French Surprise

Setting

Date: November 8, 1942, morning.
Location: Over Port Lyautey, French Morocco.

History: American and British forces attacked Vichy French Airfields all across Morocco on the morning of 8 November in order to suppress formidable French air defenses. American fighter squadron VF-9 from USS Ranger was tasked with attacking Port Lyautey airbase, known to be the base of French fighter and bomber aircraft.

Conditions: Max/Auto Visibility: 30/15; Sun: Edge 4

French Orders: Achieve more victory points than the opponent.
US Orders: Achieve more victory points than the opponent.
Game Length: No limit.

Scenario Rules

1. The US player must set up first, the French player second.
2. Port Lyautey airfield should be positioned in the middle of the board, it is approximately 5 hexes in length. The airfield has no effective anti-aircraft defenses.
3. French Group 1 must start at one end of the airfield (they have just taken off).
4. The two US Wildcats that start nearest to the airfield have just completed one of several strafing runs, they have already expended some ammunition and may deplete their ammunition on any subsequent firing rolls.
5. There is intense smoke from burning aircraft on the airfield. A plume of smoke extends directly over all of the airfield hexes up through TAL 3. No aircraft may see or fire through this smoke.

Aftermath

Approximately 10 French D-520s and 6 bombers were destroyed on the ground in the attacks. In combat over the airfield at least 2 Wildcats were destroyed by D-520s. It was noted by American pilots that their French opponents were quite skilled.

Notes

This is a simple beginner scenario designed to introduce players to Check Your 6! In this scenario the US player must be aware that the superior climb of undamaged French D.520s will allow the French player to disengage by climb should the situation look dismal. If players want a more complex game, they should feel free to add some Table Clouds, though in moderation. The picture at left is an American F4F Wildcat taking off from USS Ranger on 8 November.

Vichy French Armée de L’Air

Elements of Naval Flotille 1F

Group 1
2x D.520 w/ skilled (+1) aircrew
(start on one end of the airfield at speed 1, TAL 1)

Group 2
1x D.520 w/ veteran (+2) aircrew
1x D.520 w/ green (+0) aircrew
(start within 5 hexes of the east board edge at any speed and TAL)

Variable Rules

1-3 Out of the Sun
French Group 2 may start within 10 hexes board edge 4.
4-6 High Speed Take-off
French Group 1 may start at speed 2 instead of 1.
7-9 Gunsight Problems
One of the French Group 1 aircraft must fire as if it has a green (+0) aircrew (though it may maneuver as normal with skilled +1 aircrew).
10 Sand in the Engine
One of the French Group 1 aircraft has a max speed of 3.

US Navy

Elements of Fighter Squadron VF-9

2x F4F-4 Wildcat w/ skilled (+1) aircrew
(start within 2 hexes of the airfield speed 3, TAL 1)
1x F4F-4 Wildcat w/ skilled (+1) aircrew
1x F4F-4 Wildcat w/ green (+0) aircrew
(start greater than 15 hexes from the airfield at any speed and TAL 6)

Variable Rules

1-4 Quality Training
Replace the green (+0) aircrew with skilled (+1) aircrew.
5-6 Heavy on the Trigger
Choose one F4F that starts closest to the airfield; treat the aircrew as green (+0) for ammunition depletion purposes.
7-10 Grumman Quality
Select a F4F at random; this aircraft may ignore its first “damage” effect.