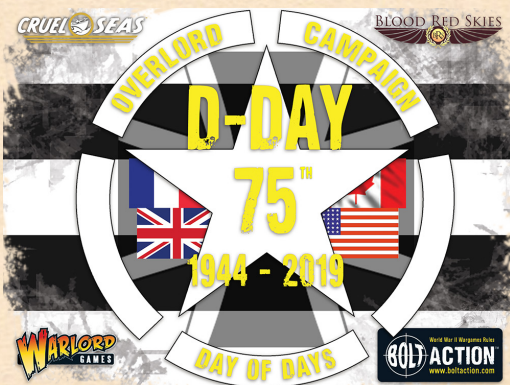


# Carpiquet Chaos

## RAF Typhoons over Caen





# Carpiquet Chaos

Operation Windsor has begun! Troops of the 3rd Canadian Infantry Division are preparing a massive assault on the town and adjacent airfield at Carpiquet. Garrisoning the makeshift fortifications around the airbase are the battle-hardened troops of the 12th SS-Panzer Division Jugend Division.

A massive artillery barrage precedes the Canadian attack, opened by heavily armoured Churchill engineering tanks armed with gargantuan petard mortars - specifically designed for bunker busting!

Almost immediately, the attack begins to stall. Dug-in anti-tank guns and strongpoints exact a heavy toll from the Canadian armoured units, while the infantry are forced into a desperate house-to-house fight through the ruins of Carpiquet.

Desperate to break the deadlock, the Canadian commander calls in a squadron of rocket-armed Typhoons to blast a hole in the anti-tank defenses, allowing his armoured units to regain the initiative.

Unbeknownst to him, the Luftwaffe still has sufficient resources to interdict the strike. Josef "Pips" Priller and his wingman have assembled an ad hoc formation at a nearby air field and taken to the air in defence of the SS positions!

## Forces

### No. 441 Sqn RCAF

1 Squadron of 2 Elements comprising:

- » 3x Typhoon 1B. Pilot Skill 4, Pilot Skill 4, Pilot Skill 3
- » 3x Typhoon 1B. Pilot Skill 4, Pilot Skill 4, Pilot Skill 3

### Theatre Cards

- » Battle Fatigue
- » Radio Jamming

### Doctrine Cards

- » Intruders

### Ace Skills

### JG 26 "Schlageter"

1 Squadron of 3 Elements comprising:

- » 2x Fw190A. Pilot Skill 5 - Josef "Pips" Priller, Pilot Skill 4
- » 2x Bf109G. Pilot Skill 4, Pilot Skill 3
- » 2x Bf109G. Pilot Skill 3, Pilot Skill 2

- » Restricted Airfields
- » Met Office

- » Wall of Lead


- » Tactical Wizard
- » I Know Your Type

## Special Rules


**The Target:** Carpiquet Airfield is defended by several batteries of emplaced anti-tank guns. If they remain in play, the Canadian attack on the airfield will grind to a halt!


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.

### Anti-Tank Emplacement



Dug in around the airfield, these anti-tank gun emplacements are well camouflaged against air attacks - they'll prove to be a tough nut to crack!

 **3**  
Hit Points

 **2**  
Flak Value

**Dispersed:** Only critical successes (i.e. two or more successes rolled in the attack) score hits on the target.

**Volatile:** 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.

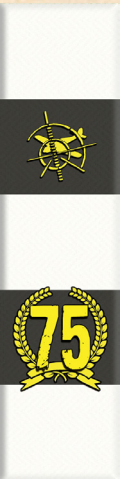
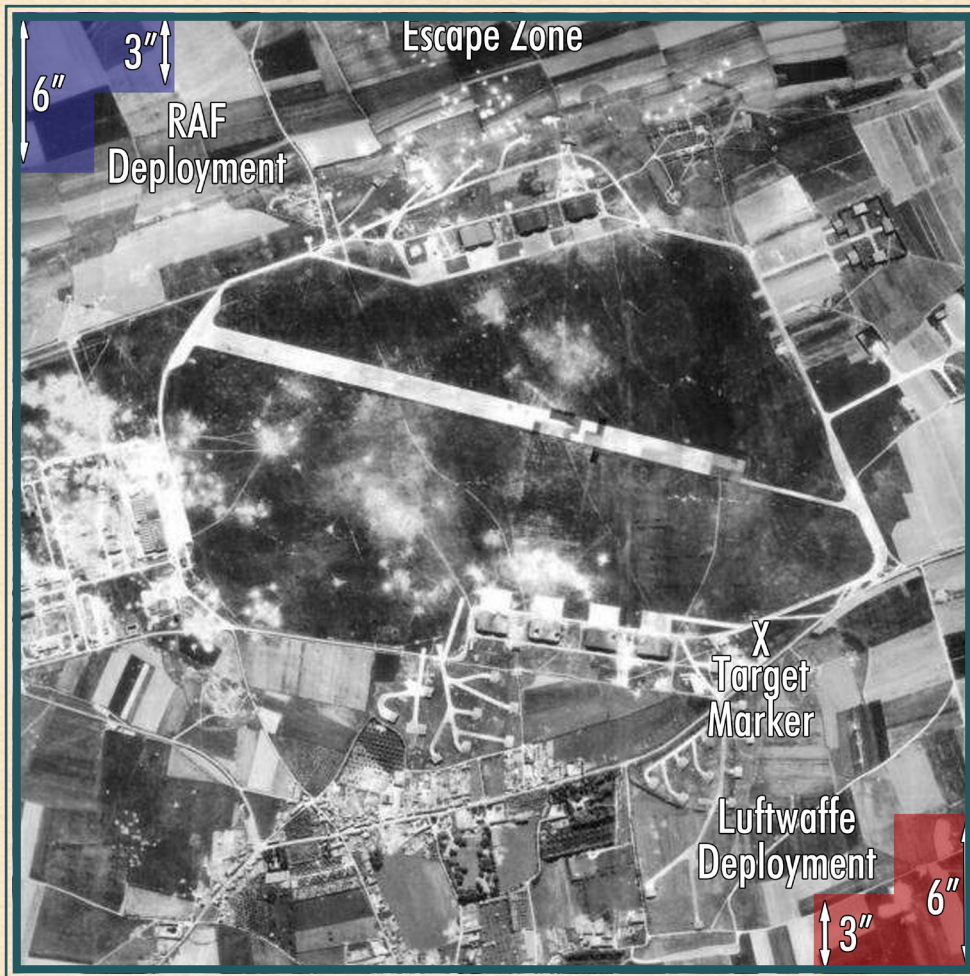
At the end of each turn light flak also shoots at the nearest Disadvantaged aircraft within range. Flak will always target the nearest Disadvantaged aircraft whether it is friend or foe; unfortunate mistakes in identification were rather commonplace around flak as gunners tended to let fly at anything 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 Luftwaffe player may deploy his aircraft anywhere within the marked area. The RAF 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 RAF 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 RAF player wins by destroying the Anti-Tank Emplacement and exiting the battlefield via the Escape Zone. The Luftwaffe 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.