

Pickpockets

Luftwaffe Bombers over Falaise



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Things are looking bleak for the German forces bottled up in the Falaise Pocket. Under constant bombardment from artillery and the air, the beleaguered infantry and armour are desperately trying to escape the encirclement.

Interdicting the retreat are several Polish and Canadian units, positioned to fire upon the retreating troop convoys. As the light begins to fade, the Luftwaffe marshals the last of its ground attack aircraft, including some obsolete Ju-87 Stukas and launches a desperate assault to smash the Allied positions!

Forces

No. 234 Sqn RAF

1 Squadron of 3 Elements comprising:

- » 2x Spitfire MkIXs, Pilot Skill 4, Pilot Skill 3
- » 2x Spitfire MkIXs, Pilot Skill 4, Pilot Skill 3
- » 2x Spitfire MkIXs, Pilot Skill 4, Pilot Skill 3

SKG 10

1 Squadron of 4 Elements comprising:

- » 2x Fw190As, Pilot Skill 4, Pilot Skill 3
- » 2x Fw190As, Pilot Skill 4, Pilot Skill 3
- » 2x Ju87 Stukas w/ Strafing Ordnance, Pilot Skill 3, Pilot Skill 3
- » 2x Ju87 Stukas w/ Strafing Ordnance, Pilot Skill 3, Pilot Skill 3

Theatre Cards

- » Supply Shortages
- » Restricted Airfields
- » Heavy Flak Presence
- » Battle Fatigue

Doctrine Cards

- » High Altitude Performance
- » Wall of Lead

Special Rules

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.

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 hit on the target.
- If a critical success is rolled (i.e. two or more successes) two 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



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

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.

The Target

The target for this scenario is a single Defensive Line. Place a target marker on the indicated spot.

Leaving the Battle Area

If an RAF aircraft leaves the table, it leaves the scenario altogether and may not return.

If a Luftwaffe aircraft leaves the table it 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.

Game Length

The scenario continues until the target card is destroyed (has lost all its hitpoints) or the last attacking aircraft exits the table or is shot down.

Victory

If the target is destroyed at the end of the game the Luftwaffe player wins. If the target is undamaged at the end of the game the RAF player wins.

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

