Blood Red Skies

Snap-Happy

RAF Photo-Reconnaissance vs Luftwaffe

Snap-Happy

The RAF's photo-reconnaissance efforts reached their apex in 1944. In preparation for D-Day, with the assistant of the US Army Air Force, RAF pilots would take 3,200 pictures of the French coast and the countryside beyond.

Back in Britain, thousands of analysts pored over the black and white photographs, desperately straining to identify the myriad hazards that would oppose the British and American soldiers due to descend on the beaches of Normandy.

These reconnaissance flights were conducted both day and night, with stripped down and specially-modified Mosquitos and Spitfires roaring over the beaches at suicidally low altitude with ventral cameras whirring away.

Because of its high speed and phenomenal agility for its size, the Mosquito was particularly effective. If they were bounced, pilots would simply turn and run for home, often able to outstrip the Luftwaffe pursuit.

Forces

No. 540 Sqn RAF

1 Squadron of 1 Element comprising:
» 1x Mosquito PR MkIX (Mosquito FB VI with the photo-reconnaissance conversion). Pilot Skill 3

Theatre Cards
» Radar Support
» Clear Skies

Doctrine Cards
» High Altitude Performance

JG 2 "Richthofen"

1 Squadron of 1 Element comprising:
» 2x Fw190A. Pilot Skill 4 and 3

» Radar Support
» Heavy Flak Presence

» Big Game Hunters

Special Rules

Recon: The intruder player's Mosquito has been specially modified for photo-reconnaissance work. This reduces the plane's Firepower to 0, but adds +1" (50mph) to its speed.

In preparation for D-Day, RAF pilots would sometimes fly eight sorties in a single day, capturing hundreds of high-resolution images with every pass. They photographed the invasion beaches, harbours and ports, airfields — anything that could be of use to the planners working frantically to turn Eisenhower's strategic dreams into reality.

These images would be developed and interpreted by RAF and WAAF (Women's Auxilliary Air Force) personnel — these men and women would work punishing 12-hour shifts, poring over the black and white photographs in search of vital military information.

To assist with interpretation, analysts would use rudimentary stereoscopic 3D viewers and scale models. 97 models would be built of the invasion beaches to aid the planners and the flight crews preparing for the extensive aerial bombardment and parachute landings.

"In 1940 I could fly as far as Glasgow in most of my aircraft, but not now! It makes me furious when I see the Mosquito. I turn green and yellow with envy. The British, who can afford aluminum better than we can, knock together a beautiful wooden aircraft that every piano factory over there is building….They have the geniuses and we have the nincompoops." - **Herman Goring**

An RAF Mosquito PR MkIX complete with D-Day invasion stripes.

The Scenario

RAF Deployment
12″

Luftwaffe Deployment
12″
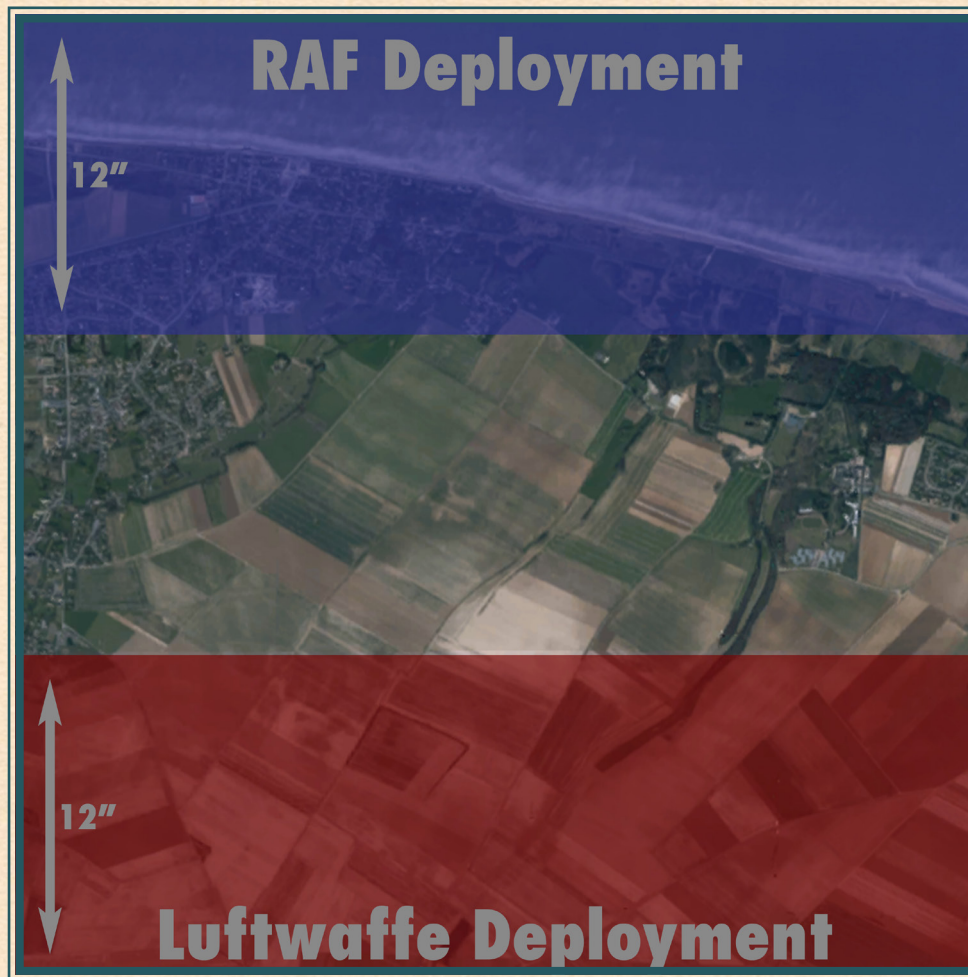
Deployment Sequence

The player with the least planes deploys first. The RAF element may be deployed anywhere within 12″ of one table edge. The Luftwaffe player then deploys their element anywhere within 12″ of the opposite table edge.

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

* In this scenario, elements of aircraft that do not have the great climb trait, suffer an additional -1 penalty to this roll.

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.