

The Last German Offensive

May, 1918 (September game)

In March, the Germans launch Operation Michael, an advance that carries their soldiers deep into Allied territory. Over the next few months, the Allies retaliate with air attacks on German ground troops.

Setup:

This dogfight takes place deep in Allied territory. German planes begin at any altitude from one of the shorter edges of the table (within three hexes of table edge; these are the Allied forward, supporting and reserve trench lines; all German planes flying through them at Altitude 1 or 2 are subject to ground fire; friendly fire occurs on a D6 roll of 1). Germans must fly off this edge to leave the game.

Allied planes begin at any altitude anywhere within 12 hexes of the opposite edge of the table and may leave the game by landing anywhere on the table (landing on the trench lines is possible but may result in a crash) or by flying off their edge.

Special Conditions:

Germans place 2 troop columns and 2 supply convoys near the middle of the table. Allied planes equipped with bombs may bomb these targets from Altitude 1-2 (a D6 roll of 2-6 is a hit) or from Altitude 3-4 (a D6 roll of 3-6 is a hit). A hit destroys the target and gives the pilot 10 experience points and observer 20 experience points.

Allied planes may also strafe these targets from Altitude 1 using a medium or long burst; targets strafed a total of 4 times are destroyed (use a D6 to count hits). For each strafing the pilot receives 4 experience points.

Allies place 2 ammo dumps and 2 headquarters anywhere on their half of the board. German planes may bomb or strafe these, as per the rules above.

Permitted Allied Aircraft:

(use late war charts)

as per previous scenarios, plus...

Avro 504K

DH9

Morane Saulnier A1

Salmson 2A2

Sopwith Dolphin

Spad XIII

Permitted Axis Aircraft:

(use late war charts)

as per previous scenarios, plus...

Fokker DVI / DVII

Hannover CLIII

Phoenix DII

Roland DVI

Cambrai

November, 1917 (**August game**)

Allied flyers take to the skies in support of tanks attacking Cambrai in the first coordinated attack by armor and aircraft (DH5s were used in this battle but other planes may be substituted).

Setup:

This dogfight takes place over no man's land.

Allied planes begin from one of the shorter edges of the table (within three hexes of table edge; these three hexes are the Allied forward, supporting and reserve trench lines and all German planes flying through them at Altitude 1 or 2 are subject to ground fire; friendly fire occurs on a D6 roll of 1). Allies must fly off this edge to leave game.

Germans begin from the opposite table edge; same rules as above.

Special Conditions:

Germans place 1 headquarters on board (to represent Cambrai) halfway between their side of the board and the center of the board. Allies place 2 tanks on board 12 hexes away from Cambrai (closer to their side of the board). On the second and subsequent turns, each tank moves 1 hex closer to Cambrai. Should the tanks reach Cambrai (enter its hex) all Allied pilots in the air for at least 6 turns receive 5 experience points.

German planes equipped with bombs may bomb the tanks from Altitude 1-2 (a D6 roll of 2-6 is a hit) or Altitude 3-4 (a D6 roll of 3-6 is a hit). A hit destroys the tank and gives the pilot 10 experience and observer 20 experience.

German planes may also strafe tanks from Altitude 1 using a medium or long burst. No roll is made to hit but a roll is made to see if the strafing kills the crew, thus destroying the tank (strafing kills the crew on a D6 roll of 6 on a medium burst; 5-6 on a long burst). Killing the tank crew gives the pilot 20 experience.

Permitted Allied Aircraft:

(use late war charts)

as per previous scenarios, plus...

Breguet 14

Bristol M1C

Spad XI

Permitted Axis Aircraft:

(use late war charts)

as per previous scenarios, plus...

Albatros DVa

Aviatik (Berg) DI

Fokker DrI

Junkers JI

Rumpler CVII

Passchendale

August, 1917 (July game)

As Allied soldiers struggle in the mud of Passchendale, their planes play a supporting role by attacking targets in the German rear. German airfields, trains and supply convoys all come under attack.

Setup:

This dogfight takes place deep in German-held territory. Allied planes begin at any altitude from one of the shorter edges of the table (within three hexes of table edge; these three hexes are the German forward, supporting and reserve trench lines and all Allied planes flying through them at Altitude 1 or 2 are subject to ground fire; friendly fire occurs on a D6 roll of 1). Allies must fly off this edge to leave the game.

German planes begin at any altitude within 3 hexes of an airfield and may leave the game by landing on any airfield or by landing on any hex (planes may not land on a hex occupied by a train or supply convoy even if it is destroyed; landing on trench lines is possible but may result in a crash).

Special Conditions:

Germans place 3 airfields, 2 trains and 2 supply convoys.

Allies planes equipped with bombs may bomb from from Altitude 1-2 (a D6 roll of 2-6 is a hit) or Altitude 3-4 (a D6 roll of 3-6 is a hit). A hit destroys the target and gives the pilot 10 experience points and observer 20 experience points.

Allied planes may also strafe these targets at Altitude 1 using a medium or long burst; targets strafed a total of 4 times are destroyed (use a D6 to count hits). For each strafing the pilot receives 4 experience points.

At end of game, each German pilot who was in the air for a minimum of 10 turns receives 5 experience points for each target that was not destroyed.

Permitted Allied Aircraft:

(use late war charts)

as per previous scenarios, plus...

Bristol F2B

Nieuport 27

SE5a

Sopwith Camel

Spad XIIca / XIII

Vickers Fb19

Permitted Axis Aircraft:

(use late war charts)

as per previous scenarios, plus...

AEG CIV

Albatros C XII

Gotha GV

Halberstadt CLII

Pfalz DIII

LVG CVI

Phoenix DI

Rumpler CIV

Bloody April

April, 1917 (June game)

The Germans organize their airforce into *jagdstaffeln* (fighter squadrons). The most famous unit is Jasta 11, commanded by Baron von Richthofen in his red Albatross DIII. Allied losses are high as the Germans mass their planes.

Setup:

This dogfight takes place over no man's land.

Allied planes begin from one of the longer edges of the table (within three hexes of table edge; these three hexes are the Allied forward, supporting and reserve trench lines and all German planes flying through them at Altitude 1 or 2 are subject to ground fire; friendly fire occurs on a roll of 1 on D6). Allies must fly off this edge to leave game.

Allied planes should divide into two squadrons if there are 8 or more planes or three squadrons if 12 or more planes. (If less than 8 planes they begin as a single squadron.) All of the members of the squadron must start at the same altitude in adjoining hexes; no plane can begin more than 1 hex from any other in its squadron (although planes may break formation as early as their first move). Typical formations include a diamond shape or a V shape.

Germans begin from the opposite table edge; same rules as above except that no matter how many planes there are they start in a single squadron.

Special Conditions:

The battle takes place in the morning with the sun in the east (behind the German lines). Any aircraft firing at a target that is directly to the east of it and at the same or higher altitude suffers a -3 penalty when shooting.

Permitted Axis Aircraft:

(use late war charts)

as per previous scenarios, plus...

Armstrong-Wittworth FK8
DH4 / DH5
Handley-Page 0/100
Nieuport 17 / 24
RAF BE 12 / BE2e
RAF FE8
RAF SE5
Sopwith Pup / Triplane
Spad VII

Permitted Axis Aircraft:

(use late war charts)

as per previous scenarios, plus...

AEG G III
Albatros C VII / CX
Albatros DI / DII / DIII
DFW CIV
Gotha G IV
Roland DII
Siemens-Schuckert DI

The Somme

July, 1916 (May game)

Bloodbath below... and bloodbath in the skies above. The Allies at last produce planes that are a match for the Eidekker—the Nieuport 11 Bebe and the models that follow. But the Germans are also producing new planes.

Setup:

This dogfight takes place over no man's land.

Allied planes begin at any altitude from one of the longer edges of the table (within three hexes of table edge). Allies must fly off this edge to leave the game.

Germans begin from the opposite table edge; same rules as above.

Special Conditions:

Trench strafing is permitted by either side. Strafing may be done only at Altitude 1; plane must pass over a hex containing the trench line (the line is drawn on the board). A medium or long burst must be fired. For each hex fired upon both pilot and observer receive 4 experience points to a maximum of 20 points each.

All planes flying over enemy trenches at Altitude 1 or 2 are subject to ground fire (friendly fire occurs on a roll of 1 on D6).

Permitted Allied Aircraft:

(use early war charts)

as per previous scenarios, plus...

Bristol Scout D

DH2

Farman F40

Martinsyde G100

Morane BB

Nieuport 10 / 11 / 12 / 16 / 17

RAF FE2b / FE2d / FE8

Sopwith 1 ½ Strutter

Permitted Axis Aircraft:

(use early war charts)

as per previous scenarios, plus...

AGO C II

AEG C IV

Albatros C III

Fokker DI / DII

Fokker E IV

Halberstadt DII

Hansa-Brandenburg DI / DII

Roland C II

Fokker Scourge

October, 1915 (April game)

The Germans may be on the defensive on the ground, but the Fokker EIII (Eindekker) reigns supreme in the air.

Setup:

This dogfight takes place deep in German-held territory rife with anti-aircraft batteries (Germans gets to place 3 Heavy Anti-Aircraft and 3 Light Anti-Aircraft).

Allied planes begin at any altitude from one of the shorter edges of the table (within three hexes of table edge; these three hexes constitute the German forward, supporting and reserve trench lines and all Allied planes flying through them at Altitude 1 or 2 are subject to ground fire; friendly fire occurs on a roll of 1 on D6). Allies must fly off this edge to leave the game.

German planes begin at any altitude anywhere within 12 hexes of the opposite edge of the table and may leave the game by landing anywhere on the table (landing on the trench lines is possible but may result in a crash) or by flying off their edge.

Special Conditions:

The Germans place 2 balloons at Altitude 1 (balloon hex may also include 1 Anti-Aircraft). Each balloon remains on the board for 6 turns (count down the turns by using a D6). Allied pilots may destroy a balloon by inflicting 3 red chits in a single turn; this counts as a kill. Should the Allies fail to shoot down the balloons, each German pilot in the air during all of Turns 1-6 receives 5 experience per balloon not shot down.

Permitted Allied Aircraft:

(use early war charts)

Avro 504
Be2B / Be2C
Bristol Scout C
Caudron G3 / G4
Moraine Saulnier L / N
Spad A2
Vickers FB5
Voison 3

Permitted Axis Aircraft:

(use early war charts)

Albatros C1
Aviatik C1
Fokker EIII
Taube

Campaign Rules

- Games will run to a maximum of 30 turns or 11:30 p.m., whichever comes first.
- Players will have five minutes to write their moves; a timer will be used to keep track of this time limit. Any player who has not written their move when the timer goes off is deemed to be flying straight and level at the same speed as their previous maneuver. Pilots who are tailing another plane have five minutes to write their move AFTER receiving the tailing card from the other player.
- After moving their planes, players should tilt their models to the right or left to indicate that a right or left turn was performed, and/or tilt the nose of the plane up or down to indicate that a dive or climb was performed. This will help us keep track of whether firing is permitted (a plane that climbed can't shoot at a target below it, while a plane that dove can't shoot at a target above it) and will give a more realistic feel to the movements.
- All pilots begin with 50 experience points and the ability to tail or perform restricted maneuvers. Pilots that are killed begin again at zero experience (they lose any special abilities as well as the ability to tail or perform restricted maneuvers) but continue to add to their running total of points for the campaign. (In other words, total campaign points are separate from current experience points.)
- Pilots are subject to a cowardice penalty of negative 10 experience points if they fly off the board if one of the following conditions does not exist: pilot or observer wounded; at least one triangle box ticked; guns destroyed; out of ammunition; only one-quarter fuel left.
- Pilots leaving the game by flying off the board (or by landing on the board, if the scenario permits) must continue to play until their plane has left the game; planes may not simply "vanish" from a hex in the middle of the board.
- Pilots who flew off the board must sit out three full turns before returning to the game. On the third turn they are sitting out the plane is placed back on the board, in a position determined by random die roll. The plane is fully repaired, refueled and stocked with ammunition, but any wounds suffered by the pilot and/or observer are NOT healed.
- Pilots and observers that are wounded heal between games.
- Players may switch sides between scenarios; they continue to accumulate experience points and campaign points, regardless of which side they are playing on.
- Players must fly planes appropriate to the scenario's time period and must use the chart appropriate to the model they have chosen (early or late war as appropriate to scenario). Planes will be issued on a first-come, first-served basis; players are encouraged to build and fly their own models.