

# French Surprise



### SETTING

**Date:** 8 November 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  
**CAB:** SURFACE LOW.  
**Clouds:** *Table Clouds:* none; *Cloud Border:* none  
**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.

## 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.

### SCENARIO RULES (con't)

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

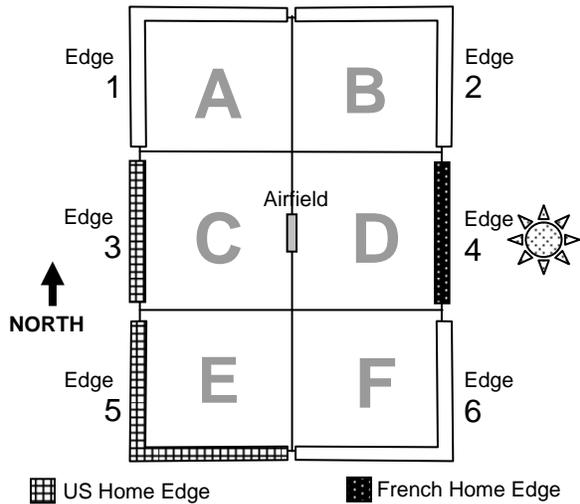
Approximately 10 French D-520s and 6 bombers were destroyed on the ground in the attacks. In combat over the airfield at least 2 Wildcats were destroyed by D-520s. It was noted by American pilots that their French opponents were quite skilled.

### 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.

### SCENARIO SET-UP

(45 by 30 hexes)



## 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.