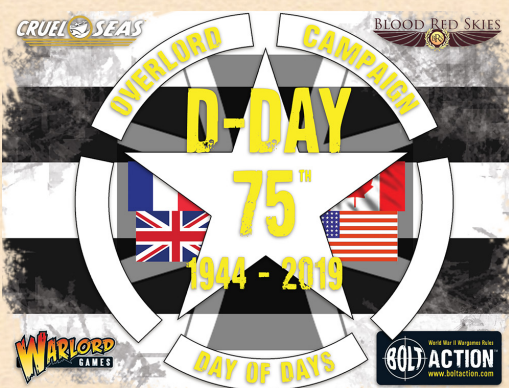


Merderet Angels

USAAF Mustangs over Ramelle



Merderet Angels

The Merderet river snakes away from the coast, deep into occupied Normandy. Since D-Day, US airborne units have been trying to secure vital crossing points across this barrier to secure the Cotentin peninsula and prevent German reinforcements from reaching the invasion beaches.

At Ramelle, the airborne have failed to blow the medieval bridge, and the ad-hoc defence organised by a detached Ranger captain has collapsed. Reinforcements are on the way, but they may not arrive in time to stop the battle-hardened Waffen-SS panzergrenadiers from swarming over the river.

First on the scene are the P-51D Mustangs of the US Army Air Force. Loaded down with bombs and armour-piercing ammunition, these aircraft could tip the balance in the US favour and prevent the collapse at Ramelle from spiralling out into disaster.

With most Luftwaffe aircraft scoured from the sky, the only opposition mustered by the Germans is a flight of obsolete Bf 109F fighters. Will it be enough to turn the Americans back?

Forces

USAAF

1 Squadron of 1 Element comprising:

- » 2x P-51D Mustangs. Pilot Skill 4, Pilot Skill 3.

Theatre Cards

- » Met Office
- » Radar Support

Doctrine Cards

- » Intruders

Luftwaffe

1 Squadron of 1 Element comprising:

- » 3x Bf 109F. Pilot Skill 3, Pilot Skill 3, Pilot Skill 2

- » Heavy Flak Presence
- » Restricted Airfields

- » Wall of Lead

"Angels on our shoulders." - **Captain John. H Miller, US Rangers**

Special Rules

The Target: A wave of tanks, personnel carriers and dismounted infantry is sweeping towards the bridge at Ramelle. They must be stopped before they can affect a crossing!

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.

2nd SS Panzer Division



Swarms of tanks and personnel carriers are bearing down on the bridge at Ramelle. A tempting target for the circling USAAF fighters!

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.

Armoured: Ignore 2 dice that rolled successes in each Strafing Attack.

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.

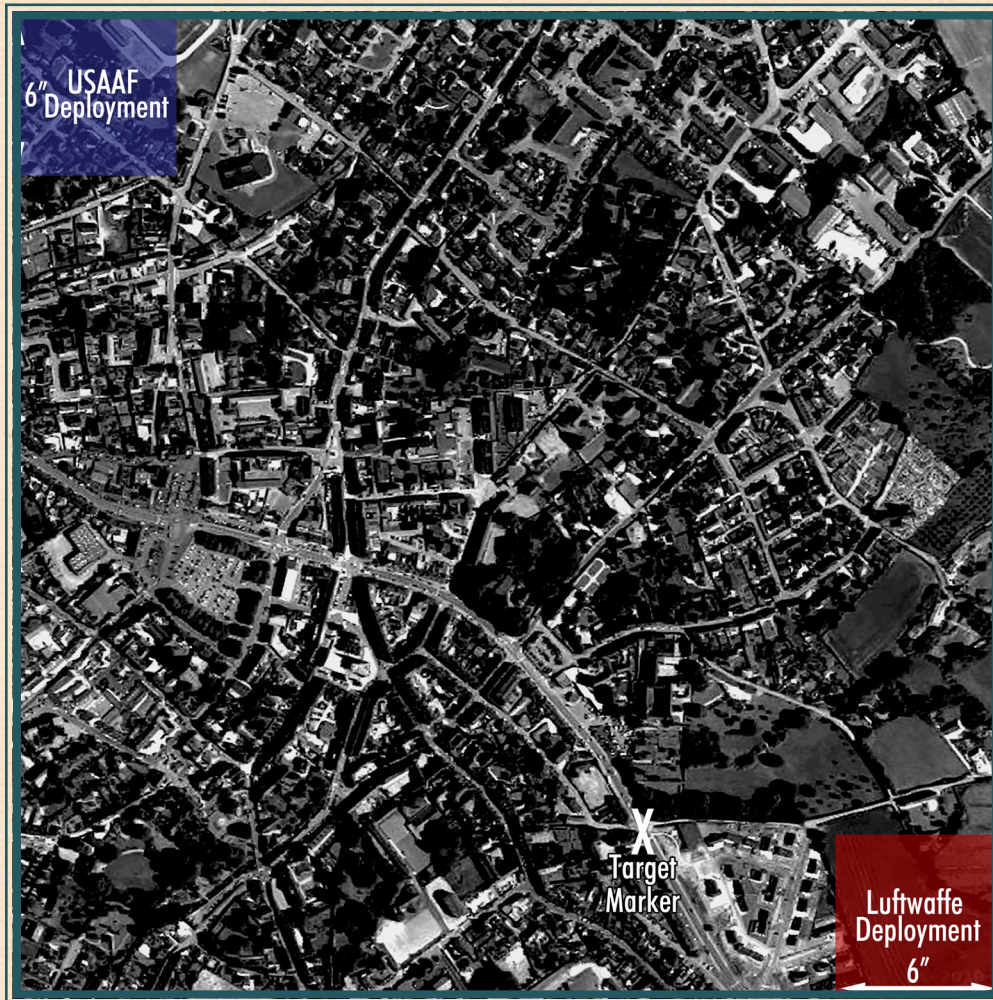
Flak Value: Flak operates as a 360 degree turret value for the target and has a range of 6" (one range stick) from the edges of the target marker. Flak's primary value is making all strafing attacks on the target effectively 'Head On' but, because of the Flak's longer range, the Flak is resolved before 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 most planes deploys first. The Luftwaffe player deploys his squadron in the marked area. The USAAF player deploys his force in the 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 USAAF 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 USAAF player wins by destroying the Tank Platoon 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.