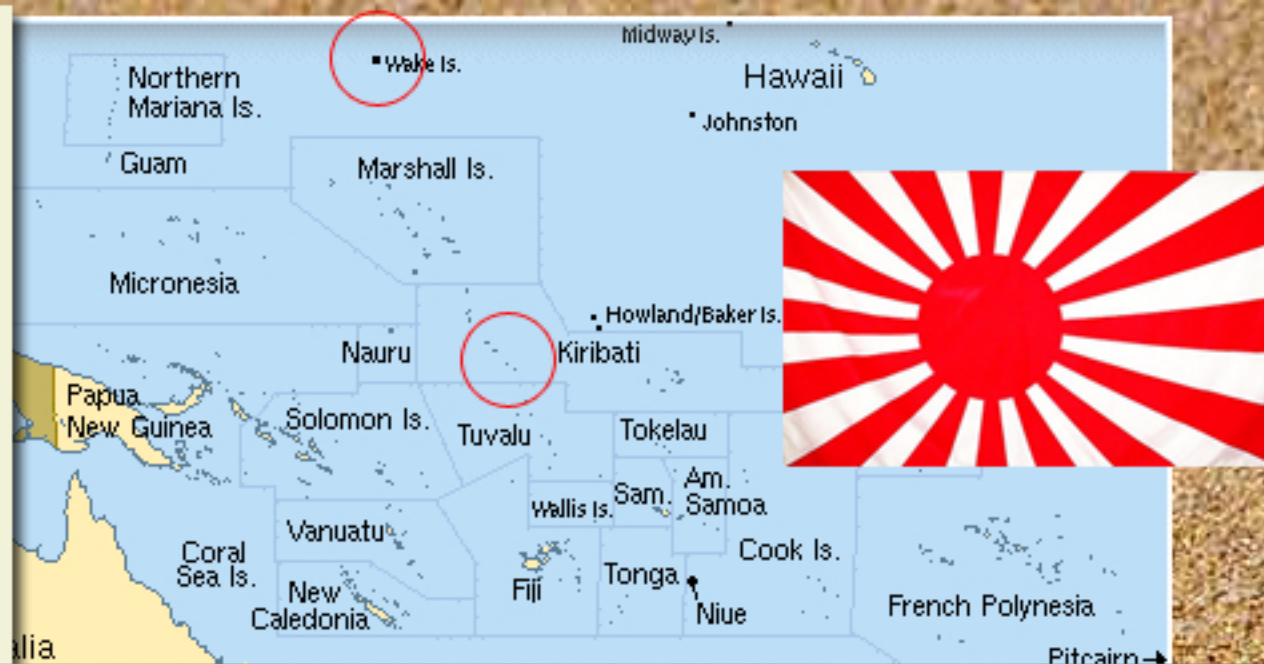
This Twenty-Fourth Air Flotilla based on Roi in the Gilberts was charged with neutralizing the defenses so a landing force could capture the island.

Their plan was to strike the airstrip to clear out the fighter planes, and then come back and finish the job.



While VMF-211's combat air patrol made a swing north of Wake, 36 Mitsubishi G3M2 bombers were flying northward toward the atoll. This was Air Attack Force No. 1 of the Twenty-Fourth Air Flotilla, based at Roi, 720 miles to the south. The leader signaled for a gliding let-down in his 10,000-foot approach, he noted that the south coast of the atoll was masked by a drifting rain squall at about 2,000 feet. The three Japanese divisions, in 12-plane Vs, dropped rapidly down into the squall and emerged a few seconds later almost on top of the airstrip.

They destroyed 7 or the 8 Wildcats on the field and headed home without loss.



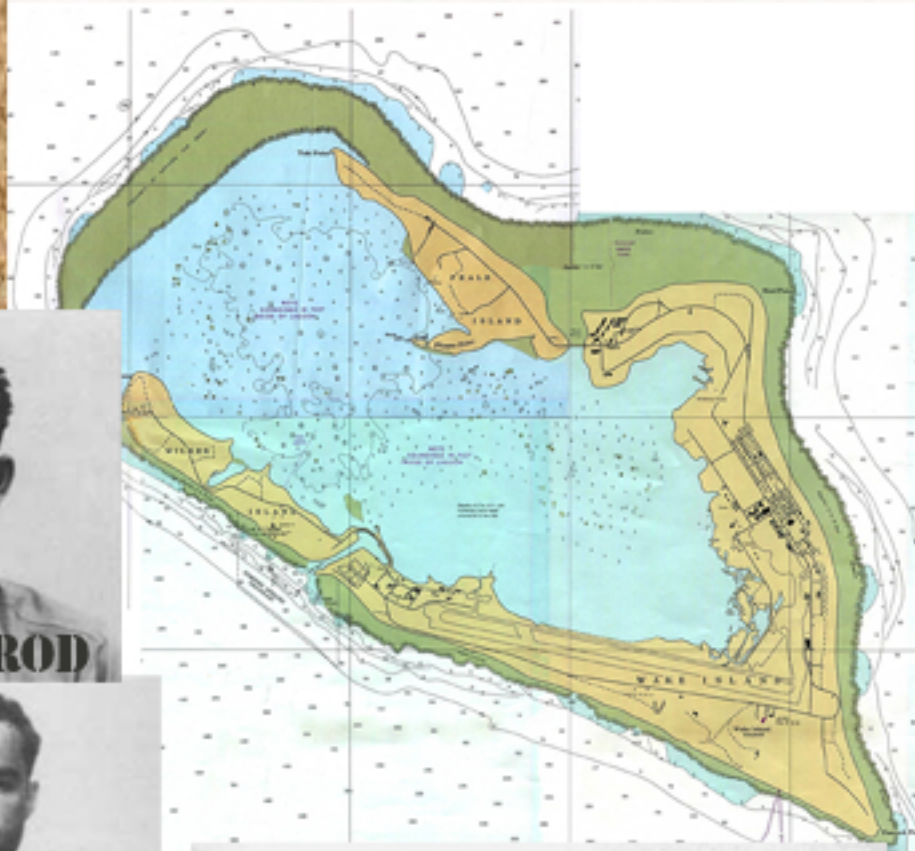
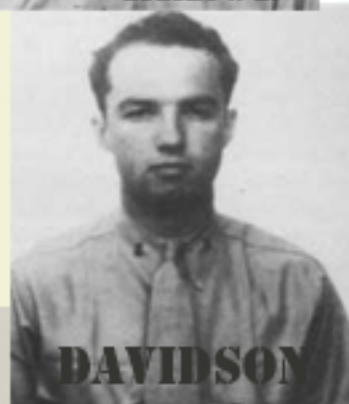
Even more devastating was the loss of 60% of VMF-211 personnel both air and ground. Other targets had been the Naval Air Station, seaplane facilities, and other installations.

With these missions accomplished, the Japanese pilots could settle down to the methodical business of taking out the antiaircraft and seacoast batteries.

After the raid on 10 December, it was decided that Wake was ready for landing troops. The job went to Rear Admiral Kajioka who commanded Destroyer Squadron 6 in his new light cruiser *Yubari*. Kajioka planned to land 150 men on Wilkes Island to control the dredged channel, and 300 men on the south coast of Wake Island to capture the airfield. Wake was so small that the admiral did not consider carrier air necessary.

At dawn on 11 December a landing in rough weather was attempted but accurate fire from shore batteries holed the *Yubari* and destroyed the *Hayate*. Several other destroyers were hit but managed to escape behind a smoke screen. The destroyer *Kisaragi*, hit earlier by Marine pilots finally blew up. One of the transports, *Kongo Maru*, also sustained damage from the air strikes.

Within 4 hours of this failed landing, Japanese aircrews arrived from Roi to bomb and were opposed by the remaining two Marine fighters who knocked down two bombers and damaged another.



A large aircraft carrier, likely a Russian Kuznetsov-class carrier, is shown sailing on the ocean. The ship is dark grey with a prominent superstructure and a large flight deck. It is moving towards the right, creating a large white wake. The sky is blue with scattered white clouds. In the background, another smaller ship is visible on the horizon.

[illegible]

A map of a beach area with various military units and positions marked. Two red circles highlight specific locations: one labeled '3rd ANTBOMB' and another labeled 'BTRY C 1st REG'. Other labels on the map include '11-23 DEC', 'BTRY 6 (3rd) 8th DEC', 'BTRY AIS', and 'PEACOCK PO'. A red arrow points from the text 'Transports to be beached' to the 'BTRY C 1st REG' location.

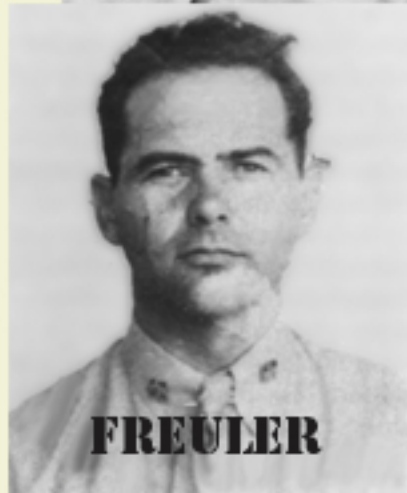
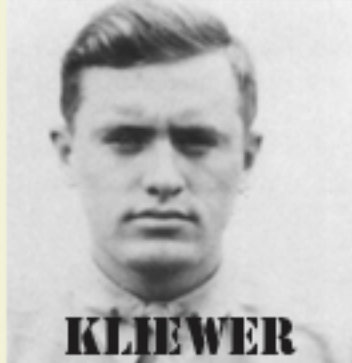
With these final plans issued, the invasion force well rehearsed, and carriers *Soryu* and *Hiryu* on their way down from north of Midway, the operation against Wake was ready to go. At 0900 on 21 December Admiral Kajioka cleared Roi with the ships of his amphibious force and headed back up toward the American-held atoll.

VMF-211 worked to keep aircraft flying against daily raids by the 21st Air Flotilla and H6K flying boats from the Marshall Islands.

On a patrol at dusk, a submarine was spotted and attacked. It was believed that the bombers were lead into the island by submarines carrying transmitters.

On December 22nd, Freuler and Davidson had the morning patrol, when 33 bombers and six fighters arrived from the carriers. Capt. Freuler managed to get one of the fighters (actually two B5N2's) but, in so doing, debris and flames from his target disabled his plane. As he headed back, wounded in the shoulder, to attempt a forced landing on the strip, he caught a last glimpse of Davidson with enemy fighters on his tail. Freuler crash-landed his burning aircraft on the field, but Davidson was not seen again. Now the island was without aircraft and the remaining personnel of VMF-211 joined the defense battalion as infantrymen.

Dive bombers now battered Kessler's 5-inch gun battery on Peale Island, and the air-supported enemy troops began to move rapidly against Major Potter's line south of the defense battalion command post. Battery E also was being attacked by the carrier planes, and Devereux believed that Wilkes Island and most of the west leg of Wake Island already had fallen to the Japanese. Shortly after 0700 the major called Commander Cunningham and told him that organized resistance could not last much longer.



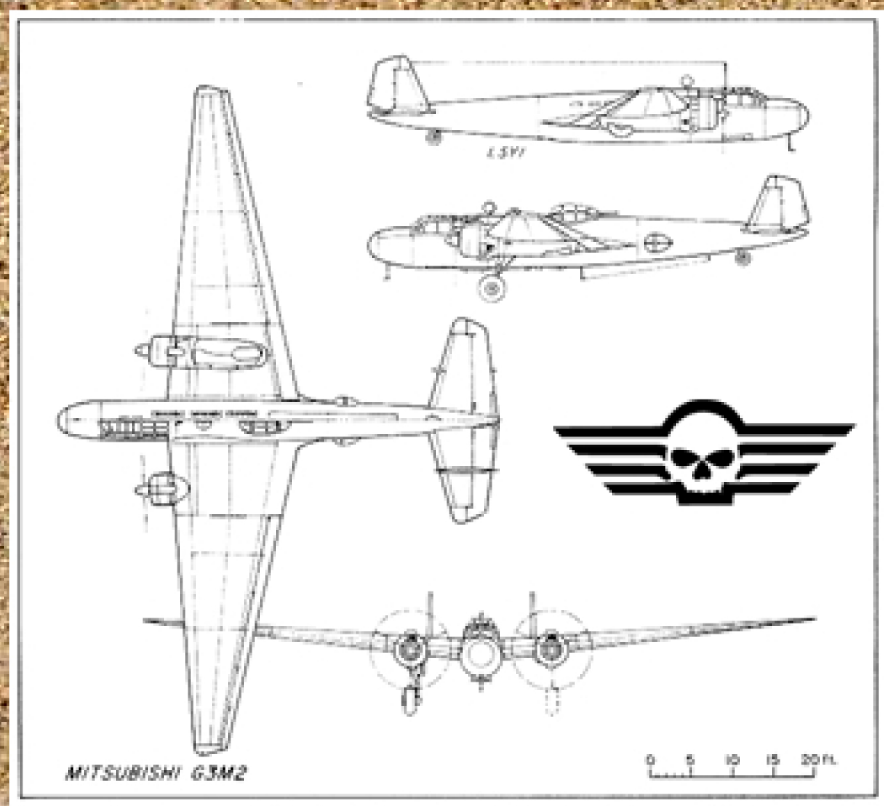
To the northwest the two carriers *Soryu* and *Hiryu* headed upwind and at 0700 "the gallant Eagles of the Navy," approached Wake at 6,000 feet. As the formation wheeled over Peacock Point, Battery E opened fire in what was the last antiaircraft action of the battle. The formation split into component groups according to mission, and commenced a methodical and unceasing series of air strikes in close support of the special landing force. Wilkes, Peale, and Wake Island were hit repeatedly.

After a further heroic defense, against impossible odds Major James Devereux finally surrendered on the 23rd of December and was held by Japan until war's end.



Rising Sun

旭日旗



411208 Daisuke Miyazaki.

This first mission begins a few miles out on course in bound to Wake Island. You are flying as Viper 29, the last aircraft in this flight. If you cycle through the aircraft until you see Viper 27, that is your element leader. Padlock your view on him and stay in position.

Occasionally, check the map so you can anticipate the turn to final. Expect to have to catch up and line up in a hurry.

When Lead says "bombs away", look through your bombsight, align with the fighters on the ground and pickle.

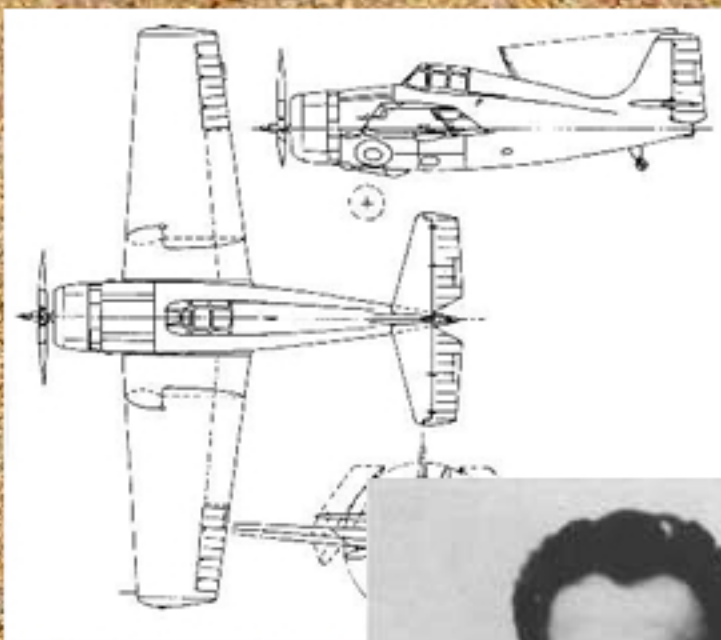
You can follow your bombs down (F9).

Then swing around to the right and descend to the deck. Buzz the runway and allow your gunners to fire on the ground targets. Their max range is 800 meters so you will have to fly close to the parked fighters for them to start shooting.

Then rejoin for the long flight home.

Rising Sun

旭日旗



411210 Henry Elrod

AircraftType=F4F-3

Name=Crab

Unit=VMF-211

StartTime=1000

Weather=Scattered 4000m



Take off as Lead from the strip at Wake, follow your autopilot course until the bombers appear. Check the map. Plot an intercept course. If you just get into a tail chase you will not engage until after they have bombed your base.

Then, try to get two of them. If you pull into their six and start hosing, you will get killed. Determine if they have a blind spot and shoot from there. A good target is an engine.

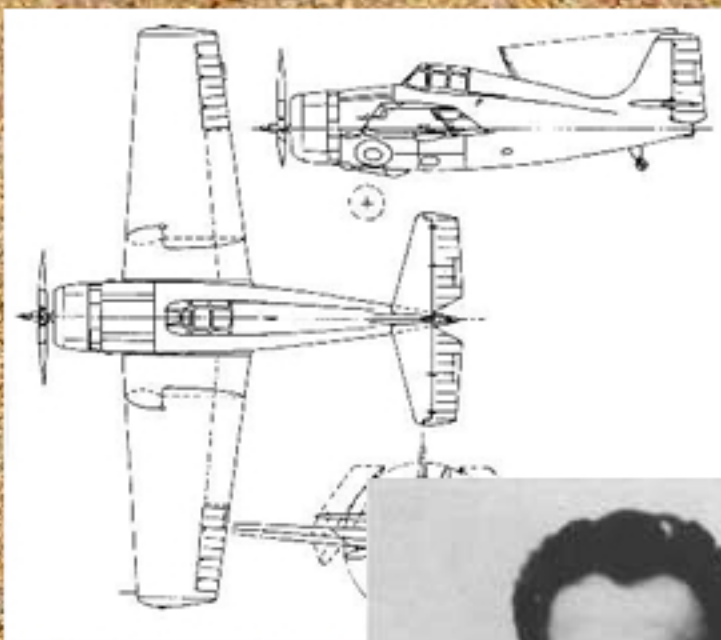
When your ammo is exhausted, return to base and land.

Animation Controls:

Canopy CTRL-5

Rising Sun

旭日旗



411211 Henry Elrod

AircraftType=F4F-3

Name=Cobra 14

Unit=VMF-211

StartTime=1400

Weather=Scattered 4000m



Take off as #4 as the flight climbs out and around to attack the ships of the invasion force. Your target is a destroyer nearing the beach. Drop your bombs while avoiding the AAA. Then strafe the transports. When you are out of fuel or hit, land back at Wake Island.

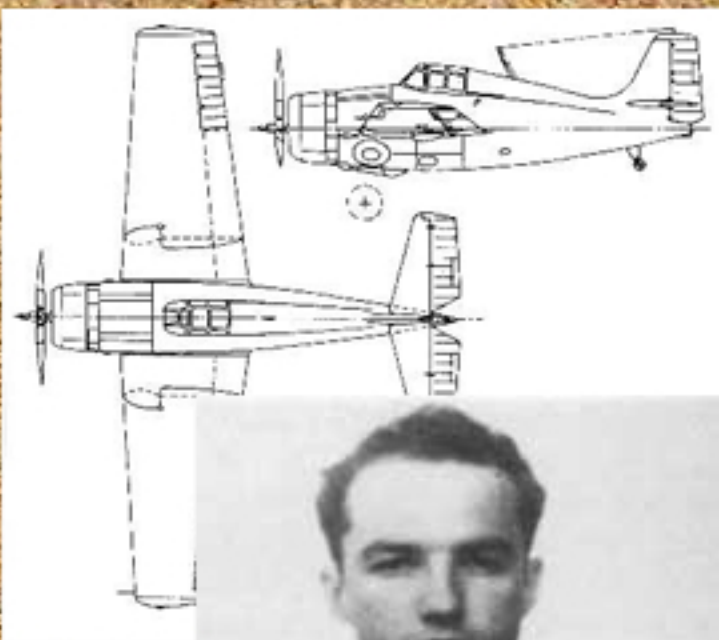
In reality, the ship blew up later as the fire Elrod caused got worse but we have no realistic way of simulating that. So destroy the ship outright with accurate delivery from an airplane not designed to bomb.

Animation Controls:

Canopy CTRL-5

Rising Sun

旭日旗



411211 Carl Davidson and John Kinney

AircraftType=F4F-3

Name=Cowboy 02

Unit=VMF-211

StartTime=1400

Weather=Scattered 4000m



Taxi to the west end of the runway (avoiding the Wildcat on take off roll), join up and go bomber hunting.

Again, be smart about this. They will defend themselves and are not made of tissue paper. By now you know they are vulnerable at 6 o'clock low but are well protected by their formation. That is why pilots usually picked on stragglers and wingmen.

Davidson shot down two G3M2's and Kinney damaged another.

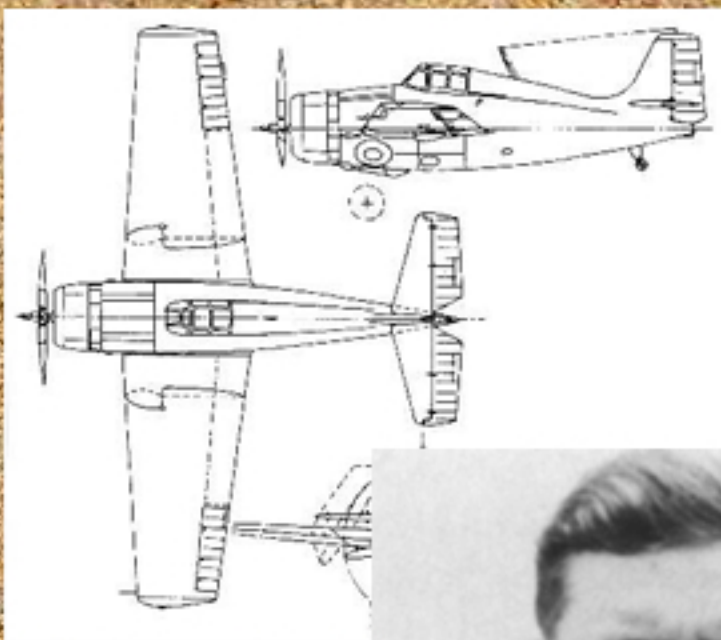
Animation Controls:

Canopy

CTRL-5

Rising Sun

旭日旗



411213 David Kliwer

AircraftType=F4F-3

Name=Cowboy 04

Unit=VMF-211

StartTime=1615

Weather=Scattered 4000m



Take off and try to catch the flight that has left. Keep your eyes peeled for a wake in the water near your course. When you see the sub, strafe then bomb it. It is not an easy thing to do...now or then.

Bomb fragments punctured his wings and tail as he made his low pull-out, and while he climbed to cruising altitude he saw the craft submerge in the midst of a large oil slick. Kliwer thought his bombs hit within 15 feet of the sub. If yours do, it will sink.

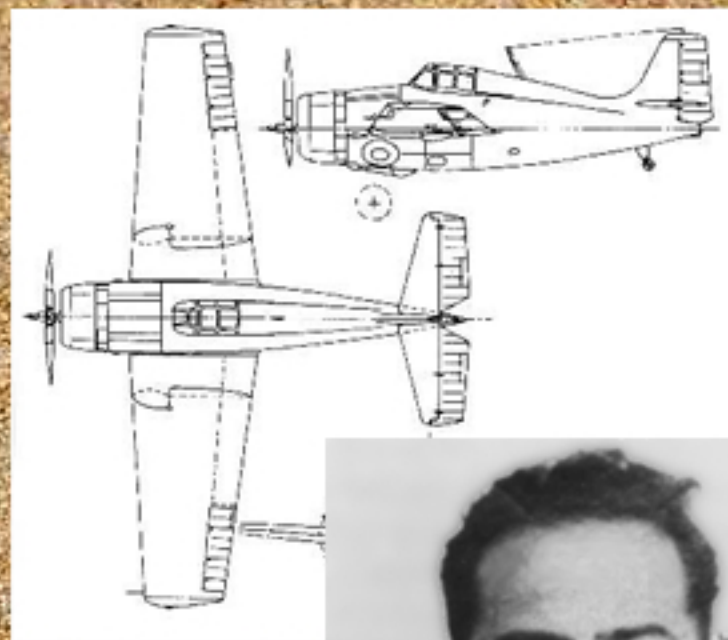
Animation Controls:

Canopy

CTRL-5

Rising Sun

旭日旗



411222 Herbert Freuler

AircraftType=F4F-3

Name=Cowboy 04

Unit=VMF-211

StartTime=1615

Weather=Scattered 4000m



Depart Wake and follow your programmed course. As you near the atoll again, the Kates will be in range. Try to get the first two. The second one contains the crew that sunk the Arizona.

Expect the Zeroes to be aggressive. Try to get back to Wake. Don't expect your wingman, Carl Davidson, to return.

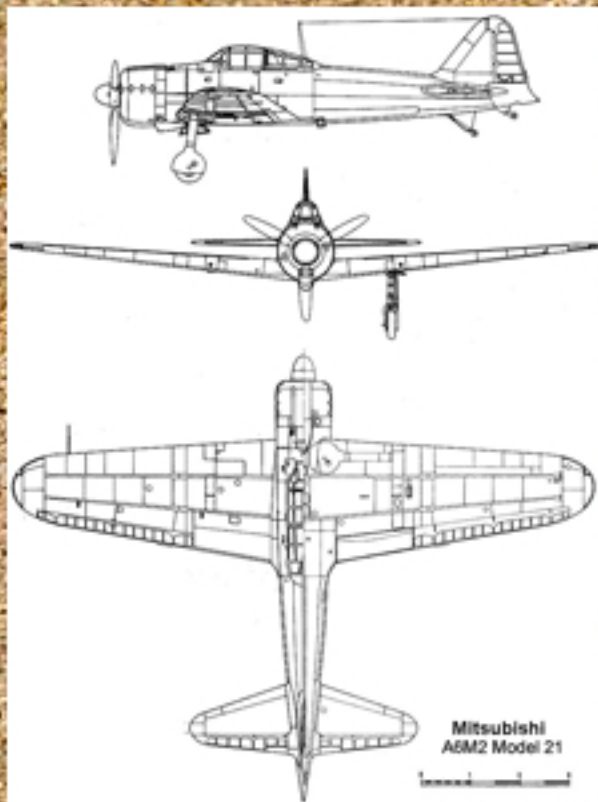
Animation Controls:

Canopy

CTRL-5

Rising Sun

旭日旗



411222 Isao Yahara

AircraftType=A6M2

Name=Dagger

Unit=Hiryu

StartTime=0845

Weather=Scattered 4000m



Launch from the Hiryu and keep track of the bomber flight you are escorting. You might go back and see what 5 and 6 are doing. When the Wildcats attack, go after them immediately trying to down them both before they shoot down the B5N2's.

Afterwards, proceed to the Hiryu. As at Pearl Harbor, toggle through the aircraft until you find RECOVERY. That is the Hiryu.

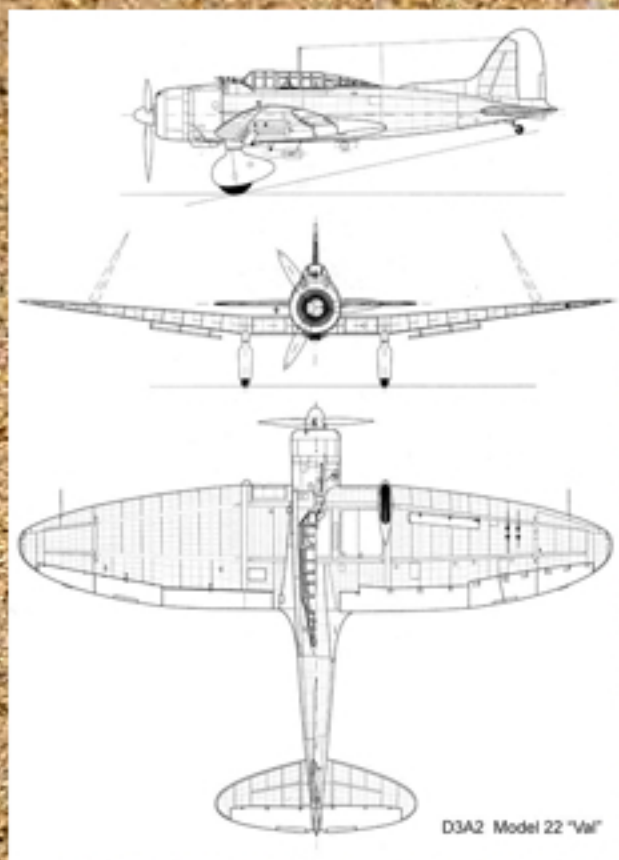
Animation Controls:

Canopy CTRL-3

Wingfold CTRL-2

Rising Sun

旭日旗



411223 Kishichiro Yamunda

AircraftType=D3A1
Name=Asp
Unit=Hiryu
StartTime=0800
Weather=BROKEN 4000m



You are flying a Val from the Hiryu. You are to take out Battery 3, the last AAA unit on the island. Follow your course, deploy your wingmen on targets and then bomb the gun.

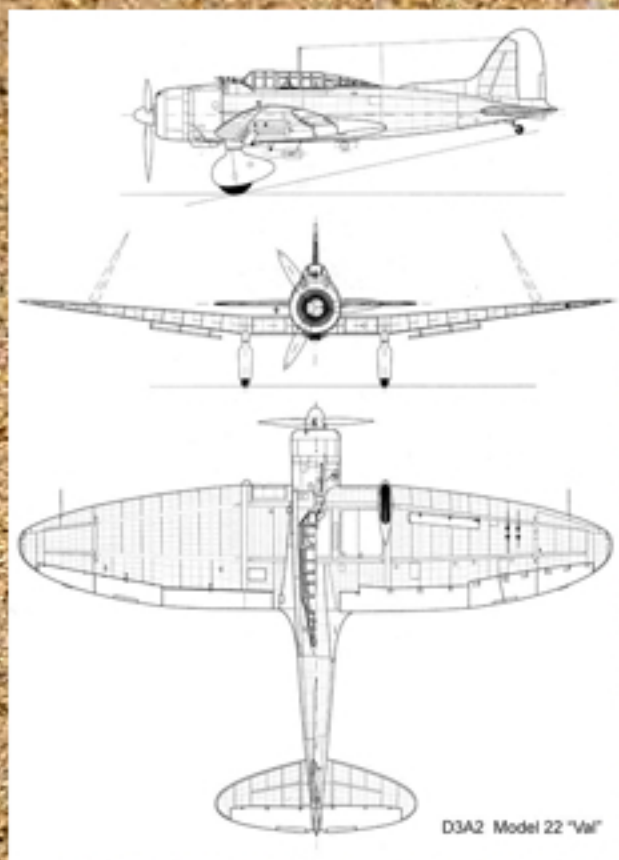
Afterwards, proceed to the Hiryu. As at Pearl Harbor, toggle through the aircraft until you find RECOVERY. That is the Hiryu.

Animation Controls:

Pilot Canopy CTRL-3
Rear Canopy CTRL-4
Wingfold CTRL-6

Rising Sun

旭日旗



D3A2 Model 22 "Val"

411223 Takeo Yamazaki

AircraftType=D3A1
Name=Dagger 03
Unit=Soryu
StartTime=1000
Weather=BROKEN 4000m



In this final mission, you are flying a Val in close air support against the defenders on Wilkes Island. Launch as #3 and join on Lead for the flight to the target. Bomb and strafe your targets until your ammunition is expended.

Afterwards, proceed to the Soryu. As at Pearl Harbor, toggle through the aircraft until you find RECOVERY. That is the Soryu.

Animation Controls:

Pilot Canopy CTRL-3
Rear Canopy CTRL-4
Wingfold CTRL-6