



FOKKER



Simple World War One Aerial Rules

To keep these rules as simple as possible & to speed things up there is no provision for vertical height.

1. Movement is alternate, and includes only flying in a straight line and making turns.
2. Firing is simultaneous after everybody's movement.

Pilot Skill

1. All pilots begin at skill 0, and add one to this for each kill during a game.
- A pilot is considered an ace at 5 kills.

Movement

1. Each turn roll 1d6 for each aircraft on both sides. Add to this the pilot's skill score. The aircraft with the lowest score must move first, the next lowest second, and so on. If two or more aircraft have the same score, roll again to decide who wins.
2. Each aircraft must use its full movement each move, else it will stall.

Turning

1. At the beginning of your move you must move 1" in a straight line before commencing a turn.
2. If you wish to make separate multiple turns in a move instead of using 45° plus turns then 1" must be flown in a straight line in between each turn.

Firing

1. All aircraft may fire at the end of everyone's movement. Each at a single target 30° either side of forward. Rear gunners may also fire at 90° either side of backward (this may be a different target).
2. Each gun may fire 10 times during the game.
3. To calculate number of hits roll 1d6 for each gun firing - (inches range) + firer's skill.
4. The resulting figure is removed from the target's structure points, on zero the target crashes.
5. Any 1's rolled on the dice means the gun has jammed for that round.
6. If a 6 is rolled, roll the dice again & add the results (repeat this if 6's keep being rolled)
7. If an aircraft has multiple guns in a facing then they are linked and must fire at the same target.

Extra Stuff

1. A camera equipped aircraft may take a photo by flying in a straight line for a full movement over the target.
2. A bomber may bomb a ground target by flying over the target in a straight line without firing any guns.

Sample Aircraft Statistics

Type	Structure	Movement	>45°	45°-90°	90°-180°	180°+	Guns
Fokker DR1	9	5"	-1"	-2"	-4"	n/a	2 Front
Sopwith Camel	12	5"	-1"	-3"	-4"	n/a	2 Front
Sopwith Pup	10	5"	-1"	-3"	-4"	n/a	1 Front
Fokker DVI	12	6"	-1"	-3"	-5"	n/a	2 Front
SPAD 7	13	6"	-1"	-3"	-5"	n/a	1 Front
Taube	7	4"	-2"	-3"	n/a	n/a	2 Front
Morane N	8	4"	-2"	-3"	n/a	n/a	2 Front
Albatross	11	6"	-1"	-3"	n/a	n/a	2 Front
RE8	13	4"	-2"	-3"	n/a	n/a	1 Front/1 Rear
SE 5a	12	7"	-1"	-2"	-4"	n/a	1 Front