

Grand Old Lady

Fleet Air Arm Spotters vs Luftwaffe



Grand Old Lady

A monolithic shape squats off the French coast, belching great clouds of cordite smoke into the misty morning sky. HMS Warspite has been tasked with neutralising the gun batteries at Villerville to prevent them from enfilading the landing craft making a beeline for Sword Beach.

Her 15-inch guns are being directed by a plucky Seafire pilot from 886 Naval Air Squadron by the name of Lt. Dick Law, seconded to the RAF for the duration of the invasion.

His accurate reporting is allowing the gunnery chiefs aboard Warspite to adjust the aim of their one-ton shells. If Law's Seafire remains airborne, the battery will be neutralised in short order, and Warspite can move on to other targets.

Grumbling across the bocage, a *staffel* of Focke-Wulf 190s begin their attack run. Three have 250kg bombs fitted to their centreline and make a beeline for the battleship, who has moved dangerously close to shore!

In response, the roar of a Merlin engine signals the arrival of several Mustangs in RAF colours. Battle is joined...

Forces

No. 268 Sqn RAF / No. 886 NAS

1 Squadron of 3 Elements
comprising:

- » 3x Mustang IA. Pilot Skill 4, Pilot Skill 3
- » 3x Mustang IA. Pilot Skill 4, Pilot Skill 3
- » 1x Seafire F MkIII (Spitfire V). Pilot Skill 3

Theatre Cards

- » Radio Jamming
- » Heavy Flak Presence

Doctrine Cards

- » Seasoned Pilots

JG 26 "Schlageter"

1 Squadron of 2 Elements
comprising:

- » 3x Focke-Wulf 190A. Pilot Skill 4, Pilot Skill 3. Strafing Ordnance.
- » 3x Focke-Wulf 190A. Pilot Skill 4, Pilot Skill 3.

- » Restricted Airfields
- » Radar Support

- » Head-On Attack

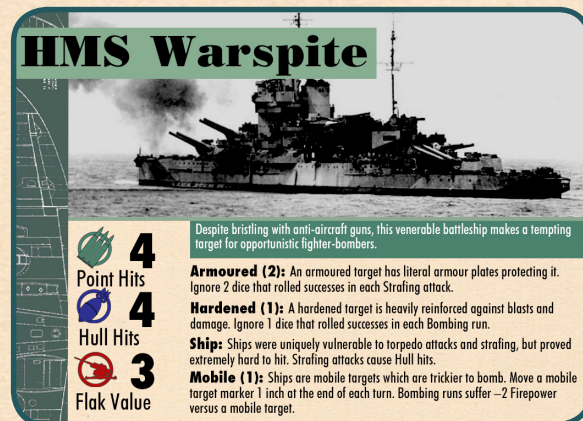
"During one of the early salvos I was a little over-enthusiastic in positioning myself to observe the fall of shells, with the result that some 35 seconds after Warspite fired my Seafire suddenly shivered and I actually saw one of the giant shells, weighing almost a ton, go sizzling close past me on its way to the target." -

Lt. Dick Law, RN

Special Rules

HMS Warspite: Standing off from the French coast, this venerable battleship is pummelling the German batteries at Villerville with its six 15-inch guns, ably assisted by the pilots of 886 Naval Air Squadron who observed the fall of shot and radioed corrections back to the ship's gunnery chiefs.

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.



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.

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.

Strafing Ordnance: Fighter-bombers and light bombers often carried either small bombs or rockets to supplement their gun attacks from low level and take out tougher targets.

An aircraft carrying strafing ordnance may expend it during a strafing attack to add its +2 to its Firepower for that attack only. Until the strafing ordnance is used the aircraft carrying it counts as Laden.

Laden: Aircraft that are carrying strafing ordnance are counted as 'Laden' until they expend their payload. Place a marker on the aircraft base (the bomb shaped cutouts left over from the pilot skill discs are ideal for this) to show it is laden and remove it when the payload is used.

Laden works as a temporary Negative trait that affects Pilot skill and aircraft performance as managing a heavily burdened aircraft is no joke. The following rules apply while an aircraft is Laden:

- Pilots of Laden aircraft suffer a -1 to their Pilot Skill*
- Laden aircraft reduce their speed by 1 (50mph).
- Laden aircraft may not Climb for Advantage.

*This penalty does not apply when the aircraft is expending its ordnance to make an attack with it.

A Laden aircraft can opt to remove its Laden marker whenever it activates without making an attack to represent it ditching its bombs, rockets or other payload prematurely.

The Front Line: A line splits the table down the middle. The southern half of the table represents Occupied Normandy, while the northern half represents the English Channel.

In addition, the following rules apply to both sides during this scenario: No additional Boom chit is applied to a Squadron's morale when one of their aircraft is shot down over friendly territory. All Boom chits for shooting hits and for aircraft lost over enemy territory apply as usual.

The Spotter: The Seafire F MkIII is acting as a spotter for HMS Warspite's massive guns, radioing in corrections to keep the huge shells landing on target amidst the German batteries.

The Seafire is deployed with its base touching the front line after all other aircraft have been placed. It begins the game Disadvantaged and may not climb for advantage. The Seafire does not accumulate boom chits from being shot.

At the end of each turn if the Seafire's base is touching the front line and it isn't in clouds it earns the owning player +1 bonus victory point. If the opposing player shoots down the Spotter plane it earns them +2 victory points.



The Scenario



Deployment Sequence

Place the Target Marker on the indicated spot.

The player with the least planes deploys first. The RAF 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 an aircraft leaves the table it may re-enters play on the following turn if it passes a Manoeuvre test. Redeploy the returning plane anywhere along the edge it left from and roll for its starting Advantage level. If the manoeuvre test is failed the plane returns to base. One Boom chit is inflicted on a squadron for each plane lost in this way.

Attacking aircraft can choose to leave the table and return to base voluntarily, simply do not take a Manoeuvre test for them. No Boom chit is inflicted on the squadron for aircraft leaving voluntarily.

Game Length

The scenario continues until the Spotter has been shot down, or all Luftwaffe elements have been driven off.

Victory

The Luftwaffe player wins by shooting down the Spotter plane. They can gain additional victory points by inflicting point or hull hits on HMS Warspite, at the rate of 1 victory point per hit.

Victory can also be achieved by driving off the opposing squadron(s) via shot down planes and/or accumulated Boom chits.