

17.0 EXAMPLES OF PLAY

The following examples of play are intended to illustrate key aspects of the game, as well as ease players into play.

17.1 Scramble

It is turn 1. Neither player has committed any RB units to Arras (German) or the Douai or Cambrai (Allied) areas. The Allied player automatically has the initiative on turn 1, and declared the first mission with the hex 1709 as its goal where the German 1st Bavarian Infantry Division is located. The most distant mission units are flying from an aerodrome at hex 1711 (range of 2 hexes). The German player has two un-flown fighter units in hexes 1704 with Jasta 11 and 1804 with Jasta 6 that he elects to have intercept (the maximum, at a mobile airbase, the one at 1804 being under construction and hence on its disrupted side).

The German player declares two fighter units will attempt to intercept. The closest, Jasta 11 (DIII) with an ace, is in 1704 (5 hexes away). The 5 hex range to the Mission hex is reduced to 3 for the 2 hexes Mission flew to 1709, so the intercept DR modifier is -3. There are no other applicable modifiers. The interception 1D10 is 3, reduced to 0 for the modifier, so Jasta 11 easily intercepts as that is well below the DIII's SR of 5. The other German fighter is Jasta 6 (DII) located at a disrupted mobile airbase (it was just placed there during the first turn's Airbase Construction Phase, per Case 6.5.2) at hex 1804. This fighter unit also moves 5 hexes and has its intercept DR modifier reduced to -3 for the mission unit's move of 2 hexes. However, an additional 1 is added for its being based at a Disrupted airbase, making the DR -2. The intercept D10 is 10 that is modified to 8. This is greater than DII's SR of 4, so its interception fails.

Since the mission was intercepted play will move to the Aerial Battle Board (ABB). The Allied player reveals that the mission is composed of two air units; one Be-2 (III/12) and one Re-8 (III/59) and is an Artillery Spotting mission.



17.2 Aerial Combat (includes AA and Artillery Spotting)

Since there is a successful interception, this takes place on the ABB. The Allied player secretly assigns movement sequence numbers to each of the two units in his coordinated mission: Sequence 1 goes to the Re-8 and Sequence 2 to the Be-2. Unit Jasta 11 has an ace marker with it. The German player assigns his Sequence 1 marker to DIII piloted by the Ace, and starts it at High Altitude. The German player rolls 1D6 and gets a 2, placing it in ABB hex 3004 facing towards 3104. The German player rolls 1D10 to check for Surprise (Case 8.7.5), but the 1D6 is 6, so Red Baron will not have Surprise. The loaded bombers start at medium altitude in "M" (mission entry) hexes 3615 (Be-2) and 3714 (Re-8) facing towards the "T" (target) hexes. 1D6 is rolled to determine the Sun's location for the battle. It is a 3, so the Sun marker is placed in one of the "3" hexes on the ABB. The wind direction 1D6 is a 6, so wind will not be a factor in this battle. The Air Battle Round Marker is placed in position '1' of the Air Battle Track.

GAME TURN

2 APR 11-12

3 APR 13-14

4 APR 15-16

5 APR 17-18

6 APR 19-20

7 APR 21-22

8 APR 23-24

9 APR 25-26

10 APR 27-28

11 APR 29-30

12 APR 1-2

ABB Hexes: 3002-4215

Target (T): 3504, 3604, 3704, 3605, 3705

Mission Entry (M): 3615, 3714, 3215, 3415, 3815, 4015

SUN: 4103

ACE: 3004

WIND DIRECTION: 1, 2, 3, 4

SURPRISE: 1 or 2 Night Bombing, 100 Night Bombing, current turn at, can only be used, the turn if it flies, potentially sub, It cannot fly w, play at any AL, enters the game, reduced by a, will be reduced, If eliminated, No Event if r, the NB unit f, ed. This even, available (no

AIR MISSION TYPE

HIGH ALTITUDE

AIR SPOTTING

BALLOON BUSTING

BOMBING ATTACK

STRAFFING ATTACK

BATTLE ROUND

2 3 4 5 6 7 8

GROUND MAX AIR MAX

ROUND 1 -----

- A1 (Re-8)** Moves to hex 3711 without changing direction.
- A2 (Be-2)** Moves to 3612 without changing direction
- G1 (DIII w/Ace)** Moves to 3306 and dives to medium altitude without changing direction (giving a potential MP increase of 2). *Note: The German player has not elected to move the air unit with the additional 2 MP from diving, therefore eliminating the need to perform a fragility DR check (Case 8.7.7).*

The Air Battle Impulse marker is moved to box 2 on the track.

ROUND 2 -----

- A1 (Re-8)** Dives to low altitude (gains 1 MP) and moves to 3707 without changing direction.
- A2 (Be-2)** Dives to low altitude (gains 1 MP) and moves to 3608 without changing direction.
- G1 (DIII)** Moves to 3607 (1MP) and dives to Low (giving a potential MP increase of 2).

The unit's movement is interrupted as Observer Defensive Fire from the Re-8 can be made (none can be made from the Observer in the Be-2 since the DIII is directly in front of the Be-2). The Observer Fire 1D10 is 5, to which is added 2 for the observer's AF, but 1 is deducted due to the DIII Ace, another 1 for firing from the DIII's side aspect, and another 4 is subtracted for the DIII's DF. The modified DR result is 1. That is less than the DIII's DF, so the fighter is unscathed.

The image shows a hexagonal grid map with coordinates from 3004 to 4215. A sun icon is in the top right. A track on the left shows dates from APR 11-12 to APR 23-24. At the bottom, there are mission tracks for Altitude, Air Mission Type, and various actions like Balloon Busting and Bombing Attack.

Map Details:

- Units:**
 - Re-8 (Observer) at 3711 (Round 1) and 3707 (Round 2).
 - Be-2 (Observer) at 3612 (Round 1) and 3608 (Round 2).
 - DIII (Fighter) at 3306 (Round 1) and 3607 (Round 2).
- Movement Paths:**
 - Re-8: 3711 → 3707
 - Be-2: 3612 → 3608
 - DIII: 3306 → 3607
- Altitude:**
 - Re-8: High → Low
 - Be-2: High → Low
 - DIII: High → Low
- Mission Tracks:**
 - Altitude:** 1 (Low), 2, 3, 4
 - Air Mission Type:** 1 (Spotting), 2 (Balloon Busting), 3 (Bombing Attack), 4 (Strafing Attack)
 - Observer:** 1 (Low), 2 (Low), 3, 4

The DIII then expends 1 MP to attack the Re-8. The 1D10 is 7, increased by 5 (4 for the unit's AF and 1 for the Ace), -1 for firing from the target's side aspect, and reduced another 3 for the Re-8's DF. The modified result is 6, which is double the Re-8's DF of 3, so the Re-8 is flipped to its reduced side and marked as disrupted.

The DIII then climbs back to medium altitude and turns to face 3608 (3 MP). By first climbing before turning, the DIII is not subject to any more Observer Defensive Fire from the Re-8 (or again any from the Be-2) as the altitude differential puts the DIII out of range. The 5 MP expended by the DIII equals its SR, and leery of pushing his luck further the DIII ends movement with no fragility check being made.

The Round Marker is moved to the 3 Box.

ROUND 3 -----

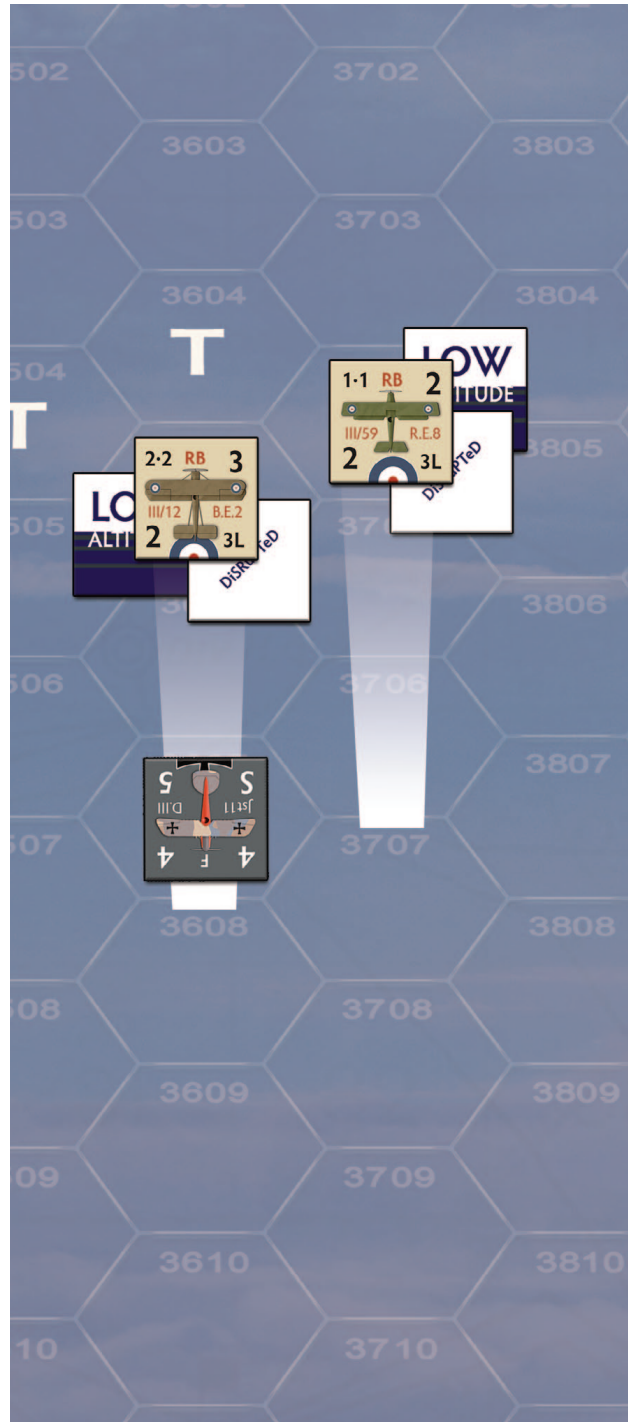
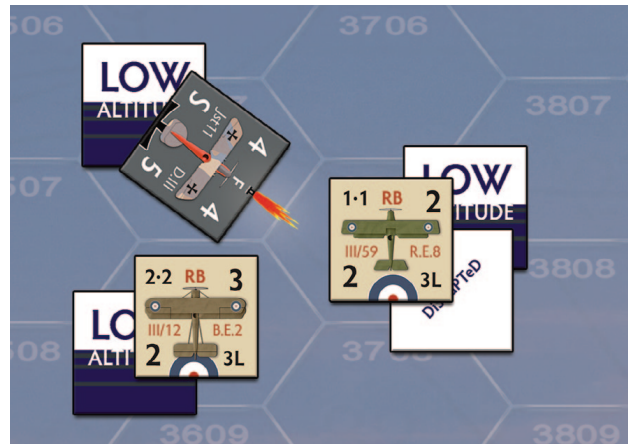
• **A1 (Re-8)** Moves 3 hexes to the target zone hex 3704 and can resolve its artillery spotting mission (same as resolving a bombing attack) since it moved in a straight line at least 2 hexes and did not change altitude (Case 8.10.3). First, however, AA fire is resolved (Case 8.9.1). The AA fire 1D10 of 5 has 1 subtracted from it for the Re-8 being at low altitude, -1 for being disrupted, and another 1 is subtracted for the infantry unit's AA factor of 1. The modified DR result of 2 is cross referenced on the Anti-Aircraft Fire Table under the 1 column (AA factor) and results in the Re-8 being marked as disrupted, but since it was already Disrupted there is no additional ill effect on the Re-8.

The Re-8's artillery spotting mission is resolved as a bombing attack (Cases 8.10.5 and 8.10.6). A D6 is rolled and a 3 is obtained. To this 1 is subtracted for the Re-8 being at low altitude, another 1 is subtracted due to the Re-8 moving three hexes (not just 2), and 1 is added because the Re-8 is disrupted. The modified DR result is 2, that equals the reduced Re-8's bomb factor 1 hit would be awarded if this was a bombing mission, but because it was an artillery spotting mission it is a failure.

• **A2 (Be-2)** Moves forward to target zone hex 3605, and it too can resolve its artillery spotting mission using the same processes as that for the Re-8. The AA fire attack DR is 4, modified to 2 for the Be-2 being at Low Altitude (-1) and the target AA factor (1). The modified result of 2 is cross referenced under the 1 column, resulting in the Be-2 being marked as disrupted.

The Be-2's artillery spotting mission is again resolved as a bombing attack. The D6 is rolled and a 1 is obtained. To this 1 is subtracted for the Be-2 being at low altitude, another 1 is subtracted due to the Be-2 also moving three hexes, and 1 is added because the Be-2 is disrupted. The modified DR result is 0, that is less than the Be-2's bomb factor of 2. Because this is an artillery spotting mission another D6 is rolled, subtracting 1 from the DR because the Be-2 was at low altitude. The DR is 3, reduced to 2. That equals the Be-2's BF so the artillery spotting mission was successful. The Canadian Artillery Support marker is increased by 1 level on the Game Record Track (the mission occurred in close proximity to the Canadian Corps units).

Designer's Note: This artillery support adjustment is made as soon as the successful air observation result is obtained. Remember, this air units represent groups of aircraft, and this result assumes enough observer aircraft from this unit's group made it back for the mission to be judged a success.



Note: Hit and Altitude markers are not put on the ABB normally, but are shown in these diagrams to illustrate the round's actions

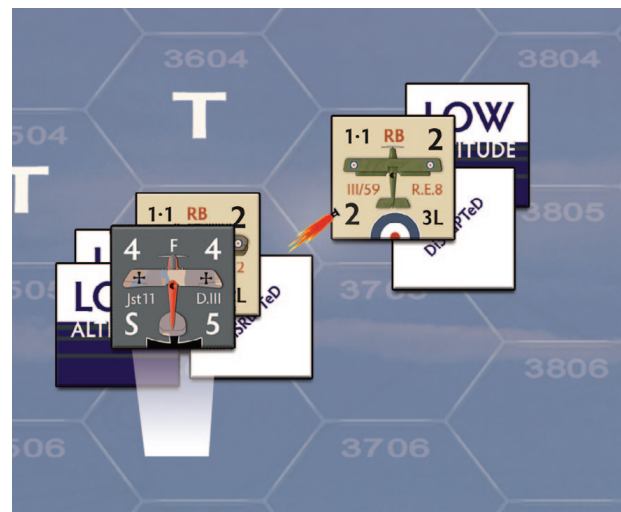
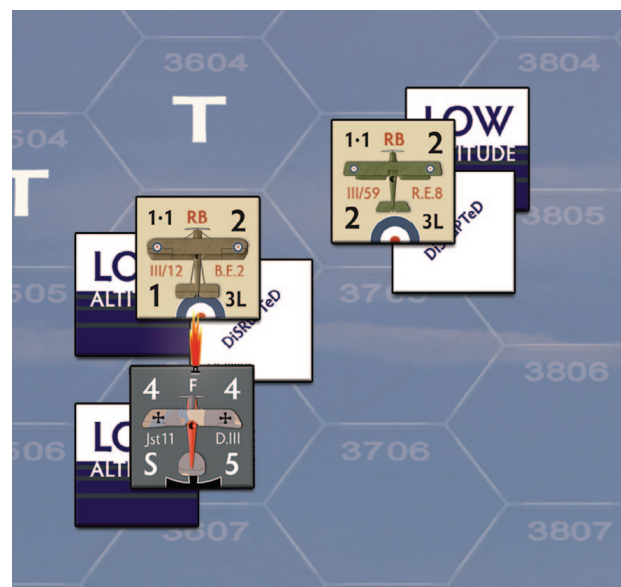
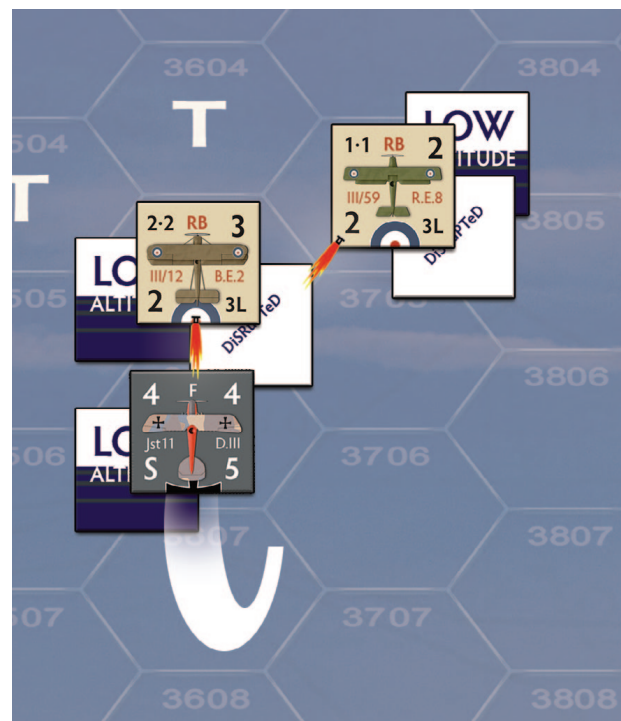
• **G1 (DIII)** The fighter in 3607 performs an Immelmann turn (2 MP) to face 3606, and then moves to 3606 (1MP). It then dives to Low altitude that lead to Observer Fire attacks from the Be-2 in 3605 and the reduced Re-2 in 3704 (both also disrupted), interrupting the DIII's movement.

The Allied player elects to resolve the Be-2 observer's fire first. The 1D10 of 8 has 2 added to it for the Observer's AF to which 4 is subtracted (DIII's DF), -1 for the Ace in the target DIII, and -2 for the Be-2 being disrupted. The modified result is 3, which is less than the DIII's DF, so the observer fire missed. The reduced Re-8 gets a DR of 0 (good shooting, Tex!) to which 1 is added for the Observer's AF. However, this is reduced by 4 (DIII's DF), 1 for the Ace, 1 for the Re-8 being disrupted, and another 1 for the 1 hex between the Re-8 and the DIII. The modified DR result of 4 equals the DIII's DF, so although close, the Observer never had a chance at that range against the Red Baron in a disrupted and reduced formation.

The DIII then expends another MP (4) to attack the Be-2 at 1 hex (point blank) range. The DR is 6, to which are added the DIII's AF of 4, 1 for the Ace and 2 for attacking from the target's rear aspect. To this subtracted 2 (Be-2s DF less 1 for being disrupted). The modified DR result is 10. This is more than double the Be-2's DF, so it is flipped to its reduced side. It is already marked as disrupted, but there is no additional effect from this combat on the Be-2.

The DIII finishes its move of 5 MP by entering the hex with the unfortunate Be-2, triggering another Observer Fire attack from the reduced and disrupted Re-8 in 3704 (another by the Be-2 is not allowed since the DIII is in the same hex). The Observer Fire 1D10 is a 10, increased by 1 for the Observer's AF but this reduced by 7 (4 for the DIII's DF, 2 for the Re-8 being disrupted, and another 1 for the DIII's ace). The modified DR result of 4 equal to the DIII's DF, so the Observer Fire again had no effect.

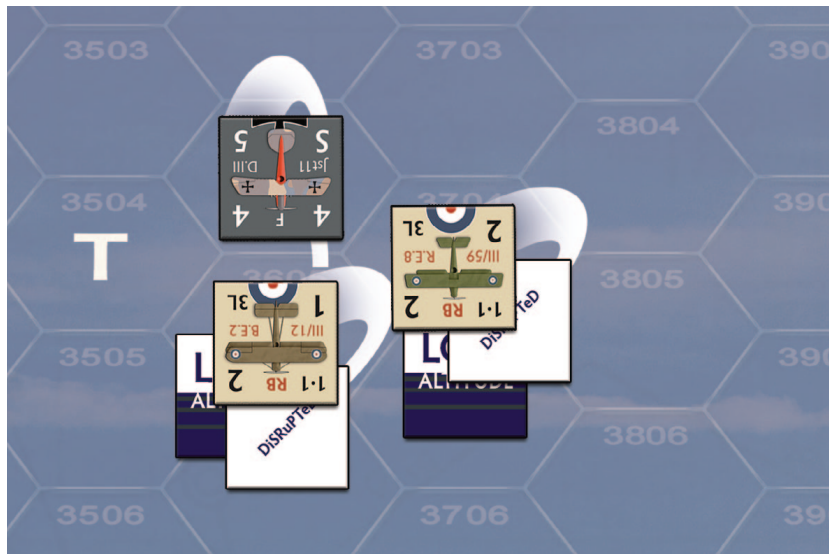
The Round marker is advanced to Round 4.



ROUND 4 -----

Now that the British air units have completed their artillery spotting missions, their “L” SR are increased by 1. They’re going to need that extra speed if they are going to have any chance at getting back to their aerodrome...

- **A1 (Re-8)** The unit expends all of its MP to perform an Immelmann turn, remaining in hex 3704 but now facing 3705.
- **A2 (Be-2)** The unit expends all of its MP to perform an Immelmann turn, remaining in hex 3605 but now facing 3606.
- **G1 (DIII)** The German player has the DIII climb to medium altitude (2 MP), putting it out of range of those pesky observers. It then moves to 3604 (1 MP) and performs another Immelmann turn (2 MP).

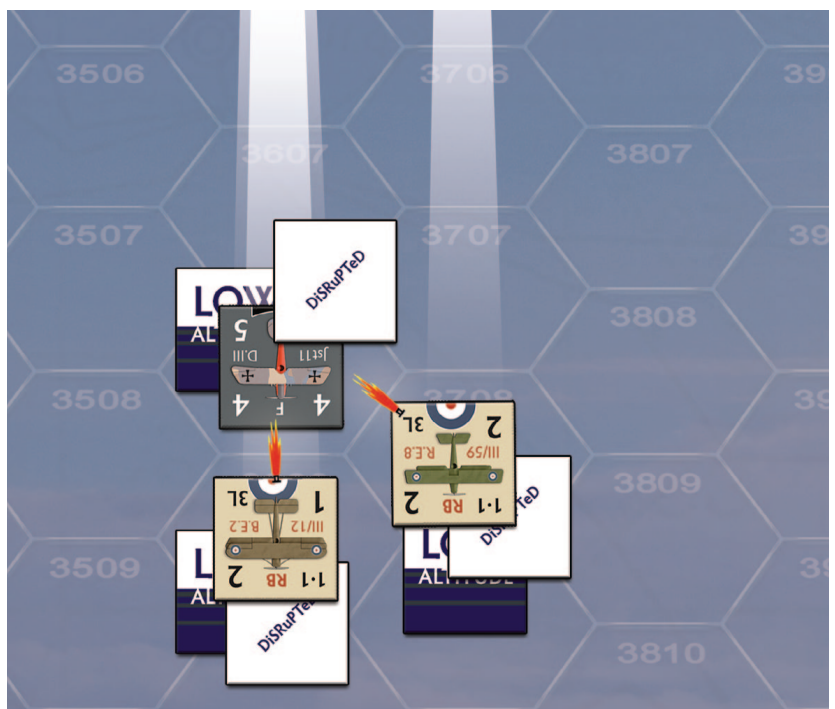


The Round marker is advanced to Round 5.

ROUND 5 -----

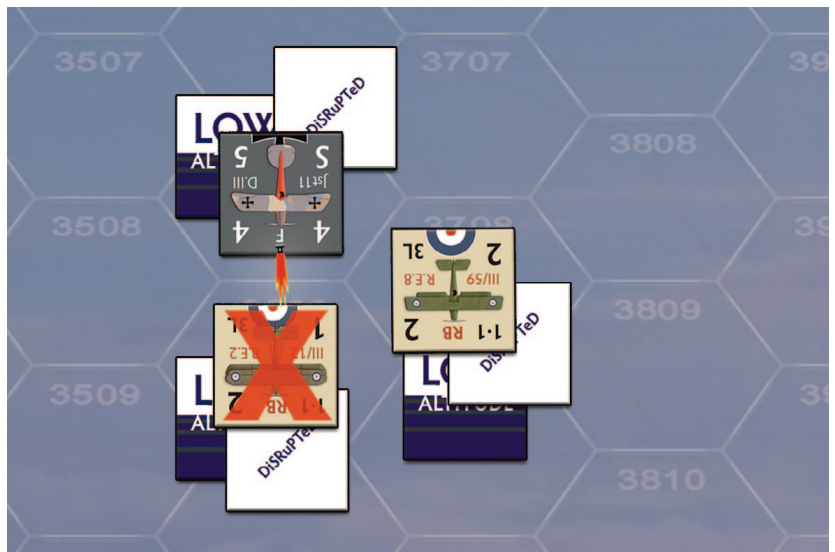
- **A1 (Re-8)** The reduced unit expends all of its MP to move from 3704 to 3708, remaining at low altitude.
- **A2 (Be-2)** The reduced unit also expends all of its MP to move from 3605 to 3609 at low altitude.
- **G1 (DIII)** Moves from 3604 to 3608 expending 4 MP. It then dives to low altitude triggering Observer Fire from both British air units.

The Be-2 Observer Fire 1D10 is 9, modified by +1 (Observer’s AF), -5 (DIII’s DF of -4 and Ace -1). The modified Observer Fire DR is 5, which is greater than the DIII’s DF of 4. The DIII is marked as Disrupted.



The Re-8 Observer Fire has the same modifiers and gets a 1D10 of 3, so it has no effect.

The DIII expends another MP (5) to attack the reduced and disrupted Be-2. The German player’s 1D10 is 2, to which are added 4 (DIII’s AF), 1 (Ace) and 2 (for attacking from the target’s rear aspect). Subtracted modifiers are 1 (Disrupted unit’s DF), 2 (DIII is now disrupted). The modified DR result is 4. This is double the unit’s printed DF of 2. Since it is already reduced, the Be-2 is eliminated.



Again, the German player exercises caution and does not expend any additional MP. However, due to the DIII being Disrupted (not normal status) a fragility 1D6 check is mandated due to it performing a dive during its movement. A +1 DR modifier is applied since the DIII is disrupted. The DR is 3, modified to 4. This equals the DIII’s SR, so it is unscathed (but just barely).

The Round marker is advanced to Round 6.

ROUND 6

- **A1 (Re-8)** After seeing many of their comrades' Be-2s plow into the ground, the reduced and disrupted Re-8 expends all of its MP to move from 3708 to 3712, remaining at low altitude.
- **G1 (DIII)** The disrupted fighter moves from 3608 to 3609 and turns to face 3709 (2 MP). The unit then moves into 3709 and turns to face 3710 (2 MP). The fighter expends another MP (for 5 total) to enter 3710. This triggers an Observer Fire attack, but the 1D10 is 2, and due to the range and other factors, this isn't even close to doing anything to the DIII. However, this is the end of the battle as the Re-8 will be able to move easily off of the map at the start of the next round.

Because both surviving air units are disrupted, both undergo Accident 1D10 checks when they are returned to their bases per Case 8.12.1. The Re-8 has 1 added to its DR check, and it is 8, increased to 9. This is less than 10, so it lands safely back at its base, but undoubtedly its crew will need their flight suits laundered. The DIIs DR check is unmodified and is a 3, so it too lands safely. Both units are placed in the "Flown, Disrupted" spaces of their airbase on their PAC.

This air battle was costly for the British, but the artillery observation mission was a success and should help the Canadian ground forces when they go over the top. Note that although the British player lost aircraft steps (2x Be-2 and 1x Re-8), victory points will only be awarded to the German player when/if the Allied player elects to replace those steps. War has a hard calculus, especially during *The Cruellest Month*. The German player has a hard choice to make with either leaving the Red Baron's disrupted Jasta 11 in play to fly again (but with reduced chance of interception success and increased risk in any combat due to its being disrupted) or to mark it as Regrouping to remove the Disrupted in the next Initiative Phase. With so few fighters on hand, and with this Jasta having the only ace at the front, taking this unit out of the fight so early in the turn will very likely have consequences. Decisions, decisions...



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