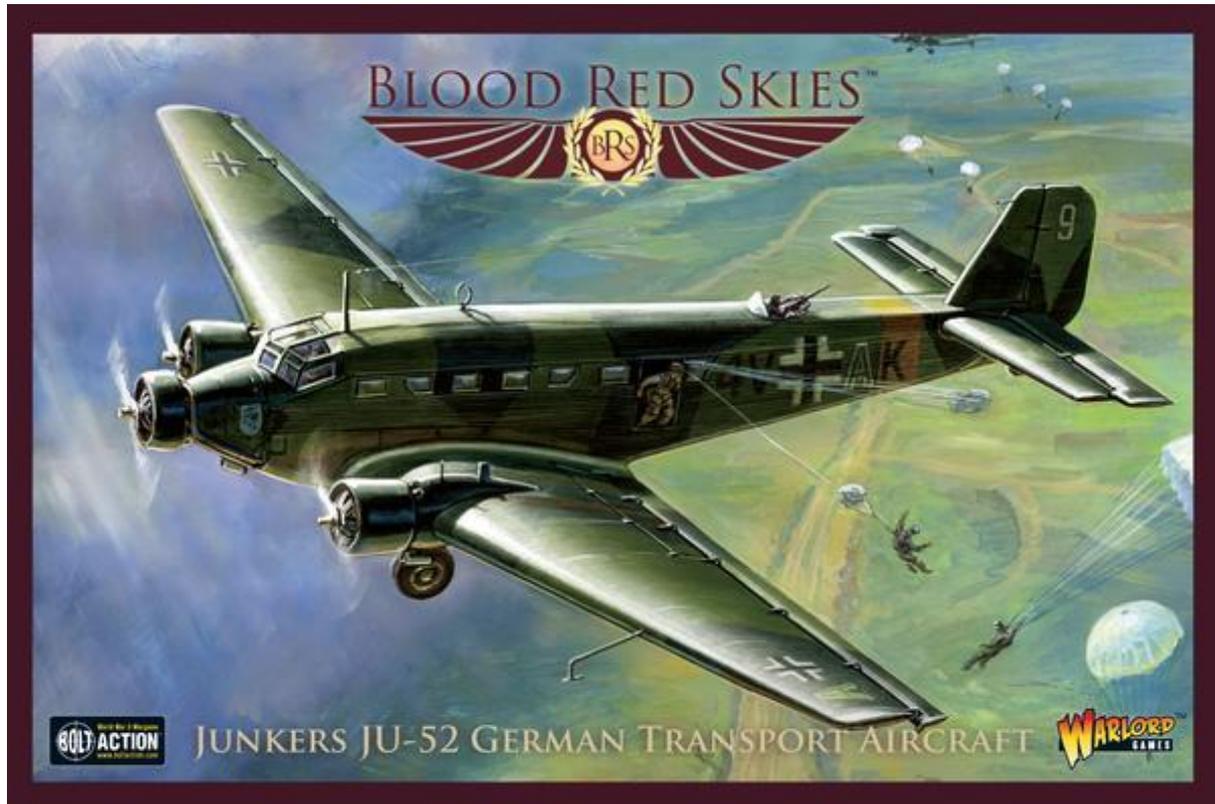


Scenario 5: Transport Hunt

By Andy Chambers



Transport planes were invaluable for personnel and supply movements. However any flight ran the risk of running into enemy interceptors near the front line, while intelligence breakthroughs or sheer bad luck could see even 'safe' flights behind the lines being attacked. Transports tried to sneak through low and fast as their best defence.

Reference: Palm Sunday Massacre

Elements

The player with the largest number of planes in their force is considered to be the intercepting player. If numbers are equal, each player rolls a dice each for initiative. The low roller is the one intercepting.

Players deploy must deploy a minimum of two elements. They may deploy any number of additional elements as long as at least two aircraft are assigned to each element. Each element must entirely comprise planes from the same squadron.

Deployment Sequence

1. The escorting player begins by deploying one element anywhere on the tabletop.
2. The intercepting player then deploys one element anywhere more than 18" from the escorting element.
3. The escorting player deploys one element in High Cover along any table edge.

4. The intercepting player deploys one element in High Cover along any table edge. Repeat steps 3. – 4. Until no elements are left to deploy.

Starting advantage level

Roll a D6 for each plane on the tabletop, on a 1- 2 it starts Disadvantaged, a 3-4 Neutral, and on a 5-6 it starts Advantaged.

Special Rules: The Hunt

Transport aircraft are known to be in the area but the intercepting aircraft will need to locate them.

If there are no transport aircraft present on the table top intercepting pilots can use a special Pilot Action in this scenario called 'Search'.

Make a Pilot Skill test for the searching Pilot, if a success is rolled transport aircraft have been spotted.

When transport aircraft are spotted the escorting player must deploy one, two or three transport aircraft within 12" of the searching pilot and more than 9" from any table edge. The transports begin Disadvantaged and may not climb for advantage during this scenario.

Note: You may use twin-engine bombers if no transports are available as they were often adapted for the role.

Once one or more transport aircraft are spotted no further search actions can be used until the spotted transport(s) has been either shot down or escaped.

Special Rules: Search area

Both escorts and interceptors are spread out over a wide area and so can only be committed piecemeal.

At the end of the each turn the players take turns deciding whether to commit a high cover marker onto the tabletop starting with the intercepting player.

Each player can commit a maximum of one high cover marker onto the table top per turn. Uncommitted high cover markers may be moved as detailed in the high cover marker rules.

Leaving the battle area

Transport that exit the table leave the scenario altogether. No Boom chits are inflicted for planes lost in this way. If an escort or interceptor 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 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 intercepting squadron(s) or the escorting squadron(s) are driven off by accumulated Boom chits.

Victory

Each aircraft shot down is worth the following number of victory points.

Escort = 1 Victory Point

Interceptor = 2 Victory Points

Transport* = 3 Victory Points

*If the transport was an adapted bomber a bonus +1 Victory Point is earned for its higher speed and better defensive armament.

If a transport survives the scenario (including by leaving the tabletop) the VPs are awarded to the escorting player.

If a transport is shot down the VPs are awarded to the intercepting player.

The player with the greatest total number of Victory Points at the end of the game is the winner.

