

# COMBAT TABLES

## COMBAT VALUES

RANGE in Hexes ▶	3	2	1	0
	▼	▼	▼	▼
FIRE BASE ▶	?	?	?	?
Short Burst	+0	+0	+0	+0
Medium Burst	+1	+1	+2	+2
Long Burst	+2	+2	+3	+4
Shooting with Deflection*	-3	-2	-1	-
Shooting at a Spinning Aircraft	-	-7	-6	-
Performed a Restricted Maneuver	-3	-2	-1	+0
Target is at Lower Altitude	+0	+1	+1	+1
Target is at Higher Altitude	-2	-1	-1	-1
Target is Stalled	+2	+2	+3	-
Shooter's Speed is 3 or 4	-3	-2	-1	+0
Shooter Tailed Target Last Turn**	+1	+1	+2	+2
Shooter Fired at target last turn	+0	+1	+1	+1
Shooter has a Minor Wound	-1	-1	-1	-1
Shooter has a Serious Wound	P	-3	-3	-3

\* Not combined with "Shooting at a Spinning Aircraft" modifier.  
 \*\* Not used for observer's gun fire.  
 - = Not possible/not allowed

## COMBAT RESULTS TABLE:

Roll 1d6

CV	1	2	3	4	5	6
1	-	-	-	-	B	B
2	-	-	-	B	B	B
3	-	-	B	B	B	B
4	-	B	B	B	B	2B
5	B	B	B	B	2B	R
6	B	B	B	2B	R	R
7	B	B	2B	R	R	R
8	B	2B	R	R	BR	2R
9	2B	R	R	BR	2R	3R
10	R	BR	BR	2R	3R	B3R
11	BR	BR	2R	3R	B3R	4R
12	BR	BR	B2R	3R	B3R	B4R
13	BR	2R	3R	B3R	4R	5R
14	2R	3R	B3R	4R	5R	6R
15	3R	B3R	4R	5R	6R	7R
16	B3R	4R	5R	6R	7R	8R
17	4R	5R	6R	7R	8R	9R

## JAMMING: Roll after firing a "Long Burst"

Roll 1d6

1 - 2 - 3 - 4: Weapon(s) do not jam  
 5 - 6: Weapon(s) are jammed

## UNJAMMING/RELOADING:

Roll 1d6

**Pilots:** Must perform a simple straight maneuver. Simple straight maneuvers are maneuvers #2, 3 or 4. No climbing or diving is permitted while attempting to unjam/reload a weapon.

**Observers:** May unjam only when aircraft performed non-restricted maneuvers, or maneuvers #1, 8, 14 or 20. May ONLY reload while aircraft is flying "level" or performing "shallow" dives or climbs.

1 - 2 - 3: Weapon(s) remain jammed  
 4 - 5 - 6: Weapon(s) are unjammed

## WEAPON ABBREVIATIONS:

The following abbreviations may appear on aircraft charts:

**R:** Rigid: This means the machine gun is fixed to fire in one direction only

**F:** Flexible: This means the machine gun is mounted on a swiveled and can fire in many directions (this weapon is less accurate).

**FO:** Observer operated flexible machine gun.

**W:** Wing mounted machine gun: weapon is mounted on top of the wing and is designed to fire over the propeller arch; in rare occasions, the weapon was mounted on the outer wings (as with the Sopwith Dolphin).

## SEQUENCE OF PLAY

1. Tailing Phase
2. Maneuver Selection Phase
3. Fuel Expenditure Phase
4. Movement Phase
5. Combat Phase
6. Damage Phase
7. Recovery Phase
8. Problem Phase
9. Fire Damage Phase
10. Fire/Smoke Extinguishing Phase



## CREW WOUND TABLE:

Roll 1d6

- 1 - 2 - 3: No Effect  
 4 - 5: Light Wound - Cross off one wound box (□)  
 6: Serious Wound - Cross off two wound boxes (□□)  
 Note: Crew member is killed when all three wound boxes have been crossed off

## CRITICAL DAMAGE:

Roll 1d6

Once all damage boxes (□) have been crossed off, and at least 1 damage triangle (▽) is also crossed off, "Critical Damage" has occurred. Critically damaged aircraft performing restricted maneuvers, including over diving, (steep climbs and restricted maneuvers for a critically damaged engine) can break apart (these aircraft are destroyed).

DIE ROLL	ENGINE	OTHER SECTIONS
1 - 2 - 3 - 4:	No Effect	No Effect
5 - 6:	Engine Seizes	Aircraft Destroyed

## SPIN & SPIN RECOVERY:

Roll 2d6

**SPINS:** Aircraft must test for spinning whenever the aircraft:

- 1) attempts to climb above its maximum altitude
- 2) performs a stall maneuver (maneuver #1)
- 3) received a RED damage in the wing or tail section

2 - 3 - 4 - 5:	Aircraft goes into a spin
6 - 7 - 8 - 9 - 10 - 11 - 12:	Aircraft does NOT go into a spin

**SPINS RECOVER:** Aircraft may attempt to recover from spins during Spin Recover Phase.

2 - 3 - 4 - 5 - 6:	Aircraft FAILS to recover from spin
7 - 8 - 9 - 10 - 11 - 12:	Aircraft recovers from spin

**MODIFIERS FOR BOTH SPINS & SPIN RECOVER:** add or subtract the below applicable modifiers to/from the spin/spin recovery die roll.

Novice Pilot:	-1	Stability A+:	+2	Stability B:	+0
Observers as Pilot:	-1	Stability A:	+1	Stability C:	-1

NOTE: Spinning aircraft mark "OS1" for their maneuver for all turns they spin. Aircraft failing to recover drop 1 altitude level during next turn's Movement Phase.

## SMOKE & FIRE:

Roll 1d6

**Smoke:** Pilots may not tail.

**Fire:** Pilots may not tail, shoot or perform restricted maneuvers.

Observers may fire while their aircraft in on fire. One blue damage marker is drawn per turn for fire damage (Fire Damage Phase).

**Extinguishing Smoke/Fire:** Smoke goes out on a roll of a 5 or 6, but turns to fire on a roll of a 1. Fire is extinguished on a roll of 5 or 6; if a side slip was performed (maneuver #8, 16 or 17), fire is extinguished on a roll of 4, 5 or 6. Extinguished fire is replaced with Smoke.

## Lewis, Hotchkiss & Parabellum MGs

When firing a Lewis Gun, Hotchkiss or a Parabellum Machine Gun, players must cross off the appropriate ammo boxes. When an entire row is crossed off the ammo drum is empty and must be reloaded with a new drum before it may be fired again.

**Short Burst: Cross off "1" Ammo Box (□)**

**Medium Burst: Cross off "2" Ammo Boxes (□□)**

**Long Burst: Cross off "3" Ammo Boxes (□□□)**

When firing a Lewis Gun and a Vickers Machine Gun together, check for jams and unjamming separately; both Machine Guns must fire the same burst (unless remaining ammo dictates otherwise). The Vickers or the Lewis Gun may fire independently of each other ONLY if one or the other is jammed or out of ammo. A long burst from the Vickers and a short or medium burst from the Lewis Gun equals a medium burst fired.

## GLIDING:

Gliding aircraft must select maneuver #2, 3 or 8. Aircraft will lose one altitude every turn when maneuver #3 is selected. Aircraft will lose one altitude level every OTHER turn when maneuver #2 and #8 is selected.