



# WW1 AERIAL COMBAT

## Scenarios

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## Formation

Airplanes must start the scenario in formation.

The formation must be based around the flight leader. All aircraft in the formation must be behind the flight leader and flying in the same direction. The flight leader may not be junior in rank to any other member of the formation. If no formation is specified a Vic formation will be used with the flight leader in the lead. If the formation consists of an even number of aircraft, the extra plane will be on the right of the Vic.

## Victory Points (VP)

The side with the most victory points has won the scenario.

A side is awarded 2 VPs for each enemy aircraft destroyed. One VP is awarded for each enemy aircraft that flees the combat and exits the playing area. However once a mission has been completed, aircraft may leave the playing area by a friendly edge without a VP being awarded to the enemy.

Additional VPs can be awarded for scenario specific victory conditions.

## Determine the Scenario.

The following table can be used to randomly determine the scenario:

Allies	German	Mission
01-35	01-35	1. Dawn Patrol
36-45	36-45	1A. Cloudy Patrol
46-52	46-50	2. Bombing Raid
	51-52	2A. Secret Conference
	53-55	2B. A.E.G. G.IV Bombing Raid
53-55		2C. Fighter Bombing
56-60	56-60	3. Photo Reconnaissance
61-65	61-65	4. Artillery Spotting
66-70	66-70	5. Long Reconnaissance
71-75	71-75	6. Strafing
76-80	76-80	7. Aerodrome Raid
81-90	81-90	8. Balloon Busting
91-95	91-95	9. Train Busting
96-98	96-98	10. Downed Airman
99-00	99-00	10. Spy Pick-up

# 1 – Dawn Patrol

## Mission

Conduct a patrol of this sector of the front. Engage and destroy enemy aircraft.

## Gaming Area

The gaming area should be 90cm x 90cm. Allied patrols are over enemy territory and German patrols are over their front line (no man's land).

## Forces

Both sides have two scout aircraft. The number of aircraft can be changed to between 1 and 4 aircraft at the attacking player's discretion.

## Setup

Use the following procedure to set up the scenario:

- Both players note down their patrol formation.
- Determine which side sees the other first. Roll a D6 and add one for each ace in the patrol (double aces counting as 2 etc.). If the result is equal then a head-on encounter will result (see below). The higher result is the winner and has spotted the loser first.
- Determine the relative positions of the flights when the patrol is spotted. Roll a D6 and consult the diagram on the next page. The X shows the centre of the playing area.
- Determine the distance between the flights when the patrol is spotted. Roll a D6 and consult the following table to give the distance from the centre of the playing area:

1	½ ruler length
2	¾ ruler length
3-4	1 ruler length
5	1 ¼ ruler lengths
6	1 ½ ruler lengths

- Place the loser's flight in the position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.
- Place the winner's flight in the position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.

## Head-on encounter

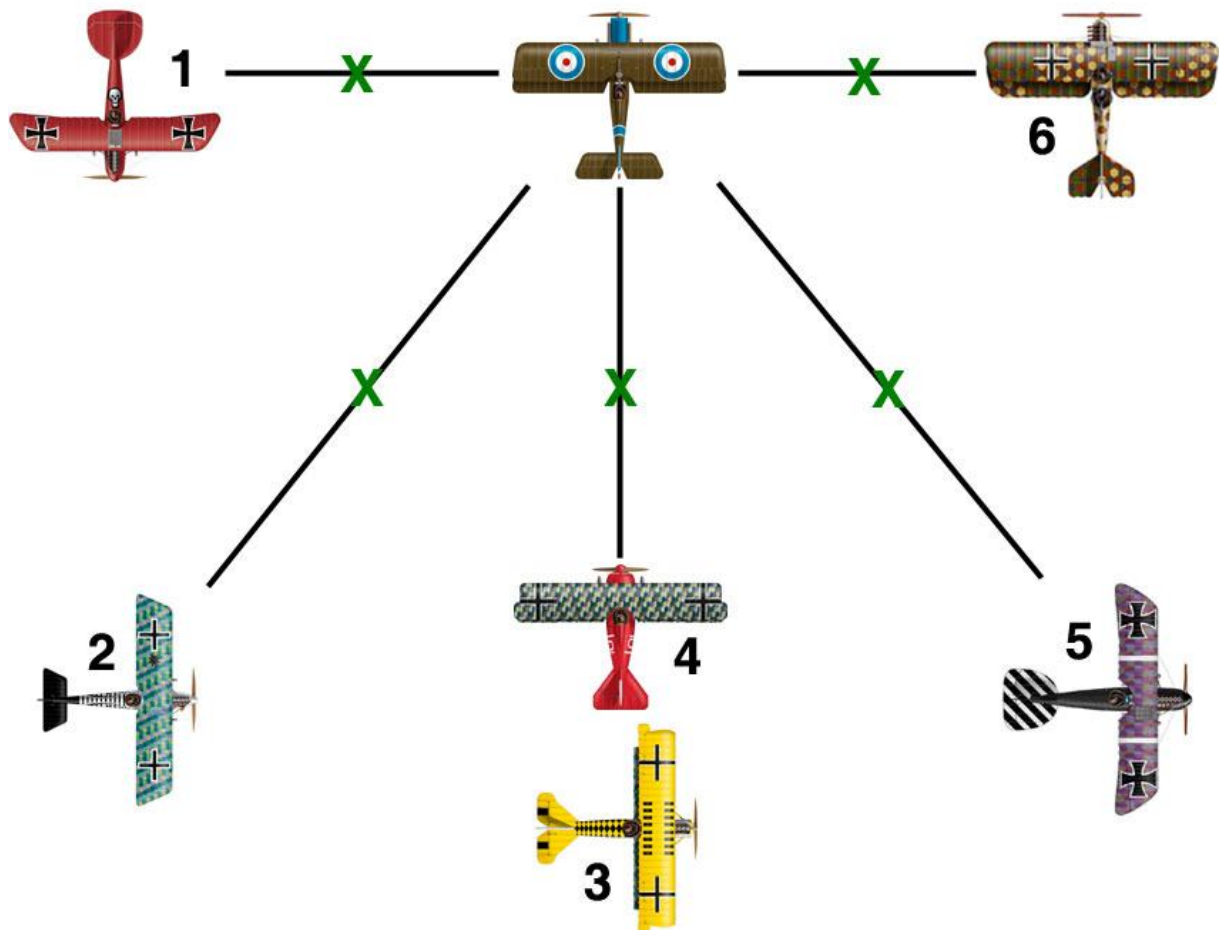
Place the flight leaders half a ruler's distance from the centre of their base edge. Place the remainder of the formations around their flight leaders as previously decided.

## Victory Conditions

Engage and destroy all enemy airplanes.

The game ends when one side has no more planes in the playing area.

Determine the relative positions of the flights when two patrols meet (D6) and the centre of the playing area (X)



Optionally determine the relative altitude of the flights when two patrols meet:

Spotter D6	Spotted D6	Level	Pegs
1	1	level 0	1 peg
2	2-3	level 1	2 pegs
3-4	4-5	level 2	3 pegs
5-6	6	level 3	4 pegs

If the floor/ceiling rules are being used; roll a D6 to determine the floor.

## 1A – Cloudy Patrol

This is the same scenario as Dawn Patrol except that it takes place on a cloudy day.

Note: Cloud Cover can be used to spice up scenarios other than Dawn Patrol, which is why the rules mention objectives and Archie.

### Setup

Prior to performing the Dawn Patrol setup procedure, cloud cover should be determined and placed.

### Cloud Cover

#### Density

Roll on the following table to determine cloud cover density.

D6	Cloud Cover Density
1-2	Density 2
3-5	Density 3
6	January – April: Density 4 May – August: Density 1 September – December: Density 4

#### Placement

For 90cm x 90cm playing areas, divide into four 45cm x 45 cm quadrants.

For 135cm x 90cm playing areas, divide into six 45cm x 45 cm quadrants.

For each quadrant roll a D6. If the score is less than or equal to the cloud cover density then that quadrant contains a cloud.

For each cloud, both players roll a D6 and the player with the highest score, or the defender in case of draws, places the cloud anywhere entirely within the quadrant. The cloud may not cover any objectives. It may however cover anti-aircraft weapons if these are not objectives for the scenario. The cloud must be discarded if it cannot be placed correctly.

#### Effect

LOS is blocked firing into, out of or through a cloud. All firing, including Archie, must have a LOS to the target.

Clouds do not move during the game, their speed relative to that of the aircraft being negligible.

## 2 – Bombing Raid

### Mission

Conduct bombing missions against the targets identified as critical. Aerial reconnaissance has identified a target which must be attacked. The target is not within range of the artillery, so HQ has decided to conduct aerial bombing missions against the targets. The target can be a supply depot, headquarters château, marshalling area, bridge, railway junction, etc.

### Gaming Area

The gaming area should be 90cm wide x 135cm deep. Bombing missions are over enemy territory.

### Forces

The attacker has one bomb-armed two-seater and one scout. The defender has two scouts. The number of planes can be increased by one or two at the attacking player's discretion. The attacker can choose from either scouts or two-seaters.

### Setup

The sides set up within half a ruler's distance from their base edge. The defending player sets up first. Place the target 30cm in from the middle of the defender's board edge.

### Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

### Bombing

To successfully perform a bombing run, the airplane must overfly any part of the target while performing a straight manoeuvre. In addition the following restrictions apply:

- The observer cannot be incapacitated (two wounds).
- The airplane may not fire or unjam (forward or rear machine-guns).
- The airplane may not be on fire or smoking.

The airplane may make three bombing runs at the target.

### Victory Conditions

The attacker gains 1 VP for each bomb dropped on the objective. The defender gets 2 VP if the attacker fails to bomb the target. The defender may exit the playing area with no loss of VP if the attacker has no two-seaters present.

## 2A – Secret Conference

### Background

Spring 1918. A top secret conference is to be held in the Château d'Amarac between the representatives of the Chief of the Imperial General Staff and the Chef d'État-Major des Armées. The British deputation will be led by Lt. Gen Lord Gorey, Fourth Earl of Dampshire and the French deputation by le Générale St Hilbert. This meeting will be critical to the pursuit of the war effort.

A German spy - the Alsatian Claude von Himmel - has found out about the meeting and sent this information by carrier pigeon to the Imperial German General Staff. The Imperial German General Staff immediately orders a bombing raid on the Château d'Amarac by the Luftstreitkräfte.

This mission is given to Jagdstaffel 2 under the command of the notorious Rittmeister Klaus Wilhelm Freiherr Kügelmeister. The plan, to bomb the château at noon and destroy the dining room where all the general officers will be luncheoning.

The names of persons and places featured in this scenario have been changed to protect the guilty.



Lt.Gen.Lord Gorey,  
Fourth Earl of Dampshire



Générale St Hilbert

### German Mission

Jagdstaffel 2 - Rittmeister Klaus Wilhelm Freiherr Kügelmeister briefs his pilots before sending them out on the mission...

*"A reliably source has identified a château containing an enemy HQ. The target is not within range of the artillery, so our HQ has decided that we are to conduct an aerial bombing mission. Your mission is to drop both your bombs on the château and then get away quickly before the British send up their scouts to attack our two-seaters."*

### British Mission

54 Squadron RFC – Major Henry "Uncle" Harrington commanding, briefs his pilots before sending them out on the mission...

*"What-ho Chaps! There is a senior officers' conference being held in the Château d'Amarac. Our mission is to patrol over the château as well as between the château and the Hun lines in the hope and belief that the Huns will attempt to attack and disrupt the conference. Off you go now and give the Huns a good bashing for me."*

### Gaming Area

The gaming area should be 90cm wide x 135cm deep and is over allied territory. The defender picks one 90cm edge as his base edge, the opposite is the attacker's base edge.

Place the château 30cm in from the middle of the defender's board edge.



## Forces

The attacker has one bomb-armed two-seater (UFAG) and one scout (DVII). The defender has two scouts (Snipes). The number of planes can be increased by one or two at the attacking player's discretion. The attacker can choose from either scouts or two-seaters although the two-seaters may not outnumber the scouts. The defender receives an equal number of scouts.

## Setup

Airplanes must start the scenario in formation. The formation must be based around the flight leader. All aircraft in the formation must be behind the flight leader and flying in the same direction. The flight leader may not be junior in rank to any other member of the formation. If no formation is specified a Vic formation will be used with the flight leader in the lead. If the formation consists of an even number of aircraft, the extra plane will be on the right of the Vic.

The sides set up within half a ruler's distance from their base edge. The defending player sets up first.

## Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

## Bombing

To successfully perform a bombing run, the airplane must overfly any part of the target while performing a straight manoeuvre. In addition the following restrictions apply:

- The observer cannot be incapacitated (two wounds).
- The airplane may not fire or unjam (forward or rear machine-guns).
- The airplane may not be on fire or smoking.

Each two-seater may make two bombing runs at the target.

## Victory Conditions

The side with the most victory points (VP) has won the scenario. If one side has more than twice their opponents VP he is allowed to boast. A player attempting to boast who failed to accumulate double his opponent's score can be ridiculed by all.

### German VP

The Germans are awarded 2VP for each British aeroplane shot down and 1VP for each British aeroplane that leaves the gaming area.

### British VP

The British are awarded 2VP for each German aeroplane that is shot down or that leaves the gaming area while on fire or smoking.

Otherwise the British are awarded 1VP for each German aeroplane that leaves the gaming, other than at its base edge or for a two-seater that leaves the gaming with bombs remaining or for a scout that leaves the gaming while a two-seater remains in the gaming area

No VP are awarded for German two-seaters that leave the gaming area by their base edge with no bombs remaining. No VP are awarded for German scouts that leave the gaming area by their base edge when no two-seaters remain in the gaming area.

## Bombing VP

Once the game ends, roll once on the following CRT for each bomb dropped on the target. Re-roll if the same result occurs twice. The British are awarded 2VP if the Germans fail to bomb the target at least once.

D10	Result	VP	Awarded to
<b>10</b>	Lt. Gen Lord Gorey, Fourth Earl of Dampshire, is shaken by a nearby bomb blast and knocks over the port.	3	Germans
<b>9</b>	A close miss causes a dining room window to be blown-in and the waiter to spill the Mulligatawny soup.	2	Germans
<b>8</b>	The bomb misses the château but hits Lt. Gen Lord Gorey, Fourth Earl of Dampshire's Rolls-Royce Silver Ghost parked in the driveway.	2	Germans
<b>7</b>	The bomb misses the château but hits the stable-yard covering le Générale St Hilbert's Peugeot car in manure.	1	Germans
<b>6</b>	The waiter, so startled by the bomb blast, drops the duck into le Générale St Hilbert's lap.	1	Germans
<b>5</b>	A very close miss causes Générale St Hilbert to retire to the wine cellar. There he and his aide discover a number of good vintages. The General's hang-over the next morning does not bode well for the "Entente-Cordiale".	1	Germans
<b>4</b>	The bomb lands on the terrace and bounces through the dining room window. It explodes killing both generals. A planned Spring Offensive is called off saving hundreds of thousand lives on both sides.	20	Both
<b>3</b>	The bomb lands on the terrace and bounces through the dining room window landing on the floor next to the dining room table. Dampshire's batman, Sgt. Wallace, dives on top of the bomb to protect the Officers from the blast. After a very very long 15 seconds – nothing has happened. Wallace gets up to the applause of the Generals, dusts himself down and throws the bomb back out the windows. Where it of course explodes, destroying the dove cote, and providing the sergeants mess with a good dinner.	1	British
<b>2</b>	The bomb hits the servants quarters where the officer's batmen are eating. The sight of their batmen covered in lukewarm tea and corned beef greatly amuses the General Officers.	1	British
<b>1</b>	Luncheon being disturbed by the droning of nearby planes, Lt. Gen Lord Gorey, Fourth Earl of Dampshire orders his aide Captain Petersworth to bring up his matching pair of Holland & Holland double-barreled shotguns. Dampshire take one of these best guns and goes out onto the dining room terrace. Bemoaning the fact that he'd left his Francotte at home, St Hilbert grabs the second and follows quickly on Dampshire's heels. Once on the terrace both generals take pot shots at passing aeroplanes in a precursor of what later became Jeux Sans Frontières. Additionally all Hun aeroplanes that are shot down or leave the table on fire or smoking give double VPs as they are also claimed by one of the Generals.	1	British

## 2B - A.E.G. G.IV Bombing Raid

### Mission

Conduct bombing missions against the targets identified as critical. Aerial reconnaissance has identified a supply depot, headquarters, marshalling area, bridge, railway junction, etc., which must be attacked. The target is not within range of the artillery, so HQ has decided to conduct aerial bombing missions against the targets. Because this target is so important, the mission has been entrusted to the heavier AEG G.IV bomber rather than the usual two-seaters which have a much smaller payload.

### Gaming Area

The gaming area should be 90cm wide x 135cm deep. Place the target 30cm in from the middle of the defender's board edge.

### Forces

The attacker has one AEG G.IV bomber and one scout. The defender has two scouts. The number of scouts can be increased by one for both sides at the attacking player's discretion.

The scouts are one of the following:

Fokker D.VII and Sopwith Snipe  
Albatross D.V and Sopwith Camel  
Albatross D.V and SPAD XIII

### Setup

Airplanes must start the scenario in formation. The formation must be based around the flight leader. All aircraft in the formation must be behind the flight leader and flying in the same direction. The flight leader may not be junior in rank to any other member of the formation. If no formation is specified a Vic formation will be used with the flight leader in the lead. If the formation consists of an even number of aircraft, the extra plane will be on the right of the Vic.

The sides set up within half a ruler's distance from their base edge. The defending player sets up first.

### Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

### Victory Conditions

To successfully perform a bombing run, the airplane must overfly any part of the target while performing a straight manoeuvre. The airplane may make three bombing runs at the target.

Players are awarded 2VP for each scout shot down and 4VP for shooting down the AEG G.IV. The attacker gains 2 VP for each bomb dropped on the objective. The defender gets 4 VP if the attacker fails to bomb the target.

## A.E.G. G.IV Rules

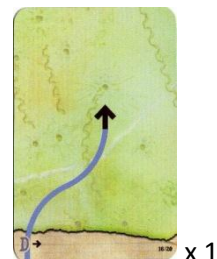
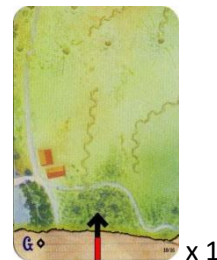
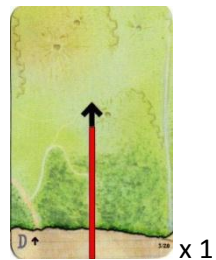
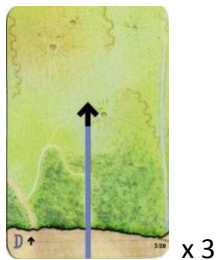
These rules are for using the Allgemeine Elektrizitäts-Gesellschaft AEG G.IV bomber with Wings Of War.

While they may not be 100% historical, they do follow the spirit of the game.

The AEG G.IV uses a subset of the D manoeuvre deck, has a B machine-gun firing forward and a rear B machine-gun, and takes 24 damage points.

### Movement

The manoeuvre cards for the AEG G.IV are a subset of those available in the D (or J or I) manoeuvre deck. The AEG G.IV had the same max speed as the Fokker Dr.I - 165 km/h - so using the D manoeuvre deck is appropriate. However because it was much less manoeuvrable, only a subset of the available cards are used; extract the following cards and ignore the others such as Immelmann turn and steep slide slip.



### Altitude

The AEG G.IV has a ceiling of 10 and a climb rate of 5 when not carrying bombs. It had a ceiling of 4,500m and could climb to 1,000m in 5 minutes. It may not use the climb card while loaded with bombs.

### Manoeuvre Restrictions

The AEG G.IV may not “flip”, i.e. it may not use a right manoeuvre directly after a left manoeuvre or vice versa, it must instead use a straight card in between.

## Firing

The AEG G.IV has two gunners equipped with single machine-guns (B Damage Deck). The forward machine-gunner may fire in a 180° forward arc and the rear machine-gunner may fire in a 180° rearward arc.

### Restriction for Rear Gunner

Rear machine gunners normally had a blind spot at and below the tail. The AEG G.IV had a special feature to alleviate this problem so that a scout could not attack safely from below and behind. In the floor of the bay to the rear of the gunner's cockpit there was a trap door hinged along its rear edge. When held open by its catch, the fire of the gun could be directed downward as well as in a rearward direction. To do this, the machine gun was lifted from the turntable and set on a small gun pivot mounted on the floor of the body.

#### When using altitude rules:

Use the ruler to connect the centre of firing airplane's base with the centre of the target's base.

Firing is not possible if the following three apply:

- the ruler crosses the flat part of the rear of the firer's base.
- the ruler touches any point of the target's base with its first half.
- both planes are at the same altitude level.

#### When not using altitude rules:

Rear machine gunners had a blind spot at the tail. Use the ruler to connect the centre of firing airplane's base with the centre of the target's base. If the ruler crosses the flat part of the rear of the firer's base, then close range shots draw only one damage card.

## Damage

The AEG G.IV takes 24 damage. It was made with welded steel tubing and could take a lot of punishment, although its weight meant that it couldn't carry a large payload.

The rudder jammed special damage cards are kept secret, all other special damage cards are immediately declared and recorded on the aeroplane's playsheet. The following special damage rules apply:

### Aircrew Wounded



The AEG G.IV has a crew of 3: a pilot, a forward-gunner/bomber and a rear-gunner. Actually it was possible for the AEG G.IV to have an additional crew member, a co-pilot/observer for whom there was a second seat on the starboard side of the pilot's cockpit – however the possibility of a fourth crew member is ignored for game purposes.

This symbol means that the pilot, observer or gunner is wounded. The pilot is wounded if the card is a "3" damage, otherwise the gunner nearest to the firer is wounded (if unsure roll a dice to determine).

The AEG G.IV has engine housings which enclose small fuel tanks, supplied by means of a pump from the main fuel tank which is placed in the pilot's cockpit forming the support for the seats. If the airplane receives an aircrew wounded special damage which wounds the pilot (a "3" damage) then an additional damage card must be drawn immediately. If this card is an explosion or fire special damage then the main fuel tank has been hit and explodes causing the plane to crash immediately. Otherwise the card is returned to the bottom of the deck.

The following restrictions apply to wounded aircrew:

Wounds	Pilot	Forward-gunner/bomber or Rear-gunner
1	<ul style="list-style-type: none"> <li>May not tail.</li> </ul>	<ul style="list-style-type: none"> <li>May not use aimed fire.</li> <li>Jammed machineguns take an additional “jammed” counter.</li> </ul>
2	<ul style="list-style-type: none"> <li>Must immediately turn for home and leave the playing area by the nearest friendly edge using the shortest possible route.</li> <li>May not perform mission.</li> </ul>	<ul style="list-style-type: none"> <li>May not fire</li> <li>If forward-gunner/bomber: may not perform mission (bombing etc.).</li> </ul>
3	<ul style="list-style-type: none"> <li>Dead.</li> </ul> Aircraft crashes and explodes	<ul style="list-style-type: none"> <li>Dead</li> </ul>

## Engine Damage



This symbol means that the engine is damaged. The engine nearest to the firer is damaged (if unsure roll a dice to determine). After two engine damage cards on the same engine it stops working. Third or subsequent engine damage cards on the same engine are ignored.

- If it has two or more engine damage cards, the aircraft must play at least one Stall Manoeuvre each turn (one with a short arrow and the symbol) until the end of the game.
- If it has one engine stopped, the aircraft must immediately play a Straight Manoeuvre and jettison any remaining bombs
- If it has three engine damage cards, the aircraft must immediately turn for home and leave the playing area by the nearest friendly edge using the shortest possible route. If altitude rules are in use, it may replace the mandatory stall card with a dive.
- If both engines are stopped the airplane crashes.

## Smoke



This symbol means that the aircraft engine leaves a smoke trail. The engine nearest to the firer is damaged (if unsure roll a dice to determine). The player takes three “smoke” counters and puts them on the playsheet. Each turn, before revealing the first manoeuvre of the turn, the player discards one “smoke” counter per engine. If a smoking engine receives a second smoke special damage then treat as a fire special damage after first having removed all remaining smoke counters.

Note that the aircraft may perform tailing as smoke from the engine does not block the pilot’s view – if any scout is so stupid as to place itself in such a position.

## Fire



This symbol means that the aircraft engine has caught fire. The engine nearest to the firer is damaged (if unsure roll a dice to determine). The player takes three “flame” counters and puts them on the playsheet. Each turn, before revealing the first manoeuvre of the turn, the player discards one “flame” counter per engine. For each counter discarded, take a damage card from the ‘A’ damage deck, however only damage points (and explosions if used) are taken into account, all other special damages are ignored. If a flaming engine receives subsequent fire special damage then additional counters are added to bring the total up to three.

## Bombing

The AEG G.IV carried heavy bombs under the centre of the body. Near the inner ends of the lower wings there were two racks are provided for carrying lighter bombs. Lighter bombs and grenades were also carried in racks in all three cockpits on the starboard side. A payload of 400 kg (882 lb) could be carried.

The bomber, sitting in the forward cockpit, views of the ground below through a circular opening in the floor. Should the forward-gunner/bomber become incapacitated then it is no longer possible to bomb. While bombing, it is not also possible to fire or unjam the forward machine-gun.

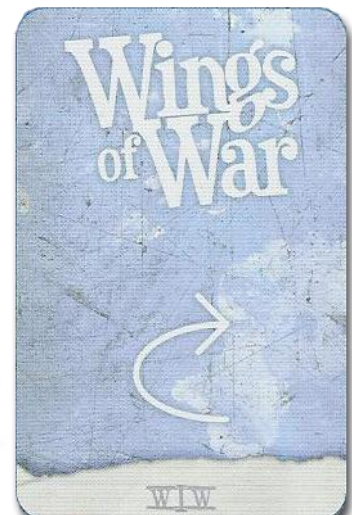
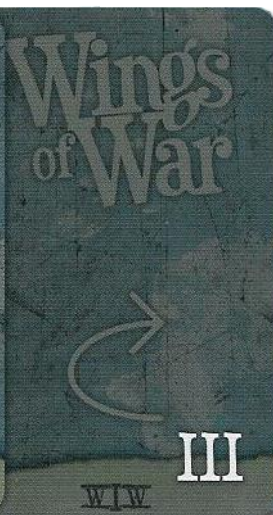
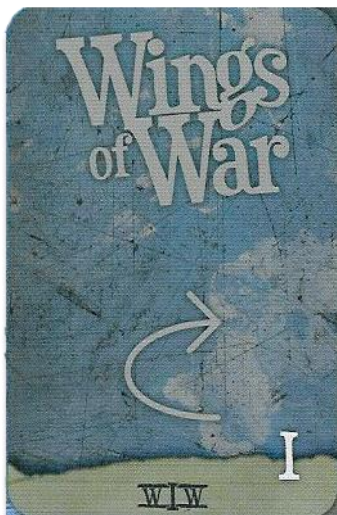
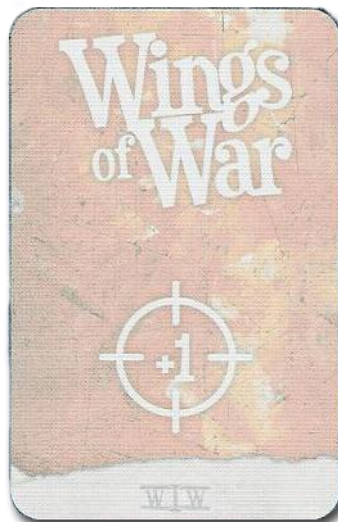
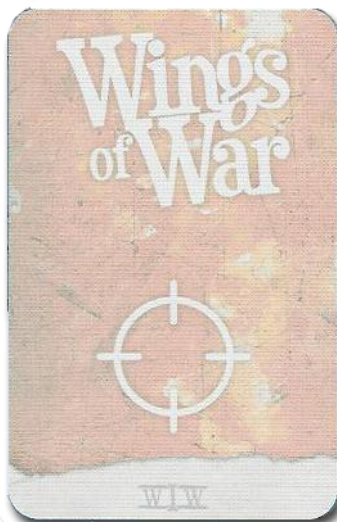
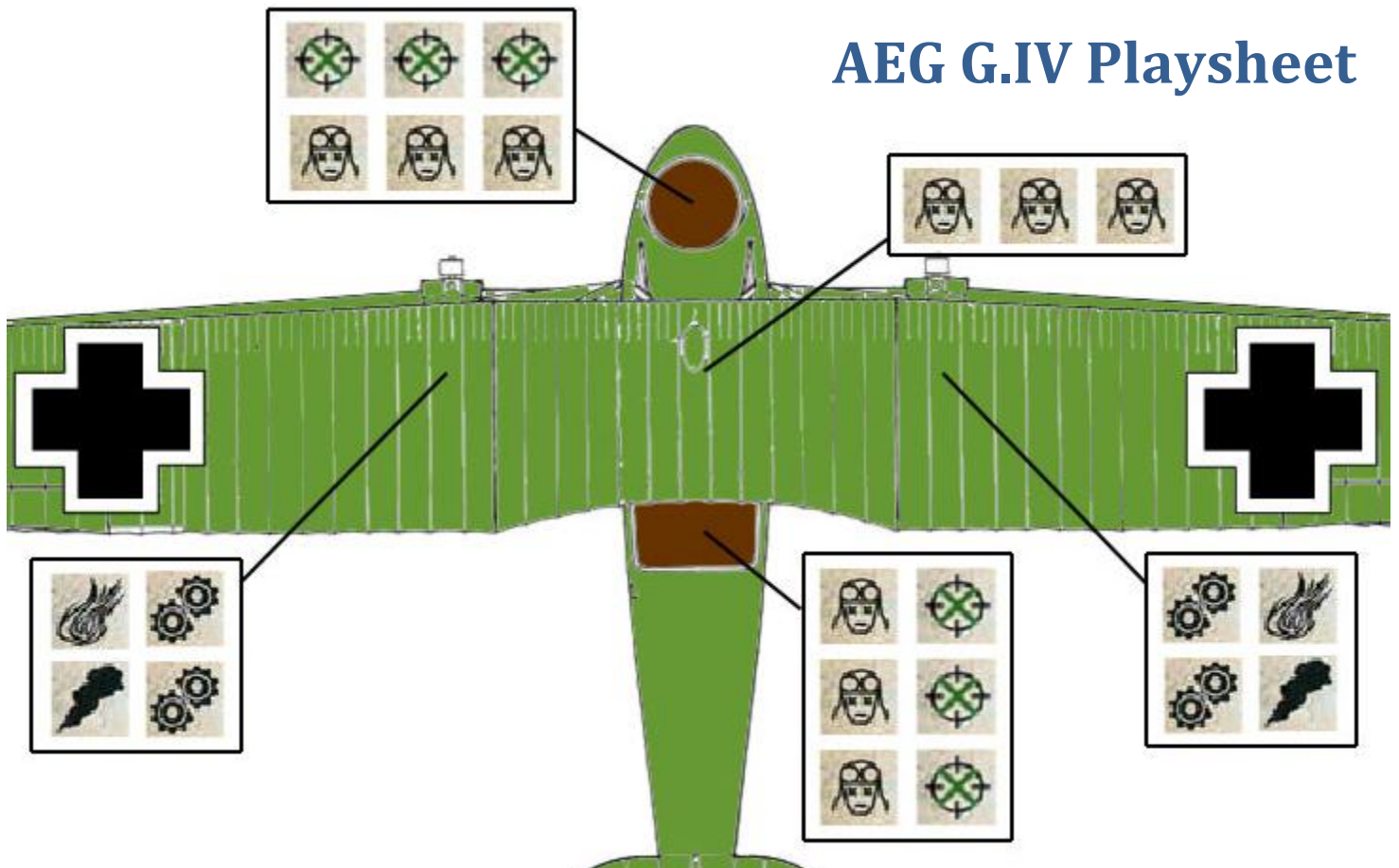
## Victory Points

Victory points are modified as follows when using the AEG G.IV.

- The AEG G.IV is a very expensive and prestigious aeroplane, therefore victory points for shooting one down are doubled.
- The AEG G.IV has a heavy payload compared to two-seaters, therefore victory points for bombing or for failing to do so are doubled.



# AEG G.IV Playsheet





## 2C – Fighter Bombers

### Mission

Conduct bombing missions against the targets identified as critical. Aerial reconnaissance has identified reserves which must be attacked. The target is not within range of the artillery, so HQ has decided on aerial bombing. Intelligence suggests that there will be a large concentration of enemy fighters in the area, so it is planned to use bomb-carrying scouts.

This mission can only be performed by British scouts or Spad XIII scouts. No information or photographs show any other scouts carrying bombs. Generally speaking British scouts would carry four 25 lb bombs and the Spad XIII would carry two 25 lb bombs.

### Gaming Area

The gaming area should be 90cm wide x 135cm deep and is over enemy territory.

### Forces

Both sides have two scout aircraft. The number of aircraft can be changed to between 1 and 4 aircraft at the attacking player's discretion.

Scouts may not perform steep manoeuvres or Immelmann turns while carrying bombs. They may jettison the bombs to improve manoeuvrability, during any manoeuvre phase they fly straight ahead.

### Setup

The sides set up within half a ruler's distance from their base edge. The defending player sets up first. Place the target 30cm in from the middle of the defender's board edge.

### Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

### Bombing

To successfully perform a bombing run, the airplane must overfly any part of the target while performing a straight manoeuvre. In addition the following restrictions apply:

- The airplane may not fire or unjam
- The airplane may not be on fire or smoking.

British scouts, but not the Spad XIII, may make two bombing runs at the target.

### Victory Conditions

The attacker gains 1 VP for each bombing run on the target. The defender gains 2 VP if no bombs are dropped on the target. No VP is awarded for Allied Scouts that leave the playing area with no bombs remaining.

## 3 – Photo Reconnaissance

### Mission

Reconnoitre enemy positions and obtain photographs of specific positions. HQ requires information in order to determine which sectors to reinforce, how to allocate reserves, and which targets to attack with strategic assets such as bombers and long-range artillery. The target can be a supply depot, headquarters château, marshalling area, bridge, railway junction, etc.,

### Gaming Area

The gaming area should be 90cm wide x 135cm deep. Reconnaissance missions are over enemy territory.

### Forces

The attacker has one two-seater equipped with a camera and one scout. The defender has two scouts. The number of planes can be increased by one or two at the attacking player's discretion. The attacker can choose from either scouts or two-seaters although only the first two-seater is camera-equipped.

### Setup

The sides set up within half a ruler's distance from their base edge. The defending player sets up first. Place the objective 30cm in from the middle of the defender's board edge.

### Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

### Photographing

To successfully photograph a target the observing airplane must overfly any part of the target while performing a straight manoeuvre. In addition the following restrictions apply:

- The observer cannot be incapacitated (two wounds).
- The airplane may not fire or unjam (forward or rear machine-guns).
- The airplane may not be on fire or smoking.

The camera has enough film for three passes over the target.

### Victory Conditions

To be successful the camera-equipped two-seater must leave the playing area at its base edge. At least one crew member must survive and return home with the film. Each photographic pass over the target will be successful on a roll of 4+ on a D6.

The attacker gains 2 VPs for successfully photographing the objective. The defender gets 2VP if the attacker fails to photograph the target or is shot down after so doing. The defender may exit the playing area with no loss of VP if the attacker has no two-seaters present.

## 4 – Artillery Spotting

### Mission

To direct the fire of friendly artillery onto allocated targets. Aerial reconnaissance has identified a supply depot, headquarters, marshalling area, trench complex or a marshalling area for reserve troops, which must be attacked. The target is within range of the artillery, so HQ has decided on a pre-emptive artillery bombardment and requires an aerial spotter.

### Gaming Area

The gaming area should be 90cm wide x 135cm deep. Artillery spotting missions are over enemy territory.

### Forces

The attacker has one radio-equipped two-seater and one scout. The defender has two scouts. The attacker can choose from either scouts or two-seaters although only the first two-seater is radio-equipped.

### Setup

The sides set up within half a ruler's distance from their base edge. The defending player sets up first. Place the target 30cm in from the middle of the defender's board edge.

### Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

### Directing Artillery

To successfully direct an artillery mission, an aircraft must spend three consecutive manoeuvres with the target in its observation arc whilst remaining within the range of one ruler or less of the target.

In addition the following restrictions apply:

- The observer cannot be incapacitated (two wounds).
- The airplane may not fire or unjam (forward or rear machine-guns).
- The airplane may not be on fire or smoking.

### Victory Conditions

Once those three continuous manoeuvres have been met, the player will receive 2 VPs. For subsequent consecutive manoeuvres that meet the criteria, the player will receive a further VP up to a maximum of 4VP. The defender gets 2VP if the attacker fails to direct artillery onto the target. The defender may exit the playing area with no loss of VP if the attacker has no two-seaters present.

## 5 – Long Reconnaissance

### Mission

Observe enemy positions deep behind enemy lines examining roads, railway junctions or marshalling areas for reserve troops looking for signs of enemy activity. HQ requires information in order to determine which sectors to reinforce, how to allocate reserves.

### Gaming Area

The gaming area should be 90cm wide x 135cm deep. Long Reconnaissance missions are over enemy territory.

### Forces

The attacker has one two-seater and one scout. The defender has two scouts. The number of scouts can be increased by one or two at the attacking player's discretion.

### Setup

The sides set up within half a ruler's distance from their base edge. The defending player sets up first. Place the objective 30cm in from the middle of the defender's board edge.

### Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

### Observation

To successfully perform an observation the plane must keep the objective within its observation arc for three consecutive manoeuvres whilst remaining within the range of one ruler or less of the objective (the observation arc is the side arc between the wing and the tail, either to port or starboard).

In addition the following restrictions apply:

- The observer cannot be incapacitated (two wounds).
- The airplane may not fire or unjam (forward or rear machine-guns).
- The airplane may not be on fire or smoking.

### Victory Conditions

The attacker gains 2 VPs for successfully observing the objective, exiting at its base edge and the observer returning home alive. The defender gets 2VP if the attacker fails to observe the target or is shot down after so doing. The defender may exit the playing area with no loss of VP if the attacker has no two-seaters present.

## 6 – Strafing

### Mission

Attack and destroy ground targets. When returning from an uneventful patrol pilots take the opportunity to attack targets on the ground before returning to base. It is imperative that enemy ground troops and defences are harassed or destroyed whenever possible to improve the chances of success of our own forces. The mission takes place at very low altitude so German pilots equipped with parachutes may not use them.

### Gaming Area

The gaming area should be 90cm x 90cm. Strafing missions are over no man's land.

### Forces

The attacker has two and the defender one scout aircraft. The number of aircraft can be increased by 1 or 2 at the attacking player's discretion.

The defender has eight ground attack targets. As soon as an enemy aircraft comes within one ruler of a ground attack target roll a dice to determine the target type.

D6	Target type
1-2	Supply column / Soft target
3-4	Trench
5-6	Anti-Aircraft machinegun

### Setup

The attacker sets up within half a ruler's distance from their base edge. The attacking player sets up first. The defender places each ground attack target anywhere on the playing area but not within one ruler's distance of an edge or of another target. The defending player's airplanes can enter the playing area at the middle of any non-attacker board edge at the start of any turn the defender desires.

### Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

### Victory Conditions

The attacker gain 1 VP the first time they attack a ground target and 1VP for each target neutralised.

## 7 – Aerodrome Raid

### Mission

A morning raid is against an enemy aerodrome to catch the enemy scouts on the ground after they return from their dawn patrol. The plan is to shoot-up the aerodrome doing as much damage as possible while causing panic among the enemy's ground staff.

If performed by British scouts or Spad XIII scouts, some or all may be equipped with 25 lb bombs.

### Gaming Area

The gaming area should be 90cm wide x 135cm deep and is over enemy territory.

### Forces

Both sides have two scout aircraft. The number of aircraft can be changed to between 1 and 4 aircraft at the attacking player's discretion.

Scouts may not perform steep manoeuvres or Immelmann turns while carrying bombs. They may jettison the bombs to improve manoeuvrability, during any manoeuvre phase they fly straight ahead.

### Setup

The sides set up within half a ruler's distance from their base edge. The defending player sets up first. Place the aerodrome 30cm in from the middle of the defender's board edge. This is protected by two anti-aircraft machineguns which are placed anywhere on the playing area but not within one ruler's distance of each other.

### Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

### Attacking the Aerodrome

The attacker can use his machine-gun to fire at the aerodrome.

To successfully perform a bombing run, the airplane must overfly any part of the target while performing a straight manoeuvre. In addition the following restrictions apply:

- The airplane may not fire or unjam
- The airplane may not be on fire or smoking.

British scouts may make two bombing runs at the target, the Spad XIII only one. The result of the bombing run is resolved by drawing two cards from the A Damage Deck.

### Victory Conditions

The attacker gains 1 VP for every 5 points of damage taken by the aerodrome. No VP are awarded for damage taken by anti-aircraft machineguns. The defender gains 2 VP if no damage is inflicted on the target. No VP is awarded for Attacking Scouts that leave the playing area once the aerodrome has been damaged.

# 8 - Balloon Busting

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## Mission

Attack and destroy an enemy observation balloon. The enemy are using an observation balloon to spot for their artillery. This gives them a good view of our troop movements and their accurate shooting is a serious problem. It is strategically important to remove this problem. The balloon is well protected by Archie. As soon as the balloon sees enemy aeroplanes approaching, it will be winched down.

## Gaming Area

The gaming area should be 90cm wide x 135cm deep. Place the target balloon 45cm in from the middle of the defender's board edge nose pointing to the attacker's board edge.

## Defender's Forces & Setup

The defender has two scouts which start the game off table. The attacker puts either a left or a right manoeuvre card face-down on top of each of their manoeuvre decks. At the end of the second turn, he shows the card and puts the two planes on his board edge, within half ruler of either the left or the right corner depending on the manoeuvre chosen. They will move and fire normally from the third turn onward.

## Alternative Defender's Forces & Setup

Reduce the defender to only one scout. The defender places one Flaming Onion and three other anti-aircraft guns chosen at random using the following table:

1-2	Anti-aircraft artillery (Archie)
3-4	Flaming Onion
5-6	Anti-aircraft machine-gun

The anti-aircraft guns are placed face down anywhere on the board. They are revealed when they first fire.

## Attacker's Forces & Setup

The attacker has two scouts. Once the defender has chosen manoeuvre cards, the attacker places his scouts in formation within half a ruler's distance from their base edge.

If late war, the attacker's scouts are equipped with incendiary bullets.

If early war there are no incendiary bullets, however if allied the attacker may choose a Nieuport 16 with Le Prieur rockets as one of his scouts.

## Game Length

The game ends after 12 turns when the balloon has been pulled down or when one side no longer has any aeroplanes remaining in the gaming area.

### **Alternative Game Length**

The defender may choose to delay pulling down the balloon. At the start of any turn the defender may declare that he is starting to pull down the balloon causing the game to end in 12 turns when the balloon reaches the ground.

### **Victory Conditions**

The attacker receives 3VP if the balloon is destroyed, 2VP if it reaches the ground while on fire and 1 VP if it reaches the ground with more than half-damage. The defender receives 2VP if the game ends before the balloon reaches the ground.

Attacking planes may leave the playing area by their own board edge without incurring a VP loss.



## Balloon Busting Rules

### Balloons

Balloons are placed on the playing area and are never moved. If there is more than one, they must be at least one ruler's distance from each other.

Balloons were both valuable and vulnerable so they were pulled to the ground when attacked by enemy aircraft. It will normally take 12 turns to pull them to the ground, after which they cannot be attacked.

Balloons ignore all special damage except fire and explosions.

When a balloon catches fire, put one flame counter on it. This is never removed. It can have multiple flame counters. For each flame counter it takes an "A" damage card (only damage points and explosions) at the start of each turn until it is on the ground or destroyed.

A balloon explodes if it takes an explosion damage card or reaches its maximum damage while on fire. It is removed from the game and all planes within a half-ruler take a C damage card (only damage points, explosions and fire).

When a balloon reaches its maximum damage it is eliminated but does not explode.

### Balloons and Archie

Archie fire markers can never be placed on friendly balloons or on a spot where a straight line from the Archie to the fire marker crosses a balloon.

When executing Archie fire, if the fire marker is within a half ruler's distance of a balloon, the balloon takes a "C" damage card. Do not allow the Archie player to measure.

### Rockets

Some aircraft were equipped with rockets. These can only be used on balloon-busting missions and by a pilot with the appropriate skill. Put two rocket counters on the control panel of each aircraft so equipped.

To fire rockets, the aircraft must either do a "straight" or a "stall" manoeuvre and have the target in its front arc of fire at one ruler of distance or less. Players may fire machineguns or rockets, but not both. When firing rockets, the player can decide to use one or both of the counters. If an aircraft fires only one of its initial two rockets, it can fire the other one later on.

The target is hit after the next manoeuvre if all three of the following happen:

1. this next manoeuvre is either a stall or a straight.
2. the target is still in the aircraft's front fire arc, or the aircraft overlaps the target.
3. the firing aircraft does not draw any card with a special damage symbol because of enemy fire during these two manoeuvres.

If all three conditions are met, the target takes a "D" deck damage card for each rocket fired. If even one condition is not met, the rockets missed the target and the counters are wasted. (Exception: For

the second condition, if the target balloon is still in the arc of fire but an airplane blocks the view, then the blocking airplane (friend or foe) is hit instead and takes a D damage card.)

## **Incendiary Bullets**

Some aces, like the balloon-buster Willy Coppens, used special incendiary bullets especially effective against balloons. Incendiary bullets can only be used on balloon-busting missions and by aircrew with the appropriate skill.

If you decide that one or more airplanes are so equipped, put an “incendiary bullets” counter on their control boards. The incendiary bullets counter is never discarded; the airplane keeps it for the entire game.

When a shot from an airplane carrying incendiary bullets inflicts “smoke” special damage on an enemy plane, the damage should be treated as fire instead. When incendiary fire causes engine damage, the target plane also takes a smoke damage result, with the usual effects. A balloon that takes a smoke, rudder jammed, or engine special damage result from an airplane with incendiary bullets treats it as fire instead.

## **Flaming Onions**

Some German Light Anti Aircraft Artillery Batteries that guarded observation balloons used entirely tracer rounds and were called “flaming onions”. They gave the optical illusion of a “string” of flaming balls - thus the name – and distracted all but the most determined pilots.

Flaming Onions will always be used by German Archie defending an observation balloon. They will never be used in other scenarios; this even includes scenarios with barrage balloons.

They are treated as anti-aircraft machineguns with the following exceptions.

- They have a range of 1½ rulers. They inflict 1 A Deck damage at long range, 2 at medium and 3 at close range.
- When a shot from a flaming onion inflicts “smoke” special damage on an enemy plane, the damage should be treated as fire instead. When flaming onion fire causes engine damage, the target plane also takes a smoke damage result, with the usual effects

## **Balloon Observers**

Put two observer counters on each balloon. At the end of a round, if the balloon is not at altitude 0 or 1, the owner can decide whether the observers bail out and are safe.

If a balloon takes a 3-point observer incapacitated damage card, both observers are eliminated; if the card has a different number of points, only one is eliminated.

## **Balloon Barrages**

A Balloon Barrage is a line of balloons with one ruler of distance or less between each of them. If any part of a plane is between two balloons or between a balloon and the edge of the game area, at the same altitude or lower as the lowest of them, it is eliminated.

## 9 – Train Busting

### Mission

During a routine sweep deep behind enemy lines the patrol sights a train bring reinforcements up to the front. The train can be a troop train or a supply train. The patrol must shoot up the train and interdict enemy rail movement. The mission takes place at very low altitude so German pilots equipped with parachutes may not use them.

### Gaming Area

The gaming area should be 90cm wide x 135cm deep. Train Busting missions are over enemy territory.

### Forces

Both sides have two scout aircraft. The number of aircraft can be changed to between 1 and 4 aircraft at the attacking player's discretion.

### Setup

The sides set up within half a ruler's distance from their base edge. The defending player sets up first. Place the train 30cm in from the middle of the defender's board edge.

### Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

### Trains

The train should be on a base approx twice the length and half the width of a normal aeroplane base. The train can ideally be represented using a 1/300 (6mm) model.

The train is placed facing a non-base edge half way between the two non-base edges. The train moves directly forward one manoeuvre card length each movement phase. In each subsequent planning phase move the train and all aeroplanes three card lengths in the direction from which the train came. This will keep the train in the middle of the playing area. Aeroplanes that fall too far behind the train can thus be forced to leave the playing area.

There are two different types of train: troop or supply. This can be determined by the scenario or randomly.

Troop trains, but not supply trains, can fire at aeroplanes that are one ruler's length away. The plane takes a single 'A' card, regardless of the distance. The train can fire in a 120 degree arc of fire out of one of its two long sides.

The scouts can choose to either fire at the front-quarter of the train (the steam locomotive) or at the rear three-quarters of the train (the coaches or wagons). Damage received by the train are placed face-up beside the train.

### Fire



A fire special damage on the rear three-quarters of a supply train (the wagons) causes an ammunition wagon to explode and the train to be destroyed.

### Aircrew Wounded



An aircrew-wounded special damage on the rear three-quarters of a troop train (the coaches) causes the troops to stop firing.

### Engine Damage



An engine damage special damage on the front-quarter of the train (the steam locomotive) causes it to halt and no longer move each phase.

### Jammed Guns



Jammed guns are ignored by trains firing.

### Victory Conditions

The attacker gains 2 VP if the train

- explodes
- receives 20 or more damage
- receives 10 or more damage and the train is halted

The attacker gains 1 VP if the train

- receives 10 or more damage
- is forced to halt

The defender gains 2 VP if the attacker failed to obtain any VP from the above.

The attacker may exit the playing area with no loss of VP if they have scored 2VP from the above.

## 10 – Pick-up

### Mission

The object of this scenario is to pick up a downed airman or a spy from behind enemy lines. The pick-up is to be performed from a meadow. The mission takes place at very low altitude so German pilots equipped with parachutes may not use them.

- 1) While on an earlier mission, one of your scouts had engine trouble and the pilot glided the plane so as to land safely in a meadow behind enemy lines. The rest of the flight returned to the aerodrome where the squadron leader took up a two-seater and returned to pick up his comrade.
- 2) The notorious spy, Agent Orange, has been sending important information from behind enemy lines about the upcoming offensive. It is vital to pick him/her up for a full debriefing. This can be critical to stopping the upcoming offensive. Agent Orange will be waiting at dawn, disguised as a nun, in a meadow deep behind enemy lines.
- 3) While flying a patrol behind enemy lines you notice a friendly crash-landed plane in a meadow. You can see that the pilot has got out safely and is frantically waving his arms at you. A few fields away you can see enemy troops so you know that your comrade will soon be taken prisoner. You must quickly pick up your fellow pilot. He will ride with you clinging precariously to the wing.

### Gaming Area

The gaming area should be 90cm wide x 135cm deep and is over enemy territory. The defender picks one 90cm edge as his base edge, the opposite is the attacker's base edge. Place the pick-up meadow 30cm in from the middle of the defender's board edge.

### Forces

The attacker has one two-seater with the rear seat empty and two scouts. The defender has two scouts. The number of scouts can be increased by one or two at the attacking player's discretion.

The defender places three bases of ground troops. When an enemy airplane approaches within 1 rulers-length of such a base then the type of troops it contains is determined.

- |     |                                                                          |
|-----|--------------------------------------------------------------------------|
| 1-3 | Supply Column or Marching Infantry– soft target – 360 degree arc of fire |
| 4-6 | Anti-Aircraft machine-gun – 360 degree arc of fire                       |

The following alternative scenarios are possible.

- |     |                                                                                                                     |
|-----|---------------------------------------------------------------------------------------------------------------------|
| 1-2 | No alternatives                                                                                                     |
| 3-4 | Reduce the number of attacking planes by one scout and class all the defending pilots a novice.                     |
| 5-6 | Remove the two-seater and use any scout to perform the pick-up: the downed airman/pilot riding sitting on the wing. |

### Setup

Both player's secretly write down where on their boards edge they will start. Then the defending player sets up his ground troops within the middle third of the table. Then both players place their airplanes on the table and the game commences.

## Game Length

The game ends when one side no longer has any aeroplanes remaining in the gaming area.

## Performing the pickup

In order to perform the pick-up, the airplane must land within half a ruler's distance from the downed airman/spy in the meadow. The airplane may not fire nor unjam during these three stalls. A pick-up may not be attempted if the airplane is on fire or smoking.

If the altitude and landing rules are used, then this is done normally.

If they are not used then the airplane must perform three stall manoeuvres in a row to perform the pickup. The first stall is considered the landing, the second picking up the downed airman/spy on the roll and the third lifting back into the air. As there are insufficient stall manoeuvre cards, the player should use stall-climb-stall, treating the climb as a stall.

The two-seater may not fire its rear gun until it has picked up the downed pilot/spy. Once picked-up, the rear gun is manned but fires as a novice. Aircrew special damage is resolved normally.

If a scout is used to perform the pick-up it may not perform any steep manoeuvres once the downed pilot/spy is on board. Due to the low altitude, attempting to do so will cause the airplane to crash. Aircrew special damage hits **both** the pilot and the picked-up airman/spy.

## Victory Conditions

Return safely to your aerodrome with the downed pilot/spy.

The attacker gets 2VP for successfully picking up the downed pilot/spy.

The defender gets 2VP if the downed pilot/spy fails to return safely to friendly territory.

VPs are awarded for downed airplanes but not for airplanes that exit the playing area.