

Butcher Birds

Luftwaffe Aces over Sword Beach



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The French coast between Ste-Mere-Eglise and Ouistreham swarmed with landing craft, disgorging hordes of men and vehicles onto the cratered beaches.

On the eastern end of the landing area, the commandos of the 1st Special Service Brigade and Hobart's menagerie of specialised engineering vehicles blasted a hole in the Atlantic Wall and poured through into Ouistreham.

In the skies overhead, Luftwaffe Ace Josef "Pips" Priller and his wingman Heinz Wodarczyk successfully evaded the packs of RAF and USAAF fighters screening the invasion beaches and hurtled towards the columns of tanks and troops, guns blazing.

Priller had scored 98 aerial victories by this point in the war, and was a pilot almost without peer. In the cockpit of his Fw190A nicknamed "Jutta", he was a force to be reckoned with.

Engines screaming, the Focke-Wulfs made several strafing runs on the invasion beaches before breaking off!

Forces

No. 443 Sqn RCAF

1 Squadron of 1 Element comprising:

- » 1x Spitfire Mk IX. Pilot Skill 4
- » 2x Spitfire Mk IX. Pilot Skill 3

Theatre Cards

- » Heavy Flak Presence
- » Met Office

Doctrine Cards

- » Defensive Tactics

Ace Skills

JG 26 "Schlageter"

1 Squadron of 1 Element comprising:

- » 1x Fw190A. Pilot Skill 5 - Josef "Pips" Priller
- » 1x Fw190A. Pilot Skill 4 - Heinz Wodarczyk

- » Radar Support
- » Battle Fatigue

- » Wall of Lead

- » Tactical Wizard
- » I Know Your Type

"We're going in alone and I don't think we're coming back." - Josef "Pips" Priller

Special Rules

The Target: Columns of tanks, infantry & light vehicles swarm inland from Sword Beach. Interdicting the movement of these units before they can join the main attack is the Luftwaffe's main priority.

Before any aircraft are deployed, a target marker is positioned on the table top, with an associated target card that is used to keep track of damage to the target.

Truck Convoy



Convoys of trucks and personnel carriers make tempting targets for low flying aircraft. Equipped with a wide selection of machine guns and cannons, even fighter planes can interdict the convoy's movement and stop vital supplies from reaching the front lines.

3 Hit Points

1 Flak Value

Volatile: The presence of large ammunition or fuel stores could make targets extremely vulnerable. Supply dumps and rail junctions made for easy targets. All attacks against the target gain +1 firepower dice.

Strafing Attacks: Strafing attacks can only be made by planes that are Disadvantaged. Any part of the target marker must be within 6" (one range stick) of the aircraft and in the attacking aircraft's front arc in order to make the attack.

Strafing is resolved as standard shooting; roll a number of dice equal to the aircraft's Firepower + Pilot Skill.

- If a success is rolled score one point hit on the target.
- If a critical success is rolled (i.e. two or more successes) two point hits are scored on the target card instead of one.

Flak Value: Flak operates as a 360 degree turret value for the target and has a range of 6" (one range stick) from the edges of the target marker. Flak's primary value is making all strafing attacks on the target effectively 'Head On' but, because of the Flak's longer range, the Flak is resolved before the strafing attack is made. If an attacking aircraft is shot down by Flak it fails to execute its attack.

At the end of each turn light flak also shoots at the nearest Disadvantaged aircraft within range. Flak will always target the nearest Disadvantaged aircraft whether it is friend or foe; unfortunate mistakes in identification were rather commonplace around flak as gunners tended to let fly at anything with wings.

If no Disadvantaged aircraft are within range at the end of the turn the owning player may use 50% of the light flak Firepower (rounding up) to shoot at a nominated Neutral enemy aircraft within range instead. Light flak firepower dice can be divided among multiple Neutral targets if desired.

Light flak cannot attack Advantaged aircraft.

The Scenario



Deployment Sequence

Place the Target Marker on the indicated spot.

The player with the least planes deploys first. The RCAF element may be deployed anywhere within their marked area. The Luftwaffe player then deploys their element anywhere within their marked area.

Starting Advantage Level

Once both players have deployed their elements they roll a D6 for each plane to find its starting advantage level.

Roll	Result
5-6	Advantaged
3-4	Neutral
1-2	Disadvantaged

Leaving the Battle Area

If a plane leaves the table, it leaves the scenario altogether and may not return. The Luftwaffe squadron can win a victory by exiting from the table edge marked Escape Zone.

Game Length

The scenario continues until all planes have been shot down, or have left the table.

Victory

The Luftwaffe player wins by destroying the Truck Convoy and exiting the battlefield via the Escape Zone. The RCAF player wins by preventing this. Victory can also be achieved by driving off the opposing squadron(s) via shot down planes and/or accumulated Boom chits.