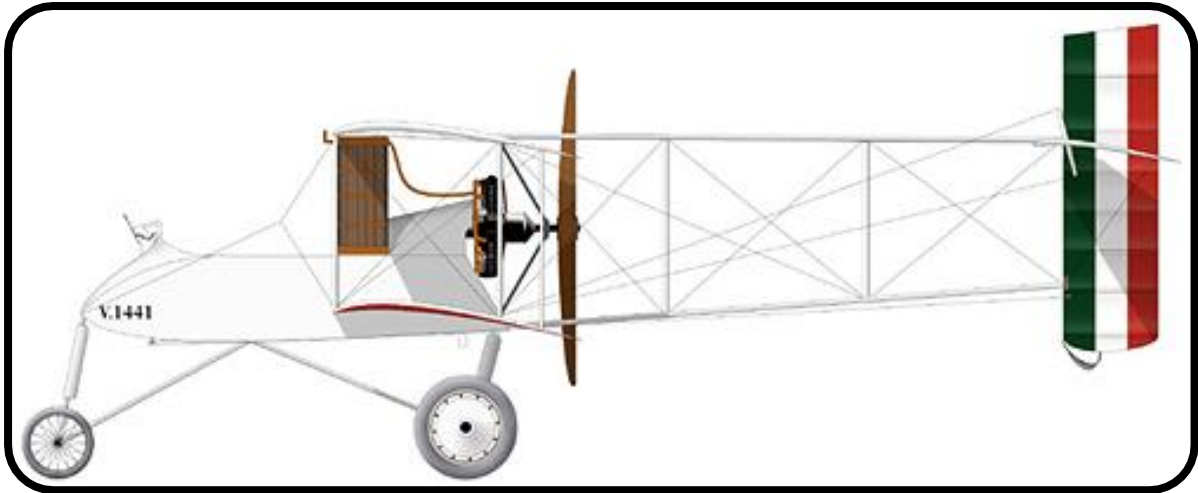


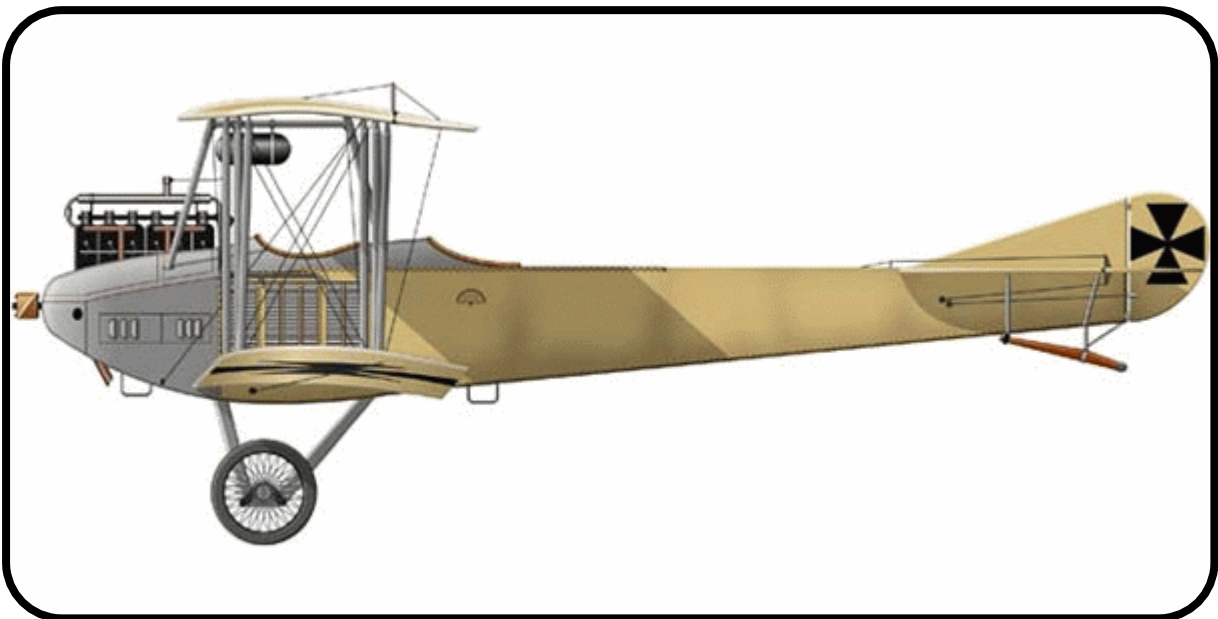
Scenario 1 – First Attempt

France – 29th September 1914

This scenario should get me used to flying multiple a/c and also the combat rules. Admittedly both sides are only armed with rifles and pistols but baby steps, man, baby steps.

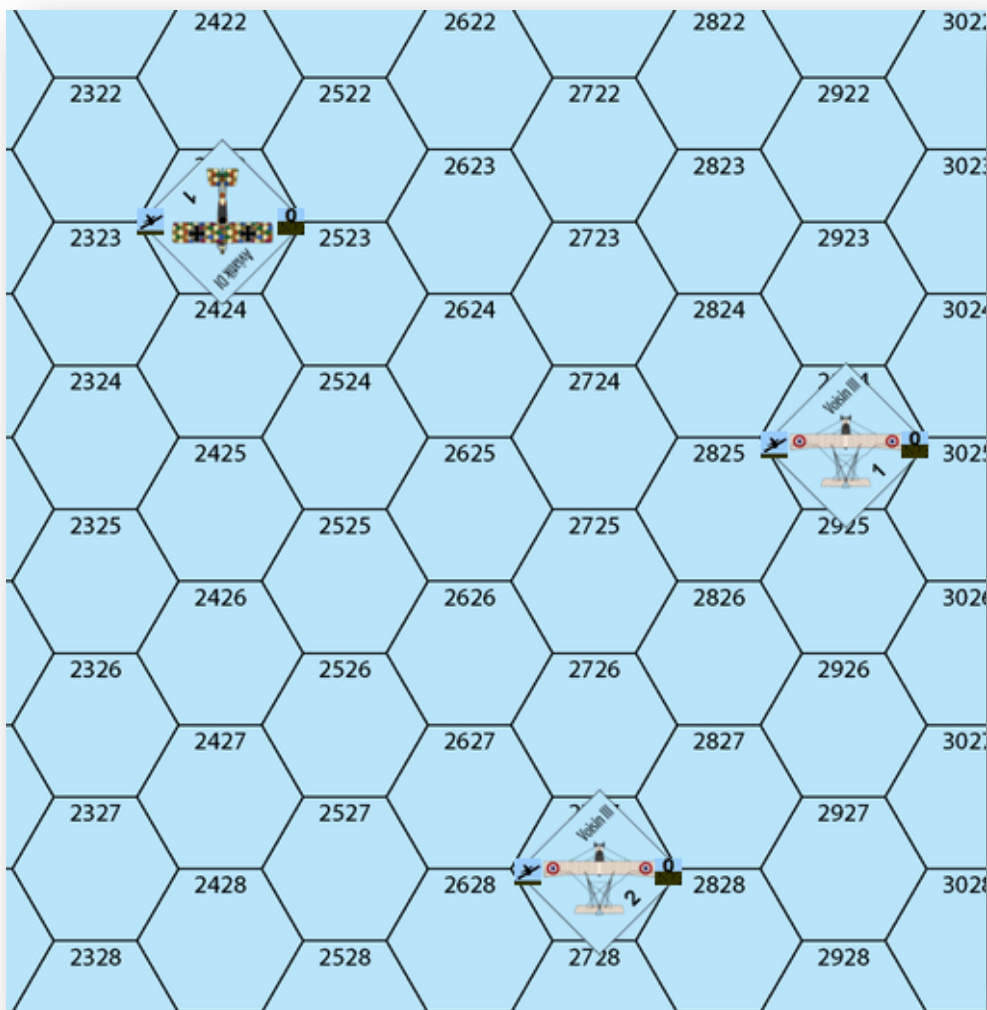


2 Voison III 2 seaters against...



An Aviatik BII

Initial Setup



Voisin III – 1	Alt:3450	Nose:0-Lvl	Bank: 30Lu	Start Speed: 4.8 (0.3 carry)
Voisin III – 2	Alt:3300	Nose:0-Lvl	Bank: 30Lu	Start Speed: 4.8 (0.3 carry)
Aviatik BII – 1	Alt:3300	Nose:0-Lvl	Bank: 30Lu	Start Speed: 4.6 (0 carry)

It looks, to me, like the a/c will just circle each other whilst the observers take pot shots at each other, although Voisin 1 does have a slight height advantage. Should be a good way to get the hang of the combat system and the Situational awareness phase. I have also discovered the bank and pitch indicators in the VASSAL module which will come in handy as the scenarios get more complicated.

Scenario 1 – First Attempt

Turn 1

Situational Awareness

On the first turn we only use the Base situational awareness which is 7 for all planes. Initiative is therefore decided on a die roll for each aircraft.

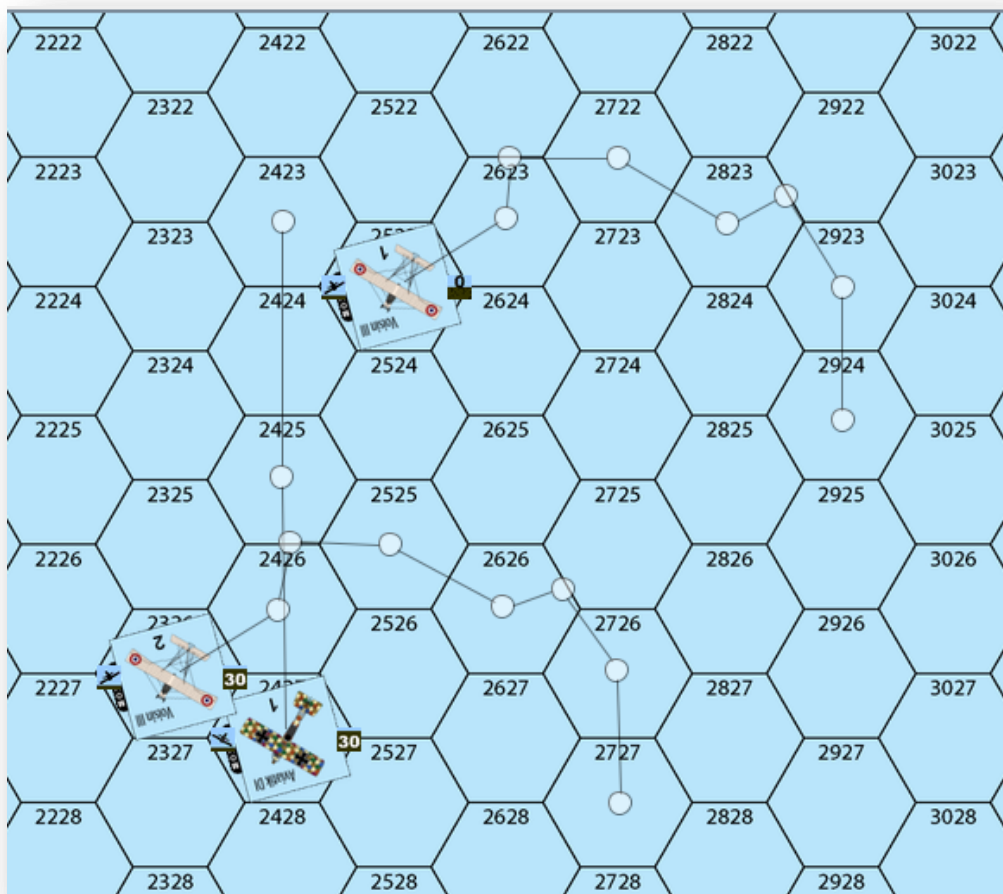
Voisin III – 1	2
Voisin III – 2	7
Aviatik BII – 1	6

Flight Order = Voisin III – 1, Aviatik BII – 1, Voisin III – 2

Movement

Voisin III – 1 maintains its height advantage and pulls hard around to the left. The Aviatik decides that it doesn't wish to be caught between 2 enemy a/c and so rolls right and pushes the nose down (2 Negative G). It takes half of the move to roll which leaves enough time to push the nose forward 30 degrees. He also combines the push with a 30 degree right turn.

Voisin III – 2 also pushes his nose forward to keep up with the Aviatik and pulls hard to the left. He ends up along side the Aviatik with both planes rolled in towards each other.



Turn 2

Situational Awareness

Situational awareness is now determined normally for all craft. Voisin III – 1 gains a +1DRM for having the Aviatik in front of him, being in the rear arc of the Aviatik and being within 15 hexes.

Voisin III – 1	4
Voisin III – 2	8
Aviatik BII – 1	4

Flight Order = Voisin III – 1 and the Aviatik BII roll to determine move order, Voisin III – 2.

Movement

Voisin III – 1 and the Aviatik BII roll to determine move order.

Voisin III – 1	2
Aviatik BII – 1	4

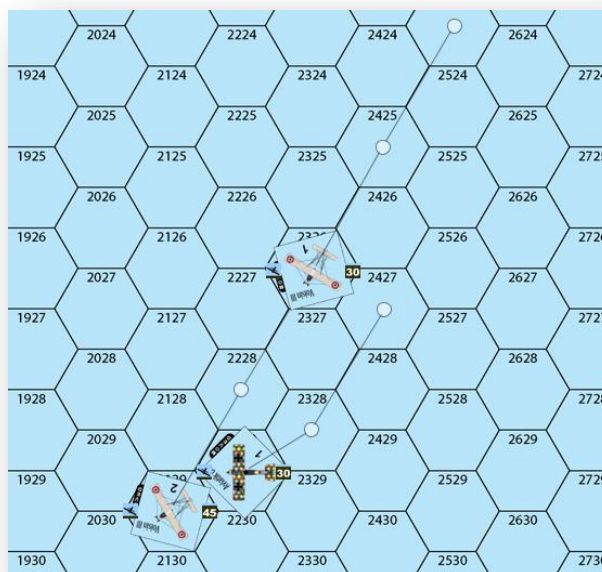
Flight Order = Voisin III – 1, Aviatik BII – 1

Voisin III – 1 decides to roll to the right and also push his nose down. This should keep him slightly behind the Aviatik and maintain his height advantage. It also means that Voisin II – 2, who will get to move last, can keep an eye on the Aviatik should he decide to roll left to throw off Voisin III – 1.

The Aviatik seeing the Voisin coming in over the top decides to reverse his roll to try and stay clear of him. It does mean that he will turn in front of the other Voisin....hmmm...let me think about this.

After some deliberation he decides not to turn to the east. He will pull as hard as he can to the right and hope that he can turn in under the higher Voisin. This also means that he can open up some separation from the lower Voisin as he will have to change his bank angle before he can turn on him.

Voisin 2 now has a problem in that, if he banks right and turns to follow the Aviatik he could end up with the Aviatik in his blind spot. He decides to steepen the dive and pass under the Aviatik.



Scenario 1 – First Attempt

Combat Phase

The first thing to check is if Voisin III – 2 can see the Aviatik and vice-versa.

As the Aviatik is above the Voisin the Voisin has a good view of his belly.

After a quick check with the rules I determine that the Aviatik can also see the Voisin.

Voisin III – 1 however cannot fire on the Aviatik as he is 400 feet above the Voisin and is not in quite a steep enough dive.

The gunner in the Aviatik will fire at Voisin number 2.

Py-Range = 1 (-10)

Deflection Modifier = +10 (VAO 11, AOM 4)

Relative speed Modifier = 0

No gun sight (Rifle) = -30

Turn Rates = -5 (Aviatik 2G) and -0 (Voisin 2G) = -5

Total Modifiers = -35

Dice roll = $76 - 35 = 41 = \mathbf{1 \text{ HIT}}$

This does 1 point of damage to the Voisin. I now roll for system hits = 01 = no system hits.

The Voisin will return fire.

Py-Range = 1 (-10)

Deflection Modifier = +10 (VAO 11, AOM 4)

Relative speed Modifier = 0

No gun sight (Rifle) = -30

Turn Rates = -0 (Aviatik 2G) and -5 (Voisin 2G) = -5

Total Modifiers = -35

Dice roll = $71 - 35 = 36 = \mathbf{1 \text{ HIT}}$

This does 1 point of damage to the Aviatik – 2 hits taken so far. I now roll for system hits = 21 = no system hits.

A bullet rips some more canvas off the German machine.

Turn 3

Situational Awareness

The Aviatik gains a +1DRM for having Voisin III – 2 in front of him, being in the rear arc of the Voisin and being within 15 hexes.

Voisin III – 1	6
Voisin III – 2	7
Aviatik BII – 1	7

Flight Order = Voisin III – 1, Voisin III – 2 and the Aviatik BII roll to determine move order.

Movement

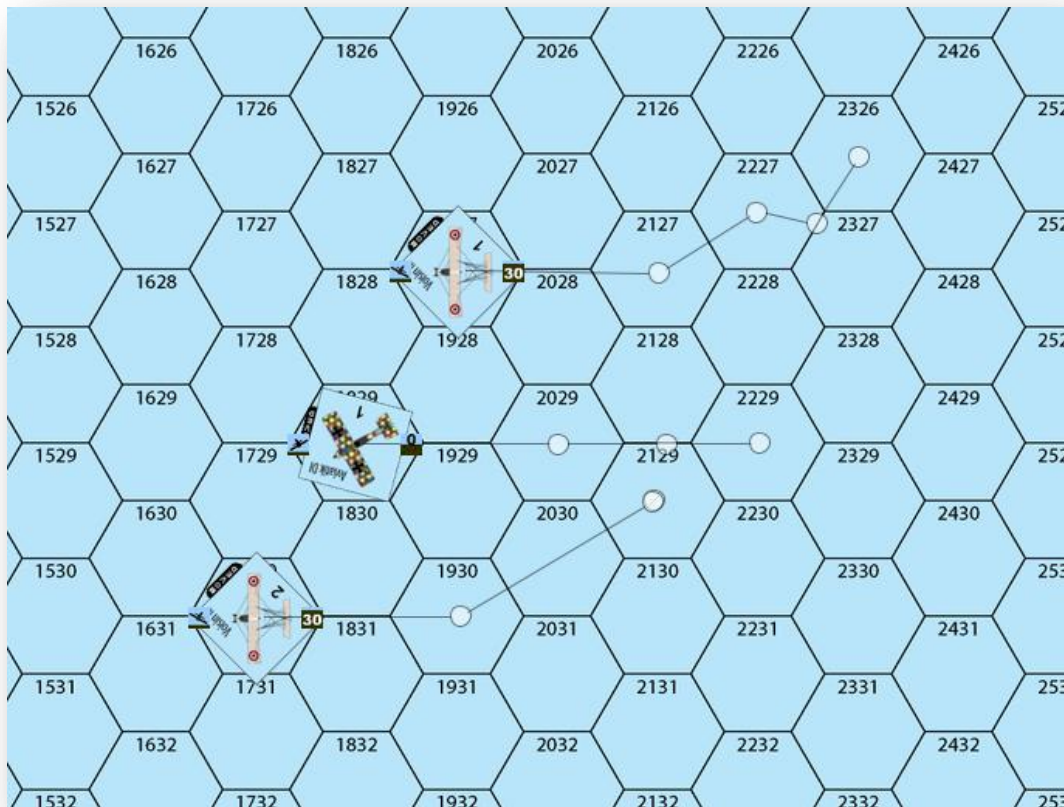
For the third turn in a row Voisin III – 1 gets to go first. He will turn with the Aviatik and stay above him. His chance will come I'm sure.

Voisin III – 2 and the Aviatik BII roll to determine move order. Voisin – 4, Aviatik - 6

Flight Order = Voisin III – 2, Aviatik BII.

Voisin III – 2 will also turn with the Aviatik and pull his nose up to a 30 degree dive (which matches the Aviatik).

The Aviatik decides to take advantage of going last to bank left and pull his nose up. Hopefully he can gain a height advantage which he can use later.



Scenario 1 – First Attempt

Combat Phase

The first thing to do is to check who can see who.

I have since had confirmed that Hand held weapons can fire every where apart from the Blind Arc of the aircraft so everyone can fire. A suitable abstraction to keep things easy.

The gunner in the Aviatik will fire at Voisin - 1 as it's a bit closer.

Py-Range = 3 (-15)

Deflection Modifier = -35 (VAO 10, AOM 2)

Relative speed Modifier = -5

No gun sight (Rifle) = -30

Turn Rates = -10 (Aviatik 3G) and -5 (Voisin 3G) = -15

Total Modifiers = -100

Automatic miss

As the return shots from both of the Voisins would be about the same I will forego the opportunity.

Turn 4

Situational Awareness

Voisin III – 1	10
Voisin III – 2	6
Aviatik BII – 1	6

Flight Order = Voisin III – 2 and the Aviatik BII roll to determine move order, Voisin III – 1.

Movement

Voisin III – 2 and the Aviatik BII roll to determine move order.

Voisin III – 2	9
Aviatik BII – 1	7

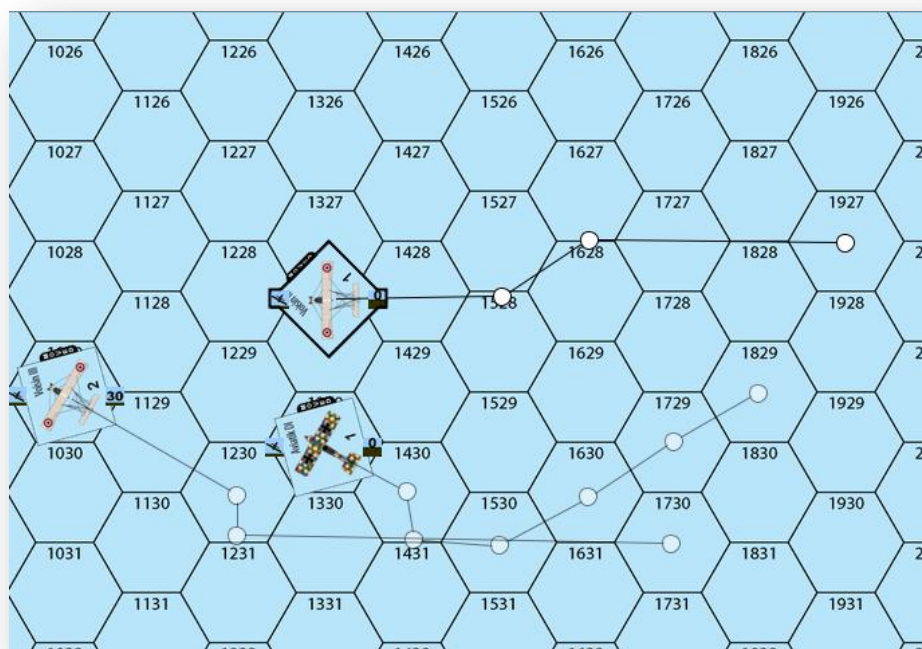
Flight Order = Aviatik BII , Voisin III – 2.

The Aviatik has to move first. I have realised that the only real thing to do in this scenario as the German is to avoid having both Voisins attacking at once and try to get directly behind and below one of the French aircraft so that they can't shoot back.

He will try and swing around and stay on top of one of the Voisins – getting below him will come later.

Voisin III – 2 will pull up and try and stay close behind the Aviatik. Unfortunately the Voisin was travelling at a speed of 8.0 (120 MP) and so even with a 3G pull up he ended up out in front. He is slightly off to the side though and will still be able to shoot.

Voisin III – 1 will also pull his nose up but he can bring his machine level with the Aviatik. He also skids across to close the range the best he can.



Combat Phase

The gunner in the Aviatik will fire at Voisin - 1 as it's a closer target.

Py-Range = 1 (-10)

Deflection Modifier = -45 (VAO 12, AOM 0 90 Line arc)

Relative speed Modifier = -5

No gun sight (Rifle)= -30

Turn Rates = -10 (Aviatik 3G) and -5 (Voisin 3G) = -15

Total Modifiers = -90

Automatic miss

Hmm may be I should have shot at the other Voisin to reduce deflection penalties.

The gunner in Voisin III – 1 returns fire.

Py-Range = 1 (-10)

Deflection Modifier = -30 (VAO 12, AOM 0 120-150 arc)

Relative speed Modifier = -5

No gun sight (Rifle)= -30

Turn Rates = -5 (Aviatik 3G) and -10 (Voisin 3G) = -15

Total Modifiers = -90

Dice roll = 18 – 90 = -72 = **MISS**

The gunner in Voisin III – 2 also fires.

Py-Range =4 (-15)

Deflection Modifier = -30 (VAO 10, AOM 2 150-180 arc)

Relative speed Modifier = -5

No gun sight (Rifle)= -30

Turn Rates = -5 (Aviatik 3G) and -10 (Voisin 3G) = -15

Total Modifiers = -95

Dice roll = 36 – 95 = -59 = **MISS**

I think I need to get closer ☺

At the end of the turn all aircraft are moved 10 hexes to the east to keep them on the board

Turn 5

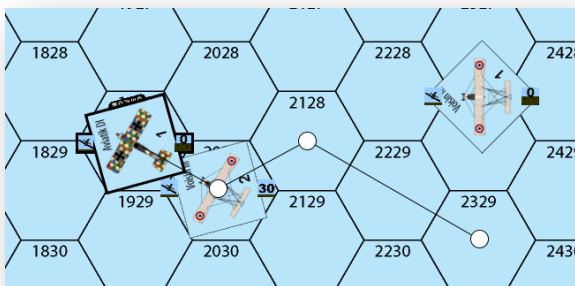
Situational Awareness

Voisin III – 1 7
 Voisin III – 2 5
 Aviatik BII – 1 3

Flight Order = Aviatik BII, Voisin III – 2, Voisin III – 1.

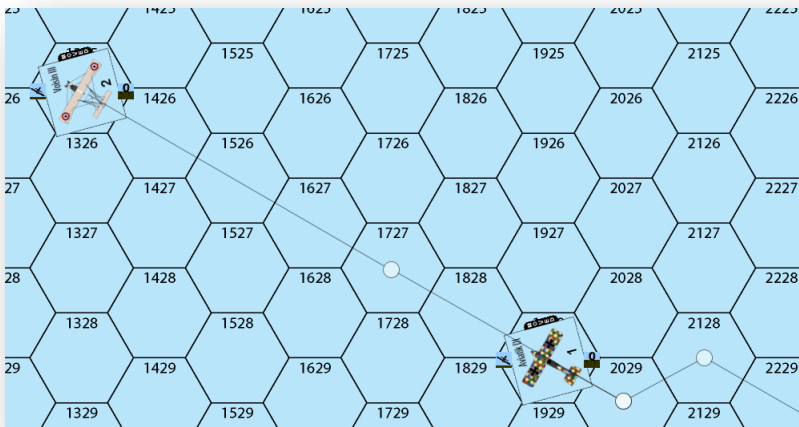
Movement

The Aviatik is forced to move first again. He was hoping to drop in below Voisin III – 2 as it climbed in front of him. That’s going to be harder now. He decides to skid to the left which should mean that the Voisin will end up in front of him although not necessarily at the best angle for attack.

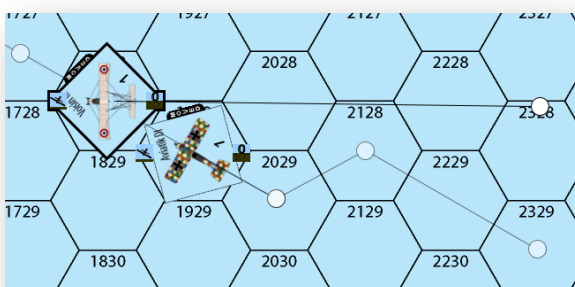


As both Voisins are moving faster they should overshoot.

Voisin III – 2 moves next and decides to level off and keep straight whilst cutting the throttle. This is to give the gunner a better shot as they fly past the Aviatik.



It’s still going to be a long range shot



Voisin III – 1 decides to stay straight and level so that he ends up cutting in front of the Aviatik and at the same altitude. Again to give the gunner a better shot.

Combat Phase

The gunner in the Aviatik will fire at Voisin - 1 as it's a closer target.

Py-Range = 1 (-10)

Deflection Modifier = +20 (VAO 12, AOM 0 - 0 degree Line)

Relative speed Modifier = -0

No gun sight (Rifle)= -30

Turn Rates = -10 (Aviatik 3G) and -0 (Voisin 3G) = -10

Total Modifiers = -30

Dice roll = 24 – 30 = -6 = **MISS**

The gunner in Voisin III – 1 returns fire.

Py-Range = 1 (-10)

Deflection Modifier = -15 (VAO 12, AOM 0 - 180 arc)

Relative speed Modifier = -0

No gun sight (Rifle)= -30

Turn Rates = -5 (Aviatik 3G) and -0 (Voisin) = -5

Total Modifiers = -60

Dice roll = 79 – 60 = -19 = **HIT**

Made the roll by 1%

Another point of damage to the Aviatik. I now roll for system hits = 83 = 1 system hit.

I roll for location and get: 17 – Engine

Rolling on the Engine Damage table +15 because the Aviatik used full throttle.

I roll : 64 = 15 = 79

Cooling system damaged. Liquid cooled engines trail white smoke. I now have to roll to see if the engine seizes every other turn starting with this one. Because the throttle is full a 70+ will cause an engine seizure.

I roll.....98....geez.

Ok I will read the rules on engine seizure and come back.....I'm back.

The engine cannot be restarted and the prop incurs 2 drag a turn. Oh – we're going down.

The gunner in Voisin III – 2 also fires.

Py-Range =7 (-20)

Deflection Modifier = -15 (VAO 12, AOM 0 180 Line)

Relative speed Modifier = -0

No gun sight (Rifle)= -30

Turn Rates = -5 (Aviatik 3G) and -0 (Voisin) = -5

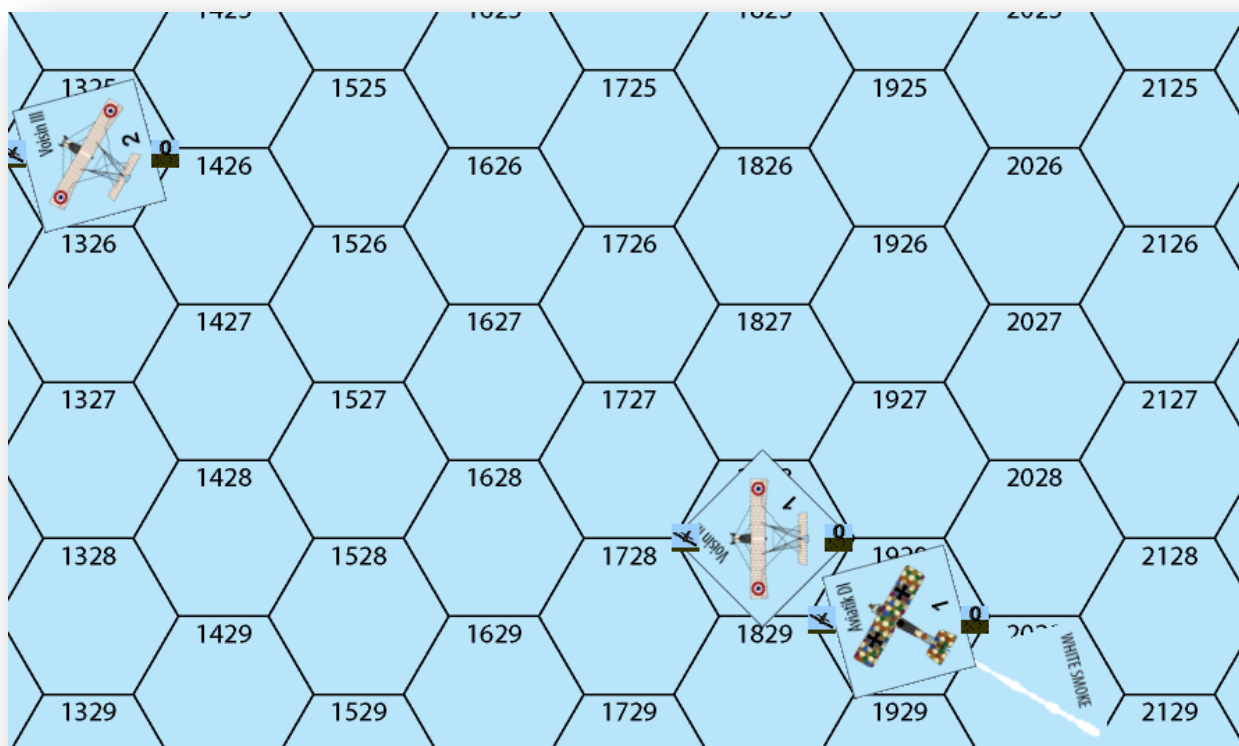
Total Modifiers = -70

Dice roll = 91 – 70 = 21 = **HIT**

You've got to be kidding me.

Another point of damage – 4 in total now

I now roll for system hits = 13 = 0 system hits.



SNAFU !!

After a long think I have decided that the Voisins will probably climb away and watch the Aviatik slowly lose height and therefore I will call the game. With the French aircraft over German territory and probably low on fuel it would be sensible for them to head for home with a job well done. The Aviatik would glide as far as it can and as it is over friendly territory it would most likely reach an airstrip (emergency or otherwise). I have decided that he will land using the rear area column for the field condition table. Roll = 04 = +10 to landing.

He then rolls to land = $76+10 = 86$ – a hard landing.

$3+7+5 = 15$ points of damage (+4 already taken = 19 = Light damage)

I also roll for the pilot = $4 + 1$ (Rough landing) = 5 = Pilot Ok – only roughed up

And the gunner = $5 + 1 = 6$ = He is also ok but roughed up.

A quick phone call to the squadron and they will be back in the mess by nightfall.

Another really good game. I could probably have the Aviatik glide about trying to get shots at the Voisins but I think they would just climb away to the West and within a turn or two the Aviatik would be left behind.

I added a couple of advanced rules this time (such as Transition during movement) – for the next one I will add fuel usage and maybe angle of bank effects on applied G. I love the way I can slowly ramp up the complexity to find a level that suits – it seems to work better in this game than most I have seen.

I was going to work through the scenarios in numeric order but I think it's time to take things up a notch. Bring in machine guns and my personal favourite aircraft.....