

The First Battle of Britain: The Air War Over England, 1917-18

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This file was updated again on 26 February 2009. See **14.3** in **bold/red**. This file still contains **10,959** words.

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1.0 Introduction

1.1 *First Battle of Britain* (1BoB) is a wargame covering the German bomber offensive against England in 1917-18. The objective is to score more morale points (MP) than your opponent. Historically the bombing campaign inflicted little real damage on British cities in general or industry in particular. The German attacks' psychological impact, however, was enormous: the campaign demonstrated Britain was vulnerable to outside invaders for the first time in a millennium. Victory is therefore determined based on the German player's ability to panic the British populace. Both sides can spend their "morale points" to reinforce their air forces and increase their air defenses.

The rules are divided into two sections: standard and optional. You can play with just the standard rules, or use the optional rules to generate additional realism at the cost of increased complexity.

1.2 Scale

Each air unit represents a flight or a squadron of aircraft. Each hexagon represents five miles from side to opposite side. Each “operational turn” represents one month. Each “flying turn” represents 20 minutes of flying time.

1.3 1BoB has three scenarios. Scenario 1 covers the situation in 1917, with both sides building up their airpower. Scenario 2 covers 1918, with both sides at full strength. Scenario 3 covers the entire campaign from 1917 through 1918. Players who want to get right into a head-to-head contest of strength in the skies over England are advised to begin with Scenario 2.

1.4 Counting Hex Radii

Various rules call for players to count radii, in hexes, from some unit. When making such counts, count outward from the unit in question. Don’t count the hex in which the unit is located. For example, if you were counting out from a seaplane tender unit located, say, in hex 3814, hex 3913 would be one hex away; hex 4013 would be two hexes away; etc.

2.0 Components

2.1 The map shows the parts of Belgium and France from which the Germans launched their raids, as well as the part of England that was their target. The map is divided into hexagons. The hexagons are used to place units and to regulate their positioning for movement and combat.

2.2 Units

There are three general types of units in the game: air, ground and naval.

2.3 Air Units

Air Units represent “aeroplanes” and airships (Zeppelins). Each air unit has the following information on it:

Air Unit Types

F—Fighter

CVF—Carrier-Based Fighter

B—Bomber

CVB—Carrier-Based Bomber

Fake—False Sighting (No actual aircraft are represented by such units.)

LZ—Zeppelin

2.4 Air-to-Air Combat Factor

This is a quantification of each air unit’s firepower, which is used to shoot at other aircraft.

2.5 Pursuit Factor

This is a quantification of each air unit’s ability to close with enemy aircraft. A parenthesized pursuit combat factor means the unit may only defend in air-to-air combat, not attack.

2.6 Bombardment Factor

This is a quantification of the unit’s bomb load. A parenthesized bombardment factor means a unit may attack only air units on the ground through strafing, but may not attack cities, land units or naval units.

2.7 Speed Factor

This is how fast an air unit may move. In game terms, it’s the maximum number of hexes into which it may fly in a single mission turn.

2.8 Historic Unit Identification

This is the historic identity of a unit, usually given as a particular squadron.

2.9 Endurance Factor

This is the number of mission turns a unit may remain in the air while on a single mission. Zeppelin units have unlimited endurance and so have no corresponding endurance markers.

2.10 Abbreviations

German

AF—Albatross D-I Fighters
England: German “England” Squadron
FF—Fokker D-VII Fighters
GB—Gotha Bombers
J: Jagstaffeln (“Jasta” fighter squadrons)
KG3: Kagohl 3 (bomber group of the high command)
LZ: German acronym for Lighter-than-Air Zeppelin
PF—Pfalz D-III Fighters
RB—Riesen Giant Bombers

British

AF—Avro 504 Fighter
B2F—Be-2 Fighter
B12F—Be-12 Fighter
DHB—DH-4 Bomber
F2F—Fe-2 Fighter
HPB—Handley Page Bomber
RN—Royal Naval Air Service
CV—Royal Navy Aircraft Carrier
RNST—Royal Navy Seaplane Tender
SCCVF—Sopwith Camel Carrier-Based Fighter
SCF—Sopwith Camel Fighter
SB—Strutter Carrier-Based Bomber
S5F—Se5a Fighter
SPF—Sopwith Pup Fighter

2.11 Ground Units

Anti-Aircraft Units

Aerodrome Units

Civil Defense Units

Early Warning Units

Headquarters

2.12 Aerodromes serve as bases for air units.

2.13 AA units represent masses of anti-aircraft guns, searchlights and barrage balloons.

2.14 Civil defense units represent groupings of bomb shelters and air raid sirens.

2.15 Early warning units represent listening posts.

2.16 Headquarters represent higher-level (sector and wing) command control for air units.

2.17 Naval Units

Aircraft Carrier

Seaplane Tender

2.18 The aircraft carrier represents an early version of that type of ship as well as its escort vessels. It can base and launch aircraft like an aerodrome and also has an anti-aircraft factor.

Clarification: The carrier-based squadrons are 1CV, 2CV, 3CV – that’s shown on the top of the counter and on the endurance marker. Other abbreviations are on the lower right. The 1RN, 2RN, 3RN units are Royal Navy but are land-based; they may not fly from carriers.

2.19 Seaplane tenders were used as bases for seaplanes that were, in turn, used for patrolling and early warning. There are no seaplane air units; those aircraft are built into the spotting capabilities of the seaplane tenders.

2.20 Markers are used to record various game functions, as follows.

Ace. These markers represent superior pilots and aircrew. There are three types of aces: fighter, bomber and zeppelin.

Bombed. These markers are used to indicate a city hex that’s been bombed. It may be bombed again, but such subsequent attacks affect the number of morale points received for it.

Flying Turn. These markers indicate which flying turn is in progress for each player. There is one for the British player and one for the German player.

Month. This marker indicates the current operational turn. The back of the marker indicates “Bad Weather,” and that side is turned up whenever the Random Events Table generates bad weather.

Recon. These markers are used to indicate hexes that have been “reconned.”

Squadron Endurance. Each non-Zeppelin air unit has a corresponding endurance marker. They are used to show the number of flying turns each operational air unit has remaining in the air.

2.21 The number of air, naval and land units in the game, as well as the number of ace and recon markers, is a historical design limit. Players may, however, make more of the other markers described above as needed.

2.22 The term “phasing player” is used to describe the player whose flying turn is currently in progress. The other player is then the “non-phasing player.” That is, during the German player’s flying turns he’s the phasing player and the British player is the non-phasing player. During the British player’s flying turns he’s the phasing player and the German player is the non-phasing player.

2.23 Players will need to provide themselves with a six-sided die, as well as two sheets of paper (to cover their Flying Turns Tracks) in order to play the game.

3.0 Sequence of Play

3.1 1BoB is played in monthly operational turns (months) that are subdivided into flying turns. Flying turns occur when the players actually execute missions. Each monthly operational term consists of the following.

I. Planning Phases

All actions in the planning phase are meant to be performed simultaneously by both players. If that doesn’t feel right to you and your opponent, both of you should roll a die at the start of each phase, with the high-roller then going first in that phase.

1) Random Events Phase. One player rolls a die and checks that result on the Random Events Table. See section 22.0.

2) RAF Creation Phase. The British player may choose to create the Royal Air Force by expending the designated number of morale points. See section 21.0.

- 3) **Redeployment Phase.** Both players may move any of their air units from any friendly aerodrome to any other friendly aerodrome. See section 5.0.
- 4) **Reinforcement Phase.** Both players may bring in additional units by expending morale points. See section 6.0.
- 5) **Training Phase (optional rules).** Both players may: a) note “Up” status on their squadron roster sheets; and b) train units for night operations. See section 24.0.
- 6) **Recon Phase.** Each player declares and executes any recon missions. Place “Recon” markers. See section 14.0.
- 7) **Mission Preparation Phase (optional rules).** The German player assigns bombing units to targets, and both players may assign fighters to patrol missions. See sections 25.0 and 26.0.
- 8) **Gentlemen’s War Phase.** If both players decide not to conduct any missions, this month’s flying turns are skipped and play proceeds to the start of the next monthly operational turn (step 1 above).

II. Flying Turns

Each month may have up to 24 flying turns, each representing 20 minutes. During each flying turn, the following occur in the sequence given below.

1) German Flying Turn

1a) German Movement Phase. The German player may move any, some or all of his side’s air units that are able to fly. German air units already aloft may land. If German air units enter hexes containing British anti-aircraft, AA combat may occur.

1b) German Air-to-Air Combat Phase. If the German player has any flying air units in the same hexes as flying British air units, the air-to-air combat procedure is initiated. See section 12.0.

1c) German Bombardment Phase. If the German player has any bomber units over a target, those units may initiate bombardment. See section 13.0.

2) British Flying Turn

2a) British Movement Phase. The British player may move any, some or all of his side’s air units that are able to fly. British air units already aloft may land. If British air units enter hexes containing German anti-aircraft, AA combat may occur.

2b) British Air-to-Air Combat Phase. If the British player has any flying air units in the same hexes as flying German air units, the air-to-air combat procedure is initiated. See rule 12.0.

2c) British Bombardment Phase. If the British player has any bomber units over a target, those units may initiate bombardment. See section 13.0.

- 3) **Subsequent Flying Turns.** Repeat the flying turn procedures, first German then British, until all 24 flying turns are completed by both players, or until all air units of both sides have landed and no further air missions are to be flown, whichever comes first.

III. End of Month Phase

- 1) **Month End Check.** The current monthly operational turn comes to an end if: **a)** this is the end of the 24th flying turn or; **b)** both players have landed all their aircraft and both declare they will fly no more missions this month or; **c)** if all air units of both sides have been eliminated or otherwise removed from the map.
- 2) **Admin.** Remove all “Recon” markers from the map. Flip all face-up units face down unless otherwise specified. If the “Bad Weather” side of the month marker is face up, flip it so its other side shows. On the roster sheet remove squadron “Up” designations from air units that flew this turn. Remove all “Fighter Patrol” markers.
- 3) **Turn Marker Advance.** Advance the month marker to the next month on the Turn Record Track. If this

is the last month of the scenario, the game ends and players check for victory. See section 23.0.

4.0 Morale Points

4.1 Players score morale points (MP) for bombing enemy targets, shooting down enemy aircraft, and, sometimes, for being bombed. (The latter represents outrage over collateral damage.) MP are scored according to details given on the Morale Point Scoring Table printed on the mapsheet.

4.2 Expending MP

You may expend MP during friendly reinforcement phases in order to bring additional units into play and/or to upgrade aircraft. See section 6.0 for details. Unless specifically stated to require the expenditure of MP, other game actions cost no MP. For example, it doesn't cost MP to move units or use them to attack.

4.3 MP & Victory

See section 23.0 for the impact of MP on winning the game.

4.4 Rest & Recuperation MP

If a player flies no missions during a given month, he rolls a die and gains that number of MP.

4.5 Both players should openly keep track of their MP amount on a sheet of paper kept off to the side of the map. Both players always know their own and their opponent's MP totals. Note that in Scenarios 1 and 3 both players start with zero (0) MP; in Scenario 2 the British start with 20 MP while the Germans start with 15. MP totals may fall below zero into negative numbers.

5.0 Redeployment

5.1 Players may redeploy certain units during their redeployment phases. The following units may be redeployed.

- 1) Air units may be redeployed to any friendly aerodrome, within stacking limits.
- 2) Headquarters and anti-aircraft units may be redeployed to any friendly controlled land hex. Other land units may never move once positioned on the map, except to be removed from it. The British player controls all land hexes in Britain and all those on the continent lying generally west of the front line. The German player controls all other land hexes on the map. The control status of land hexes never switches from one side to another during play of the game.
- 3) British naval units may be redeployed to any all-sea hex anywhere on the map, or to any coastal hex of Britain, or to any coastal hex on the continent west of the front line.

5.2 Procedure

Simply pick up a unit to be redeployed and move it to any allowed hex. That hex may be any distance away from the unit's starting position. There is no interception of redeployments.

6.0 Reinforcements

6.1 Players may bring additional units into play during Reinforcement Phases by expending MP. A player may expend any number of his MP in any Reinforcement Phase, but he may never spend his MP to an amount below zero. Both players should openly keep their 'pool' of available reinforcement units off to the side of the map. Each player deliberately (knowingly) chooses the exact reinforcement units he will enter into play.

6.2 Reinforcements are placed as follows.

- 1) **Air Units:** enter via any friendly aerodromes. British carrier-based air units may be entered on that side's aircraft carrier.
- 2) **Naval Units:** British naval units enter via any hexes described above in rule 5.1/3. There are no German naval units in the game.

3) Land Units: enter via any friendly controlled land hex in accordance with rule 5.1.

6.3 Replacements

A unit that's been eliminated may be returned to play by expending the normal MP for it and re-entering it as if it were a first-time reinforcement. Any unit may be recycled into play any number of times in this way.

6.4 Certain aircraft types aren't available until 1918. If "18" is printed on the front side of a squadron's endurance counter, that formation may be taken as a reinforcement or replacement only in months of 1918.

6.5 Recycling

Certain results on the Crash Table and on the Damage Table call for units to be temporarily removed from play. That's called "recycling." A recycling unit is received the indicated number of months later as a reinforcement and is placed as a normal reinforcement. Recycling units returned to play cost no MP. Recycling units should be placed on the Turn Record Track on the space corresponding to the monthly operational turn during which they will return.

6.6 If a recycling result calls for a unit to be returned to play after the scenario being played has ended, that unit is permanently removed from play. Such units don't, however, count as having been eliminated for the purpose of MP awards.

6.7 Units being recycled may not be returned to play sooner by expending MP. For example, a unit recycled in June 1917 for two months would be received as a reinforcement in August 1917. MP expenditure could not be used to change that reentry month.

7.0 Basing

7.1 Air units are always considered to be either "based" or "flying." An air unit may be based on any friendly aerodrome (or aircraft carrier in the case of certain British air units). When an air unit is on the ground or aboard ship (based), that's indicated by placing it underneath the aerodrome or carrier counter. When it is flying, place it above it.

7.2 A based air unit may not be attacked by air-to-air combat ("dog fighting"). It may be attacked by bombardment and strafing; see section 13.0.

8.0 Flying

8.1 Air units may move during flying turns. Movement is done on a contiguous, hex-to-hex basis, and the moving player must openly trace the path of each of his unit's movement across the hex-grid. Once a unit has completed its move, the owning player may not change his mind and move it elsewhere unless his opponent agrees to allow that change.

8.2 An air unit may move a number of hexes up to its speed factor each turn it flies. A flying air unit may move some, none or all of its speed factor each friendly flying turn. That may be through any combination of hex-to-hex directions.

8.3 Units in a given "mission group" (see section 10.0) must remain together as they move, unless the owning player decides to withdraw one or more of them from that group. That's done simply by ceasing to move the units withdrawing from the group with the other units remaining in the group. Note that keeping a mission group together may mean faster units within it will have to reduce their speed to maintain pace with the slower units within it.

8.4 A flying unit may move into and through hexes containing friendly or enemy air units at no extra movement cost. Air units never need stop their movement because of the presence of enemy units or markers. Entry into such hexes may result in interception or anti-aircraft fire. See sections 12.0 and 15.0.

8.5 Units may move in any direction or combination of directions. Unlike many other air games, units need not move by the most direct route to a target.

8.6 Take Offs & Landings

An air unit on the ground may take off during any friendly flying phase. That's done by shifting the ascending air unit from underneath to atop its starting aerodrome or carrier. It's then considered to be in the air. An air unit may land at any point in its movement by being in the same hex as a friendly aerodrome (or carrier for eligible units). That's indicated by placing it under the appropriate base unit.

8.7 Endurance

When an air unit takes off, calculate the turn it must land. That's done by adding the air unit's endurance rating to the current flying turn number and placing the marker for that unit in that correspondingly numbered box on the Endurance Track. (They're printed on the mapsheet, one for each side.)

8.8 When an air unit lands, remove that squadron's endurance marker from the track.

8.9 If an air unit fails to land at a friendly aerodrome (or aircraft carrier) by the end of the flying turn designated for it on its side's Endurance Track, it crashes. Check the Crash Table for the outcome. For example, air unit "X" has an endurance of "6." It takes off on Flying Turn 3. Place that unit's endurance marker in the box on the Endurance Track for Flying Turn 9. Squadron "X" must land during its side's Flying Turn 9 (or sooner) or it crashes. **Also note that all die roll modifiers listed for the Crash Table are cumulative.**

8.10 Zeppelins have unlimited endurance and, hence, they have no endurance markers. They may stay aloft indefinitely.

8.11 No Multiple Missions

Each air unit may fly no more than one mission—that is, one take off and one landing—per month.

8.12 Aside from the methods described in the redeployment and flying rules sections (5.0 and 8.0, respectively), units may not move.

9.0 Stacking

9.1 Stacking is the word used to describe having more than one friendly unit in the same hex at the same time. There are different rules for stacking on the ground and stacking while flying.

9.2 Based Air Unit Stacking

You may have a maximum of three air units on the ground beneath a friendly aerodrome or carrier counter. During any given flying turn you may attempt to land more than three units on an aerodrome hex or carrier, but each such unit must be rolled for on the Crash Table. You may also land units on friendly controlled non-aerodrome hexes, but you must then roll for them on the Crash Table.

9.3 Flying Air Unit Stacking

The following maximums applying in all hexes for flying units.

- 1) German: three non-Zeppelin units.
- 2) British, prior to the RAF being created: two units.
- 3) British, after the RAF has been created: three units.

9.4 Flying stacking limits apply only at the end of the friendly movement phase. Units may move through hexes in excess of stacking limits, but you must have units stacked within the limits given above at the end of your Movement Phase. If you don't, roll on the Damage Table for each friendly unit in an overstacked hex.

9.5 In general, stacked flying units don't have to remain together; however, once they unstack they may not restack prior to landing.

9.6 Zeppelins may never stack in the air with any other units, including other Zeppelins.

9.7 For stacking purposes, units on the ground in a given hex don't count against units in the air in that same hex and vice versa.

9.8 Friendly and enemy units may stack in the same hex as long as all the other requirements described above are met. Friendly and enemy units don't count against each other's stacking limits.

9.9 Land Unit Stacking

You may have any number of AA units in the same hex. You may never have more than one of every other type of land unit in the same hex. Friendly and enemy land units will never be in the same hex at the same time, since they can be placed only in hexes on their own side of the front line.

9.10 British Naval Unit Stacking

Within the limits set out in rule 5.1, British naval units may enter any eligible hex stacked together in any number.

10.0 Mission Groups

10.1 In addition to the limits on flying units imposed by the rules above, the following also apply. That is, in order to stack together while in the air, units must initially fulfill one of the following conditions.

- 1) They all started in the same aerodrome hex, or on the aircraft carrier, and they all took off on the same flying turn.
- 2) They started from different take off locales but, on the flying turn they took off, their starting hexes were all within four hexes of a friendly HQ unit. Even in such cases, they may combine into a one stack only if they all take off and combine during that same flying turn.

10.2 Units flying together in a stack are called a "mission group." Any types of friendly flying air units may potentially be combined into a mission group. Zeppelins may never be part of any mission group. Note that, aside from being combined into mission groups, maximum stacking for flying units is one unit per hex.

10.3 All units in a mission group must move together. A player may break up a mission group during movement by moving units separately out of the hex. Also, certain combat results will cause a mission group to unstack. You must combine units in the same mission group for dog fighting (see section 12.0). You must combine units in the same mission group for bombardment (see section 13.0). In effect, the above rules mean no stack of flying units may grow larger once the flying turn during which it took off has ended.

11.0 Spotting

Aircraft units are deployed onto the map with their "unspotted" side showing upward. That's the side of the counter bearing only a generic propellers icon. When an aircraft counter is "spotted," it's flipped so the side of its counter that bears a specific type of aircraft icon, plus its numeric factors, shows upward. Once spotted, an air unit remains spotted for the remainder of the time it flies during that monthly operational turn. In general, the instant a spotted air unit lands, it's flipped so its unspotted side is again showing upward; Zeppelins are always considered to be spotted and deployed face up.

11.1 How to Spot

An air unit is spotted as soon any of the following occur, either during a friendly or enemy flying turn.

- 1) It enters a hex containing one or more flying enemy air units. All air units of both sides in the hex are thereby simultaneously spotted.
- 2) It enters a hex containing an enemy anti-aircraft unit.
- 3) It moves within two hexes of a hex containing an enemy early warning unit, or within four hexes of an early warning unit that is itself within four hexes of a friendly headquarters unit.
- 4) It moves within four hexes of a hex containing an enemy carrier or seaplane tender unit.

5) It engages in any kind of combat, including dog fighting, bombardment or strafing.

12.0 Air-to-Air Combat

12.1 Air-to-air combat (“dog fighting”) may occur whenever there are friendly and enemy flying air units in the same hex during either side’s Air Combat Phases. The phasing player is the “attacker,” and the non-phasing is the “defender” regardless of overall strategic posture. Within those circumstances, initiating air-to-air combat is entirely at the attacking player’s option, decided by him on a hex-by-hex basis.

12.2 You may choose to fly your planes into or through hexes containing flying enemy air units without having to attack them.

12.3 You may initiate air-to-air combat only with a mission group in which all the units have unparenthesized pursuit factors (see 2.3). If one or more units within a mission group have parenthesized pursuit factors, that mission group may defend and fire back if attacked, but it may not initiate a dog fight.

12.4 Procedure

- 1) The phasing player declares whether an air-to-air combat attack will take place in a given hex.
- 2) Determine the pursuit differential: the attacking and defending player each indicates the air unit from within their own involved mission group that has the lowest pursuit factor. (If more than one unit shares the same low value, that value is used without need to reference exactly which unit is providing it.) That pursuit factor will then be used. Subtract the defending mission group’s pursuit factor from the attacking mission group’s pursuit factor.
- 3) Refer to the Pursuit Table printed on the mapsheet and roll a die, modifying that result by all the applicable modifiers listed beneath the table. The Pursuit Table determines if combat will actually occur in that hex at that time as well as which side “has the bounce.”
- 4) The side with the bounce fires first, and that result is applied immediately. If neither side has the bounce, no combat occurs in that hex that phase.
- 5) The side without the bounce, provided one or more of those units survives the enemy fire from step 4, then fires and that result is applied. Only units that survived the enemy fire from step 4 may fire back.
- 6) Proceed to the next combat in another hex. There are no multi-round combats within a given hex during a given phase.

12.5 Note the procedure described above means it’s possible for there to be situations in which, say, a fighter force is attacking a bomber force but, provided the defending bomber force got the bounce, it would be the bombers that shot first in resolving that combat. Fire in air-to-air combat is not simultaneous. If the side with the bounce shoots down all involved enemy units, the enemy may not fire back.

12.6 Sequencing

The phasing player always decides in which order dog fights will take place on a hex by hex basis. Completely resolve each dog fight before proceeding to the next one.

12.7 An attack-eligible unit or mission group may never initiate more than one round of air-to-air combat per friendly combat phase.

12.8 Multi-Unit Mission Groups

If you have more than one air unit in a mission group, all the following apply.

- 1) Use the lowest pursuit value in the group when referring to the Pursuit Table.
- 2) Use the total firepower values of all units in a mission group to resolve the attack on the CRT.
- 3) Note that no more than one unit will be affected by any one combat result. If there’s more than one unit within the mission group that’s to be affected, the player with the bounce determines which unit will be eliminated or damaged.

12.9 Mixed Bomber-Fighter Mission Groups

If a player has a combination of fighter and bomber units, or all bombers, in a given mission group, that mission group may not initiate air-to-air combat. It may defend normally and return fire as described above. Remember, you may withdraw air units from a mission group during your flying turn by moving them out of the stack of that mission group. So, as you move you may break off fighters that had been escorting bombers and have them attack by themselves. Once those fighters have broken off from that larger mission group, though, they may not rejoin it that month.

13.0 Bombing & Strafing

13.1 Air units with un-parenthesized bombardment factors may attack targets on the ground via bombardment (“bombing”). The following may be attacked by bombardment: 1) enemy cities and towns with a target symbol; 2) land units; 3) based air units; and 4) naval units.

13.2 Each bombardment-eligible air unit or mission group may conduct one no more than one bombardment per month. If there is more than one target in a single hex, each bombardment-eligible unit in the mission group may bombard different targets or they may be combined against a single target, as the owning player chooses at that time.

13.3 During a given month it’s possible for more than one mission group to bombard the same hex, though those attacks would have to occur on different flying turns within that same month. For example, say a London hex has an aerodrome unit in it. A single German bomber unit could attack either the city target hex itself or the aerodrome, but not both. If the German had two or more bombers in a mission group bombarding in that hex, one or more could bomb the city hex and the other(s) the aerodrome, or all could bomb the same single target. It’s always the choice of the bombing player.

13.4 Strafing

An air unit with a parenthesized bombardment strength may conduct bombardment, but only against based air units. Strafing is otherwise executed like bombing. A strafing-eligible unit may strafe only once per month.

13.5 Bombing & Strafing Procedure

- 1) Bombarding or strafing units must be in the same hex as their target(s). That being the case, the phasing player designates the bombing or strafing mission group and its target(s) within that hex. Depending on the target mix available within each designated hex, some units might bombard while other units strafe.
- 2) On a target by target basis, use the column on the Bombardment & Strafing CRT corresponding to the total bombardment strength being committed against that hex or the target(s) within it.
- 3) Make any column shifts for the conditions listed beneath the table.
- 4) Roll a die and apply the result.

13.6 When a bombing or strafing unit has completed an attack against a target, note the fact on your Squadron Roster Sheet. Such units may not conduct another bombardment or strafing that month.

13.7 A target may be bombed or strafed more than once per month, providing different units conduct each such attack.

13.8 Target Bombed Markers

The first time a city or town target hex has been bombed, place a “Target Bombed” marker on it (or otherwise note it on your Squadron Roster Sheet). If such a hex is bombed again, there is a one-left column shift when determining the column to use on the Bombardment & Strafing CRT. This applies only to previously bombing targets; the subsequent bombing or strafing of land, naval or based air units in the hex isn’t affected. Once placed on the map, Target Bombed markers remain there for the remainder of the game.

13.9 When using these standard rules you don't assign specific targets to bombers, but that changes when using optional rules section 27.0. Also note you may use fighters that have un-parenthesized bombardment factors to conduct bombing missions; however, only units with parenthesized bombardment strengths may strafe. And last here, also note the British may bomb land units on the German side of the front line, but the British get no MP for bombing German-controlled cities and towns.

14.0 Recon

14.1 During each month's Recon Phase, each player may secretly decide to conduct any recon operations. To do so, each player should secretly write down on a piece of paper the hex-coordinate numbers of the hexes he wants to recon as well as the number of times he wants each such hex to be reconned. Both players reveal those plots simultaneously and then, for each such hex, conduct the recon procedure. Note that recon missions aren't performed by air units. Rather, they're considered to be conducted by specialized recon aircraft that aren't represented in the counter-mix, or by agents on the ground, or by wireless intercepts.

14.2 The number of MP needed to recon a hex one time is 0.5. You may recon the same hex more than once per Recon Phase by paying, all in advance, the appropriate number of MP. Note, though, MP may be expended only in whole number increments.

14.3 For each recon mission, roll a die on the Recon Table. Certain results allow you to place a Recon marker on the hex. That has the following effects.

- 1) You may examine all units in the hex, but that must be done immediately. If the situation in a successfully reconned hex changes later in the month, you may not re-examine the hex at that time. This stricture also applies when a recon is allowed but no Recon marker is to be placed.
- 2) A Recon marker in a hex at the time of a bombardment or strafing takes place in that hex gives the phasing player a **two**-right column shift when resolving those operations. This applies to all targets in the hex all during that month.
- 3) A Recon marker is itself never affected by the presence of enemy units, nor may it be attacked in any way.

14.4 Remove all Recon markers on the map at the start of every Admin Phase of every game turn.

15.0 Anti-Aircraft (AA)

15.1 Several unit types have AA ratings: anti-aircraft artillery units, aerodromes and naval units.

15.2 Each AA artillery unit has an AA strength,*- and, within the limits of the counter-mix, they can be used as "change" at any times during the game. For example, a player could exchange two "1" strength AA artillery units for one "2" strength artillery unit. Such freed up units would then be available for reentry as reinforcements.

15.3 Whenever a flying air unit or mission group enters a hex containing enemy units with AA ratings, the non-phasing player fires those anti-aircraft-capable units at it. The phasing player's movement temporarily stops while the anti-aircraft fire is resolved. If any air units survive, they may continue flying. This process costs no movement points.

15.4 All anti-aircraft-capable units in a hex fire as one combined AA strength each time a new enemy mission group or lone unit enters its hex. An AA-eligible unit may fire any number of times in a phase, once each time an enemy air unit or mission group enters its hex. Each such firing is resolved separately and immediately as entry occurs.

15.5 Procedure

- 1) The non-phasing player declares AA fire, and reveals the involved AA units if they haven't already been revealed.

- 2) The phasing player must reveal all his air units entering that hex.
- 3) Roll on the Pursuit Table. In this case the non-phasing player is considered the attacker and the phasing player is the defender. Pursuit values are ignored for AA fire. If the pursuit result allows it, conduct the AA fire, though sometimes that will be at reduced effectiveness due to a die roll modifier.
- 4) Execute the AA fire on the Air-to-Air & AA VS Air Combat Table. Intruding air units may not fire back at the AA units. Surviving planes could attack via bombardment, but that happens in the Bombardment Phase. Also note AA fire may never be combined with air-to-air combat.

16.0 Night Operations

16.1 In general, any air unit landing during a night turn must make a crash check on the Crash Table. Exception: Zeppelins and British Be-2 fighters may land at night with no penalties.

16.2 Note the stricture above applies to every eligible flying air unit once night falls for the rest of that operational month. For example, during January, night falls at the start of Flying Turn 7. Both players, then, during each of their own side's Movement Phases that flying turn and thereafter, for the rest of that month, would make crash checks for their own flying units as each landed.

17.0 Land Unit Details

17.1 Land units are placed either as part of initial setup or as reinforcements.

17.2 Land units, other than headquarters and anti-aircraft artillery units, once placed on the map, may never move unless to be removed from the map due to a combat result. HQ and AA artillery units may move via redeployment (see section 5.0).

17.3 Aerodromes

Aerodromes may be placed only in town hexes (not city hexes). You may base air units from hexes containing aerodromes. Each aerodrome may base up to three air units, but note there may never be more than one aerodrome in any one hex at the same time. If an aerodrome is destroyed by bombardment, any air units based there at the time remain in play, but they may not fly any missions from that hex until a new aerodrome is built there. Such units could be redeployed to other aerodromes in the redeployment phase.

17.4 Anti-Aircraft Artillery

Anti-aircraft artillery units may be placed in any friendly controlled land hexes. Each anti-aircraft artillery unit in a hex provides the number of AA points indicated on the marker. There may never be more than one AA artillery unit in a given hex at any one time; however, also note that available AA units may be combined or broken down at any time, thereby effectively allowing for the AA reinforcement of a given hex over time (see 15.2).

17.5 Civil Defense

Civil defense units may be placed only in town and city hexes. The presence of a CD unit reduces the impact of certain combat results inflicted in their hex and in neighboring hexes (see the Bombardment Table). If more than one civil defense unit is adjacent to a hex, there is no additional effect. Note the CD effect applies only to attacks on target hexes, not to attacks against any land or naval units that may happen to be in or adjacent to the hex.

17.6 Early Warning

Early warning units may be placed on any friendly controlled land hexes. Whenever an unspotted enemy aircraft unit flies within two hexes of to a hex containing an early warning unit, that air unit is spotted and flipped face up. If an early warning unit is within four hexes of a friendly HQ unit, any enemy air unit entering any hex within four hexes of that early warning unit is spotted. Having more than one early warning unit within the spotting radius of a hex has no additional effect.

17.6 Headquarters (HQ)

HQ units may only be placed in friendly controlled town and city hexes. HQ allow their owning player to combine aircraft units into a single mission group if they are based within four hexes (see 10.1). Having more than one HQ within the command radius has no additional effect. (Also see 17.6 above.) HQ also provide a die roll modifier to friendly air and AA forces within four hexes when conducting fire; see the Pursuit Table. Last, when playing with optional rule section 26.0, HQ have an effect on scrambling.

18.0 Naval Unit Details

18.1 There are two types of naval units in the game: an aircraft carrier and two seaplane tenders. All naval units are British; there are no German naval units in any scenario.

18.2 Naval units may move in the Redeployment Phase. The British player may choose to move them to any other all-sea or coastal hexes within the strictures set out in rule 5.1.

18.3 Naval units may be attacked by German bombardment attacks. If the aircraft carrier receives any kind of damage or elimination result, any air unit(s) it's carrying also suffer(s) that same result. Carrier-based air units may not be attacked separately from the carrier.

18.4 For all purposes, the aircraft carrier is treated as an aerodrome, except it may launch and land only carrier-based air units (air units with "CV" on their counter). Carrier air units may be landed on, and take off from, both the carrier and aerodromes on land. The aircraft carrier spots all enemy air units that fly within four hexes of its position.

18.5 Seaplane Tenders were used to base recon aircraft for patrols. In the game they don't deploy or base air units; their intrinsic air units are represented by their capability to spot all flying enemy air units within four hexes of their locations.

19.0 Aces

19.1 Players receive aces either during initial deployment or as a result of victories in combat. There are three types of aces: fighter, bomber and Zeppelin.

19.2 Each time a flying air unit or mission group accomplishes one of the following, check to see if an ace is generated: 1) inflicts a result of D, E or Z on an enemy air unit; or 2) inflicts a bombardment result of B1, B2 or B3.

Whenever either of those occur, roll a die (no modifiers apply). If that result is a six, an ace is assigned to the generating air unit or mission group. Immediately place the ace with a specific receiving air unit within the receiving mission group. The ace must be the same type as the specific receiving unit. For example, a fighter unit would receive a fighter ace. Within that stricture, exact Ace placement is up to the owning player.

19.3 If a given air unit already has an ace, place the newly arriving ace with it anyway. He may be transferred. A newly arrived ace remains with its receiving air unit for as long as he's in play, unless transferred.

19.4 An ace may be transferred to another air unit of the same type during any Redeployment Phase. Simply move him to another such unit. An ace must always be with one or another eligible air unit. In some cases, owing to a result on the Crash Table, an ace may be separated from his air unit. In that case, he must be placed with another friendly air unit of the same type.

19.5 If an ace's air unit is eliminated due to an E or Z result, or due to a Damage or Crash Table result that specifically calls for it, the ace is also eliminated.

20.0 Fog of War

20.1 At the start of each scenario, all air units of both sides are initially placed face down on the map, representing their "fog of war" (or unspotted) status. You may not examine the other side of unspotted enemy air units. You may examine all face-up enemy units. (And, yes, you may always examine all of your

own units, both face-up and face-down.)

20.2 You may examine enemy air units according to the spotting rules given in section 11.0. Note that Zeppelins are always considered spotted, both on the ground and in the air.

20.3 You may examine both sides of single and stacked enemy land, naval or grounded air units: 1) every time a friendly air unit flies over them; 2) if a successful recon mission was conducted in their hex; and 3) according to certain random events.

20.4 Once spotted, a unit remains spotted for the remainder of the month.

20.5 During the Admin Phase, all spotted air and naval units are again flipped face down. Land units don't have unspotted sides and, in fact, are often backprinted with land units of other types in order to make maximum use of the space available in the counter-mix. When stacked, however, land units beneath the top unit in that stack may only be examined by the opposing player in accordance with 20.3 above.

20.6 Fakes

The German player has six "Fake" air units with which he can try to deceive the British player. The German player receives one fake unit per Reinforcement Phase at no cost in morale points. He may never have more than six fakes in play. Fakes are treated as all other German air units, except the instant a fake unit is spotted and flipped face-up it's removed from the map. Fakes may never engage in combat. The British gain no MP for the elimination of Fakes. Fakes have unlimited endurance and hence no endurance markers. An eliminated fake is recycled back into play in the following month.

20.7 Neither player may examine his opponent's endurance markers or counters being held off-map. Both players should keep their Flying Turn Tracks covered with sheets of paper during play. If either or both players distrust the other to the point this kind of trust arrangement won't work, obtain a neutral third party to monitor both side's hidden tracks, etc.

21.0 Royal Air Force

21.1 The British player may create the Royal Air Force during any RAF Creation Phase. To do so he expends 10 morale points and announces the change. Once the RAF has been created, it remains so for the remainder of the game.

21.2 Effects

As soon as the RAF has been created, British mission groups may stack up to three flying units per hex instead of two. Further, the cost for British bomber units is reduced from three to one MP.

22.0 Random Events

22.1 During each Random Events Phase, each player rolls one die. Those roll results are totaled and that combined result is cross-indexed on the Random Event Table to give one event for that month. The result is applied immediately.

22.2 Don't roll for random events during the first month of a scenario.

23.0 Victory

23.1 Morale Points

At the end of the game players compare their morale point (MP) totals to determine who (if either) won the game. The player with the lower final total of MP subtracts that number from the higher player total. That difference determines the outcome of the game. That is, the player with the higher total will either win one or another level of victory, as described below, or the game is a draw.

23.2 Levels of Victory

The various categories of victory are arranged below from lowest (marginal) to best (strategic).

0-5 MP: draw

- 6 to 15 MP: marginal victory
- 16 to 25 MP: tactical victory
- 26 to 49 MP: strategic victory

23.3 Sudden Death Victory

If at any time during a game one player has a lead over the other of 50 or more MP, that game ends immediately and that player wins a super-strategic victory.

Optional Rules

24.0 Training

24.1 During the Training Phase or each game turn, players may declare any number of their air units to be resting in order to gain “Up” status, and may similarly also declare any number of their air units to be undergoing night training. No single air unit may both night train and be designated as resting to gain “Up” status during the same month. That’s decided on a unit by unit basis by the owning player, who should indicate those decisions by noting them on his Squadron Roster Sheet for “Up” status, and by flipping a night training unit’s endurance marker so its night trained side (“NT”) side shows upward on the Flying Turn Track. Any number of “Up” rests and night trainings may be conducted each month, the only limit being no more than one such operation may be conducted per given air unit during a single month.

24.2 Completing the one month rest needed to gain “Up” status indicates a squadron is rested and ready for action. You may designate any number of air units to be resting in that way during any Training Phase, but those designated units may then not fly any missions that month. They may redeploy as described in section 5.0. A newly designated “Up” unit may make practical use of that status during the following (or later) month. A unit that’s already “Up” may not be doubly “upped”. A unit needn’t be sent on a mission simply because it starts a new month already in “Up” status. “Up” status units may be held back, retaining that status month after month, as long as the owning player desires.

24.3 Up Effects

An “Up” air unit receives a one column favorable shift when dog fighting or bombarding/strafing. Using this rule, air units that aren’t “Up” may still fly missions, etc., they just don’t receive the bonus for being Up.

24.4 Loss of “Up” Status

An “Up” air unit that has flown any mission other than redeployment loses that status as soon as it lands. Of course, each such unit could potentially be rested and “re-Upped” any number of times during play, as decided by the owning player.

24.5 Night Training

You may conduct night training for any of your air units simply by declaring it and flipping over its endurance marker so its night trained (“NT”) side shows upward. Any air unit undergoing night training may not fly any missions during that month other than redeployment. Unlike “Up” status, once a unit is night trained, it remains so until such time it’s eliminated or recycled. If a night trained air unit is removed from play owing to any combat result or crashing, night trained status is lost for it until such time it’s reentered into play and it undergoes the training again.

24.6 Automatic Night Training

The following air units enter play automatically night trained, whether they come in as part of initial deployment or as reinforcements. They don’t require, and can’t benefit from, any additional night training: Zeppelins and British Be-2 fighters.

24.7 The effects of night training are listed beneath the various game charts. A unit may not be given both “Up” status and night training during the same month; however, a unit that was night trained during a

previous month may rest to achieve “Up” status on a subsequent month. An air unit that is both “Up” and night trained simultaneously enjoys all those benefits. Land and naval units may never achieve “Up” status nor may they night train.

24.8 Multi-Unit Mission Groups

Within multi-unit mission groups, all those units must be in “Up” status or night trained for their combined operations to enjoy those benefits. Of course, as flying turns progress, the player controlling such mixed groups (that is, containing both night trained and non-night trained units, “Up” and “not-Up” units) could break off sub-groups that had ‘pure’ status and thereby enjoy those benefits with those night trained or “Up” units in solo operations.

25.0 Fighter Patrols

25.1 Both players may assign their fighter air units to “patrol” missions. That’s done by placing a patrol marker atop such units or otherwise noting that status on the squadron roster. Fighters flying patrols are immediately moved to the hexes they will patrol that month. Such hexes must be within one move of the patrolling fighters starting locations. Patrolling fighters function normally except for the following changes. Within normal stacking limits, more than one fighter unit may be assigned to the same hex.

25.2 If enemy air units enter a hex adjacent to a hex containing friendly patrolling fighters, they are instantly spotted.

25.3 Interception Combat

If enemy air units enter a hex containing friendly fighter units on patrol, the player owning those patrolling fighters may declare “Interception!” This is an exception to rule 12.1, which states dog fighting only occurs during Air to Air Combat Phases. The moving enemy air units must stop and air to air combat is resolved with the patrolling units making the attack. After that interception combat is resolved, surviving intruders may continue their move. Interception combat is resolved one hex at a time, and each intruding mission group fights separately.

25.4 Ranged Interception Combat

Similar to the above, if enemy air units enter a hex adjacent to a hex containing friendly patrolling fighters, the player owning those patrolling fighters may declare “Ranged Interception!” The intercepting player then moves his patrolling fighters into the adjacent hex and resolves combat as described above in 25.3. If there is more than one fighter unit in a patrolling mission group, the stack may be broken up and one or more may conduct the ranged interception in the adjacent hex while the other(s) stay(s) behind. Once a ranged interception is conducted, move any surviving patrollers back into their original patrol hex.

25.5 Moving enemy air units may be intercepted only if they move into a hex using normal movement. That is, interception may not be used against enemy units that move into a hex as a result of a Damage of Formation Shattered result, though they would still be spotted under this rule.

25.6 When intercepting, close-in or ranged, the intercepting (non-phasing) force is considered to be the attacker and the intruding (phasing) force is the defender.

25.7 Endurance Loss

To make a close-in or ranged interception, each intercepting air unit must lose one turn of endurance. Within that shrinking endurance limit, and the strictures given below, a given patrolling unit or mission group may conduct any number of interceptions (ranged or close-in) per month.

25.8 Restrictions

- 1) Patrolling fighters may not be part of a mission group containing bombers, or other fighters that aren’t conducting patrols.
- 2) Patrolling fighters may not move in any other way during their own side’s Movement Phases that month.

- 3) Patrolling fighters may not conduct bombardment or strafing.
- 4) A given patrolling fighter may conduct no more than one interception, close or ranged, per enemy flying turn. However, the spotting of enemy air units that enter an otherwise expended patrolling unit's hex, or adjacent hexes, still occurs.

25.9 Interception Example

An enemy mission group enters a hex containing a patrolling fighter. The player owning the patroller may declare interception. If he declares interception, immediately resolve that combat. A second enemy mission group then enters a hex adjacent to that same patrolling fighter. Since the fighter already conducted an interception that enemy flying turn, it may not conduct another; however, those newly intruding enemy air units would still be spotted. If, on the following enemy flying turn, an enemy mission group entered a hex adjacent to, or the same as, the patrolling fighter's hex, the player owning the patroller could again decide to intercept.

26.0 Scrambling & Climbing to Altitude

26.1 On the flying turn an air unit takes off: 1) it may not leave its base hex, though it is considered to be flying above it; and 2) it's pursuit value is reduced by one. That last applies only during its own side's player turn, not the enemy's player turn.

26.2 If an air unit takes off within four or fewer hexes of a friendly HQ, then number one above is modified in that it may expend half its speed factor to move (round down any remainder). Number two above remains unchanged.

27.0 Designating Targets

27.1 You may assign bombarding units to specific targets. That's done by so noting those particular targets on your Squadron Roster Sheet during the Mission Preparation Phase. This has to be a specific hex and a specific target within that hex. Such listings have the following effects.

27.2 If/when a bombarding unit or mission group bombs a target that matches its planned target, that force gets a one-right column shift on the Bombardment Table. Conversely, if a bombarding unit or mission group ends up bombing a target that doesn't match its planned target, that bombarding force suffers a one-left shift on the Bombardment Table. Target assignments are made in secret but must be shown to the opposing player at the time of each such planned bombardment.

28.0 Reisons

28.1 German Reisons (Giant) bombers have special rules, as they had radios that allowed them to better coordinate their aerial operations.

28.2 Normally, when units unstack they may not stack again; however, a mission group containing one or more German Reison bombers may re-stack with any other mission group containing one or more Reison bombers. (Other types of planes may also be present.) They may do so even if they did not initially stack together.

28.3 In addition, flying Reisons may be formed or reformed into mission groups on any flying turns. Just move them into the same hex. (Again, other types of planes may also be present.)

29.0 Advanced Night Operations

29.1. Using this rule, an air unit may not initiate air-to-air combat during a night flying turn unless it's night trained (see section 24.0). An air unit may still fire back in defense during a night turn if attacked by night trained units, regardless if it is itself night trained. Further, an air unit may conduct bombardment or strafing during a night turn unless it is night trained, and even then the one-left column shift still applies

29.2 AA artillery may fire at night using the listed modifiers. Early warning units also perform normally at night.

29.3 Stacking & Mission Groups

Neither player may stack any units at night. Any units flying in a stack when night descends must end that turn un-stacked or face the normal penalty for overstacking (see section 9.0).

29.4 Night Landings

An air unit that's not night trained must still make crash checks if they land on a night turn. Night trained units don't make such checks; they land normally.

30.0 German Air Defense Increases

Each time the British player makes a bombing or strafing attack on a land unit or based aircraft unit on the German side of the front line, the Germans gain 1 AA artillery point as a free reinforcement during the next month's Reinforcement Phase. That's a maximum of one free point per month, regardless of how many triggering British raids actually take place during a month.

Scenarios

31.0 Scenario 1—First Battle of Britain: 1st Phase

This scenario covers the first phase of the German aerial offensive. The Germans inflicted considerable psychological damage on the British, but improved British air defenses then forced an end to their day missions.

31.1 Game Length

Start: May 1917

End: at the end of December 1917

31.2 British Deployment (set up first)

Morale Points: 0

Air Units:

Fighter Squadrons in Britain: 33, 36, 38, 39, 50, 51, 75, 76, 77 & 78

Fighter Squadron in France: 66

Aces: none

Land Units:

Aerodromes: x 6 in Britain; x 1 in France

AA Artillery: x 8 in Britain

Early Warning: none

Headquarters: 1 in Britain

Naval Units: none

Available Reinforcements: all units except those marked "18."

31.3 German Deployment (set up second)

Morale Points: 0

Air Units:

Bomber Squadrons in Belgium: 13, 14, 17

Fighter Squadrons in Belgium: Jasta-1

Fake squadrons in Belgium: two

Aces: 1 x Bomber

Land Units:

Aerodromes: x 3 in Belgium

AA Artillery: x 3 in Belgium

Early Warning: none

Headquarters: x 1 in Belgium

Available Reinforcements: all units except those marked “18.”

32.0 Scenario 2—First Battle of Britain: 2nd Phase

This scenario covers the second phase of the German aerial offensive, when the Germans switched to night bombing.

32.1 Game Length:

Start: January 1918

End: end of May 1918

32.2 British Deployment (set up first)

Morale Points: 20

Air Units:

Fighter Squadrons in Britain: 33, 36, 38, 39, 44, 50, 51, 61, 75, 76, 77, 78, 112 & 1/RNAS

Fighter Squadron in France: 66

Aces: 1 x Fighter

Land Units:

Aerodromes: x 9 in Britain; x 1 in France

AA Artillery: x 12 in Britain

Early Warning: x 6 in Britain

Headquarters: x 4 in Britain

Naval Units:

Seaplane Tenders: x 2

Available Reinforcements: all other units

32.3 German Deployment (set up second)

Morale Points: 15

Air Units:

Gotha Bomber Squadrons in Belgium: 13, 14, 15, 16, 17 & 18

Reisen Bomber Squadrons in Belgium: 1/501 & 2/501

Zeppelin Squadrons in Belgium: L-1 & L-2

Fighter Squadrons in Belgium: Jasta-1 & Jasta-4

Aces: 2 x Bomber

Land Units:

Aerodromes: x 6 in Belgium

AA Artillery: x 4 in Belgium

Early Warning: none

Headquarters: x 2 in Belgium

Available Reinforcements: all other units

33.0 Scenario 3—First Battle of Britain: Campaign Game

This covers the entire campaign. It came to an end when the Germans launched their final land offensive on the Western Front in Spring 1918.

33.1 Game Length

Start: May 1917

End: end of May 1918

33.2 British Deployment (set up first)

Same as Scenario 1.

33.3 German Deployment (set up second)

Same as Scenario 1.

34.0 Squadron Roster Sheets

35.0 Q&A

1) What does D1 as a bombardment result (for example, in B1&D1) mean ? Which point value does it refer to ?

"Defender removes the point value of the target." Point values are in the Morale Point Scoring Table on the "south" side of the map, under "France".

2) Taking off / Landing planes. Does it happen on the german/english movement phase - so you just start off, or do you have to do this in two steps: take off (wait one turn above aerodrome), then move (in second turn) - and the same with landing (get above aerodrome), then land on the next turn ?

8.6 In the standard rules, an air unit taking off has its full movement factor. Optional rule 26.0 changes this, if used.

3) Morale Point Scoring - how does 3x * , 2x * and 1x * work ? Could you please give an example ?

The points in the Morale Point Scoring Table right hand column are the number of points received. (Ignore the "x" after the number.) For example, if you get a "D2" result against a named target in London (3x), the total points received would be "6".

4) Also, if a side doesn't fly in a given month they can gain 1d6 worth of MPs. What's to keep the Germans, for instance, from scoring on a raid or two and then "running out the clock" by dicing for MPs? We picked-up on this in our game, but decided it would be a little too gamey, so in the interest of sportsmanship we tried not to unrealistically abuse the procedure. I can see the usefulness of the rule to allow each sides OOB to build as the game progresses. Maybe a limit on number of times a side can gain MPs by not flying?

I could point out that the Germans historically should have done this: had they quit when they were ahead during the opening months of the campaign, they would have gained some kind of victory insofar as the British would have still been panicked and have pulled back their air defenses from France. By dragging out the campaign, they gave the initiative to the British, who created the RAF.

On the other hand, if the Germans do not fly, the British do not have to, either. Given the vagaries of the die roll, the game could either way.

Here's an easy fix: (add) 4.6: If both players fly no missions for three turns in a row, then the game comes to an end in a draw.