

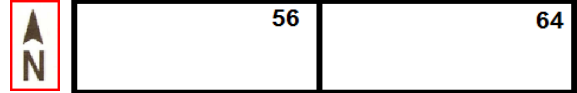
Daedalus Takes Flight



The Brasparts Raid, August 16th, 1944:


130 German Paratroopers were captured by the FFI and held in a schoolhouse in Brasparts. The Germans, fearing their comrades would be killed, launch a raid 75 miles behind enemy lines to rescue them. Using captured US vehicles, the Raiders have succeeded in rescuing their comrades. But now the FFI are alerted and preparing roadblocks to stop the Germans from making it back to their own lines.

BOARD CONFIGURATION:




VICTORY CONDITIONS: The Germans win immediately when they exit 9 or more of the captured German Paratroops off the west edge of board 56.


Germans Setup First	1	2	3	4	5	6
Germans Move First	1	2	3	4	5	6




Lepkowski's Raiders (ELR 5) (SAN N/A)
Setup: Germans set up mounted in Trucks on any road hex of Board 64 East of Row S



5
2
2
3
3
2
6
12
2




French Forces of the Interior (FFI) Brasparts Roadblock (ELR 3) (SAN 4)
Setup: (no concealment) on Board 64 on or West of Hexrow W



3
2

French Forces of the Interior (FFI) Route de Pont Road Roadblock (ELR 3) (SAN 4)
Setup: (setup concealed on Board 56 West of Row I) 50L AT Gun sets up using HIP



2
8

Special Rules:

1. EC are moderate with no wind.
2. The Brasparts Roadblock is just being manned as the game begins. They are the survivors of the initial fight with the Germans at the schoolhouse
3. The German player places the 12 Prisoner counters in any of the available trucks and records their location. Truck contents are only revealed if fired upon by the FFI with resulting PTC or MC.
4. There is no German sniper activity.
5. Neither the FFI or the Germans suffer captured use penalties for their captured German and American equipment.