

2.1 – The Turn Sequence

During each turn the following actions are carried out in sequence.

- 1 Determine the number of Orders for the turn.
- 2 Determine the initiative. Initiative can be influenced by removing Contact Markers.
- 3 Anti-Aircraft Phase.
- 4 Activation Phase: Players alternate activating one of their aircraft. The aircraft is marked with a token after it has been activated.
- 5 End Phase:
 - i) Players alternate rolling for re-entry of “Stragglers”.
 - ii) Determine if one side has lost.
 - iii) If the game has not ended, both sides move their Contact Markers up to 6 inches in any direction. The Player who lost initiative in this turn moves all those of his Contact Markers that he wishes to move, followed by the Player who won initiative. You are not forced to move Contact Markers.
 - iv) Remove Fatigue Markers, Spent Orders or Activation Counters and Gun Jam Markers
 - v) Play now moves to the start of the next turn.

2.2 – Orders

- Each deployed aircraft or Anti-aircraft gun on table at the start of the turn generates one Order for this turn.
- Each deployed Leader generates a number of Orders for this turn. Roll a d10 and modify the result by his Leadership Skill.

<i>Order Generation</i>	<i>Modifier</i>
Roll 1d10 for each leader modified by Leadership Skill	± 0 to 2
<i>Final Score</i>	<i># of Orders</i>
10 or over	4
8 or 9	3
5 to 7	2
4 or less	1

2.3 – Initiative

Each Player rolls 1d10 adding the modifiers shown below to the score. The Player with the highest final score wins, and chooses whether to activate one of his aircraft first, or force the other Player to activate one of his. In either case, the holder of the initiative may activate one of his aircraft last.

<i>Situation</i>	<i>Modifier</i>
Force has more fighters deployed on the table	+ 1
Force has more Leaders deployed on table	+ 1
Force has highest total Leadership factors	+ 1
Per own Contact Marker removed	+ 1

If both dice show the same score, visibility increases by 6 inches (to a max. of 30 inches) if even and decreases by 6 inches (to a min of 18 inches) if odd.

3.0 – Movement Skill Tests

These all make use of the same modifiers, so a single table is placed here. A final score of 6 or greater means success.

<i>Movement Skill Tests (d10)</i>	
<i>Circumstance</i>	<i>Modifier</i>
Skill of aircraft	± 0 to 2
If Climbing use Climb Factor	± 0 to 3
If attempting a Zoom Climb	- 1
If doing Special Manoeuvre use Agility Factor	± 0 to 3
Per Fatigue	- 1

2.4 – Aircraft Activation

All deployed aircraft **MUST** be Activated each turn. Ground Units may also be Activated in specific phases shown below. If there are no Orders available then an aircraft will only be able to move. When a Unit is Activated, it carries out the following phases:

First Combat Phase

- An aircraft may Shoot at another aircraft or Spot a Contact Marker. These Actions can be carried out in any order.

Movement Phase

- An aircraft moves and may climb, dive, make turns or make special manoeuvres. The aircraft may be subject to Heavy Anti-aircraft fire when it moves.
- The other Player may respond to movement by using an Order to Shoot using Reaction Fire.
- An attempt to winch down a Balloon may be made.

Second Combat Phase

- As in the First Combat Phase the aircraft may Shoot or Spot.
- In the Second Combat Phase Aircraft may carry out a Bombing Mission or other Action involving a ground or sea target.
- A light or heavy Anti-aircraft gun may attempt to Spot a Contact Marker.
- A light anti-aircraft gun may Shoot at an aircraft.

After Activation

After an aircraft or gun has carried out all the Actions the Player wishes it is marked as having been Activated. If the opportunity arises and the Player still has Orders available, an aircraft or light Anti-aircraft gun may still use Reaction Fire to “Challenge” the movement of an enemy aircraft.

6.5 – Spotting

An enemy Contact Marker is indicated and the Player rolls d10, modified as follows:

<i>Spotting table (d10)</i>	
<i>Circumstance</i>	<i>Modifier</i>
Skill of Spotting aircraft	± 0 to 2
Aircraft has 2 or more Crew	+ 2
Per Fatigue	- 1
Contact Marker is partially in cloud	- 2

If the result is 6+, then the attempt was successful. The owner of the Contact Marker now has the following choices:

- He may declare that the Contact Marker is nothing
- He may deploy an aircraft if there is space to do so
- If the number of Contact Markers equals the number of Hidden aircraft he **MUST** deploy an aircraft if there is space. If he cannot do so then one of the Hidden aircraft is treated as lost and removed from the aircraft set aside at the start.

4.3 – Shooting

Roll a d10 to hit the target, modified using the Shooting To Hit Table, reading the result from the Shooting Effects Table. If you hit, resolve the effect of the hit immediately, which will require the Target Player to use the Shooting Saving Throw Table. After resolving the attack, you may choose to fire again, using another Order.

Shooting To Hit table (d10)	
Circumstance	Modifier
Skill of Shooting aircraft	± 0 to 2
Agility of target If Agility is - n add n; if Agility is + n deduct n	± ?
Target is a fighter aircraft marked with ☞ in the Remarks column in the Data Tables (These are carrying external stores which affect the aircraft's agility making it easier to hit)	+ 1
Fixed Forward Firing guns and Air to Air Rockets... ... shooting into Target's Tail Arc	+ 2
... shooting into Side Arc	- 1
... shooting into Front Arc	- 2
Range up to 2 inches (Close range)	+ 1
Per Fatigue on Shooter	- 1
Shooting with air to air rockets	- 2
Target is partially in cloud	- 2
Shooting Effects Table	
Final score	Effect
16 or more	Critical Hit: Target must roll on the Shooting Saving Throw Table; it must also then take 2 additional Damage
11 to 15	Critical Hit: Target must roll on the Shooting Saving Throw Table; it must also then take 1 additional Damage
6 to 10	Target must roll on the Shooting Saving Throw Table
5 or less	You miss; natural scores on the to hit dice of 1 and in some cases 2 or 3 cause a Weapons Malfunction (see below)

Shooting Saving Throw table (d10)	
Circumstance	Modifier
Skill of Target aircraft	± 0 to 2
Size of Target	± ??
Firepower of Hit	- ??
Per current Damage on target	- 1
Shooting Saving Throw Effects Table	
Final score	Effect
6 or more	No effect other than a few holes
2 to 5	Target takes 1 Damage
1 or below	Target Destroyed

Critical Misses

If a natural 1 is rolled when shooting at an enemy aircraft this is always treated as a miss, regardless of modifiers. This means the cry of "I can't possibly miss!" (due to all the modifiers) can be countered by the taunting reply of "Click, Click, Click! Bad luck old chap".

The weapons **used for this dice roll** cannot be fired again for the rest of this game turn. On an aircraft with more than one gun position only the specific arc is affected, so the aircraft should be marked in an appropriate fashion.

The effect only lasts for this turn and all weapons can then be fired as normal next turn.

4.4 – Special Weapons

Please refer to the rules themselves for details of how the following special air to air attacks are carried out using:

- *Air to Air Rockets*
- *Wfr.Gr.21 (Air-launched Mortar)*
- *"Schräge Musik"*

5 – Attacking a Surface Target

General Attack Method

In order to attack, the aircraft must have flown straight and level during the preceding Movement Phase and must start the Second Combat Phase with the target within the stipulated distance and in its Fixed Forward Arc. The Player uses an Order in the Second Combat Phase to initiate the attack. While this Order is being carried out, other crew positions cannot engage other enemy aircraft or Spot. Please refer to the specific rules for the different requirements and modifiers for attacks using:

- **5.1 – Standard Bombs** – uses 1d10 per Payload Factor
- **5.2 – Torpedoes** – uses 1d10 per Torpedo
- **5.3 – Strafing Attacks with Guns** – uses 1d10 per Firepower Factor
- **5.3 – Strafing Attacks with Rockets** – uses 1d10 per Payload Factor
- **5.4 – German Guided Bombs** – uses 1d10 per attack with a single bomb
- **5.5 – Japanese Ohka Piloted Rocket** – uses 1d10 per attack
- **5.6 – British Special Bombs** – uses 1d10 per attack

5.7 – Effects of Hits on the target

After the attack dice have been rolled, if the final score is 6 or more the table below is used to work out the damage inflicted on the target.

Surface Attack Results Table	
Final score	Effect
11 or more	Target takes the Damage shown under the attack type <u>increased by 1</u>
6 to 10	Target takes the Damage shown under the attack type
5 or less	You miss

Damage Effects

- For each point of damage scored, remove a Target Marker.
- If you inflict more damage than there are Markers, the excess is ignored.
- Any hit silences an Anti-aircraft gun, either through damage or by driving the crew away. A gun counts as a loss to the enemy when silenced.

Destroyed Target Markers are removed and placed with the downed enemy aircraft in order to keep track of the enemy Break Point.

Other Rules

Please consult the following rule sections for:

- **3.4 – Special Manoeuvres**
- **3.7 – Reaction Fire**
- **5 – Anti Aircraft Fire**
- **7.1 – Flying at Night**