READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 This example is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

LPS, Inc.
425 Steeplechase Lane · Pottstown, PA 19464 · USA
Attn: *The Cruelest Month*

Or e-mail us at: *admin@atomagazine.com*

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *The Cruelest Month* discussion folders at *consimworld.com*.

THE CRUELEST MONTH
AIR WAR OVER ARRAS, APRIL 1917
RULES of PLAY

TABLE OF CONTENTS

1.0 INTRODUCTION

"April is the Cruelest Month." —T.S. Eliot, *The Waste Land*

"You are asking me to fight the battle this year with the same machines as I fought it last year. We shall be hopelessly outclassed, and something must be done." —General Hugh Trenchard, February 1917

The Cruelest Month is a wargame simulation of the campaign waged by the British to take the crucial high ground north of Arras and break through the Germans' new defensive network. By the third year of war both sides had come to realize the vital importance of securing air supremacy over the battlefield so their artillery could support the infantry as they fought for control on the ground.

To provide air cover and scout out the Germans' new defensive positions, dubbed the "Hindenburg Line," the Royal Flying Corps (RFC) dispatched hundreds of aircraft to the Arras sector. While many of the Allied machines were over a year old and rapidly becoming obsolescent, British commanders gambled that numbers and sheer persistence would tell in the end.

The German Luftstreitskräfte (LSK), with just 80 aircraft on hand, were outnumbered in machines and aircrew, but had just introduced new aircraft to the front including advanced Albatros fighters. Better still, the German High Command had re-organized some of their fighter Jagdstaffeln ("hunting squadrons," or "Jastas" for short) into *Jagdgeschwader* ("fighter wings") of four Jastas each, that roamed the front in packs to sweep enemy aircraft from the skies. The Jastas traveled by train from one threatened sector of the front to another, beginning with *Jagdgeschwade*r I, under the command of Manfred v Richthofen. Between the use of tents as hangers and the brightly colored planes, the RFC dubbed the unit the "Flying Circus."

The air battles over Arras in 1917 marked the first aerial campaign in military history in which air supremacy played a decisive part in the ground battle's outcome. Will British numbers prevail over German quality? Can you do better or fare worse than your historical counterparts? Learn and enjoy!

Game Scale: Each hex on the map is approximately 2 miles across. A game turn spans two days of time. An Aerial Unit is comprised of 6 to 12 aircraft.

2.0 GAME COMPONENTS

Your copy of *The Cruelest Month* should contain the following components below:

- One 22″ x 34″ mapsheet
- 176 double-sided counters
- Two 8.5″ x 11″ Airbase display charts – one for each player
- Two Player Aid Charts (or PACs, printed in the center of this rulebook)
- Combat Results Tables (CRT) and Terrain Effect Chart (TEC) on last page of the rulebook.
- This rulebook

Also needed to play this game is one ten-sided die (1D10) and one six-sided die (1D6).

2.1 The Game Mapsheet
The game map sheet is divided into a strategic and tactical map section.

2.1.1 The Strategic Map The strategic map is a stylized map divided into hexagons (hexes). The map portrays the area of Western Front centering on Arras over which a large hexagonal grid has been superimposed. The hexes facilitate positioning and movement of the playing pieces. Each hex contains a terrain type that is referenced on the TEC. A hex is also individually designated with a four-digit number identifier, which is used

in setup. For example, the town of Arras is in hex 2208. Various types of terrain and certain features are denoted on the game map, and are defined and their effects explained on the TEC. The map also includes German Army Borders dividing the map into sections under the control of Gruppes (north to south) Souchez, Vimy, and Arras.

2.1.2 The Tactical Map The Tactical section of the mapsheet also includes an "Air Battle Board" used for resolving the aerial combats in the game. This part of the map includes an Air Battle Round Track, as well as spaces for recording the Aerial Units' altitude, status (Normal or Disrupted) and whether an Ace is flying a particular fighter. Also printed near the Air Battle Board is a Turn Record Track to assist in recording the game turn, a Game Record Track (to record things like Victory Points), the game's Sequence of Play, and Random Events Tables.

2.2 The Playing Pieces
The cardboard playing pieces (or counters) in the game should be carefully separated before trying to play. The pieces represent one of three types of counters: Aerial Units, Ground Combat Units, and informational markers. Combat units represent the actual historical units that fought, or could have fought, in such an operation. The front side of each Aerial and Ground Combat Unit shows it at "Normal" (full strength) while the back of the counter (usually) represents the same combat unit in its "Reduced" side. If there is no reverse side (Army Artillery units or Balloons, for example), the unit cannot be Reduced; instead, it is eliminated. Each face of a combat unit presents information that determines its capabilities in the game. Aerial and Ground Combat Unit counters are illustrated below.

2.2.1 Nationality Colors Aerial and Ground Combat Unit counters (as well as side-specific markers) are printed with a khaki background for the Allied player and a grey background for the German player. (Any markers that apply equally for both sides are printed with a white background.)

2.2.2 Aerial Units There are several different types of Aerial Units. Most common are Fighters (F) and Reconnaissance Bombers (RB) along with the odd Fighter Bomber (FB) and Night Bomber (NB). These pieces are printed with various values on the counter with definitions provided below.
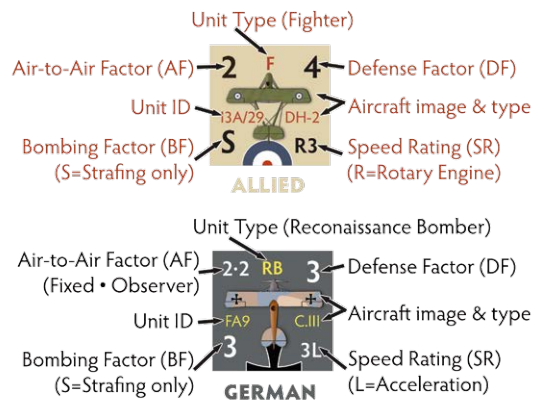
AF (Attack Factor)**:** This value in the upper-left corner of the counter represents a unit's capability of damaging an enemy Aerial Unit by firing at it during aerial combat (Section 8.7). If a white rectangle appears behind the AF, it indicates all-around fire (Case 8.7.8).

DF (Defense Factor)**:** This value in the upper-right corner of the counter represents a unit's capability of defending (warding off damage) against hostile fire.

BF (Bombing Factor)**:** This value in the lower-left corner of the counter represents a unit's capability of inflicting damage against targets on the ground (Section 8.10).

SR (Speed Rating): This value in the lower-right corner of the counter represents the speed of the aircraft. Aerial Units with an "R" indicate they are powered by Rotary engines.

Range: Given the map scale, Aerial Units can reach any hex on the map. Players need to count the hexes through which an Aerial Unit moves from its Airbase to the mission target hex (Section 8.2). Each hex an Aerial Unit moves through counts as a "Range Point."

Acceleration: A bomber unit with an "L" next to its SR gains +1 in its SR in the round after it has delivered its bomb load or if it is on an Artillery Spotting Mission.

Strafing: A fighter unit with an "S" for its BF may make low-level strafing attacks against ground targets. This is a subset of bombing combat.

Aircraft Type: This information is useful when cross-referencing the aircraft behavior on the Aerial Combat Movement Table, where the tactical movement rating (expressed in Movement Points or MPs) of each type also appears.
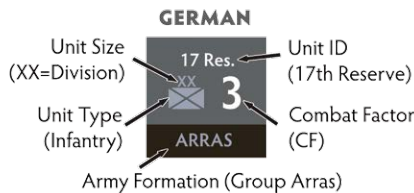
Unit ID: Each unit has an historical Squadron ID that is used in entering it into the game; either as an initial placement (Module 14.0), or a reinforcement (Module 12.0). *Note: Each Allied Aerial Unit is also part of a larger Air Brigade: I, III, IX, X, 13A (13th Army Reserve).*

Stripe: Aerial Units with a stripe denote each side's Strategic Reserves.
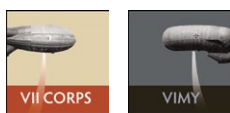
Note: Observation Balloon Support Level (BOSL) markers are not Aerial Units per se, but denote the overall amount of balloons in a sector, and can be targeted by Aerial Units.

2.2.3 Ground Combat Units Infantry is the one type of Ground Combat Unit. However, infantry units also served as locations for both sides' Observation Balloons and as such serve as potential targets by Aerial Units for Balloon attacks. These pieces are printed with various values on the counter with definitions provided below.


GERMAN

Unit Size (XX=Division) — 17 Res. — Unit ID (17th Reserve)
Unit Type (Infantry) — 3 — Combat Factor (CF)
ARRAS
Army Formation (Group Arras)

CF (Combat Factor): This serves as both its attack and defense factor. It determines its ability to inflict damage on an enemy Ground Combat Unit, as well as its resilience in enduring attacks from other Ground Combat Units and aerial bombing.

Unit Size: All Ground Combat Units are Divisions (XX).

Army Formations: Most infantry divisions are part of a larger Army Formation. These are:
• VI Armee, Gruppe Arras, Gruppe Souchez, and Gruppe Vimy
• VI, VII, XXIV, and Canadian Corps

All at-start units are labeled for their Army Formation and rules govern where these units can set up and move on the map. Additionally, both sides have infantry units that are defined as part of their Strategic Reserve. Units from the Strategic Reserve can enter play as reinforcements and can be assigned to an Army Formation once the unit enters the game.
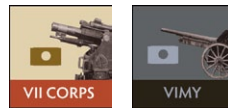
Note: Artillery Support Level (ASL) markers are not Ground Combat Units per se, but track the overall amount of Artillery fire available (expressed in Artillery Support Points or ASPs) for ground attacks.

2.2.4 Installations Both sides possess or may occupy ground locations (Airbases, terrain types) with various defensive combat and anti-aircraft (AA) benefits. These pieces typically lack any numeric values printed on the counter with their values instead defined in the rules.

AAF (Anti-Aircraft Factor)**:** This value is assigned to various ground locations in the game and represents its capability of damaging an enemy Aerial Unit by firing at it (Section 8.9). All Airbases have an AAF of 2, 1 if disrupted. Cities have an AA factor of 1, eliminated with 4 or more hits. See also the TEC.

2.3 Markers
Markers are special pieces used to record various game functions, such as who is an Ace, who is Disrupted or Interdicted, or the current Turn. Markers generally contain only a symbol or notation for their use. A list of markers is pictured below.

Time Related Markers:

Game Turn • Turn Segment • Battle Round • Allied / German Regroup Turn

Victory Point x1, x10 • Victory Point x1, x10

Ground Combat Related Markers:
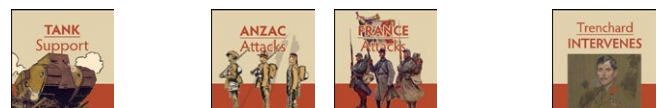
Tank Support • ANZAC Attacks / France Attacks • Trenchard Intervenes

Aerial Combat Related Markers:

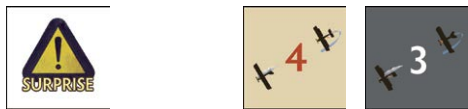*Air Mission Type • Mission Target / Mission Target*

Poor Weather Turn 1 / Turn 2 • Low / High Altitude

Regroup / Abort No Observer • AA Gun 2 / AA Gun 1

Allied/German Ace • *Disrupted / Interdicted*

Surprise • *Allied/German Movement Sequence Markers*

Sun • *Wind*

2.4 The Dice

The game uses ten-sided and six-sided dice (not included in the ziplock edition) to resolve combat and other factors for which performance will vary. A "0" is a "ten," not a "zero." Throughout these rules, the abbreviations **1D6** and **1D10** are used to stand for six-sided and ten-sided die rolls respectively. **DRM** is used for Die Roll Modifier, a plus or minus number used to adjust the die roll.

2.5 Airbase Displays, Player Aid Charts, and Results Tables

Various other components are included to help track player actions, simplify and illustrate the game, and furnish results for certain game actions. These include:

- An Airbase Display for each player to track air assets deployed to each Corps, and Aerial Units assigned to Airbases.
- A set of Player's Aid Charts for each player, printed in the center of this rulebook, detailing Aerial Unit performance specifications, and containing tables used to generate results for various game actions.
- The Ground and Anti-Aircraft Combat Results Tables, and Terrain Effect Chart, printed on the last page of this rulebook.

3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. These are presented here.

Aerial Unit: A counter with an aircraft symbol on it is an aerial combat unit. Excluding both sides' observation balloon markers, all other Aerial Units are aerial combat units, i.e., they have factors that allow then to perform bombing, strafing, and aerial combat. Aerial combat units are sub-divided into fighters (F), fighter bombers (FB), and reconnaissance bombers (RB).

Airbases and Cities function as static combat units during air operations. Their AAFs may attack enemy Aerial Units conducting attacks against them. Airbases are further divided into Aerodromes (British military airfields) and Feldflugplatz (German military airfields)

Bombing: An Aerial Unit may participate in one bombing mission per turn if it has a bombing or strafing factor of "1" or more (printed in the counter's upper right corner).

Allied, British, and British Commonwealth: These are collective terms used to denote the non-German side in the game.

City: There are two cities on the map: Arras and Lens. All other named sites are towns.

Control: Control of a hex is determined by the last player to have a Ground Combat Unit passing through or occupying the hex. All hexes, including

and east of the Hindenburg Line, begin the game under German control. All hexes west of the Hindenburg Line begin the game under Allied control.

Ground Combat Units: Although the air campaign plays the decisive role in the game, the Ground Combat Units that participated are also represented. The units are all infantry divisions.

Markers: These counters are used to record the status of various combat units (aces, disruption, regroup) or various game functions (VP totals, game turn, air battle round) to name a few.

Missions: Aerial Units are activated for missions against a targeted enemy unit or installation. Aerial Units that are regrouping (Module 11.0) or perform a stage-move (Section 8.3) cannot participate in an air attack mission.

Regroup: Aerial Units attempting to recover from Disruption or replace losses must be marked with a Regroup marker. Aerial Units that regroup may not conduct air missions and have an adverse die-roll modifier if scrambling. The Allied player also receives VPs for replacement steps received by regrouping Aerial Units.

Scramble: Fighter Aerial Units that are based at an Airbase targeted for attack, or within range of a hex targeted by an enemy attack mission, may attempt to scramble (activate) for aerial combat (interception). Aerial Units based at an Airbase targeted for attack may attempt to scramble to avoid being caught as targets on the ground.

Victory Points (VPs): These are awarded for various game events to determine the winner of the game. VP*s* are recorded on the Points Track using the appropriate markers.

4.0 THE SEQUENCE OF PLAY

The Cruelest Month is played in game turns. The game starts and keeps going until 12 turns have been completed, using the sequence of play below. Each turn represents two days of real time.

4.1 Random Event Phase Events outside of the controlled game parameters have or may have an impact on the campaign.

4.2 Airbase Construction Phase The German player can construct mobile Airbases in friendly-controlled railway hexes that are not within 4 hexes of an enemy infantry unit during the Mobile Airbase Construction Phase of the game.

4.3 Initiative Phase The player who gains the initiative is called the "Initiative player" for the current turn. His opponent is referred to as the "Reaction player". A variable number of initiative air missions are also awarded to the Initiative player. *Note: German reinforcement units enter at the end of this phase (Section 12.2).*

4.4 Air Operations Phase The Air Operations Phase is played as a series of air missions. The player executing an air mission is known as the Mission player, while his opponent is the Interceptor player.

4.5 Ground Operations Phase Players may move their Ground Combat Units to occupy enemy territory and to attack enemy Ground Combat Units.

4.6 Supply Determination Phase Ground Combat Units and Airbases (not aerial combat units) on the map, in order to remain fully functional, must trace an uninterrupted supply line of any length to a friendly supply source during the Supply Determination Phase. Both sides determine their overall Artillery Support Levels for the next turn.

4.7 Regroup Phase Both sides may attempt to remove the Disrupted status of each Airbase and aerial and Ground Combat Unit so afflicted and remove hits.

4.8 Allied Reinforcement Phase Allied reinforcements are placed during the Reinforcement Phase of their turn of arrival (Section 12.1). Also, reset both sides' Corps/Gruppe Balloon Observation Level markers to Normal status.

4.9 Victory Points Phase If the turn (initiative) marker is not on Turn 12, advance the turn (initiative) marker one space along the Turn Track, carrying with it all markers or units currently still with it on the track. If it is Turn 12, stop play and determine the victor.

5.0 RANDOM EVENTS PHASE

Events outside of the controlled game parameters have or may have an impact on the campaign. At the beginning of each turn one of the players rolls 1D10 to, perhaps, invoke a random event (the number preceding the event corresponding to the result). The list of random events is printed on the game map beside the Air Battle Board.

6.0 AIRBASES

Airbases are the display and holding areas for each side's Aerial Units. Players will find it difficult to conduct effective aerial operations without them. Each Airbase on the map is denoted by placing an Airbase marker in the hex.

6.1 Limited Intelligence

Each player's Airbase Display Chart is kept hidden from his opponent throughout the game. Be honest here and avoid peeking at the opponent's display. Disclosure to an opponent happens only as a result of espionage (Random Events 4 and 6) or aerial reconnaissance (Section 7.4).

6.2 Types of Airbases

There are three types of Airbases:
- **On-Map Aerodromes** (8 Allied).
- **On-Map Feldflugplatz** (8 German): These are mobile Airbases and may be constructed in friendly-controlled supplied railroad hexes that are not within 4 hexes of an enemy infantry unit during the Mobile Airbase Construction Phase of the game.
- **Off-Map Major Airbases** (2 German): These are the boxes marked Cambrai and Douai (for use by German Aerial Units only).

6.3 Airbase Hosting Capacity

An Aerial Unit must be based or hosted at a friendly Airbase. An Airbase can host the following Aerial Units:

6.3.1 On-Map Aerodrome An Allied On-map Aerodrome can host:
  1) Any 3 units from the same Brigade (I, III, IX, X, 13A) as long as they are of the same type (i.e., all RB or F); or,
2) Any 2 units from differing brigades as long as they are the same type (both RB or F).
3) The RFC Strategic Reserve can base all Aerial Units of the IX Brigade, as well as **one** other Aerial Unit of any other formation.

Note: FB type can be treated as a Bomber or Fighter for basing. The NB unit is a bomber and can be based for free at any Allied on-map Aerodrome.

6.3.2 On-Map Feldflugplatz A Feldflugplatz Airbase can host one F unit.

6.3.1 Off-Map Major Airbase (Douai, Cambrai): The German player can base up to 6 F (or RB) Aerial Units at each of the off-map Airbases. For every 2 (F or RB) Aerial Units based at an off-map Airbase one Feldflugplatz Airbase must also be placed in the Douai/Cambrai areas and cannot be used as a Mobile Airbase for that turn. Moving to or from an off-map Airbase counts as 2 hexes. *Example: If the German player bases 2 Albatros D.II and 1 Roland C.II at Cambrai then 3 Feldflugplatz Airbases must also be placed in the Cambrai area.*

Designer's Note: The Off-Map Major Airbases represent many Airbases scattered throughout the region. All Allied Aerial Units that are in play must be based at an On-Map Aerodrome. Aerial Units based at the Allied Off-Map Major Airbases are considered to be conducting operations not covered in the game or hosting the Strategic Reserve units.

6.3.4 Over Capacity Penalty If the number of Aerial Units at any Airbase exceeds the hosting capacity, all of the units at the base are placed in the "Flown" half of the Airbase and may only stage-move (Section 8.3) until the hosting capacity is restored.

6.4 Airbase Layout

Each Airbase is graphically represented on a player's Airbase Chart. An aerial combat unit that is eligible to perform a mission during the Air Operations Phase resides in the "ready" half of an Airbase graphic. An aerial combat unit that has already performed a mission or an interception is placed in the "Flown" half of the Airbase. Each Airbase is also divided into areas that separate Disrupted aerial combat units from un-disrupted ("Normal") ones. Thus, a unit that returns from a mission during which it was Disrupted is placed in the "Flown-Disrupted" quadrant of the Airbase where it lands.

6.5 Feldflugplatz Mobile Airbase Construction

The German player (only) can construct Feldflugplatz Mobile Airbases during the Mobile Airbase Construction Phase of the game.

6.5.1 Restrictions No more than one Feldflugplatz Mobile Airbase can be constructed in a particular hex. These may be constructed in any friendly-controlled supplied non-city railroad hexes that are not within 4 hexes of an enemy infantry unit during the Mobile Airbase Construction Phase of the game.

6.5.2 Procedure The German player constructing the Feldflugplatz Mobile Airbase designates the hex where the Airbase is to be located, placing the counter "Disrupted" side up on the map to show it is under construction. During the Regroup Phase (Module 11.0) the Disrupted Airbase is turned over to reveal its functional side. It may start hosting an F type Aerial Unit immediately.

6.5.3 Attacks Against Mobile Airbases An under-construction Feldflugplatz Mobile Airbase may be the target of aerial bombing as a regular Airbase (it has no AA defense). If an under-construction Feldflugplatz Mobile Airbase suffers Disruption or destruction as a result of bombing, it is removed from the map. The owning player may attempt to construct it during the next or a subsequent turn.

An operational Feldflugplatz Mobile Airbase may be the target of aerial bombing as a regular Airbase. If bombing destroys it, remove it from the map. The owning player may attempt to construct it during the next or a subsequent turn.

6.5.4 Dismantling Airbases An un-disrupted Feldflugplatz Mobile Airbase that does not have any Aerial Units based on it can be dismantled for use somewhere else by simply removing the unit during the Regroup Phase (Module 11.0). It can be re-constructed in the next turn (place the Airbase counter on the Turn Record Track on the turn it can be relocated).

6.6 Airbases as Targets

Feldflugplatz Mobile Airbases can be the targets of enemy aerial or ground attacks. Effects are detailed below. The RFC Strategic Holding Area cannot be attacked.

6.6.1 Airbase Defense An Airbase may be designated as the target of an air mission and may be attacked by bombing (Section 8.10). An Airbase can defend itself against bombing or strafing Aerial Units with anti-aircraft (AA) fire (Section 8.9). All Airbases have an intrinsic AAF of 2. This is lessened

to 1 if the Airbase becomes Disrupted. An under-construction Feldflugplatz Mobile Airbase has no AAF. An Airbase has no intrinsic defense against Ground Combat Units. A Ground Combat Unit cannot attack or capture a non-mobile enemy-controlled Airbase. Off-map Airbases cannot be attacked, captured, Disrupted, or destroyed.

6.6.2 Airbase Disruption The Disrupted status of an Airbase lowers its AA defense, hinders the ability of its Aerial Units to scramble, and prevents the regrouping of Aerial Units based there (Module 11.0).

6.6.3 Airbase Destruction Destroyed on-map Airbases cannot be repaired or used by either player (at least in the time span of the game). Remove a destroyed on-map Airbase from play.

6.6.4 Airbase Capture Enemy Airbases cannot be captured. Any Airbase in a hex that is occupied by an enemy Ground Combat Unit is immediately destroyed (see Case 6.6.5, Airbase Evacuation).

6.6.5 Airbase Evacuation At the instant that an enemy Ground Combat Unit occupies a hex with an Airbase, each Aerial Unit based there may attempt to relocate to another friendly Airbase. For each Aerial Unit at the Airbase the owning player rolls 1D10, modifying it as follows:
- **+1** if the unit is in the "Flown" section of the Airbase
- **+1** if the unit is Disrupted
- **+2** if the Airbase is Disrupted
- **+3** if the unit is slated for an individual regroup this turn

If the die-roll result is less than or equal to than the MP rating (basic Movement Points, printed on the Aerial Combat Movement Table) of the scrambling Aerial Unit, the scramble attempt succeeds, and the unit may stage-move to any other friendly Airbase instead of conducting a mission. In this case a bomber with an acceleration option ("L" on the counter) uses its lower MP rating.

A unit that fails to evacuate is destroyed.

7.0 THE INITIATIVE PHASE

The player who gains the initiative is called the "Initiative player" for the current turn. His opponent is referred to as the "Reaction player". *Note: There is no initiative determination dieroll (Section 7.5) on turn 1. The Allied player is always the Initiative player on the first turn of the game.*

Execute the following sections sequentially:

7.1 General Regroup

Both players can declare whether the current turn is a general regroup turn (Section 11.2), one per player during the game. The Allied player decides first if a Regroup is taken, followed by the German player. Only **one** player may declare a Regroup in a turn (i.e., the Allied and German players cannot both declare a Regroup in the same turn). Use the Allied/German Regroup Turn marker to indicate this turn if taken. There may be a maximum of two Regroup turns in the game, and these may be taken "back-to-back" in consecutive turns if so desired by the players.

7.2 Individual Unit Regroup Designation

Both players may designate some of their Disrupted aerial combat units at Airbases as undergoing individual regrouping. Place a Regroup marker on the unit, and if there is a shortage of such markers, agree on some other counter or device to indicate that a unit is undergoing regrouping (Section 11.1). This is normally done in secret, requiring honesty – which true gamers need not be reminded about.

7.3 Commitment of the RFC Reserve

All of the Aerial Units of the RFC Reserve (8 striped Aerial Units designated IX Air Brigade) are available to the Allied player from the start of the game. These units are initially placed in the RFC/Strategic Reserve Holding Area (found on the Allied Airbase Chart). The decision whether to commit the RFC Reserve has to be made each turn. The German player is awarded one VP each turn in which the Allied player states his intent to commit the RFC Reserve. Commitment does not entail any obligation to actually fly RFC Reserve Aerial Units.

If the Allied player decides to commit the RFC Reserve, roll 1D10 to check for each existing IX Brigade Aerial Unit to determine how the unit enters the game. Modify the roll as follows:
- **+1** if any Vimy Ridge hex is under German control
- **+1** if there are any German infantry units west of the Hindenburg Line
- **+1** if Arras is under German control
- **+1** ANZAC Attacks (Random Event #8)
- **-1** if Lens is under Allied control
- **-1** if any German Strategic Reserve unit is in play

If the modified result is **4 or less** the unit arrives at full-strength and in Normal status. If the modified result is **5 through 9** the unit arrives at Reduced strength. If the unit was already Reduced, it arrives as Disrupted. If the modified result was **10 or more** the unit does not enter play at all in the turn. Regardless of its condition any IX Brigade Aerial Unit is immediately placed in the Available Space of the RFC Holding Area.

If the Allied player does **not** commit the RFC Reserve, all existing IX Brigade Aerial Units are immediately placed off-map outside of the RFC Strategic Reserve Holding Area regardless of their current location *Note: In this case they may have been committed to another theatre of operations. A practical advantage is the removal of any Disruptions to RFC Reserve Aerial Units.*

However, at the end of each turn, during the Victory Points Phase (Module 13.0), a number of VPs may be awarded to the German player for both of the following conditions:
- The number of IX Brigade units of any status in the "Flown" segments Allied Airbases
- The number of currently destroyed IX Brigade units

Example: The Allied player flies one IX Brigade unit on a mission during turn 2. The unit is destroyed in aerial combat. At the end of turn 2 the German player is awarded one VP. On turn 3, not a general regroup turn, the Allied player commits two other IX Brigade units to missions or interceptions. They return safely (possibly Disrupted) from their tasks and are placed in the Flown segment of an Allied Airbase. At the end of turn 3, the German player will receive another three VPs: (2 Flown IX Brigade units) + (1 destroyed IX Brigade unit).

Hint: *When committing RFC Reserve units to a mission or an interception, keep those units hidden from the German player until the last moment, for he will surely concentrate on them as interception or mission targets.*

7.4 Reconnaissance Flights

One (German) unit or two (Allied) RB units can be deployed on aerial reconnaissance missions, if so desired, to influence various DRs made in the turn.

7.4.1 Basing A reconnaissance unit is based at any operating friendly Airbase and counts as a bomber against the hosting capacity (Case 6.3.2) of an Airbase.

7.4.2 Procedure Aerial reconnaissance missions are flown at the start of the Initiative Phase. The owning player rolls 1D10 for each reconnaissance unit. Subtract one from the die if the current turn has been declared a general regroup turn by the **owning** player. Add 1 if the RB unit is Reduced. A die-roll result less than or equal to **6** allows a reconnaissance unit to fly. If the

die-roll result is **7 through 9** the Aerial Unit is not available this turn and must remain grounded at its Airbase as Flown. If the die-roll result is **10 or more** the RB unit is Reduced (eliminated if already Reduced) and remains at its Airbase as Flown.

If available, the Aerial Unit can be placed on Arras (German mission) or either the Cambrai or Douai Offensive Patrol Areas (Allied). The initiative roll result is modified by -1 for each reconnaissance Aerial Unit flying over its location. Scramble die rolls will also be affected by successful reconnaissance missions.

7.4.3 Outcomes The owning player may designate an Airbase for examination when an RB unit is placed in a hex or area. The opposing player must disclose the numbers and type (fighters or bombers) of Aerial Units at the base. *Note: Reconnaissance Flights cannot be intercepted (this sort of thing is factored into the check).*

7.5 Initiative Determination
The Allied player rolls 1D10 and modifies it as follows:
- **-1** if all 3 Vimy Ridge hexes are Allied-controlled (this DRM does not apply if the German player controls even one Vimy Ridge hex)
- **-1** if Lens is Allied-controlled
- **-1** Trenchard Intervenes (Random Event #8)
- **-1** for an Allied reconnaissance mission (RB) Aerial Unit in place over Cambrai or Douai (**-2** if both)
- **-1** if the German player has declared a General Regroup Turn
- **+1** for each hit on Arras
- **+1** for a German reconnaissance (RB) Aerial Unit in place over Arras
- **+1** if the Allied player has declared a General Regroup Turn

If the modified result is **6 or higher** the German player is the Initiative player. If the die-roll result is **5 or lower** the Allied player has the initiative.

7.6 Initiative Air Mission Determination
The Initiative player rolls 1D10 to determine the number of air missions he can perform before alternating air missions commence in the Air Operations Phase (Case 8.1.2).
- **1-4: 1** Initiative player air mission.
- **5-8: 2** Initiative player missions.
- **9-10: 3** Initiative player missions.

8.0 THE AIR OPERATIONS PHASE
The Arras campaign was dominated by the air war raging overhead. The key actions by the players in the game involve their Aerial Units.

The Air Operations Phase is played as a series of air missions. The player executing an air mission is known as the Mission player, while his opponent is the Interceptor player. The purpose of an air mission is to Disrupt or Reduce the units, bases, cities, railroads, and other assets of the enemy through targeted bombing, strafing (a subset of bombing for game purposes), or aerial combat. RB Aerial Units can also perform Artillery Spotting Missions that can increase a player's overall Artillery Support Level (this is used in resolving ground combat). Fighter units can also perform attacks against enemy Observation Balloons. The Interceptor player may want to prevent or reduce the success of the air mission by engaging the air mission units in aerial combat and with anti-aircraft (AA) fire.

8.1 Air Missions
Conducting air missions is the heart of the game.

8.1.1 Initiative Air Missions The Initiative player gets to conduct a number of air missions, the number having been determined in the Initiative Phase (Section 7.6), before the Reaction player gets a chance to conduct an air mission.

8.1.2 Alternating Air Missions Once the Initiative player has flown all of his initiative air missions, or no longer wishes to fly any initiative air missions, play switches to alternating air missions, starting with a Reaction player air mission and followed by an Initiative player air mission. Players then take turns performing air missions.

8.1.3 Passing A player eligible to perform an air mission may elect to pass on (not perform) the mission, whereby the eligibility switches to his opponent.

8.1.4 Closure When both players in succession elect to pass on air missions, or no player has Aerial Units that have not flown during the current turn, the Air Operations Phase is over for the current turn. Complete the Air Operations Conclusion tasks (Section 8.12) and proceed to the Ground Operations Phase.

8.1.5 Air Mission Composition The number of Aerial Units that can participate in an air mission is limited as follows:

Allied Player:
- Up to 4 Aerial Units if all are from the same **Air Brigade**
- Up to 2 Aerial Units if from differing Air Brigades, or any mission regardless of Brigade affiliation if during a General Regroup Turn

German Player:
- Up to 3 units of any type

General Regroup Turn (Section 11.2):
- Only 2 units, regardless of type. This is regardless of which player declared the General Regroup Turn.

Note: These limits, admittedly artificial, are necessary to keep the air battles at a manageable level.

8.1.6 Air Mission Eligibility Each Aerial Unit may perform no more than one air mission per Air Operations Phase. There is no limit to the number of times a particular target can be attacked by air missions during a turn.

A fighter unit may attempt and, if successful, perform any number of interceptions per Air Operations Phase, even though it may have participated in an air mission earlier in the phase. On the other hand, a fighter unit that attempts (even if it does not perform) an interception before it has performed an air mission during an Air Operations Phase is no longer eligible to perform an air mission during the Air Operations Phase. A fighter unit attempting an interception from the "Flown" half of an Airbase does so with a lessened chance of success.

An individual unit marked with a "Regroup" marker cannot perform an air [attack] mission. A fighter with a "Regroup" marker may attempt an interception, but in doing so will lose its regroup status.

An aerial combat unit that is eligible to perform a mission against an enemy target during the Air Operations Phase has to be in the "Ready" half of an Airbase graphic. An aerial combat unit that has already performed a mission or an interception is placed in the "Flown" half of the Airbase. Each Airbase is also divided into areas that separate Disrupted aerial combat units from un-disrupted ("Normal") ones. Thus, a unit that returns from a mission during which it was Disrupted is placed in the "Flown-Disrupted" quadrant of the Airbase where it lands.

Within the eligibility limits, Disrupted aerial combat units may participate in missions and interceptions, but with lower odds of success and with greater risk. Such units take off from the "Disrupted" segment of its Airbase and will have an aerial Disrupt marker ("D" with negative numbers in three of the four corners) assigned to it if it is part of the air mission or a successful interception attempt.

Note: It is recommended that players not reveal the constituent Aerial Units of an air mission until air-to-air, AA, or bombing combat occurs, whichever comes first.

8.1.7 Air Mission Target Hex Designation Place the air mission "Target" marker on the hex to be attacked by the air mission. If the Mission player decides to perform a staging mission (Section 8.3), no target hex designation is made.

8.2 Air Mission Movement

Aerial Units move from one or more Airbase(s) to the target hex on the geographic map. Due to the scale of the game Aerial Units have unlimited range, but players need to count the number of hexes (range points) that are moved through in order to determine if interception by enemy fighters can occur (Section 8.4). Each hex entered normally costs 1 range point. Do not count an Aerial Unit's Airbase hex but do count the target hex.

Units may only move into and/or through numbered hexes on the map. Count the first numbered hex that a unit enters when entering the map. It counts as 2 hexes to move to or from the off-map Airbases at Cambrai or Douai as well as the RFC Strategic Reserve Holding Area, and units entering from or exiting to these areas do so from the designated hexes along the east (German) and west (Allied) map edges. Thus, it will cost a unit flying from a German Airbase in Cambrai to Arras via hex 2511 ten hexes (range points): 2 for entering from off-map, and 8 for the hexes it moves through to Arras. It will spend the same 10 range points to return to the same base: 8 for the hexes and 2 to leave the map.

8.3 Staging

Instead of conducting an air mission against a designated target hex, the Mission player may move one of his Aerial Units from one friendly Airbase to another. The Airbase the unit leaves may be Disrupted, but the destination Airbase cannot be Disrupted. This occurs on the Mission player's Airbase display, obscured from his opponent.

A unit that had flown a mission or an interception earlier in the turn may stage move. A unit that starts Flown remains Flown, but a unit that starts Ready becomes Flown in a staging mission.

A Disrupted unit that stage-moves runs an accident risk (Case 8.11.1).

If the unit had been slated for an individual unit regroup (Section 11.1) this turn, it loses its regroup opportunity – remove the regroup marker – when it stage-moves. Units may still stage-move during a General Regroup Turn.

8.4 Interceptor Scramble

If the air mission target is within the range of fighters at the Interceptor player's Airbases, up to **two** of those fighter units may attempt to scramble in order to intercept and attack the Mission player's Aerial Units. The Interceptor player does not have to declare beforehand what fighters will scramble, but is limited to two attempts, each for a different unit.

8.4.1 Interception Procedure For each interception attempt the Interceptor player declares that he is attempting an Interceptor Scramble, designates a fighter unit (no more than two), and rolls 1D10, modifying it as follows:
- **-N** where N is the number of hexes that the interceptor will have move to reach the target hex minus the number of hexes entered by the mission Aerial Units that started furthest away from the target. The number of hexes entered excludes the mission unit's Airbase. However, N cannot exceed 4.

Example: An off-map German mission from Cambrai of one unit moves through four hexes to reach its target at 2502 (entering the map from off-map counts as 2 hexes). An Allied interceptor in from an Aerodrome 2410 moves nine hexes to reach the Mission target hex. The difference is 5, but that exceeds the maximum, so N ends up being 4.

- **-1** for every 2 Range Points (hexes) moved by the Mission player on the map east (Allied) or west (German) of the Hindenburg Line (this represents the reports of observers on the ground reporting the incoming raid).
- **-1** if a friendly aerial reconnaissance RB unit is in the Arras (German) or the Cambrai/Douai Offensive Patrol Areas (Allied).
- **+1** if the interceptor unit is in the "Flown" section of the Airbase.
- **+1** if the interceptor unit is Disrupted.
- **+1** if the interceptor unit's Airbase is Disrupted.
- **+2** if the interceptor unit is slated for an individual unit regroup this turn.

8.4.2 Interception Success If the modified die-roll result is equal to or lower than the SR of the scrambling fighter unit the scramble attempt succeeds, and the Interceptor player may move the unit to the air mission target hex.

8.4.3 Interception Failure If there is no successful Interception Scramble attempt, there will not be Aerial Combat (Section 8.7), and the Air Operations Phase proceeds directly to AA combat (Section 8.9) and Bombing Combat (Section 8.10).

8.5 Target Scramble

After the Interceptor player has completed his Interceptor Scramble attempts, and if there are Aerial Units (bombers, fighters, or reconnaissance units), based in the air mission target hex, they may attempt to scramble in order avoid being caught on the ground. A fighter unit that failed at its interception attempt is eligible for Target Scramble.

8.5.1 Scramble Procedure For each such unit the Interceptor player rolls 1D10, modifying it as follows:

- **+1** for each Interceptor Scramble attempt made from the base.
- **+1** if the unit is in the "Flown" section of the Airbase.
- **+1** if the unit is Disrupted.
- **+1** if the Airbase is Disrupted.
- **+2** if the unit is slated for an individual regroup this turn.
- **+N** where N is the number of Aerial Units at the Airbase.
- **-1** for every 2 Range Points moved by the Mission player on the map west (German) or east (Allied) of the Hindenburg Line (this represents the reports of observers on the ground reporting the incoming raid).

8.5.2 Scramble Success If the die result is equal to or lower than the SR rating of the scrambling Aerial Unit the scramble attempt succeeds, and the unit may stage-move to any other friendly Airbase that is within its printed (not doubled) range. In this case a bomber with an acceleration option ("L" on the counter) uses its lower SR rating. *Note: Both types of scramble, "Interceptor" and "Target," may be made from the same Airbase. However, all the units still count towards the number of units at the Airbase when such attempts are made.*

8.6 Air Mission Target Designation

If there is more than one type of target in a hex, the player must declare which specific target is to be attacked. An air mission can target only one specific Ground Combat Unit or installation in the target hex, Mission player's choice (use the Air Mission Type marker to record this). The types of missions that can be performed are as follows:
- Bombing Attack (FB or RB) versus enemy Ground Combat Units (Airbases and infantry divisions).
- Strafing Attack (F, FB or RB) versus enemy Ground Combat Units (Airbases and infantry divisions).
- Artillery Spotting (RB only) performed in a hex with an enemy infantry division that is in the Zone of Control (Case 9.3.2) of a friendly infantry division.

• Balloon Busting (F or FB) performed in a hex with an enemy infantry division that is in the Zone of Control (Case 9.3.2) of a friendly infantry division.

German Airbases located off-map can be targeted. RFC and Strategic Reserve Holding areas (both players) cannot be targeted.

8.7 Aerial Combat

Aerial combat occurs when mission Aerial Units encounter interceptor fighter Aerial Units that have scrambled (Section 8.4) in the mission target hex. If this condition has not been met, there is no aerial combat, and the Air Operations Phase proceeds directly to AA combat (Section 8.9) and Bombing/Strafing Combat (Section 8.10).

Designer's Note: Being a game, the purpose of this rules section is to have a tactical mechanism whereby one can arrive at an operational conflict decision, yet also one that demonstrates some of the differences between the opposing airplane designs. It's important to accept that, like with several other wargames, each unit takes on the characteristics of its primary individual machine (airplane type), rather than rules modeling a mass of individual plane-to-plane dogfights. These rules should present you with many interesting tactical decisions.

8.7.1 Mission Group Co-ordination If the mission Aerial Units were dispatched from different Airbases the Mission player has to designate the units from at least one base as the "late" group. The Mission player finds the difference in the range flown by "late" group, and the range flown by any other non-"late" unit in the mission, and rolls 1D10. If the die-roll result is less than this range difference, then the mission groups failed to co-ordinate their arrival over the target hex. The designated "late" group (latecomers) may then only enter the aerial battle board on the second (or later) Air Battle Round.

**8.7.2 Aerial Combat Components** The following components are used in aerial combat:
- The Aerial Battle Board
- 7 Low/High Altitude markers
- 7 Movement Sequence markers (4 Allied, 3 German)
- 2 Observation Balloon markers; 1 Allied, 1 German (used only for Balloon Busting missions)
- 3 AA Markers (used only for Balloon Busting missions)
- 1 Surprise marker
- 1 Wind marker (optional rule)
- 1 Sun marker (optional rule)
- 1 Air Battle Round marker

8.7.3 Aerial Combat Setup Place the Air Battle Round marker in the first space on the Air Battle Track. Be sure that each Aerial Unit that left its Airbase from the "Ready-Disrupted" quadrant has a Disrupted "D" marker associated with it.

Each player then secretly places a Movement Sequence marker on each of his Aerial Units involved in the air battle. A player also places a "Low Altitude" or "High Altitude" marker on each of his units that he wishes to not start at the default medium altitude (no marker). Place an Altitude marker with the Sequence marker. Bombers (assumed to be loaded) may not set up at high altitude. If a player has fewer than four units involved, he may place any combination of Sequence markers on his unit(s). If, for example, he has only two units in the battle, he could use sequence numbers "2" and "4", while placing "1" and "3" aside. The Mission player is required to assign a higher sequence number to a latecomer (Case 8.7.1) than to a unit that enters the aerial battle board on the first round of the air battle.
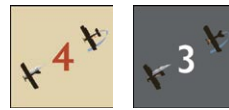
This sequencing is important, because it determines the order in which Aerial Units will move during each round of the air battle. During a round, mission unit 1 (m1) will move first, followed by interceptor unit 1 (i1), followed by m2, i2, m3, i3, m4, and i4. Following up from the example in the previous paragraph, the sequence could be m1, m2, i2, m3, m4, and i4 if there are four mission Aerial Units.

After sequencing, the Mission player sets up his Aerial Units on the dark blue board edge hexes labeled "Raid Entry Area." He may place no more than one unit in a hex. Interceptor units and mission latecomers (Case 8.7.1) start off the board.

When a unit starts its first round of movement of the air battle, its movement sequence is revealed, and any markers attached to the unit are placed in the Aerial Combat Tactical Status Box numbered correspondingly with its Sequence marker. The markers placed there pertain to altitude, disruption, and whether or not the unit has an ace. The only marker that follows the unit around on the aerial battle board is its Sequence marker. This is recommended in order to avoid clutter on the aerial battle board.

8.7.4 Aerial Combat Sequence of Play Aerial combat is played in a series of rounds. The following sequence is followed in each round:

1) Sequence Action (repeat for Rounds 1 through 4)
   A. Mission unit movement and:
      1. Anti-aircraft (AA) fire, if possible
      2. Bombing, Strafing, or Artillery Spotting, if possible
      3. Continued movement after bombing, if possible
   B. Mission unit fire, and continued movement, if possible
   C. Interceptor unit movement (and, possibly, defensive fire by mission bomber units)
   D. Interceptor unit fire, and continued movement, if possible
2) Advance the Air Battle Round marker one space on the Air Battle Track

Repeat the sequence until eight rounds have been completed, or there is no mission Aerial Unit left on the Aerial Battle Board. If, at the end of eight rounds, there are still mission Aerial Units on the Aerial Battle Board, they are simply returned to base (Section 8.11). For each mission bomber that had failed to deliver an attack on a target hex (labeled "T"), i.e., an aborted mission, a VP is awarded to the opposing player (Section 8.8).

8.7.5 Entering the Aerial Battle Board Units enter onto the Aerial Battle Board as follows:

Mission Units: A mission Aerial Unit starts on the Aerial Battle Board from where it was set up on the hexes labeled "Raid Entry Area." Latecomers (Case 8.7.1) set up on a mission entry area hex, starting on round two of the air battle.

Interceptor Units: When an off-board interceptor Aerial Unit's movement impulse comes due, it may remain off the Aerial Battle Board and, optionally, change its altitude by one level. To move the unit onto the Aerial Battle Board the Interceptor player rolls 1D10. If the result is a "1" through a "5," the unit is placed off the Aerial Battle Board next to one of the three hexes numbered correspondingly with the 1D10 result. If a "6" is rolled the interceptor can enter at any of the numbered entry hexes (owning player's choice). If, for example, a "4" had been rolled, the unit may enter the Aerial Battle Board through any of the hexes numbered 3009 through 3012. The unit faces any of the eligible hex sides that will take it onto the Aerial Battle Board and pays one movement point to enter the first board edge hex. From then on all of the normal movement costs and gains apply. The interceptor unit enters the Aerial Battle Board at the last altitude it had attained while off the Aerial Battle Board. The Interceptor player rolls for each interceptor unit individually.

Surprise!: When an off-board interceptor Aerial Unit intends to enter the Aerial Battle Board and rolls a result of "0" (ten) with 1D10, it has attained Surprise. Place the "Surprise!" marker on the unit right after the die-roll. It may enter the Aerial Battle Board from any board edge hex and receives a firing bonus during its current round. Mission Aerial Units cannot achieve Surprise. Only one unit at a time may be assigned the "Surprise!" marker. If a "0" is rolled for another unit in the same round, it is not afforded the firing bonus that comes with the "Surprise!" marker, but it may enter the Aerial Battle Board from any board edge hex.

8.7.6 Leaving the Aerial Battle Board Units may exit the Aerial Battle Board only as follows:

Mission Units: When a mission Aerial Unit leaves the Aerial Battle Board, it is considered to have returned to base (Section 8.11). It may not return to the Aerial Battle Board for the remainder of the mission. It costs a unit 1 MP to move off the Aerial Battle Board from a board edge hex.

Interceptor Units: When an interceptor Aerial Unit leaves the Aerial Battle Board, it is considered to be at the last altitude it had attained while on the board. It costs a unit 1 MP to move off the aerial battle board from a board edge hex. It may return to the Aerial Battle Board during one of its following rounds during the mission, using the same procedure described above.

8.7.7 Aerial Combat Movement Aerial Units move from hex to hex, and from one altitude level to another by expending (or gaining, by diving) movement points. A unit's basic (unmodified) number of MPs appears in the first numeric column of the Aircraft Performance Chart.

Most (but not all) bombers have their MP rating increased by 1 MP in the air battle round after the round in which they had unloaded their bombs. Such units have an "L" printed to the right of their Speed Rating on the counter.

Disrupted units have a Reduced MP rating (-1 MP).

It costs a unit 1 MP to move into the hex it is facing without changing its altitude.

Each Aerial Unit must normally expend **all** of its printed MPs in each round, but **not** necessarily those gained from diving (see the Fragility rule below). No unit can spend more than its modified number of MPs in a round.

A unit may perform movement and fire actions in any sequence, as long as it has MPs available to pay for its actions. It may, for example, fire and move; or it may move and fire; or it may move, fire, strafe/bomb, and continue to move.

A unit may not make consecutive turn or roll movements during its round. Each turn or roll must be interspersed with another form of movement. A unit may, however, end a round with a turn or a roll, and then start the next round with a turn or a roll. ***Recommendation:*** *When moving a unit, leave its sequence marker in the starting hex, facing the icon on the marker towards the hex side the unit was facing before it commenced movement. When a unit completes its movement for the round, reunite its sequence marker with it. Also, 144th scale models can be easily adapted for play as well.*

Aerial Unit Facing: All Aerial Units must be oriented such that the front of the aircraft picture is pointed towards a hex side at all times. Bomber units may only move into the hex to the unit's front. A fighter unit not performing a Roll maneuver may also only move into the hex in front of it. Units may change facing by expending MPs (see the Aerial Combat Movement Table). The cost and ability to change facing will depend on the type of Aerial Unit and its status.

Altitude: Unless otherwise indicated, all Aerial Units are assumed to be at medium altitude. Use the Altitude markers to indicate those Aerial Units at low or high altitude. No unit can move above "high" or below "low" altitude levels. ***Recommendation:*** *Some ingenious play testers used cube dice instead of the altitude markers. A unit at low altitude is placed on the playing surface. A unit at medium altitude is placed atop one cube die. One at high altitude is placed atop two cube dice.*

Changing Altitude: A unit can change its altitude level by climbing or diving. No unit can dive more than 1 level in a round except for the Spad 7. Climbing costs a unit movement points, while diving will gain a unit movement points. For the numbers, see the Aerial Combat Movement Table. No unit can climb more than one level per round, except for the Sopwith Triplane. A Sopwith Triplane can climb 2 levels in one round but uses all of its MP to do so. Loaded RB bombers cannot climb above medium altitude. ***Note:*** *See the Aircraft Performance Chart.*

Fragility: WWI aircraft, and in particular the Nieuport (N-17) and Albatros D.III fighters, were notorious for shedding wing coverings or even entire wings (oh, no!) in steep power dives. Whenever a Reduced Aerial Unit of any type, or a Normal status Albatros D.III or N-17, dives and expends the additional MPs from diving, roll 1D6. Add 1 to the roll for each MP it moved beyond its printed SR (i.e., any used additional MP from diving) and +1 if also Disrupted. If the modified roll is >6 the unit is immediately Reduced; if already Reduced it is eliminated.

Stacking: While moving, Aerial Units may freely pass through hexes occupied by other Aerial Units, and may end their movement, at any altitude, in a hex occupied by another Aerial Unit. Opposing Aerial Units in the same hex, regardless of altitude, may not fire on one another.

S-Turn/Roll Movement: An Aerial Unit with enough remaining MPs may perform a special type of movement called a "Roll" (F or FB if not carrying bombs) or S-Turn (RB). A Roll/S-Turn enables the unit to move into one of the hexes to either the left or right of the front hex. This is the only occasion that an Aerial Unit may move into a hex through a hex side other than the one it is facing. A unit in hex 3709, facing hex 3708, for example, may normally only move into hex 3708 with its next move, but by doing a Roll to its right, it will end up in hex 3808, facing hex 3807. The cost to perform a Roll/S-Turn is listed on the aircraft performance chart.

Rotary Engines: Aerial Units with an "R" before their SR are powered by Rotary engines. These exerted tremendous centrifugal force to the airframe, making the aircraft harder to control but much easier to turn, S-Turn, or Roll to the right. With any maneuver to the right the owning player rolls 1D6. If the roll is even the turn to the right is made for 1 MP less than stated on the Aircraft Performance Chart (and this can be lessened to 0 MPs); an odd roll retains the MP roll or turn cost.

Immelmann Roll: An F or FB (not RB) unit with enough remaining MPs may perform an extreme loop-turn called an "Immelmann." This effectively enables the unit to move into the hex it is facing, and them changing its facing 180 degrees. *Example: A unit in hex 3709, facing hex 3708 moves into hex 3708, and then changes its facing towards the hex it had just left (3709). It remains at the same altitude.*

Firing: A fighter unit firing its guns loses momentum – expends 1 MP – in the process. Bombers are not a so affected. The moving unit may perform one fire action per air battle round. After firing the unit may continue moving if it has movement points remaining.

Strafing: A fighter unit at low altitude in a target zone hex (bombing factor labeled "S") may fire its guns at a non-aerial target. This has the same effect (cost) on its movement as the firing just described. It is, however, preceded by anti-aircraft fire, and it is resolved as a form of bombing attack (Case 8.10.2).

8.7.8 Aerial Combat Combat is conducted on the Aerial Battle Board as follows:

Aerial Combat Fire: An Aerial Unit may attempt to inflict damage on an enemy Aerial Unit by firing its guns at the enemy unit. A unit's aerial attack capability is rated by the Aerial Fire (AF) rating printed top-left on the counter. The ability of the targeted unit to absorb such punishment without dire consequences is its Defensive Factor (DF), printed bottom-left on the counter. A unit with no AF rating may not fire, though a unit with a modified AF rating of "0" or less may fire – its AF rating still functions. Each moving unit may fire only once per air battle round.

Range of Fire: A fighter unit may fire at an aerial target up to four hexes distant at the same altitude as itself, i.e., with a maximum of three hexes between the fighter and its target. An RB unit with an Observer may fire at an aerial target up to two hexes distant at the same altitude as itself, i.e., with a maximum of one hex between the RB and its target.

Aerial Target at a Different Altitude: A unit may never fire at an aerial target at an altitude different from its own. ***Note:*** *Altitude level differences represent about 2000 feet. Tactical altitude differences are folded into the numbers.*

Aerial Target in the Same Hex: A unit may never fire at an aerial target in the same hex as itself, regardless of the target's altitude.

Blocking: A unit may not fire through a third Aerial Unit (friend or foe) that is at the same altitude between the firing unit and its stated target.

Field of Fire: An RB with a **circled** Observer fire factor unit may fire at an aerial target in any direction within its 2-hex range (F.E.2, Roland C.II). All other RB units can fire at enemy Aerial Units that are within 2 hexes and *not* within the field of fire shown below using the unit's Observer attack factor (side and rear aspects as shown below in figure 2). A fighter unit, as well as RB units that do use Observer fire, may only fire at a target generally to its front using its fixed, forward-firing machine guns, as depicted in the following graphic:
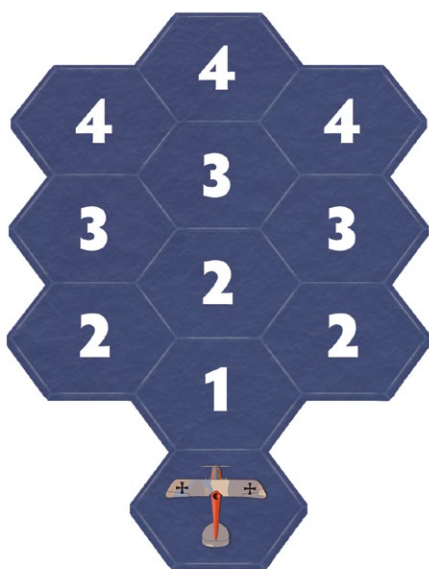

Figure 1 (forward firing field of fire)

Aerial Target Orientation: It is easier to hit an aerial target moving along the same or even opposite direction as the firing unit, than it is to hit a target moving across the firing unit's field of fire. This makes the target's orientation to the firing unit very important. The following graphic depicts a target and its orientation, depending on the location of the firing unit.

Figure 2 (Target Orientation and Observer Field of Fire)

RB Defensive Fire: A non-moving RB unit may fire at a moving interceptor at the same altitude using its Observer fire factor (side and rear aspects). The moving unit may not be fired on in the hex that it occupies before it commences its movement. Thereafter it may take fire each time that it leaves a hex within an enemy RB unit's field of fire. Every non-moving RB may fire as many times as a moving interceptor is willing to present itself as a target.

For purposes of this case, an interceptor is at its former altitude when it leaves a hex to start a dive.

RB units as Fighters. Any RB unit can use its forward firing guns and attack as a fighter unit instead of using Defensive Fire. If it does attack as a fighter mark the unit "No Defensive Fire." If the RB did fire defensively earlier in the round, it may not later attack as a fighter when it activates. (*The Observer is too preoccupied with hanging on to effectively use his weapon.*)

8.7.9 Aerial Combat Resolution The player controlling the firing unit rolls 1D10 and modifies it as follows:
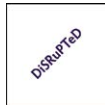
Additions:
- **+N** for the firing unit's AF rating
- **+2** if a fighter (not RB) is firing from the target's rear (see Aerial Target Orientation)
- **+1** if a fighter (not RB) is firing at a bomber from the target's front (see Aerial Target Orientation)
- **+1** if an Ace is with the firing unit
- **+1** if the firing interceptor (only) has attained Surprise (immediately remove the "Surprise!" marker after firing)
- **+1** attacking out of the sun (optional Section 15.2)

Subtractions:
- **-N** for the target unit's DF rating, modified (DF-1 if Disrupted)
- **-2** if the firing unit is Disrupted
- **-1** if firing from the target's side (see Aerial Target Orientation)
- **-1** for each intervening hex between the firing unit (excluded) and its target (excluded)
- **-1** if an Ace is with the target unit

The modified 1D10 result is then compared with the target unit's DF rating for the result. If the modified die-roll is:

- Less than or equal to the target's printed DF = No Effect.
- Greater than the target's printed DF = the target is Disrupted. Place a Disrupted marker on the Aerial Unit. If the target is a Balloon the attacking player rolls a second 1D10. With an even roll the Balloon is destroyed; an odd roll is No Effect.
- Greater than or equal to the target's printed DF x 2 = the target is Reduced (loses a step). If a Balloon is the target it is destroyed.

A unit is automatically Disrupted for the remainder of the game turn when it is loses a step. A unit already Disrupted is not affected by additional Disruption results. **Exception**: Grounded Aerial Units at an Airbase that is Disrupted may become Reduced (Section 8.10).

8.7.10 Allied Aces An Allied unit can gain an Ace whenever it Reduces or eliminates a German Aerial Unit, including the destruction of a German Artillery Observation Balloon. *Note: This is applicable regardless of the type of Allied Aerial Unit (F, FB, or RB).* When this occurs roll 1D10. If the result is a "9" or a "10" an Ace counter is immediately placed with the Allied unit. The Ace may not transfer to another unit and is lost if his unit is eliminated. The number of aces in the game at a given time is limited to those in the counter mix; no more than one Ace may be assigned per unit. If no Allied Ace markers are currently available, skip this case. The three German aces arrive as per the Setup procedure. *Note: The Allied IX/100 Sqdn. NB unit cannot have an ace.*

8.7.11 Observers RB and F2a (FB) Aerial Units that become Disrupted or Reduced must roll 1D6 to determine if the Observer is lost (killed or wounded). Modify the roll as follows:

- **+1** if RB unit was Disrupted
- **+1** if Attacking aircraft was adjacent (1 hex range)
- **-1** if Attacking aircraft was behind, and RB is a F.E.2 (the plane's engine acted as a quasi-shield and the observer was in front)

If the modified roll is less than or equal to "6" the Aerial Unit is marked with a "No Observer" marker. An RB unit without an Observer must abort its mission. Any other result has no effect.

8.8 Aborting the Mission
This case applies to individual mission units.

Abort Procedure: At any time during a mission, before facing AA fire, an RB unit may abort its mission. The unit jettisons its bomb load or declares the artillery spotting mission at and end, and, if on the Aerial Battle Board, possibly accelerates, heads for the board edge, and returns to base (Section 8.12). If the unit is an RB (only) unit, the Mission player is penalized: His opponent is awarded 1 VP (Section 13.1) each time one of the Mission player's bomber units exercises this option.

If an RB unit fails to deliver its bombs or finish its artillery spotting mission to the target zone on the Aerial Battle Board within the allotted eight rounds, it is considered to have aborted its mission.

An RB unit without an Observer (Case 8.7.11) must abort its mission. Fighter units may also freely abort and exit the Aerial Battle Board at any time with no penalties.

8.9 Anti-Aircraft (AA) Combat
Where there is **air combat**, when a bombing RB or a strafing F unit reaches the desired Target Zone ("T") hex on the Aerial Battle Board, the bombing unit's altitude is deemed to be the altitude it has on the battle board at the time. Strafing fighters are always at low altitude.

Where there is **no** air combat at all, the Mission player:
1) Declares target type or exact target in the target hex (Section 8.6).
2) Declares the bombing unit's altitude (strafing fighters are always at low altitude).

The bombing or strafing fighter unit - hereafter called the "bomber" - then faces anti-aircraft (AA) fire from its intended target.

8.9.1 Target AA Fire Targets' AAFs are as follows:
Airbase: The AAF is 2 for Airbases. This is lessened to 1 if Disrupted and ceases to function when the base is eliminated.
Cities: Lens and Arras each have an AAF of 2. For each two hits (rounded down) on the city, its AAF if lessened by 1 point; e.g., if a city has 4 hits on it, its AA defense ceases to function.

Ground Combat Units: A Ground Combat Unit, regardless of its size, has an AAF of **1**, even when Disrupted or Reduced.

Balloon Busting Missions: These have a number (1-4) of AA units that are deployed per the Balloon Busting rules (1 or 2 CF). AA Fire occurs when the Aerial Unit enters any hex with or adjacent to the AA unit on the Tactical Display (**not** just the Target hex).

8.9.2 AA Procedure The Interceptor player rolls 1D10, to which he adds or subtracts various modifiers. Find the numbered column matching the AAF in the top header row of the Anti-Aircraft Combat Table. Go down the column to the cell that intersects the row matching the modified roll, indicated in the leftmost column of the table. In all cases, an AA attack roll is modified by -1 if the target Aerial Unit is Disrupted. *Note: If using the Wind optional rule (Section 15.1) the roll is modified by an additional -1(medium altitude) or -2 (low altitude) if the Aerial Unit is flying against the wind. Apply the result in the cell to the Aerial Unit.*

Example: A Disrupted, unreduced Fk-8 bomber unit is attacking Lens (city) from medium altitude. The Interceptor player rolls a "10" using 1D10, taking us to the 12-column along the top header row. Reading down to the (modified: 4DF – 1 for Disruption =) 3-row, we find a "D" result. As the bomber is already Disrupted, the effective result amounts to "No Effect." If the bomber had attacked at low altitude, it would have been lessened by the corresponding "X" result in the lower half of the table.

8.10 Bombing and Strafing Combat
Immediately after AA Combat resolution, if there is a bomber or strafing unit over the target, Bombing Combat takes place.

8.10.1 Bombers An aerial combat unit may conduct a bombing attack if it has a bombing factor (BF) printed in the upper-right corner of its counter.

8.10.2 Fighters Fighter units that have not engaged in Aerial Combat during the air mission may conduct strafing attacks. Strafing must be conducted at low altitude. Fighter units have an "S" printed to the left of their BF on the counter. A strafing fighter has a BF of 1.

8.10.3 Artillery Spotting RB units must fly in a straight line for 2 or 3 hexes, one of which is the target zone hex on the Aerial Battle Board, and be at medium or low altitude throughout (it cannot change altitude) to qualify for a successful Artillery Spotting Mission (Section 8.6). Resolve the Artillery Spotting Mission as if it were a bombing mission to determine its success (Case 8.10.6).

8.10.4 Bombing Resolution Precondition If there is Aerial Combat (Section 8.7), the bomber must move into one of the six target zone hexes (labeled "T") on the aerial battle board. If there is no Aerial Combat, play proceeds as if the bomber is moving through the target zone.

Note the altitude and status of each participating bomber unit. Declare the target if it had not already been done during AA combat (Section 8.9).

8.10.5 Bombing Procedure For each bomber unit the Mission player rolls 1D6 and compares the result to the bomber's printed bombing factor (BF). Die roll modifiers:

- **-2** is strafing from Low Altitude
- **-1** if bombing/spotting from Low Altitude
- **-1** if Aerial Unit has an Ace
- **-1** if Ground Combat Unit is Disrupted (-2 if Routed)
- **-1** if Artillery Spotting Mission and the Ground Combat Unit moved through 3 hexes in a straight line (not just 2).
- **+1** if the target is a Ground Combat Unit in a hex with a city or German unit (bombing only, no DRM for strafing attack). *Note: The Germans had prepared the entire territory for a defense-in-depth, making air attacks by individual formations problematic.*
- **+1** if the Bomber/Spotter is Disrupted
- **+1** if the Weather is Poor (Random Event #3)

8.10.6 Bombing Result Effects The result of the bombing attack is as follows:

• **Less than BF but not less than 0**: Number of hits equal to the difference of the result and the bomber's BF. *Example: a result of "0" with a B.E.2 would be 2 hits. If the number is equal to the Aerial Unit's BF still award 1 hit.*

For an Artillery Spotting Mission this result requires rolling 1D6. Subtract 1 from the roll if the RB was at Low Altitude. Subtract another 1 if it has an Ace. If the modified roll is less than or equal to the RB's BF the mission is a Success, otherwise it has No Effect. Record the Success by advancing the owning player's Artillery Support Marker in the sector by 1 space.

• **Any result less than 0**: Number of hits equal to the difference of the result and the bomber's BF, **or** target is Disrupted (Airbase) or Interdicted (Ground Combat Unit). Place the appropriate marker. For an Artillery Spotting Mission this result counts as a "double Success." Record this by advancing the owning player's Artillery Support Marker in the sector by 2 spaces.

• **Any other result is No Effect.**

Targets are affected in the following manner:

Airbases: When an Airbase is Disrupted, place a Disrupted marker on the AA space of the Airbase display, lessening its AAF to "1." Any Aerial Unit on the ground at an Airbase may be damaged each time a Disruption "D" is scored on the base, even if the base is already Disrupted. For each Aerial Unit at the Airbase roll 1D10. A die-roll result of "6" or greater means the Aerial Unit is Disrupted – move it to the Disrupted half of the Airbase display. If already Disrupted, the Aerial Unit is Reduced. Any other result has no effect. When an Airbase is eliminated (the '"X" result), the Airbase unit is removed. Any Aerial Unit on the ground is destroyed if the Airbase is eliminated.

Cities: Damage to a city target is measured in hits. Record hits on cities on a piece of note paper. The number of hits on targets may affect the VPs during the Victory Points Phase. Additionally, each two hits (rounded down) on a city lessens its AAF 1 point. No city hex may carry more than 4 hits on it at any given time. Hits in excess of 4 are ignored.

Douai/Cambrai: Damage to the Douai or Cambrai areas is measured in hits. Record hits on these areas on a piece of note paper. The number of hits on targets may affect the VPs during the Victory Points Phase. Additionally, if Douai or Cambrai has 4 hits during the Supply Determination Phase, then that area cannot be used as a supply source. Neither the Douai nor Cambrai area may carry more than 4 hits each total at given time. Hits in excess of 4 on one of these areas are ignored.

Ground Combat Units: When a Ground Combat Unit is Disrupted, an Interdicted marker is placed on the unit counter on the geographic hex map. A Ground Combat Unit, while interdicted, may not move. It may attack an enemy Ground Combat Unit but does so at **half** strength (drop any fraction). It retains its full ground combat factor as a defense factor and as an AAF. Additional Interdiction results from aerial bombing have no effect. Aerial bombing cannot reduce or eliminate a Ground Combat Unit.

8.11 Balloon Busting

Aerial Units (F or RB) can attack enemy Observation Balloons to reduce an opponent's overall Artillery Support Level. The "Balloon Busting" mission can be carried out against any enemy infantry unit that is adjacent or within 2 hexes of a friendly infantry unit. **Note:** *The infantry unit's AA attack is **not** resolved for a Balloon Busting mission. These rules apply instead.*

The Balloon Busting Mission can be intercepted. The Balloon has a DF of 2 and an SR of 0.

8.11.1 Balloon AA Batteries. To resolve a Balloon Busting mission the enemy Balloon marker is set up in the target hex at High Altitude along with a number of AA units:

- Enemy Infantry unit in the target hex at full strength and Normal status: Three 2xCF AA units. If the unit is also Interdicted: Two 2xCF AA units.
- Enemy Infantry unit in the hex at Reduced strength and Normal status: Two 2xCF AA units. If the unit is also Interdicted: Two 1xCF AA units.

AA units are set up by the defending player on the Aerial Battle Board, one to a hex, on or within 4 hexes of the Target hex. AA units can be bombed and strafed. A hit Disrupts the AA unit and results in a 2xCF AA unit being lessened to 1xCF. A 1xCF AA unit that is hit is removed from play. Disrupted AA units have a +1 die modifier. AA units have a range of 1 hex at any altitude. Resolve the AA fire per Case 8.9.2.

8.11.2 Balloon Altitude The Balloon takes 2 rounds to change altitude. In the first round, the owning player announces the Balloon is changing its altitude level and then flips the Balloon marker over to indicate it is beginning its descent/ascent. The following round the owning player flips the Balloon back over to its front side and changes the Altitude marker. If descending, once the Low Altitude marker is removed, the Balloon is considered grounded and cannot be attacked.

If the "Surprise" marker is played by the attacking player, the Balloon's altitude cannot be changed until the Aerial Unit is attacked by AA.

If a Balloon is destroyed or grounded by the end of 8 rounds of combat the Mission is a success. Decrease the Balloon Owner's Balloon Observation Level for the sector where the Balloon was located by 1 if the Balloon was grounded or destroyed (i.e., from Normal to Weakened or Weakened to Reduced). If the Balloon was at Low Altitude the attacking player rolls 1D10. If the roll is greater than the number of combat rounds played decrease the Balloon Owner's Balloon Support Level for the sector by 1. If the roll is less than or equal to the number of combat rounds played, or the Balloon was at Medium or High Altitude by the end of combat, there is no effect (the mission failed).

8.12 Return to Base

Following the completion of an air mission, each surviving mission unit and interceptor is returned to a friendly Airbase. Any friendly Airbase can be used, not just the one the Aerial Unit took off from. An Aerial Unit that lands at an Airbase after a mission or an interception attempt is always placed in the "Flown" half of the Airbase. More specifically, a unit is placed in either the "Flown-Normal" quadrant or the "Flown-Disrupted" quadrant of an Airbase, depending on the unit's status.

8.12.1 Accidents For each Disrupted Aerial Unit that returns to base roll 1D10. Modify the die-roll as follows:

- **+1** if the destination Airbase is Disrupted.
- **+1** if the Disrupted unit is an F2a or R.E.8 Aerial Unit. (These aircraft were newly issued. The R.E.8 had an especially bad reputation for being accident prone by their aircrew, many of whom came to loathe the beasts. The F2b would eventually become one of the best Allied aircraft of the war, but only after more modifications and doctrinal changes were instituted.)
- **-1** if the Disrupted unit is a B.E.2 Aerial Unit (these aircraft were very stable and forgiving machines making them easier to land in "stressful" situations).

These modifiers are cumulative. If the die-roll result is "10" or more the Aerial Unit is Reduced. If already Reduced the Aerial Unit is eliminated.

8.13 Air Operations Conclusion

Any aerial reconnaissance units that were placed during the Initiative Phase land at any friendly un-disrupted Airbase. Award 1 VP to the German player for each RFC Reserve Aerial Unit in a Flown section of the Allied Airbase display chart.

9.0 GROUND OPERATIONS

Ground operations are conducted in the following order:
1. Initiative player's Ground Combat Unit Movement
2. Initiative player's Ground Combat
3. Reaction player's Ground Combat Unit Movement
4. Reaction player's Ground Combat

9.1 Ground Combat Unit Initiative

A German Ground Combat Unit located in a hex west of the Hindenburg Line may only conduct a ground operation (movement and/or combat) on turns in which the German player has the initiative (Section 7.5).

An Allied Ground Combat Unit located in a hex that ends in xx01 or xx02 (on the east edge of the map) may only conduct a ground operation (movement and/or combat) on turns in which the Allied player has the initiative (Section 7.5).

Otherwise, an un-disrupted Ground Combat Unit not bound by the above restrictions may conduct a ground operation each turn.

Designer's Note: The Allies planned only a limited offensive to support their French allies to the south. Until/unless the Nivelle Offensive made gains the British were loath to stick their armies' necks out too far. Similarly, the Germans were prepared and planned for defensive actions only in this sector. The above restrictions should keep things on the ground in proper perspective in game terms.

9.2 Ground Combat Unit Movement

Ground Combat Units may move from one land hex to an adjacent land hex each turn. They may not voluntarily move off the game map or attack into off-map holding/deployment areas.

9.3 Stacking

Up to 2 friendly units may voluntarily co-exist (stack) in a regular terrain hex. Opposing units may never co-exist in the same hex. If called upon to retreat, units may temporarily exceed the stacking limit. Over-stacked units must move to comply with the stacking limit at the end of the owning player's next movement phase, else be eliminated.

9.3.1 Corps/Gruppe Boundaries Both sides' infantry divisions were part of larger Corps (Allied) or Gruppen (German). At-start infantry divisions are labeled with their Corps/Gruppe affiliations, and German units will set up within the Gruppe Boundaries as shown on the map.

German units may change Gruppe affiliation, and hence artillery support in combat, depending upon where they are on the map. If a unit is located on a Gruppe Boundary hex, it can trace affiliation/support to either Gruppe that shares the border.

Allied at-start units always use the Corps Artillery Support that is printed on their counter. An infantry unit from a Corps cannot be farther than 2 hexes from another unit from that Corps. If only 1 unit is left in play from a Corps, it can move anywhere on the map, but the Corps Artillery Support Marker can never rise above that unit's printed CF for the rest of the game (and will drop if later Reduced or become zero if it is eliminated from play).

Allied reinforcement units derive Corps Support from any *one* at-start Allied infantry unit it is stacked with or is adjacent to.

9.3.2 Zones of Control (ZOC) All infantry units (regardless of status of strength) project a ZOC into the six adjacent hexes to the one the unit occupies. Enemy units may not move from one hex to another that is in a ZOC. **Exception**: Units may advance after combat regardless of the presence of ZOC.

9.4 Ground Combat

Ground combat is voluntary. An un-disrupted Ground Combat Unit may attack one enemy Ground Combat Unit in an adjacent hex during its Ground Operations Phase – defending player's choice if he has more than one unit, but multple defending Ground Combat Units in teh same hex may not combine their strengths. More than one Ground Combat Unit may consecutively (one at a time) attack a particular enemy unit several times in the same Ground Operations Phase. Combat results only affect the two units making up the battle.

The attacking player must declare all of the attacks to be resolved at the start of the combat phase. Players allocate Artillery Support Points (ASP, Case 9.4.1) and Tank Support Points (TSP, Case 9.4.3) on an individual basis (not all at once), with the non-Initiative player allocating these resources in each combat first.

Procedure: The attacking player rolls 1D10. Both players modify the roll with the following modifiers. Use all that apply:

- **-4** if the weather is Poor
- **-2** German unit defending in Hindenburg Line hex
- **-1** if the defending unit is in a hex with a city (not a mere town)
- **-1** if the defending unit is attacked across a river hex side
- **-1** if the defending unit is in a hex with Ridge terrain
- **-1** German unit defending in any other hex east of the Hindenburg Line (*again, the Germans had prepared the entire region for an in-depth defense*)
- **-N** equal to the number of defending Artillery Support Points
- **+N** equal to the number of attacking Artillery Support Points

To this modified 1D10 he adds the attacking unit's Ground Combat Factor (CF). Reading along the top header row of the Ground Combat Table, he discovers the column numbered correspondingly with the sum. Then, reading down that column, he finds the cell that intersects the row numbered accordingly with the defending unit's unmodified CF. He then applies the result found in the cell.
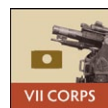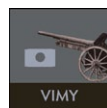
9.4.1 Artillery Support Points (ASP) The number of ASP that a player can use in any one battle is equal to the highest combat factor of one designated friendly infantry unit. For example, the British have two infantry units attacking: one with 3 CF and another with 4. The British player can allocate up to 4 points of ASP. Adjust the corresponding Corps or Gruppe Artillery Support Level marker on the Game Record Track as needed. Each ASP is used as a DRM in the combat resolution roll above.

9.4.2 Balloon Observation Support Level (BOSL) Combat Odds are also affected by a side's Balloon Observation Support Level. If the unit's Corps (Allied) or Gruppe (German) Observation Level is Normal, the column used to resolve the combat is shifted 1 column in the player's favor. If the BOSL is Weakened there is no column shift. If the BOSL is Reduced then there is an adverse 1-column shift against the owing player in the combat. The BOSL level will affect the overall Artillery Support Level during the turn's Supply Phase (Case 9.5.1).

9.4.3 Allied Tank Support Points (TSP) The Allied player has a number of TSPs that can be allocated to an attack. These cannot be used for combat when an Allied unit defends. The number of TSPs available for the turn is set after the initiative is determined by rolling 1D6. Add 1 to this roll for each turn played after turn 2 (i.e., 1 is added on turn 3, 2 on turn 4 and so forth). A result of 1-5 is the number of TSPs available for the turn. A result of 6 or more means that there are no TSPs for the turn or the remainder of the game (all of the tanks are either broken down or lost in action).

The number of TSPs that can be allocated to an attacking Allied Infantry Division is 2 if it is full strength, 1 if Reduced. Unused TSPs do not "carry over" from one turn to the next. Any that are not used are lost.

9.4.4 Combat Results The following outcomes are possible:
- **No Effect**.
- **AX** Attacking Ground Combat Unit is Reduced - invert the counter to its Reduced side. If already Reduced, it is eliminated. Additionally, it becomes Interdicted.
- **AI** Attacking Ground Combat Unit is Interdicted – place the unit under an Interdicted marker.
- No Effect
- **DI** Defending Ground Combat Unit is Interdicted – place the unit under an Interdicted marker. If already Interdicted, it has to retreat one hex.
- **DX** Defending Ground Combat Unit is Reduced – invert the counter to its Reduced side. If already Reduced, it is eliminated. Additionally, it has to retreat one hex and becomes Interdicted.

***Note**: If the defender's hex is vacated, the attacking infantry unit can advance into the hex.*

Ground Combat Units that are eliminated may not be rebuilt. Remove them from the map and the game.

9.4.5 Interdictions When a Ground Combat Unit is Interdicted, an Interdicted marker is placed on the unit counter on the hex map. A Ground Combat Unit, while Interdicted, may not move. It may attack an enemy Ground Combat Unit but does so at half strength (drop any fraction). It retains its full Ground Combat Factor as a defense factor, as well as its AAF of 1. Additional Interdictions from aerial bombing do not affect it. Aerial bombing cannot reduce or eliminate a Ground Combat Unit.

An Interdicted Ground Combat Unit, if Interdicted again as a result of ground combat, has to retreat and remains Interdicted.

9.4.6 Retreats The owning player moves his retreating Ground Combat Unit 1 hex away from the attacking enemy unit, preferably towards a supply source (Section 10.1). No unit may retreat into an enemy-occupied hex. Units may retreat in violation of stacking (Section 9.3). Any units unable to retreat are eliminated.

While a Ground Combat Unit may not voluntarily move off the game map, it may retreat off the map, but having done so, it may only return to the map in the next turn during the next ground movement phase from the same map edge (not necessarily the same hex, however).

Airbases and Aerial Units may not retreat as a result of ground combat. Eliminate them. A Ground Combat Unit cannot damage a friendly Airbase in a hex it vacates by voluntary movement or retreat.

9.5 Artillery Support
Although infantry occupied and fought for control on the ground, and aircraft fought for control of the skies, it was each side's artillery that determined who won or lost on the WWI battlefield. Keeping the troops supported on attack and defense, as well as spotting the fire of the hundreds of batteries deployed here, was the main mission for both side's air forces.
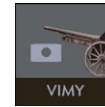
9.5.1 Artillery Support Level Each side has markers to record their Corps (Allied) or Gruppe (German) overall Artillery Support Levels. The level of Artillery Support for each Corps/Gruppe is determined in the Supply Phase. Adjust the appropriate marker on the Game Record Track as follows:
- -2 if Cambrai/Douai has 8 hits between them (German player only, and yes, that is -2 for each Gruppe. Ouch!).
- -2 if Arras has 4 or more hits or is under German control (Allied player only, and yes, that is -2 for *each* Corps!).
- -1 for each hit scored by the IX/100 NB unit in a bombing attack against a German unit (one sector only, whichever one is associated with the targeted German unit).
- +1 or +2 for each successful Artillery Spotting Mission performed in the turn (Case 8.10.6).
- +3 if BOSL is at Normal status, or +2 Weakened, or +1 Reduced (Case 9.4.2).

The number of Artillery Support Points for any Corps/Gruppe cannot exceed 10, regardless of the circumstances. *(Consider any surplus being taken away by your higher-ups for use elsewhere on the front. Perhaps you will be commended for doing so well here.)*

10.0 SUPPLY DETERMINATION PHASE
Ground Combat Units and Airbases (not aerial combat units) on the map, in order to remain fully functional, must trace an uninterrupted supply line of any length to a friendly supply source during the Supply Determination Phase. Off-map Airbases are always supplied.

10.1 Supply Sources
Allied Airbases and Ground Combat Units on the map must trace supply to any western map edge. Arras may only be used as a supply source when it has 2 or fewer hits on it. **German** Airbases and Ground Combat Units on the map trace supply to any eastern map edge.

10.2 Supply Lines
A supply line is traced through a series of friendly-controlled contiguous land hexes. It may be traced through river hex sides.

10.3 Penalty for Failing to Trace Supply
Ground Combat Units and Airbases that cannot trace supply become Interdicted or Disrupted respectively, or, if already Interdicted or Disrupted, remain so.

11.0 REGROUP PHASE
Each player can designate units to regroup in order for them to return to Normal status. Each player can also designate a turn as a Regroup turn to return weakened units to full strength as well as Normal status.

11.1 Individual Unit Regroup
Both sides may attempt to remove the Disrupted or Interdicted status of each Airbase and aerial and Ground Combat Unit so afflicted. A Disrupted Aerial Unit must have been marked with a Regroup marker during the Initiative Phase (Module 7.0) to indicate that it is attempting to regroup.

11.1.1 Aerial Combat Unit Regroup Attempt the regrouping of all Aerial Units before trying to regroup Airbases. Aerial Units may not regroup at a Disrupted Airbase (either they must await the Airbase's restoration or stage-move to another base). For each unit or base attempting a regroup, the owning player rolls 1D10, modifying it as follows:

- **+1** if the weather is poor (Random Event #3)
- **+1** Allied units and Airbases if Arras has 4 or more hits or has been captured by the Germans (Allied player only. This represents the severe disruption to the logistical support units such a catastrophe would have caused.)
- **+1** German units and Feldflugplatz Airbases for every 4 combined hits on both the Cambrai/Douai areas (German player only. This also represents the disruptive effects on the Germans' rear area logistical support network.)

A supplied Aerial Unit is returned to Normal status with a die-roll result of 1 through 6. Any other die-roll result means the Aerial Unit remains Disrupted.

Restrictions: An individually regrouping Aerial Unit cannot participate in air missions (Case 8.1.6). A regrouping fighter may attempt an interceptor scramble (Case 8.4) but suffers an adverse die-roll result modifier, and in doing so, loses its regroup status. Any Aerial Unit that stage-moves (Section 8.2) has its regroup marker removed and cannot regroup.

11.1.2 Airbase Regroup An Allied supplied Airbase is returned to Normal status with 1D10 result of 1 through 6. A supplied German Airbase is returned to Normal status with a die-roll result of 1 through 7. Any other die-roll result means the Airbase remains Disrupted.

11.1.3 Ground Combat Unit Regroup An Allied Ground Combat Unit is returned to Normal status with 1D10 result of 1 through 5. A German Ground Combat Unit is returned to Normal status with a die-roll result of 1 through 6. Any other die-roll result means the Ground Combat Unit remains Interdicted.

11.2 General Regroup Turn
Each player can increase his regroup ability by declaring a General Regroup Turn during the Initiative Phase (Section 7.1). There may be a maximum of two (one per player) General Regroup Turns in the game.

11.2.1 Restrictions During a General Regroup Turn the player can only fly 2 units per air mission and is hampered by an adverse (+1) die-roll modifier for Initiative Determination (Section 7.6).

11.2.2 Effects During a General Regroup Turn all Disrupted, Ready (not Flown) Aerial Units, and supplied bases automatically return to Normal status (lose their Disruption) during the Regroup Phase. No die-roll is needed.

11.2.3 Procedure The player that declared the Regroup then rolls 1D10. A number of steps equal to the result of 1D10 may be used to restore Reduced or destroyed aerial combat units. The opposing player gains 1 VP for each enemy aerial combat unit step restored with these points.

In addition to the previously mentioned steps, the player that declared the Regroup turn may "purchase" any other number of aerial combat unit restoration steps, but at a cost of awarding 2 VPs to the opposing player for each of these additional steps.

If there are Reduced or eliminated aerial combat units from the RFC Reserve (Allied) or Strategic Reserve (German), they have to be restored to their full strength before any at-start units of that side may receive replacement steps.

This is the only form of replacements in the game. The IX/100 Sqdn. NB Aerial Unit, if available, may never receive replacements. Ground Combat Units cannot have steps restored.

11.3 Airbase Reorganization
Flown Aerial Units at all Airbases are moved to the Ready half of each Airbase. The Disrupted units move to the Disrupted-Ready quadrant, and other units to the Normal-Ready quadrant. Check for any fighters flown from the German Strategic Reserve Aerial Units and award the Allied player VPs for such units (Section 13.1).

11.4 Feldflugplatz Completion or Removal
Each supplied Feldflugplatz Mobile Airbase under construction is flipped over to become operational. The German player may remove one or more of his on-map Feldflugplatz Mobile Airbases for redeployment elsewhere (Case 6.5.4), as long as there are no Aerial Units based there at the time of removal (the Aerial Unit must have landed elsewhere first).

11.5 Removing Hits
Both sides may voluntarily repair damage to their cities and roads by removing hits.

11.5.1 City Repair Each turn a player may remove up to three hits (total, not per city) from cities (Arras, Lens) under his control at the end of the Regroup Phase.

11.5.2 Off-Map Repair Up to 3 hits (total, not per area) may be removed from the Cambrai/Douai off-map areas at the end of the Regroup Phase.

12.0 REINFORCEMENT PHASE
Reinforcements are placed during the Reinforcement Phase of their turn of arrival.

12.1 Allied Reinforcements
 All but one Allied Aerial Unit starts play either on the map or in the RFC (air) or Strategic (ground) Reserves. Only the IX/100 Sqdn. (NB) is available as a reinforcement unit and only via Random Event #1.

12.1.1 Allied Strategic Reserve Divisions These units can enter play on the Allied General Regroup Turn or later turn. These units are placed on the map during the Reinforcement Phase in any hex with or adjacent to another Allied unit that is not adjacent to a German unit and can trace supply.

Allied Strategic Reserve Divisions derive Corps Artillery Support from any **one** Allied unit that it is either stacked with or adjacent to during combat (Case 9.3.1).

The German player is awarded 1 VP for every step loss inflicted on an Allied Strategic Reserve infantry division.

12.2 German Reinforcements
The German player has both Aerial and Ground Combat Units available as reinforcements.

12.2.1 Observation/Bomber aircraft (RB) There are 4 RB units available at-start in the German Strategic Reserve Holding Area. Each turn following the Initiative Determination the German player rolls 1D6 for each of these units. Modify the roll as follows:
- +1 Allied Reconnaissance Mission over off-map Douai or Cambrai Airbase (+2 maximum if both)
- +1 Allied Spies Random Event
- -1 German Spies Random Event
- -1 General Regroup Turn in effect (regardless of who declared it)

If the modified roll is 4 or less the RB unit is available in Normal status at either Cambrai or Douai (German player's choice) for the turn (return it to Reserve status at turn end). If the roll is 5 or more the RB unit is not available this turn and remains in the German Strategic Reserve Holding Area.

Note: Although described here as reinforcements, these units enter play at the end of the Initiative Determination Phase, not the Reinforcement Phase.

12.2.2 Reserve Jagdstaffeln There are 5 Reserve F units available at-start in the German Strategic Reserve Holding Area. Each turn following the Initiative Determination the German player rolls 1D6 for each of these units. Modify the roll as follows:

- -1 General Regroup Turn in Effect (regardless of who declared it)
- -1 German Spies Random Event
- +1 Allied Spies Random Event
- +1 Allied Reconnaissance Mission over off-map Douai or Cambrai Airbase (+2 maximum if both)
- +1 ANZAC Attacks Random Event
- +2 France Attacks (Nivelle Offensive) Random Event

If the modified roll is 4 or less the F unit is available in Normal status at either Cambrai or Douai (German player's choice) or at any on-map Feldflugplatz Mobile Airbase for the turn (the Feldflugplatz Mobile Airbase cannot have a F unit already based there). Return it to Reserve status at turn end. If the roll is 5 or more the F unit is not available this turn and remains in the German Strategic Reserve Holding Area.

Note: Each Reserve fighter that is introduced to the game results in 1 VP being awarded to the Allied player (yes, the award is for each turn and for each unit). Each step loss on a Strategic Reserve Fighter unit also results in an additional, one time, VP award for the Allied player.

12.2.3 VI Armee Reserves There are 6 infantry divisions (5 if playing with the optional play balance rule, see German Setup, Section 14.2) marked "VI Armee" available as reinforcements. The German player can enter these units on any turn that is not a General Regroup by rolling 1D6 for each after the Initiative is determined. Modify the roll as follows:

- -2 Arras is German-controlled
- -1 German Spies Random Event
- +1 Allied Spies Random Event
- +1 ANZAC Attacks Random Event
- +2 Lens is Allied-controlled
- +2 France Attacks (Nivelle Offensive) Random Event

If the modified roll is 3 or less the German player can immediately place the infantry unit at any town or Hindenburg Line hex that can trace a supply line and is not adjacent to an enemy unit, subject to stacking limits. If the roll is 4 or more the unit cannot enter this turn, but the German player can try again to in a later turn should that be desired. A German reinforcement infantry division derives Gruppe Artillery Support from whatever Gruppe area it currently occupies (Case 9.3.1).

The Allied player is awarded 1/2 VP for each VI Armee Reserve Infantry Division entered in play before the **German** General Regroup Turn.

13.0 VICTORY POINTS PHASE

If the Turn (Initiative) marker is not on Turn 10, advance the Turn (Initiative) marker one space along the Turn Track, carrying with it all markers or units currently still with it on the track. Play the next turn.

Players attempt to win the game by accumulating VPs. The latter are scored by conducting bombing missions, reducing enemy combat units, controlling geographic hexes, and other risky options.

13.1 Victory Points Awarded During the Course of the Game

German Player VP:
- **+1 VP** each time an Allied bomber aborts (Section 8.8) its mission
- **+1 VP** each turn in which the Allied player states his intent to commit the RFC Reserve

- **+1 VP** for each IX Brigade Aerial Unit of any status in the "Flown" segment of an Allied Airbase before Airbase reorganization (Section 11.3)
- **+1 VP** for each destroyed IX Brigade Aerial Unit at the end of each Regroup Phase
- **+1 VP** for each step lost by an Allied Strategic Reserve Infantry Division
- **+N VP** for Allied Aerial Unit steps replaced during a general regroup:
  - **+1 VP** for each step replaced up to a number determined by rolling 1D10
  - **+2 VPs** for each step replaced in excess to the number determined by rolling 1D10
- **+1 VP** for each hit remaining on Arras during a turn's Victory Points Phase. This VP award is ended if the German player captures Arras.
- **+4 VPs** if the turn was clear (i.e., not Poor Weather), and the Allied player did not execute a bombing (not strafing) attack.

Allied Player VPs:
- **+1 VP** each time a German bomber aborts (Section 8.8) its mission
- **+1 VP** for each hit remaining on Lens, Douai, or Cambrai during a turn's Victory Points Phase. This VP award for Lens is ended should the Allied player capture Lens.
- **+1 VP** for each step lost by a German Reserve Fighter
- **+1 VP** for each German Reserve Fighter put in play during a turn
- **+1/2 VP** for each German VI Armee Infantry Division entered into play before the German General Regroup Turn

13.2 Victory Points Awarded After Game End

The game ends with the Victory Points Phase of Turn 10. At that stage, add the following the VPs to the players' totals and determine a winner

Allied Player VPs:
The Allied player is awarded the value (printed of the map) of each of the following sites under Allied control:
- **+2 VPs** for each Hindenburg Line hex
- **+3 VPs** for each Vimy Ridge hex
- **+1 VP** for every 2 named Towns east of the Hindenburg Line

German Player VPs:
The German player is awarded the value (printed of the map) of each of the following sites under German control:
- **+5 VPs** for control of Arras
- **+3 VPs** for control of each Vimy Ridge hex

13.3 Victory Levels

At the end of the game, subtract the German VP total from the Allied VP total. The difference determines the scale of victory is as follows:
- **19 or fewer** VPs: German victory
- **20 to 40** VPs: Draw
- **41 or more** VPs: Allied victory (historical result)

14.0 INITIAL DEPLOYMENTS

All units start or enter the game at full strength and Normal (un-disrupted) status. The game is 12 turns long. Neither side has any VPs at the start of the game.

Aerial Units are set up on the Aerial Display Charts. Airbases and Ground Combat Units are set up on the geographical hex map or Strategic Reserve Holding Areas as directed. All units, regardless of where they set up, start the game at full strength and Normal status.

The Allied player sets up first, followed by the German player. The Allied player also has the initiative on Turn 1.

14.1 Allied Setup

Ground Combat Units:
- Four Strategic Reserve Infantry Divisions (4, 5, 17, 37) are placed in the Allied Strategic Reserve Holding Area. The other Allied divisions set up as follows on or adjacent to the following hexes:
  - 1210: 24 Infantry Division (XXIV Corps)
  - 1410, 1610, 1810, 2009: 1, 2, 3, and 4 Canadian Divisions (Canadian Corps)
  - 2208 (Arras): 3, 9, 12, 34, 51 Infantry Divisions (VI Corps)
  - 2408, 2608, 2807: 14, 21, 30, 56, 62 (VII Corps)

Designer's Note: I've consolidated the Allied XVII and VI Corps into one formation (VI Corps) for a number of reasons. Several divisions of the VI Corps were off map to the south, and much of the XVII Corps was used for rear area interdiction and to support both of the other two British Corps to its north and south throughout the period covered in the game. This consolidation was preferred over introducing more rules/text that would have needlessly complicated the game, as well as helping balance play in the game.

Aerial Units:
The Allied player sorts his aerial combat units into Brigade groups as follows:
- Seven **RFC Reserve** Aerial Units (IX Brigade) are placed in the RFC Reserve Holding Area.
  Note: the IX Brigade/100 Sqdn. NB unit enters the game per Random Event.
- Four **I Brigade** Aerial Units and 2 Aerodromes. Anywhere on or adjacent to the east map edge in hexrows 11xx to 17xx.
- Four **III Brigade** Aerial Units and 2 Aerodromes. Anywhere on or adjacent to the east map edge in hexrows 18xx to 23xx.
- Five **X Brigade** Aerial Units and 2 Aerodromes. Anywhere on or adjacent to the east map edge in hexrows 24xx to 29xx.
- Five **13th Army** (13A) Aerial Units and 2 Aerodromes. Anywhere on the map, west of and at least 3 hexes from the Hindenburg Line.
  Note: Aerodromes cannot be located in a Ridge hex and only 1 to a hex.
- **Ace**: The Allied player can elect to have 1 Ace start the game with any F or RB unit of the RFC Reserve (not the NB). If the Ace is not placed with an RFC Reserve Aerial Unit it will be placed with the other two for possible later deployment per Case 8.7.10.

14.2 German Setup

Ground Combat Units:
- Six Strategic Reserve Infantry Divisions (1 and 4 Guard Reserve, 17, 18, 26 and 111) set up in the German Strategic Reserve Holding Area. **Note:** *For play-balance with a novice German player, allow one 4 CF Strategic Reserve Division to set up anywhere on the map within 4 hexes of the east map edge. There is no VP award to the Allied player for this at-start Strategic Reserve Division.*
- Two Gruppe Souchez Divisions (16 Bavarian Reserve, 80) set up anywhere in the Gruppe Souchez Deployment area in or adjacent to a Hindenburg Line hex.
- Three Gruppe Vimy Divisions (1 and 14 Bavarian Reserve, 79) set up anywhere in the Gruppe Vimy Deployment Area in or adjacent to a Hindenburg Line hex.
- Four Gruppe Arras Divisions (11, 11R, 17 and 18 Reserve) set up anywhere in the Gruppe Arras Deployment Area in or adjacent to a Hindenburg Line hex.

The German player sorts his aerial combat units into three groups as follows:
- Five Strategic Reserve F units are placed in the German Strategic Reserve Holding Area. One Ace sets up with any of these Fighter units (German player's choice).
- Seven light blue at-start Fighter units and eight Feldflugplatz Mobile Airbases are available. One Ace is with Jasta 11. Two Fighter units and two Mobile Airbases can set up on a map hex with a railroad but not within 3 hexes of the Hindenburg Line. All other F units and Feldflugplatz Airbases begin off map at Cambrai and/or Douai. **Note:** *If the German wants to relocate any of these Feldflugplatz Airbases it will have to be dismantled on Turn 1 for relocation on Turn 2.*

- Four RB units can enter the game per Case 12.2.1. Roll for their availability on Turn 1 after both players have finished setting up the game. One German Ace is placed with one of these four RB units. Place all four in a mug, envelope, or other such container and draw one randomly during set up to determine which one will have the Ace for the game.

14.3 Marker Placements

14.3.1 Allied Markers
The Allied player sets the following markers as directed at the start of the game:
- 6 Tank Support Points
- XXIV Corps Artillery Support: 2 Points
- VI Corps Artillery Support: 1D6 plus 2 (8 maximum)
- Canadian and VII Corps Artillery Support: 1D6 (6 maximum) *Note: The less-than-optimal Allied artillery levels reflect the expenditure of shells for the preparatory bombardment.*
- Canadian, XXIV, VI, and VII Corps Balloon Observation Levels are all at Normal status.

14.3.2 German Markers
The German player sets the following markers as directed at the start of the game:
- Gruppen Souchez, Vimy and Arras Artillery Support: 1D6 plus 2 (8 maximum). *Note: Again, the less than optimal Artillery Support levels represent the pre-battle counter-battery and Interdiction fire.*
- Gruppen Souchez, Vimy, and Arras Corps Balloon Observation Levels are all at Normal status.

14.3.3 General Game Markers
Players set the following game record markers as follows:
- Game Turn marker in the 1 Space of the Game Record Track.
- Three Allied Aces, all Tactical Air Battle, VP, and Random Event markers are set aside.

15.0 OPTIONAL RULES
The following rules are optional and not required for play. Players should agree before play whether to use these.
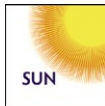
15.1 Wind

When resolving action on the Aerial Battle Board, at the start of play roll 1D6 to determine the wind direction. At the end of an Aerial Unit's movement roll another 1D6 to check to determine the following:

a) If the Aerial Unit is facing the same direction as the wind is blowing (i.e., with the wind) add 1 MP if the roll is less than the Aerial Unit's SR. This is a "free" MP and does not have to be used and does not incur a check for Fragility (Case 8.7.7). If the roll is equal to or greater than the Aerial Unit's SR, there is no effect.

b) If the Aerial Unit is facing in the direction opposite that the wind is blowing at the start of its movement (i.e., against the wind) the unit loses 1 MP if the roll is greater than the Aerial Unit's SR. If the roll is less than or equal to the SR there is no effect. **Note:** *An Aerial Unit that is against the wind is also subject to a -1 or -2 AA Fire DRM (Case 8.9.2).*

15.2 Sun

When resolving action on the Aerial Battle Board, at the start of play roll 1D6 to determine the direction of the Sun. With a roll of 1-5 the marker is placed in a corresponding numbered hex location on the Aerial Battle Board by the attacking player (that player's choice as to the particular numbered hex location). A result of 6 means the Sun is not a factor in this battle (perhaps it is too cloudy). Any attacking Aerial Unit that has the sun directly behind it is awarded a +1 DRM (*Beware the dreaded Hun out of the Sun!*).