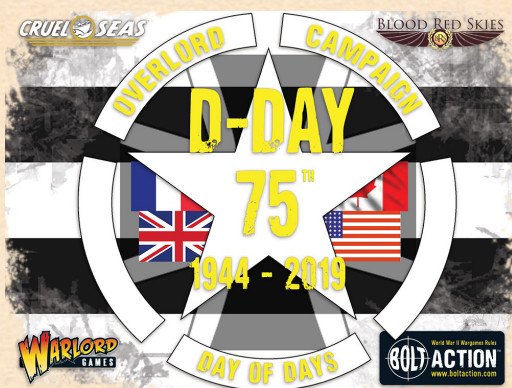


Drifting Flares

RAF Pathfinders over Caen



Drifting Flares

The battle for Caen rages on! After the horror of the fighting around the Carpiquet airfield, the British and Canadian forces have consolidated their modest gains and are preparing to launch another ferocious assault on the city.

Serried ranks of tanks and personnel carriers lie dormant in their laagers, the crews and accompanying infantry bedded down before the operation begins in the morning.

At airfields in southern England, bomber crews are preparing to do their bit. A massive air raid has been planned to soften up the German defences. Heavily laden with high explosive and incendiary bombs, the Lancaster squadrons are prepared to reduce Caen to ashes.

Paving the way for the endless waves of droning Lancasters is a squadron of nimble Mosquitos, carrying illumination bombs to mark targets for the lumbering heavies.

Waiting for them are the Luftwaffe's crack Nachtjagdgeschwader squadrons. These seasoned veterans have stalked the skies since the early days of the war, using specialised equipment to locate and destroy Allied bombers.



Forces

No. 625 Sqn RAF

1 Squadron of 2 Elements comprising:

- » 2x Mosquito B Mk IX (Mosquito FB VI with the Bomber Conversion) Pilot Skill 4, Pilot Skill 3
- » 2x Mosquito FB VI. Pilot Skill 4, Pilot Skill 3

Theatre Cards

- » Restricted Airfields
- » Radar Support

Doctrine Cards

- » Defensive Tactics

NJG 1

1 Squadron of 3 Elements comprising:

- » 2x Bf 110 G. Pilot Skill 4, Pilot Skill 3
- » 2x Bf 110 G. Pilot Skill 3, Pilot Skill 2

- » Met Office
- » Battle Fatigue

- » Seasoned Pilots

Special Rules

High Cover: High cover elements are represented by a placing a marker for their constituent planes on the table edge. Planes that are represented by a high cover marker cannot be Outmanoeuvred or shot at until they move onto the table.

High cover elements take their actions after all other planes have completed their moves, beginning with the slowest high cover element. When a high cover element takes an action, the owning player can opt to either:

- » Move the element along the table edge up to 9" in either direction and save it for a later turn,

or

- » Move all the planes from the element 1" onto the table from the point currently marked so that they can join the fight in the next turn.

Night Fighting: When an RAF is deployed, instead of placing the aircraft model on the table, place a number of markers (poker chips, spare bases etc) on the battlefield equal to that Aircraft's agility rating. Make a note of which marker conceals the aircraft before play begins.

These markers have the same Pilot Skill as the originating aircraft. Roll for the starting Advantage Level of each marker separately. Markers behave exactly like the originating aircraft, and have the same traits and abilities. Markers cannot make shooting attacks.

Enemy aircraft cannot engage markers with shooting attacks.

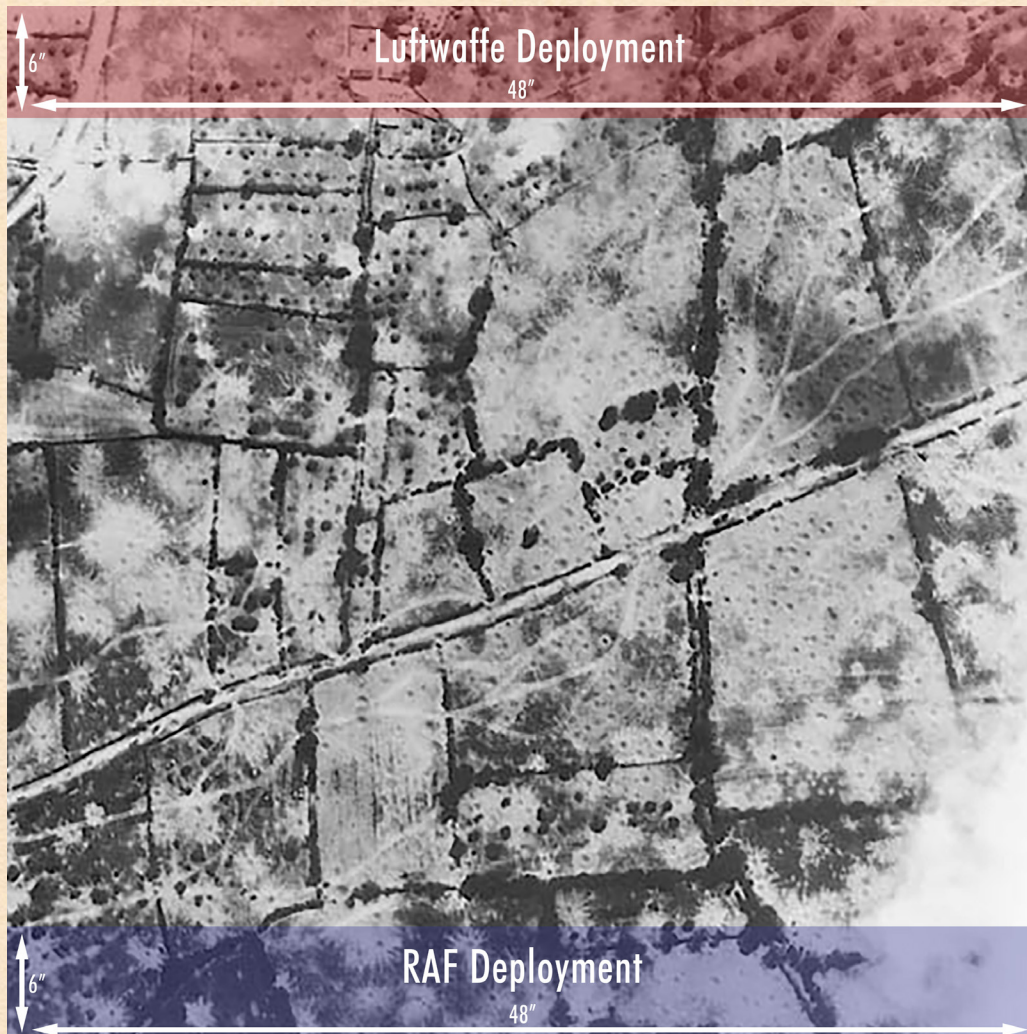
If an enemy aircraft is within 6" of a marker and at a higher Advantage Level, it can attempt to flip over a marker by making a Pilot test. If successful, flip over the marker.

If this would reveal an Aircraft, place it on the table at the same Advantage level as the marker.

Bombers: Some of the RAF player's aircraft are specially modified bomber variants - their main guns have been stripped out and the bomb bay has been enlarged to carry a wide array of illuminating and incendiary ordnance.

This reduces the plane's Firepower to 0, but adds +1" (50mph) to its speed.

The Scenario



Deployment Sequence

The Luftwaffe player deploys 1 element in the marked area. Their second element is not deployed on the battlefield - instead place a High Cover marker on the table edges adjacent to either deployment zones.

The RAF player deploys a number of markers in the marked area as per the Night Fighting special rules.

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 plane can win a victory by exiting from the opposite table edge to the one where they deployed.

Game Length

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

Victory

The RAF player wins by exiting his plane from the opposite table edge. 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.