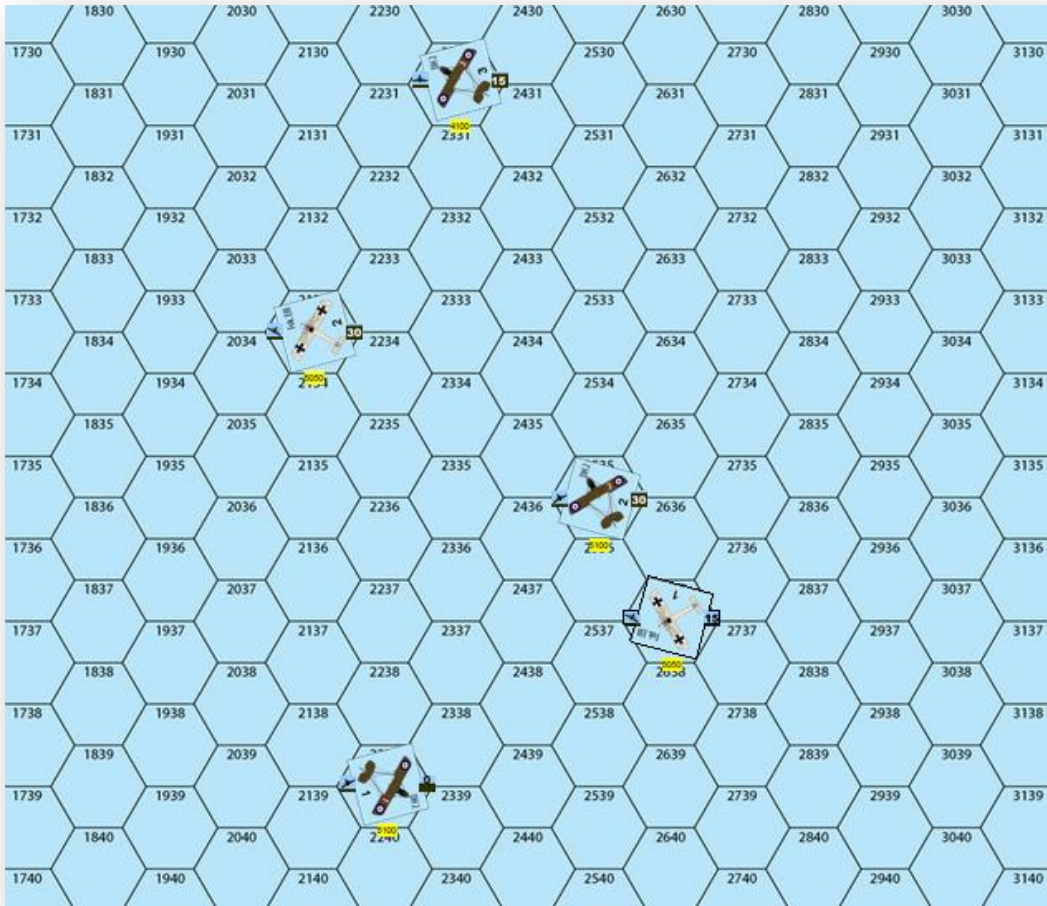


Initial Positions – end of turn 6



DH2 – 1	Alt: 5100 Nose: Level	Bank: 30 degree left bank Spd:5.5
DH2 – 2	Alt: 5100 Nose: 30 degree dive	Bank: 30 degree left bank Spd:5.9
DH2 – 3	Alt: 4100 Nose: 15 degree dive	Bank: Level Spd:7.3
Fokker EIII - 1	Alt: 5050 Nose: 15 degree climb	Bank: 30 degree right bank Spd:5.6
Fokker EIII - 2	Alt: 4850 Nose: 30 degree dive	Bank: 30 degree right bank Spd:5.8

Scenario 12 – End of the Fokker Scourge – Turns 7-8

Situational Awareness

Fokker EIII – 1 gets a +1 DRM for being an Ace

DH 2– 1	4
DH 2– 2	Tailing Fokker EIII - 2
DH 2– 3	4
Fokker EIII – 1	11
Fokker EIII – 2	8

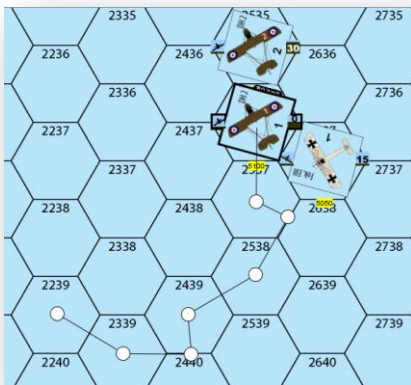
Flight Order = DH 2 – 3 and DH 2 – 1 will roll to see who goes first, Fokker EIII – 2, DH 2 – 2, Fokker EIII – 1.

Movement Phase

DH 2 – 3 and DH 2 – 1 will roll to see who goes first

DH 2– 1	5
DH 2– 3	9

Flight Order = DH 2 – 1 and DH 2 – 3

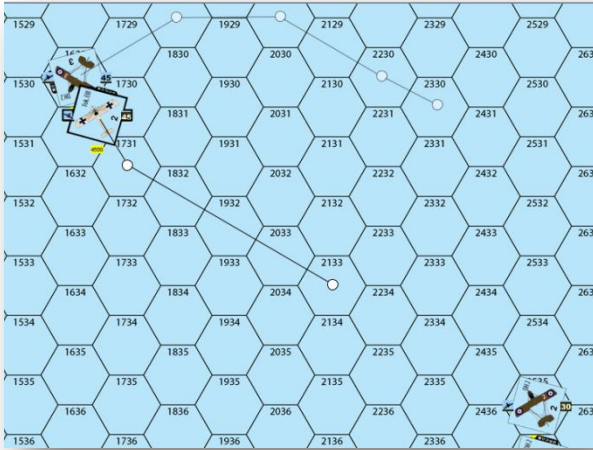


DH 2-1 keeps the stick hard over and pulls around to support DH 2 - 2



DH 2 – 3 pulls the nose up to a 45 degree climb and banks to the left. He is offering himself as bait to Fokker EIII – 2 in the hope that DH 2 – 2 can get a clean tail shot.

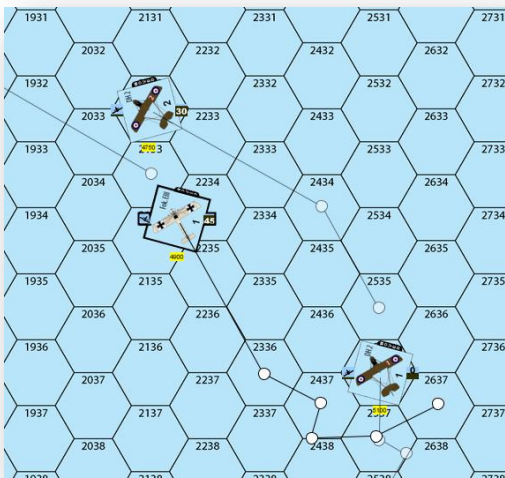
Scenario 12 – End of the Fokker Scourge – Turns 7-8



Fokker EIII – 2 accepts the challenge and dives down on the DH 2 guns blazing.



DH 2 – 2 plays his part and dives down onto the rear of the Fokker.



Fokker EIII – 1 also sees his chance and dives down on DH 2 - 2.

3 aircraft are in a position to shoot!

Combat

I will start at the front with Fokker EIII – 2.

Length of burst. Short

I roll for malfunction = 17 – no problems.

Py-Range = 2 (0)

Deflection Modifier = -40 (VAO 6, AOM 0)

Relative speed Modifier = -15

Gun sight= 0

Turn Rates = -5 (DH2 4G) and -0 (Fokker 1G) = -5

Total Modifiers = -60

Dice roll = 06 – 60 = -54 = **MISS**

Now DH 2 - 2

Length of burst. Normal

I roll for malfunction = 27 – no problems.

Py-Range = 5 (-5)

Deflection Modifier = +10 (VAO 11, AOM 2)

Relative speed Modifier = 0

Gun sight= 0

Turn Rates = -5 (DH2 2G) and -0 (Fokker 1G) = -5

Total Modifiers = 0

Dice roll = 40 – 0 = -40 = **3 HITS**

I now roll for system hits = 77 = 1 system hit.

I roll for location = 61 = N Weapon.

I roll for the effect (0 Protection) = 71 = Weapon Disabled.

The Hun has lost his gun.

Finally Fokker EIII - 1

Length of burst. Normal

I roll for malfunction = 37 – no problems.

Py-Range = 3 (-5)

Deflection Modifier = 0 (VAO 11, AOM 2)

Relative speed Modifier = -5

Gun sight= 0

Turn Rates = -5 (DH2 2G) and -10 (Fokker 3G) = -15

Ace combat modifier = +20

Total Modifiers = -5

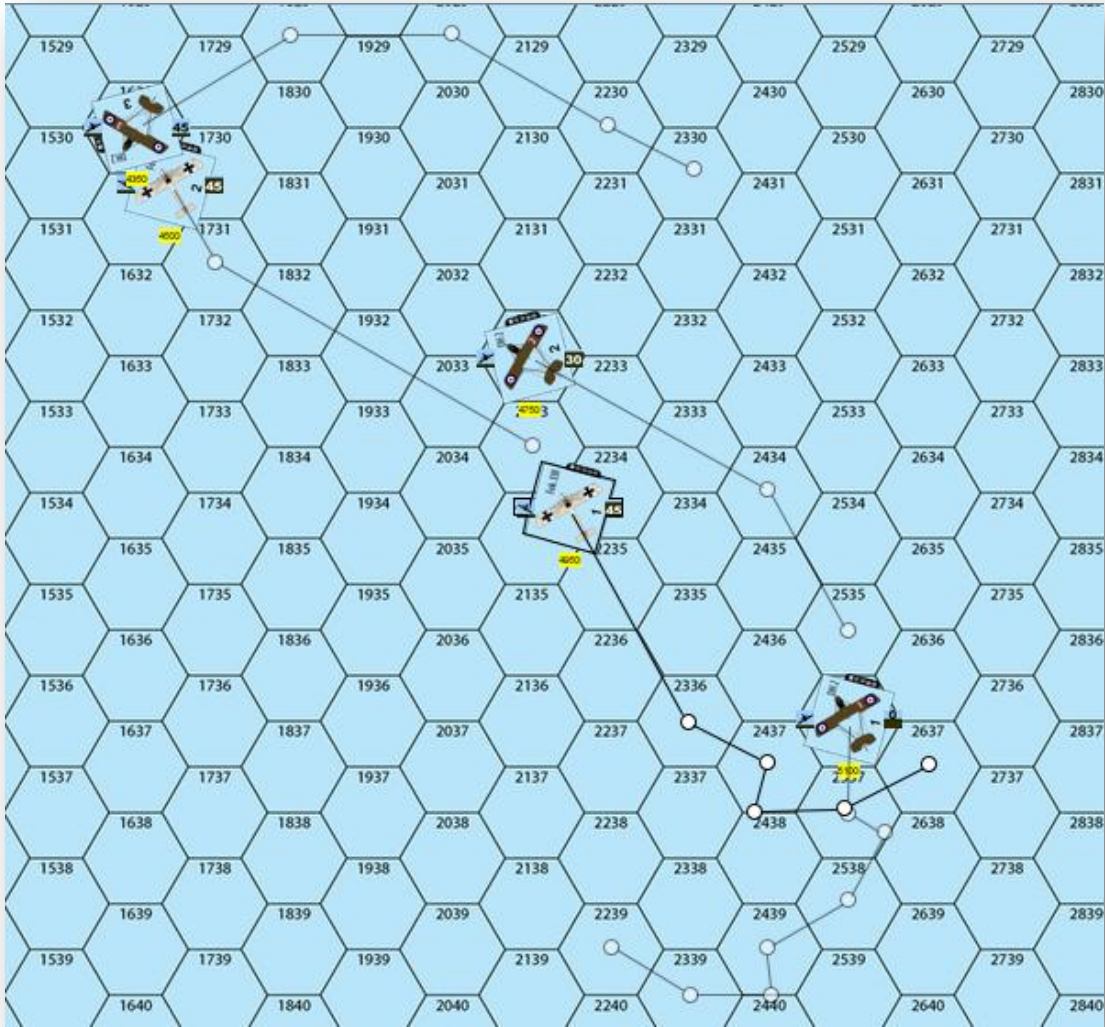
Dice roll = 27 – 5 = -22 = **2 HITS**

I now roll for system hits = 86 = 1 system hit.

I roll for location = 91 = Wing.

I roll for the effect (0 Protection) = 64 = Lower wing spar damaged.

DH2 – 2 now counts as having light damage (7 taken)



Final Positions

Turn 8

Situational Awareness

Fokker EIII – 1 gets a +1 DRM for being an Ace. DH 2 – 2 continues to tail Fokker EIII – 2.

DH 2– 1	8
DH 2– 2	Tailing Fokker EIII - 2
DH 2– 3	6
Fokker EIII – 1	10
Fokker EIII – 2	6

Flight Order = DH 2 – 3 and Fokker EIII – 2 will roll to see who goes first, DH 2 – 2, DH 2 – 1, Fokker EIII – 1.

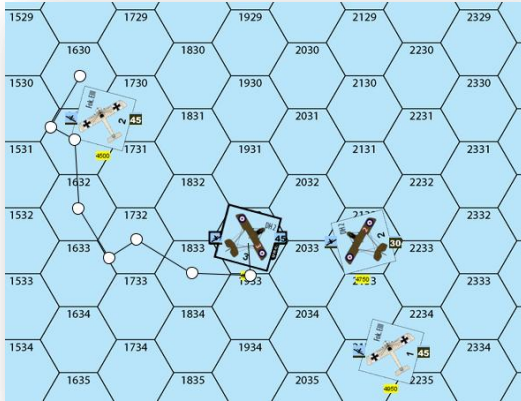
Scenario 12 – End of the Fokker Scourge – Turns 7-8

Movement Phase

DH 2 – 3 and Fokker EIII – 2 will roll to see who goes first.

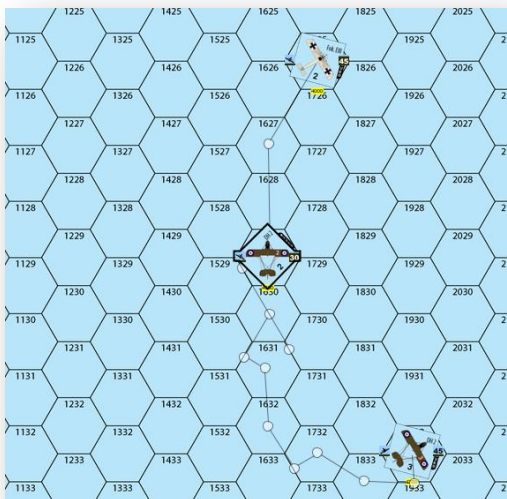
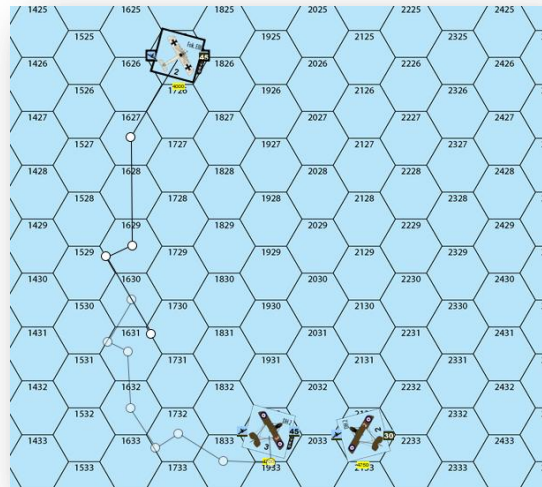
DH 2 – 3	4
Fokker EIII – 2	8

Flight Order = DH 2 – 3, Fokker EIII – 2



DH 2 – 3 brings his machine around to try and get in the fight.

With no working machine gun, Fokker EIII – 2 dives away intending to disengage.

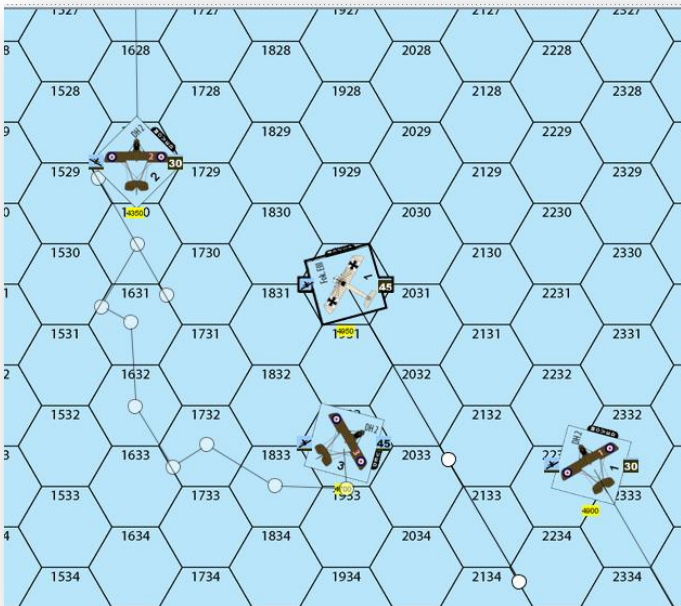


DH 2 – 3 risks pulling around to the right after him and setting up a lag pursuit.

Scenario 12 – End of the Fokker Scourge – Turns 7-8



DH 2 – 1 points his nose earthward and tries to pick up speed.



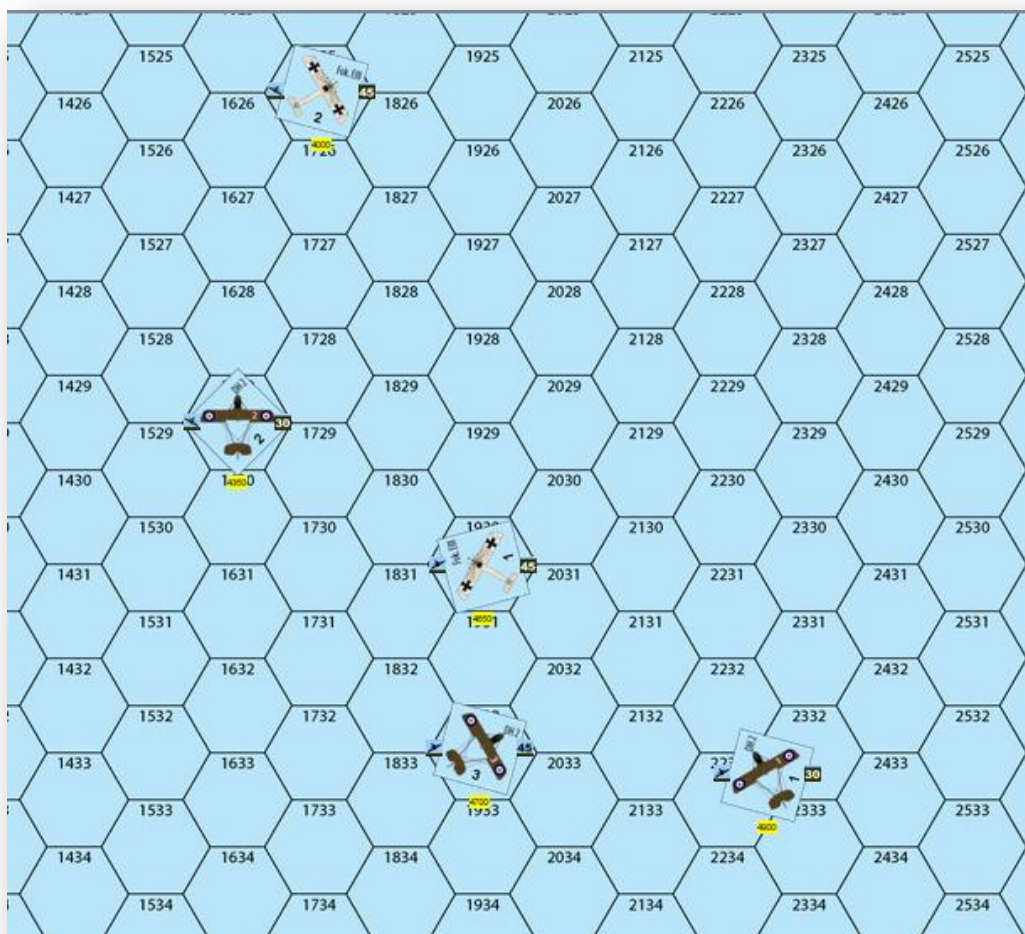
Fokker EIII – 1snap rolls twice to the left and brings the nose around to sight on DH 2 - 2

Combat

Fokker EIII – 1 is the only aircraft with a shot.
Length of burst - Short.

I roll for malfunction = 77 –problem. Stoppage – No rounds fired.

Fokker EIII – 2 tries to disengage
Modifiers = -15 (Enemy within 10)
Roll = 56 – 15 = 41 – no disengagement



Final Positions

DH2 – 1	Alt: 4900 Nose: 30 degree dive	Bank: 30 degree left bank Spd:5.9
DH2 – 2	Alt: 4350 Nose: 30 degree dive	Bank: 30 degree right bank Spd:7.6
DH2 – 3	Alt: 4700 Nose: Level	Bank: 30 degree left bank Spd:3.3
Fokker EIII - 1	Alt: 4650 Nose: 45 degree dive	Bank: 30 degree left bank Spd:6.2
Fokker EIII - 2	Alt: 4000 Nose: 45 degree dive	Bank: 30 degree right bank Spd:6.9

The initiative may have started to swing towards the British. With one Fokker EIII with no gun and two DH2s coming around on the other (who has a stoppage) the Germans are starting to look a little nervous. The German ace is still behind one of the DH2s himself though so....