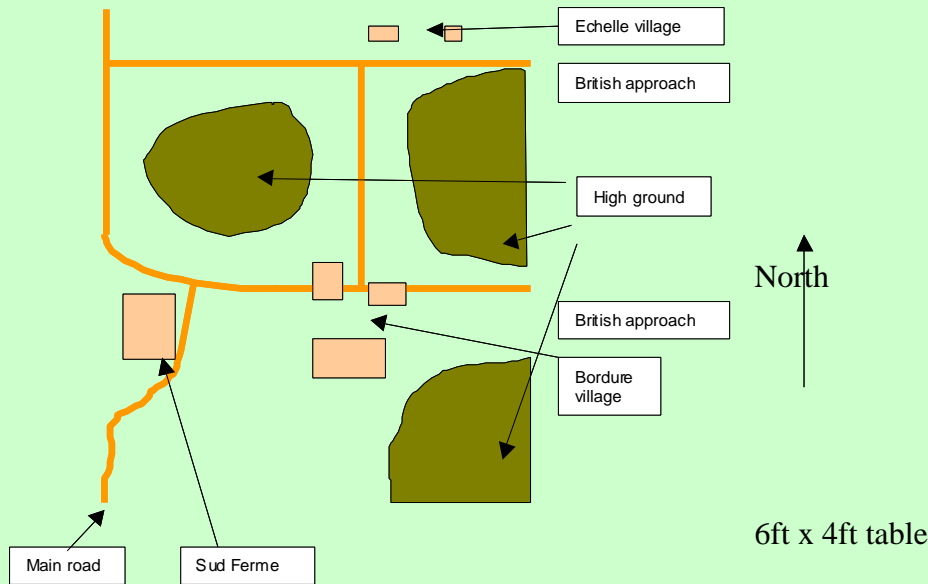


## The Lost Pilot Game



Its June 1940 and as the Germans stream North towards the Calais coast, news comes through that a British aircraft has been shot down over enemy occupied territory. The local British commander is informed that the aircraft was carrying a VIP with papers relating to the Allied operations in the area and so it is vital that he and the crew are found and rescued.

The British have learned from the locals that a plane came down in near Bordure. This is a small village that the German advance by-passed but they have patrols on the roads in the area. It is therefore not likely (but possible) that the crew have hidden in the village but there are a few farms and woods nearby to which they could have moved.

This is a search and rescue game. Both sides are roughly equal strength and neither knows the whereabouts of the airmen. The objective for both the British and Germans is the same - locate and recover the airmen.

## Orbats

### German – all regular – CO rated as Average

HQ Command base with 2 figures  
Infantry Company 8 figures with PzFaust & truck  
Support Company 3 figures with 81mm mortar  
2 figures with MMG  
Medium truck  
Armoured support SdKfz 222 (20mm)

### British – all regular – CO rated as Average

HQ Command base with 2 figures  
4 figures with 2 x Boys AT rifles  
2 figures with 2in mortar  
Medium truck

Infantry Company 8 figures  
Medium truck  
Armoured support Vickers Mk IVC tank

## ***Special Rules***

6 squares of card are used to represent the possible locations of the aircrew. One is marked on the reverse with a "X". They are placed at the gamer's discretion and then the sites numbered 1-6 on a record sheet. Each CO, acting on local intelligence throws a d6 to identify which card he is going to investigate first. **The prime objective is to rescue the airmen, not destroy the enemy.** On a larger playing board, use 8 possible locations and a d8.

The airmen are considered to be **concealed** and therefore the concealment rules apply throughout the game. They are not allocated an Order Priority Card as they are not permitted to move or fire. The German forces enter from the south end of the main road and the British from the North East on the road towards Echelle.

Each CO may not break his force into any more than 2 groups. Use the ***Variable Order Rule*** to identify components of each group and whether this happens. The Infantry companies may be broken into 2 platoons if required.

The airmen must be removed from the table using the entry points specified above.

Suggested locations for the airmen

- 1 Sud Ferme
- 2 Bordure church
- 3 Bordure village inn
- 4 Echelle
- 5 Central high ground
- 6 Woods between Bordure and Echelle
- 7 High ground/woods in SE corner
- 8 Hedges at N end of main road



Both British and German forces are hunting for the lost pilot and his VIP passenger. Are they in the farmhouse?