AGE of DOGFIGHTS: WWI

ADDITIONAL AIRCRAFT TYPES

RULES AND SCENARIOS

This expansion features 40 diverse aircraft types from nine countries. Most of the aircraft have been chosen because of their significant role in WWI, but some were selected for their interesting characteristics, even though they were produced in very small numbers or only as prototypes.

Some of the selected aircraft have new special characteristics and armaments not included in the basic game, so these are described below.

Altitude Level L7

Five of the aircraft types in this expansion can reach an altitude of L7, so nine L7 altitude stands are included.

An aircraft can reach L7 only if it starts its round at L6 (tilted upwards). This applies to all aircraft with a service ceiling of L7, regardless of whether they have a 'fast climbing' ('max. 2' or 'max. 3') feature.

Aircraft Durability

Almost all WWI aircraft were constructed of wood and canvas, so they were very fragile, with every machine gun hit causing significant damage.

Near the end of the war, the first aircraft of metal construction appeared in Germany (constructed by Hugo Junkers). They were designed to withstand heavy fire from anti-aircraft machine guns while attacking enemy troops on the ground. The Junkers CL.I was able to withstand many machine gun hits due to its metal construction, and the Junkers J.I, designed for the same anti-troop role, was also fitted with armor to protect the crew and the most critical parts of the aircraft.

These aircraft have the new special characteristic of **durability**, which represents their ability to absorb damage from enemy fire and still function. The durability value of the Junkers CL.I is 1 (•), and the Junkers J.I is 2 (⁚), as shown on the Control Panels and aircraft tokens.



When firing at an aircraft with the durability special characteristic, subtract 1 (•) or 2 (⁚) from the sum of the two red dice before consulting the Firing Outcome Chart.

Aircraft Cannon ( )

The French Voisin bomber never entered production, but was selected for this expansion due to its size and unusual triplane construction. Had it entered production, it was planned to be armed with a cannon.

The Voisin Triplane can only use its cannon defensively (the symbol is printed in gray). All flexible nose MG rules for defensive fire apply for the flexible nose cannon, but use a different Firing Outcome Chart:

ROLLED NUMBERS	B
3% 2	MISSED
5.5% 3	MISSED
8% 4	MISSED
11% 5	MISSED
14% 6	MISSED
17% 7	MISSED
14% 8	MISSED
11% 9	DAMAGED
8% 10	DESTROYED
5.5% 11	DESTROYED
3% 12	DESTROYED

Scenarios

The large number of aircraft types in this expansion, together with those from the basic game and other expansions, provide opportunities for a huge variety of game setups and scenarios.

1. 'Curtiss Try-out'

The advanced American Curtiss 18T Wasp fighter was produced just before the end of the war, but appeared too late to take part in combat. In this scenario, we assume that two Wasps reached the front lines and their American pilots invited British colleagues in their (also new) Sopwith Snipe fighters to join them in a staged battle to explore the capabilities of the new aircraft. During the exercise, German planes suddenly appear from two directions. Their pilots have also decided to test their new fighters: the Fokker D.VIII and Siemens-Schuckert D.IV, in a duel with real opponents.

The game is played on a two-segment board, with initial aircraft placements as shown in the diagram below.



The scenario is played in simple Dogfight mode, with the German aircraft moving first.

2. 'Special Mission'

Transporting spies by plane deep into enemy territory was practiced by all countries on all fronts. These hazardous operations were most often carried out at night, either landing in a suitable meadow or parachuting the spy into a predetermined location. After carrying out their mission (such as espionage or generating propaganda), they would eventually call for their return, either by radio or using carrier pigeons. Spies were usually shot immediately if caught, making their transportation highly dangerous for pilots as well as themselves. These covert operations were only performed by the bravest pilots and volunteers.

A well-known example of such an operation was on the Macedonian front, on September 28, 1916, when the French pilot René Cornemont transported the Serbian officer Kosta Pećanac deep behind the front line into central Serbia. After a few months, Pećanac, together with other leaders, raised the Toplica Uprising against the Bulgarian occupiers, with over 10,000 participants.

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Two British Royal Aircraft Factory B.E.2 two-seater aircraft have the task of flying into occupied Belgium at night and returning two agents who carried out a diversion behind the front line on the previous day. Due to a misunderstanding regarding their landing spot, the return flight from Belgium is delayed, so the B.E.2s must return to their airfield in daylight. During their return flight, they are intercepted by two German Albatros D.IIIs and three Fokker E.IVs, but two Sopwith Triplanes and two Sopwith Pup fighters come to their aid.

The game is played on a two-segment board, with initial aircraft placements as shown in the diagram below.

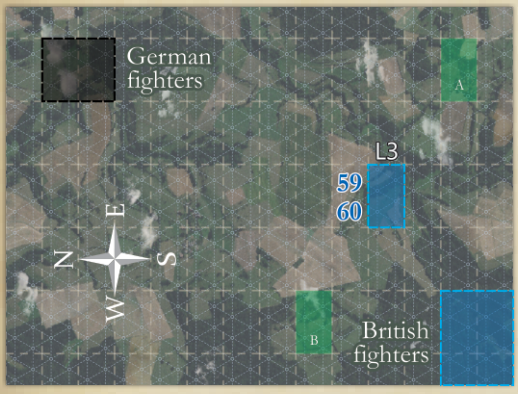


The British planes move first. The main task for both B.E.2s is to break through to the south and exit the board. If the German player shoots down both planes, they are the winner. If they shoot down only one B.E.2, the result is a draw. Destroying other aircraft does not count when determining the winner.

3. 'Directing Artillery Fire'

Artillery preparations for the British offensive are underway, and two Royal Aircraft Factory R.E.8 scouts are given the vital task of directing artillery fire. The Germans send fighters to either shoot down the scouts or drive them out of the combat zone, but the scouts are protected by a large force of British fighters.

The game is played on a two-segment board, with initial aircraft placements as shown in the diagram below. The R.E.8s must first patrol from zone A to zone B and back, after which the artillery fire stops and the infantry assault begins (so the scouts no longer need to patrol).



The scouts must remain at L3 altitude while patrolling (until they reach zone A for the second time). The Germans attack them with six fighters of their choice, with the British defending themselves with six fighters of their choice.

The British player wins if at least one scout completes the task of flying from zone A to B, back to A, then exiting the board to the south. In all other cases, the German player wins. The number of destroyed and damaged planes does not affect the result.

4. 'London in Flames'

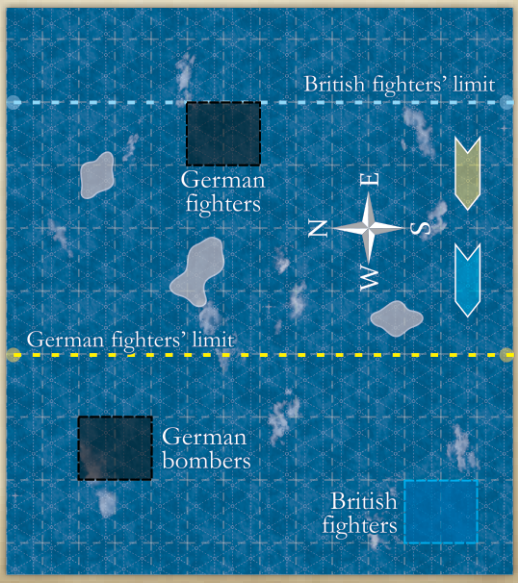
At dawn, a group of German bombers is returning from a night raid over London. British fighters had tried to shoot them down during the attack, but without success (the efficiency of night fighters was poor at that time). However, after returning fire in the dark, the bombers have used almost all their machine gun ammunition. A strong wind from the east slows their return, allowing a patrol of British day fighters to intercept them over the English Channel and avenge the victims of the attack on London.

The German bomber group comprises two Gotha G.IVs and two giant Zeppelin-Staaken Riesenflugzeuge R.VIs. All bombers' machine guns have ammunition left for only one burst each.

A group of six British fighters (player's choice) approach them, but with limited range due to lack of fuel.

The German bombers are aided by fighters coming from the east (six of the player's choice), but they also have limited range in the distance they are allowed to fly west.

Initial positions are shown in the diagram below, and the German aircraft move first. The British player wins if they manage to shoot down two or more bombers. If only one bomber is shot down, the winner is determined by counting all losses (1 point for destroyed and 0.5 points for damaged aircraft). If all the bombers break through to the east, the German player wins.

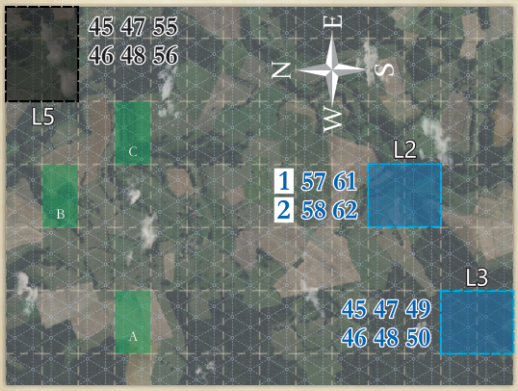


5. 'Debut Bombing'

Britain intended to produce aircraft in Canada to arm its squadrons, but the Canadian aviation industry was not sufficiently developed. The Curtiss C-1 Canada bomber was manufactured in small numbers and did not perform well on test flights, so production was halted. In this scenario, we assume that two of these aircraft reached the battlefield and engaged in action.

The British-Canadian strike group consists of Curtiss C-1 Canada, Sopwith 1½ Strutter and Royal Aircraft Factory B.E.2 aircraft (two of each). They are accompanied by six British fighters (two Vickers F.B.5s, two Sopwith Triplanes and two Sopwith Pups). The task of the strike group is to bomb Task Zones A, B and C.

The formation is intercepted by two German Albatros D.IIIs, two Pfalz D.IIIs and two Halberstadt CL.IIs (without bombs, so operating as fighters).

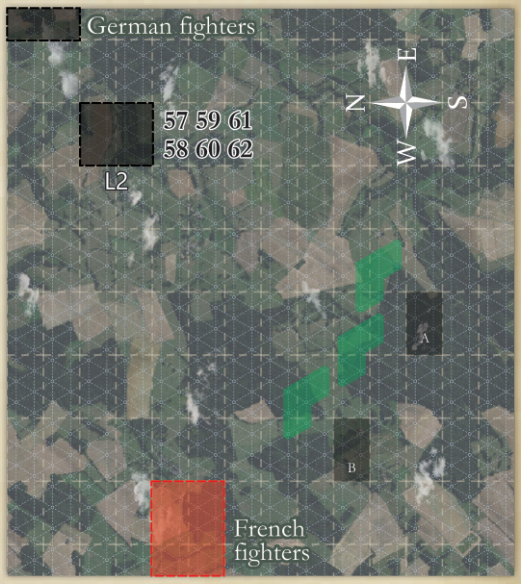


The game is played on a two-segment board, with initial aircraft placements as shown in the diagram above. The British move first, and win if they manage to drop at least one bomb in each of the three zones. If they hit only two zones, the winner is determined by counting destroyed and damaged planes. If only one (or no) zone is hit, the German player wins.

6. 'Junkers in Action'

French ground troops are advancing along the entire front. In a desperate attempt to stop the attack, the Germans send every available aircraft, including the newly-arrived Junkers'. The strike group is protected by just two fighters, attacked by six French fighters.

Initial positions of aircraft, Task Zones (A and B), and AA zones* are shown in the diagram below. The German strike group consists of Junkers CL.Is, Junkers J.Is and Hanover CL.IIIs (two of each). Players both choose their fighter planes (two German and six French, player's preference).



Task Zones A and B must be bombed from a height of L2 or L1. If German aircraft drop at least two bombs in each zone, they are the winners. If they bomb both zones, but not two or more bombs in each, the result is a draw. If only one or no zones are hit, the French side wins. The number of destroyed and damaged planes does not affect the result.

* This scenario is played in combination with the Main Expansion, which features AA zones. The *durability* of the Junkers aircraft is taken into account when fired at by anti-aircraft guns.

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Almost all scenarios described in the basic rulebook and other expansions can be modified to include aircraft from this expansion.