

6 – Sequence of Play

- 1 **Initiative Phase:** Players determine the initiative for this move. Each side rolls d10 and adds the Skill of the Highest Ranking Pilot.

If the Leader is represented by a Contact Marker then the Player only rolls the die, with no modifier.

Ties are re-rolled.

If the dice come up with the same score, then 1 piece of cloud is removed from every group of clouds on a 1 to 5, or added on a score of 6 to 10, in either case at the downwind end of the clouds.

- 2 **Movement Phase:** Each side now alternates in moving an aircraft, Formation or Contact Marker, starting with the side that lost the initiative. The winner of the initiative can always move one aircraft, Formation or Contact Marker last, if desired.

During movement Flying Skill Tests may be required for some manoeuvres. Several FSTs may be required depending on the Pilot's actions.

Mark Activation: In order to avoid getting confused about which aircraft have moved and which have not, after each aircraft or Formation has finished its movement, mark it with a suitable Activation Counter. (This counter is then removed during the Combat Phase.)

- 3 **Combat Phase.**

i.) Any aircraft within 5 inches horizontally and ± 2 HB of the centre of a Heavy AA Burst takes damage. Remove all Heavy AA Bursts.

ii.) Aircraft, Formations, and Light or Medium AA Guns activate alternately, starting with the player who won initiative. On an aircraft each Pilot or member of Aircrew who is neither Dazed nor Dead can carry out one action:

Shoot at another aircraft with guns or rockets.

Attack a Ground Target.

Attempt to Spot a Contact Marker at night.

As aircraft carry out actions, remove Activation markers.

- 6 Heavy AA Phase: Heavy AA Batteries place Bursts on the table.

- 7 End Phase: Carry out actions in the following order:

i.) Fight Fires.

ii.) Change Force Leader.

iii.) Recover from being Dazed.

iv.) Co-Pilot takes over control of an aircraft.

v.) Remove any remaining Activation Markers

vi.) Has anyone won yet?

vii.) Play now moves to the start of the next turn.

Movement and Manoeuvre Summary			
Manoeuvre	Skill modifier*	Horizontal move	
		min.	max.
Climb	CM	ST	Reduced AS
Zoom Climb	CM	ST	
Climbing ½ Loop	AB	The aircraft gains 1 HB and turns 180°	
Level	n/a	ST	1 AS
Shallow dive	n/a	ST	1½ AS
Steep dive		0	1 AS
Power dive	AB	0	½ AS
Vertical dive		0	0
Diving ½ Loop	AB	The aircraft turns 180° If the HB lost is equal to or less than a Shallow Dive the aircraft may move up to ½ AS	

Tight Turn Skill Roll (d10) (Not if Jet, Rocket or in a Formation)	
Use the Pilot's Skill, modified using the aircraft's...	
AB modifier	$\pm ??$
Fighter aircraft carrying payload	- 1
Effect:	
Pass	The aircraft may make one or more turns of up to 60°. These must all be in the same direction.
Fail	1) Turn 30° in the declared direction. 2) Apply the effects of a failed FST.

Climb Skill Test (d10)	
Use the Pilot's Skill, modified using the aircraft's...	
CM modifier	$\pm ??$
Zoom Climb (Piston aircraft)	- 2
(Jets and Rockets)	- 3
Fighter aircraft carrying payload	- 1
Effect: [Remember: Rolling a natural "10" always fails the test]	
Pass Normal Climb	Add 1 to HB and move a distance between ST and ½ the Current AS. The aircraft can Turn or attempt a Tight Turn if the reduced AS is sufficient.
Pass Zoom Climb	Add 2 to HB and move ST straight ahead. No turns are permitted. If the aircraft contacts another at the end of this movement, the moving aircraft can choose to stop short or move beyond the other, but must end up in base contact with the other. The Stacking rules and risks of Collision are not applied in this case.
Fail	Apply the effects of a failed FST.

Climbing Half Loop Skill Test (d10) (Not if in a Formation)	
Use the Pilot's Skill, modified using the aircraft's...	
AB modifier	$\pm ??$
Fighter aircraft carrying payload	- 1
Effect: (In either case, the model has already been rotated 180°) [Remember: Rolling a natural "10" always fails the test]	
Pass	The aircraft gains 1 HB. It does not move ahead.
Fail	Apply the effects of a failed FST

Diving Half Loop Recovery Skill Test (d10) (Not possible if in a Formation)	
Use the Pilot's Skill, modified using the aircraft's...	
AB modifier	$\pm ??$
Fighter aircraft carrying payload	- 1
Effect: (In each case, the model has already been rotated 180°) [Remember: Rolling a natural "10" always fails the test]	
Pass (Shallow)	The aircraft can now move up to ½ Current AS forwards. It may also turn (assuming the MVR permits this) normally or attempt a Tight Turn, using the rules above covering Turning while Diving.
Pass (Steep)	The aircraft does not move ahead.
Fail	Apply the effects of a failed FST

Diving Recovery Skill Test (d10)	
Use the Pilot's Skill, modified using the aircraft's...	
AB modifier	$\pm ??$
Fighter aircraft carrying payload	- 1
Dive Bomber with Dive Brakes	+ 2
Such aircraft are indicated in the Aircraft Data tables	
Effect: [Remember: Rolling a natural "10" always fails the test]	
Pass	Aircraft ends its movement
Fail	Apply the effects of a failed FST

3.5 – Effects of failing a Flying Skill

Test

If you fail a Flying Skill Test, the following events will occur:

- If you were attempting a 60° Tight Turn turn the aircraft 30° in the required direction.
- The aircraft will then immediately lose HB equal to the number by which you failed the roll. If the modified Skill used to take the Flying Skill Test was 10, then no Altitude is lost.

For example, if you test with a (possibly adjusted) skill of 7, and roll 7, you have just passed the test. If you have a skill of 3 and roll 9, you will lose 6 HB.

If you were making a Power Dive or Vertical Dive this loss of altitude is taken after any other reduction of altitude you made during the initial dive.

If the test was to avoid a collision you do not lose HBs, nor do you move the aircraft forwards (see below).

- The aircraft is then moved forwards, a distance in inches equal to the MVR of the aircraft. This is regardless of its current airspeed, or of any movement already carried out. The aircraft is then stopped and does not move further UNLESS interaction with another aircraft at the same height band during this mandatory movement caused a further FST.

Important Note: when doing the mandatory movement, this ignores the effect of moving less than the Stall speed (ST) and the aircraft may move more than its maximum AS.

- If you collided with another aircraft immediately apply the effects as shown in the Movement rules.

8 – Air Combat

All guns have a range of 6.

Air to Air Rockets have a range of 8.

Pilot fires Fixed Forward Firing guns. He can choose to fire any or all or them.

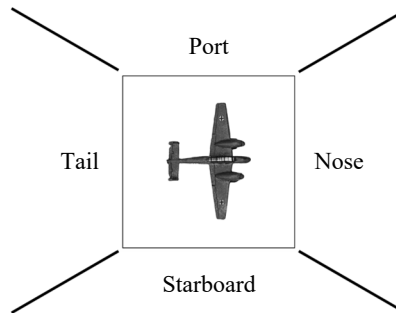
Other gun Batteries each require one available member of Aircrew.

All attacks by an aircraft are declared before any dice are rolled.

Lines of Sight are blocked by friendly aircraft at the same HB.

An AUTOMATIC HIT BONUS applies if the total of Combat Skill and any Modifiers is equal to or greater than the target DV. You must roll to hit (because a natural 1 will miss). If you do hit, roll DOUBLE the number of damage dice.

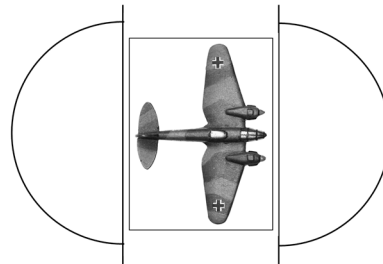
When rolling for damage with, 6's cause no damage but cause Critical Hits.



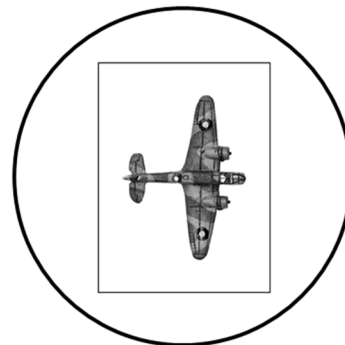
Nose and Tail arcs are +/- 30° of either side of the direction of movement.

The Nose arc is used by Fixed Forward-firing guns.

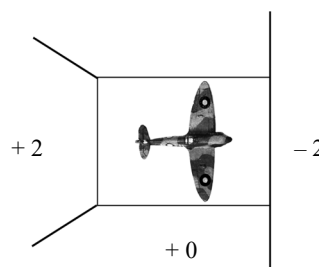
Port and Starboard arcs are in the areas shown to either side.



Front and Rear Arcs are 180° measured from the front and rear edges of the base.



Turret arc is 360° measured all round the aircraft.



If shooting Fixed Forward-firing guns from the nose arc...

... into the target's tail arc, the shooting aircraft gets a bonus of +2.

... into the target's front arc, the shooting aircraft gets a penalty of -2.

<i>Situation</i>	<i>Modifier</i>
Skill (Attack Modifier)	+ ??
Weapon "To Hit" modifier	± ??
Target is a Fighter-carrying a Payload (showing a DV of 'nn*')	+ 1
Fixed Forward-firing guns or air to air salvo rockets only	
Effective range (2 inches or less; 1 inch with "Schräge Musik") fired into any Target arc EXCEPT Front Arc	+ 2
Shooting into Target tail arc	+ 2
Shooting into Target front arc	- 2

Critical Hit Table			
❖ If after applying this effect the value is reduced to 0, the aircraft is regarded as destroyed.			
D 10	d6: 1,2,3	4,5	6
1 ♦	AS -1	AS -2	AS -3
2 ♦	DV -1	DV -2	DV -3
3	MVR +1	MVR +2	MVR +3
4	AB -1 (can go below 0)	AB -2 (can go below 0)	AB -3 (can go below 0)
5	CM - 1 (can go below 0)	CM - 2 (can go below 0)	CM - 3 (can go below 0)
6	ST +1	ST +2	ST +3
7	1D6 extra damage Bomb Sight destroyed*	2D6 extra damage Dive Brakes destroyed*	3D6 extra damage Radar destroyed*
* Cross the item of equipment off the record sheet, if present.			
For the effects of rows 8 and 9 please see the notes following the table for the specific application of the results.			
8	Effect: Pilot Dazed	Aircrew Dazed	
9	Effect: Wounded; Reduce Skill by 1	Effect: Wounded; Reduce Skill by 2	Effect: Pilot or random number of Aircrew Killed
10	I Smell Burning ! Add 1 Fire Marker Take 1D6 extra damage.	Fire Raging ! Add 2 Fire Markers and take 2D6 extra damage.	CATASTROPHIC EXPLOSION !: The aircraft is destroyed.

Critical Effects on Pilots and Aircrew

Row 8: Dazing Effects

- If the aircraft also has a Co-Pilot, the effect is only applied to him if the Pilot is already Dazed.
- When Pilot or Aircrew are Dazed they are unable to take any action in the Combat or End Phases of the current game turn. If Dazed again THIS TURN, the Pilot or Aircrew take a wound reducing their Skill by 1.
- If Aircrew are Dazed, roll a further 1d6: On a score of 1 to 3, reduce available Aircrew by 1; on a 4 or 5, reduce by 2, and on a 6, reduce by 3. This is a temporary reduction and they will recover in the End Phase.

Critical Effects on Pilots and Aircrew

Row 9: Wounding Effects (d6: 1 to 5)

- To determine who is affected, roll 1d6:
 - ♦ Result: 1 to 3: a Pilot Wounded
Reduce his Skill by the indicated number.
If the aircraft also has a Co-Pilot, the Skill reduction is only applied to him if the Pilot has already been Killed in Action.
 - ♦ Result: 4 to 6 all Aircrew Wounded
Reduce their Skill by the indicated number.
- When a Skill is reduced to 0, the Pilot(s) or Aircrew are Killed in Action.

Critical Effects on Pilots and Aircrew

Row 9: Killing Effects (d6: 6)

- To determine who is affected, roll 1d6:
 - ♦ Result: 1 to 3: a Pilot Killed
If 2 Pilots are available a Co-Pilot can take over controls in the End Phase.
If the aircraft also has a Co-Pilot, he is only Killed if the Pilot has already been Killed in Action.
 - ♦ Result: 4 to 6: some Aircrew killed
If Aircrew are Killed, roll a further 1d6: On a score of 1 to 3, reduce available Aircrew by 1; on a 4 or 5, reduce by 2, and on a 6, reduce by 3. This is a permanent reduction.

Effect of Dazing and Killing Aircrew on weapons

When Aircrew are Dazed or Killed the number of gun Batteries or other items of Special Equipment that can be fired or used will (usually) be reduced. If crew numbers are reduced enough then the Bomb Sight or Radar may become unavailable.

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"*