Blood Red Skies

Striking Hornets

Luftwaffe Intruders over Normandy

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Despite the best efforts of the Allied air contingent, the Luftwaffe has consolidated its position over Normandy and is able to provide ground support for the Axis counter-attack. With Focke-Wulf fighters scouring the sky ahead of them, the Me 410s of KG 2 exact a heavy toll on the vulnerable supply convoys snaking up from the beaches towards the front.

On the morning of June 13th, a British Armoured Brigade is preparing to advance on Villers-Bocage from their laager to the south of the town. As the engines of the assembled Cromwell and Churchill tanks grumble into life, the shriek of diving aircraft splits the sky.

Aware of the British attack, the commander of the 101st Heavy Panzer Battalion has called in a strike from the fast attack aircraft of KG 2 - his Panzers will have a much easier time blunting the armoured thrust if the enemy has been softened up from the air.

Tank crewmen scramble for cover as German aircraft scream overhead, cannons chattering away.

Forces

No. 414 Sqn RCAF

1 Squadron of 4 Elements comprising:
- » 2x Spitfire Mk IX. Pilot Skill 4, Pilot Skill 2
- » 2x Spitfire Mk IX. Pilot Skill 4, Pilot Skill 2
- » 2x Spitfire Mk IX. Pilot Skill 4, Pilot Skill 3
- » 2x Spitfire Mk IX. Pilot Skill 3, Pilot Skill 3

Theatre Cards
- » Heavy Flak Presence
- » Radar Support

Doctrine Cards

KG 2 "Holzhammer"

1 Squadron of 3 Elements comprising:
- » 2x Me 410. Pilot Skill 4
- » 2x Fw 190A. Pilot Skill 4, Pilot Skill 3.
- » 2x Fw 190A. Pilot Skill 4, Pilot Skill 3.

- » Radio Jamming
- » Supply Shortages

Special Rules

The Target: A column of tanks is about to begin its advance on Villers-Bocage. If the Luftwaffe can stop it, the attack will be blunted before it can begin!

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.

Tank Column

These slow-moving tank columns are vulnerable to attack from the air, particularly during the daylight hours.

4 Hit Points

Armoured (2): An armoured target has literal armour plates protecting it. Ignore 2 dice that rolled successes in each Strafing attack.

2 Flak Value

Mobile (1): Tank columns are mobile targets which are trickier to bomb. Move a mobile target marker 1 inch at the end of each turn. Bombing runs suffer −1 Firepower versus a mobile target.

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.

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.

Sounding the Alert: In this scenario no Flak can fire until the alert has been sounded. Roll two dice at the end of each turn. If a success is rolled the alert is sounded. The alert is sounded automatically at the end of any turn if a target marker has been attacked. Once the alert has been sounded it stays in force until all enemy aircraft have left the table.

The following dice modifiers apply in addition to the basic two dice when testing for the alert. All dice modifiers are cumulative.

» Any multi-engine enemy aircraft on the table: +1 Dice
» All enemy aircraft are Disadvantaged: -1 Dice
» All enemy aircraft are over flat, undulating or elevated terrain: -1 Dice

Once the alert has been sounded all Flak becomes active and RCAF elements will begin to arrive in the area.

At the end of each turn, beginning with the turn in which the alert is sounded, one RCAF element may be moved onto the table top from an uncommitted High Cover marker. High Cover markers which are not moved onto the table top this turn can be moved up to 9" along the table edge instead as described in the main rules.

Deployment Sequence

Place the Target Marker on the indicated spot.

The Luftwaffe player begins by noting an attack plan for all of their elements. Each element must be designated a turn number and table edge for its arrival. Multiple elements can be assigned to the same table edge but the attacking player is limited to deploying one element per table edge per turn.

One Luftwaffe element must be deployed within 3" of the southern edge prior to the first turn. Attacking elements arriving on subsequent turns are deployed as High Cover markers at the beginning of the turn of their arrival and may be moved onto the table at the end of the same turn if desired as per the normal rules

The RCAF player deploys no elements on the tabletop at the beginning of the scenario, instead they place one High Cover marker for each element.

RCAF High Cover markers may be deployed on any table edge. His elements are deployed only when the alerted has sounded.

The Scenario

48"
3"
Luftwaffe Deployment Zone

X
Tank Column
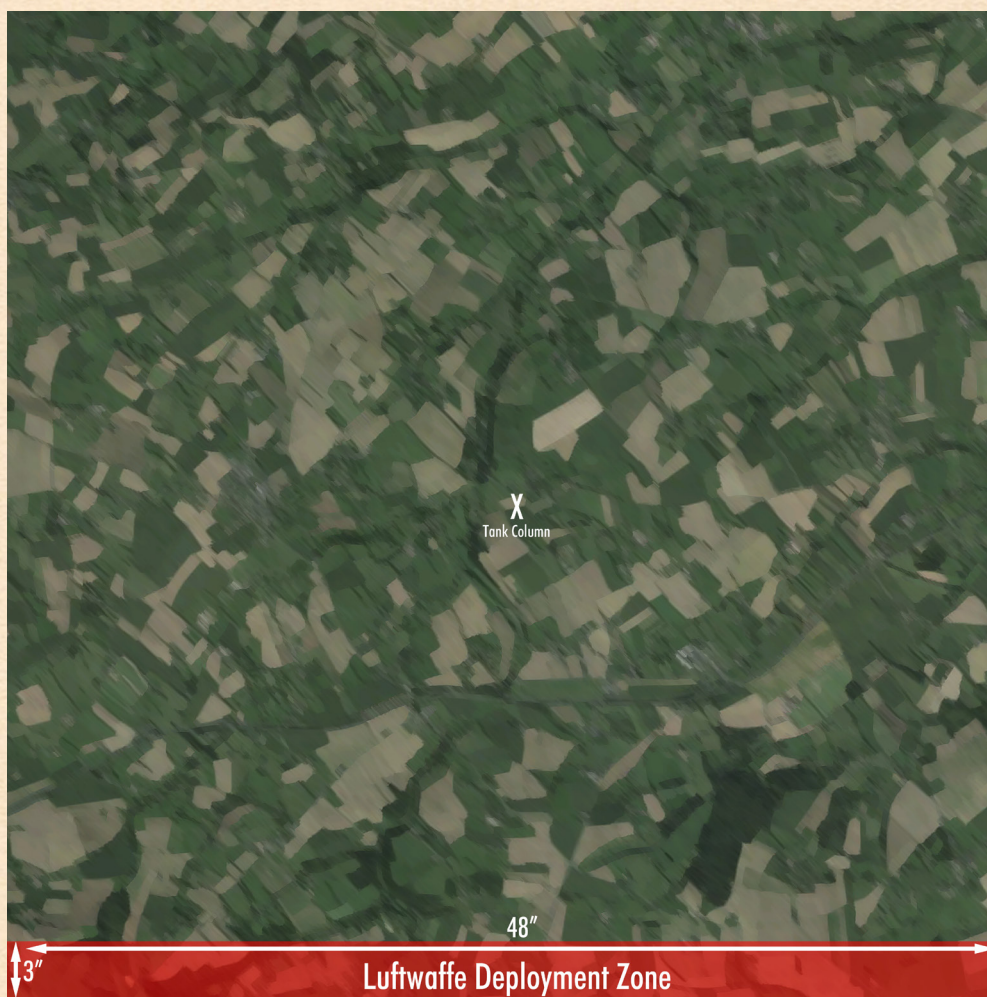
Starting Advantage Level

All Luftwaffe aircraft deployed at the start of the game begin Disadvantaged due to their low-level approach. The Luftwaffe player can elect to bring in subsequent elements arriving from high cover markers as Advantaged, Neutral or Disadvantaged at their option.

RCAF elements arriving from high cover markers start Advantaged.

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 RCAF player wins.

Leaving the Battle Area

If a Luftwaffe plane leaves the table, it leaves the scenario altogether and may not return.

If a RCAF 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 all area hits marked as lost) or the last attacking aircraft exits the table or is shot down.