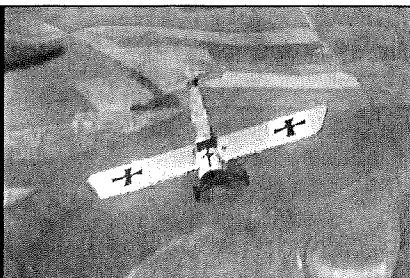


EINDEKKER



Instructions

Eindekker is a solitaire wargame covering fighting in the air over the Western Front in France in the Fall of 1915. You play the role of a famous German fighter pilot (Max Immelmann or Oswald Boelcke) flying a Fokker Eindekker EI. Play takes place over a period representing one week, with you aiming to dominate the skies over the battlefield.

I. COMPONENTS

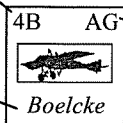
Eindekker comes with a map and information mat, counters, and rules.

Information Mat: The information mat contains the *Damage Table*, *Day/Turn* and *Victory Points* table, *Mission* table, *Enemy Planes* table, information on crash landing, fighter pilot skills, enemy planes and the *Battlefield* (which is divided into five areas and shows where your plane currently is, namely *Friendly Bases and Targets* (FB), *Friendly Territory* (FT), *Trench Line* (TL), *Enemy Territory* (ET), and *Enemy Bases* (EB). Note that from the German point of view, *Friendly* means "German", and *Enemy* means "Allied".

Counters: Friendly planes

Combat strength/Weapon type

Pilot Name
(Immelmann or Boelcke)

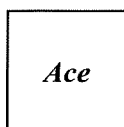


Pilot skills

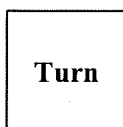
A = Ace
G = Gunner
I = Initiative



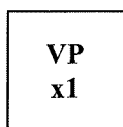
Friendly plane



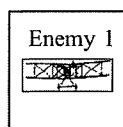
Pilot skills
(Ace, Gunner, Initiative)



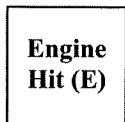
Info markers



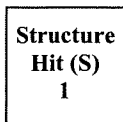
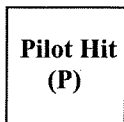
Victory Points



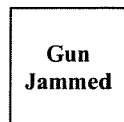
Enemy plane



Damage (Engine (E), Pilot (P), Structure (S))



Mission marker



Gun jammed

You will need two regular six-sided dice to play. If you are asked to roll 1D6, roll one six sided die. If asked to roll 2D6, roll two six sided dice.

II. SETTING UP

The game lasts seven days. Each day has up to ten turns. Start by putting the 'Day' and 'Turn' markers in the '1' box on the *Day/Turns* and *Victory Points* table (representing the first turn of the first day).

Decide which pilot you are going to use for the game (either Immelmann or Boelcke). Put the plane chosen by the side of the information mat. Put the Friendly Plane marker in the *Friendly Bases and Targets* (FB) area on the Battlefield.

Put all the three victory point markers in the '0' box on the *Day/Turns* and *Victory Points* table. Decide which mission you are going to undertake on the first day and put the appropriate marker in the *Mission* box (See Rule XI).

Each day has up to ten turns. Each turn follows the sequence of play outlined below. At the end of each day move the day marker on and start the next day. At the start of each day you must choose which mission you are going to fly for that day. This may be the same or a different one to the mission undertaken on the previous day. Put the Mission marker in the appropriate place in the *Mission* box. At the end of seven days the game is finished. Total up victory points to determine how well you have done (See Rule XII for *Victory Conditions*).

III. SEQUENCE OF PLAY

Each turn follows this sequence of four phases, completed in order:

A. *Random Events* phase. Roll on the *Random Events* table and implement any events that apply (See Rule IV).

B. *Movement* phase (See Rule IX).

C. *Victory Points* phase (See Rule XII).

D. *Move Turn Marker* phase. The '0' box on the *Day/Turns* and *Victory Points* table represents the tenth turn of the day. At the end of this turn, the day is over. Start the next day, or, if seven days have been played, end the game.

IV. RANDOM EVENTS

In the Random Events phase roll two dice, one after the other (e.g. if you roll a 4, followed by a 3, it is read as "4,3"); this will give a figure between 1,1 and 6,6. Check the *Random Events* table for the corresponding result. For each random event, the areas where they apply are listed in brackets afterwards (for example, random event 1,1 applies to all areas on the map, while 1,2 only applies in TL, FT and FB areas). If your plane is not in one of the listed areas, treat as no event.

Some events only apply to planes on specific missions (for example random event 4,3) or on the first turn of each day (for example random event 1,3). Some events only apply in specific circumstances (for example, random event 5,2 only applies if your plane has already been involved in a dogfight this day). Random events should be self-explanatory.

If the random event says "Anti-aircraft", followed by a letter and number, your plane is immediately subject to anti-aircraft fire if it is in one of the listed areas (See Rule V).

If the random event says "Enemy fighters - 3B", "Enemy bombers/reconnaissance - 2C", or "Enemy bombers/reconnaissance 2C*" then your plane immediately takes part in a dogfight if it is in one of the listed areas (See Rule VIII).

V. ANTI-AIRCRAFT FIRE

Anti-aircraft fire takes place as a result of random events (e.g. Random Event 1,6). If your plane is in an area that is subject to anti-aircraft fire then roll 1D6. If your plane is at high altitude it is hit on a roll of 6 (only). If it is at low altitude, it is hit on a roll of 5 or 6. Other rolls mean the anti-aircraft fire has missed your plane.

If your plane is hit, look at the letter and number given on the random event to determine which line of the *Damage Table* you should roll on to see what damage has been done to your plane (See Rule VI). For example, if your plane was hit by anti-aircraft

fire while over the *Trench Line* (TL) as a result of random event 3,5 then you should roll on the C2 line of the *Damage Table*.

VI. DAMAGE

Planes can be damaged as a result of anti-aircraft fire, a dogfight or a random event. When you roll on the *Damage Table*, roll 2D6 and add together. This roll will outline the damage your plane suffers. There are seven possible results on this table:

- X – No damage (bullets/shells miss or pass through the plane).
- S – One Structure hit.
- 2S – Two Structure hits.
- 3S – Three Structure hits.
- P – One Pilot hit.
- E – One Engine hit.
- D – Plane destroyed.



Note that hits are cumulative. For example, a plane currently with one Structure hit that receives another goes to two Structure hits. A plane that is destroyed is deemed to have been shot down (due to critical damage or the death of the pilot).

As a plane receives more hits, then these cumulative hits can cause further problems. Any plane that has either two Engine, two Pilot or four Structure hits must immediately roll on the *Crash Landing Table* (See Rule VII). In effect, it has been shot down but may be able to make a controlled landing.

If a plane ever exceeds any of these totals it is destroyed. For example, a plane that already has three Structure hits receives another two, bringing it up to five. In this case it is destroyed and does not roll on the *Crash Landing Table*, as it exceeds four Structure hits.

It is possible for a plane to have different types of hit without further cumulative effect (for example, a plane could have one Pilot, one Engine and one Structure hit without any cumulative effect). Hit markers are provided to show the damage a plane has suffered. These should be placed next to the relevant plane. Markers stay on your plane, though some may be removed at the end of the day (See Rule XIII).

VII. CRASH LANDING

As outlined above, if a plane suffers two (E), two (P) or four (S) hits it must immediately roll on the *Crash Landing Table*:

Crash Landing Table (1D6):

- 1-4 = No extra effect. The plane and pilot survive.
- 5-6 = Break up on landing. Plane destroyed and pilot lost.

A plane forced to crash land must come down in the area it is in, or any adjacent area to the area it is in. If your plane crash lands in land you control and is not destroyed, then your turn finishes for that day. The next day you can do nothing as your plane is returned to base. You may fly a mission again the day after that (and subsequently).

Enemy planes will always try and go back behind their own lines if forced to crash land. For example an enemy plane over the *Trench Line* (TL) will crash land in *Enemy Territory* (ET). If a plane crash lands on the *Trench Line*, roll 1D6 to see where it lands. On a 1-3 it comes down on the enemy side of the trenches, on a 4-6 on its own side.

Where the planes come down and whether it is destroyed or not is important in determining the number of victory point awarded (See Rule XII).

VIII. DOGFIGHTS

Random Events may lead to dogfights (air-to-air combat) between your plane and those of the enemy. If the random event says "Enemy fighters – 3B", "Enemy bombers/reconnaissance – 2C" or "Enemy bombers/reconnaissance – 2C*" then your plane immediately takes part in a dogfight if it is in one of the listed areas (if not in one of the

listed areas, treat as "no event").

(1) First determine the types of enemy planes you will be fighting. These will be either fighters (3B) or bombers/reconnaissance (2C or 2C*).

(2) Next roll 1D6 to see how many opposing planes you are facing. On a roll of 1-3 you face one enemy plane, on a roll of 4-5 you face two, on a roll of 6 you face three.

If you are facing enemy fighters (only) roll to see if the pilot of the first enemy plane has any particular pilot skill. Roll 1D6. On a roll of 1-5 he has no specific skill. On a roll of 6, roll again. On the second roll a 1-2 means the enemy pilot has the *Initiative* skill, a 3-4 he has the *Gunner* skill, and on a 5-6 he has the *Ace* skill. Do the same (roll 1D6) if facing two (or three) enemy fighters.

(3) Line up the enemy plane(s) facing yours, somewhere convenient off the battlefield. You are now ready to start the dogfight. The dogfight is fought in a series of rounds, which continue until planes are shot down or flee the dogfight. Each round uses the following sequence:

A. Conduct air combat.

B. See if planes flee from the dogfight.

C. Conduct combat against a fleeing plane.

Conducting Air Combat: To conduct air combat compare the combat strength of your plane against that of the first enemy plane. Roll 1D6 for your plane and *add* this to your combat strength. Do the same for the enemy plane. In addition, if the pilot has the *Ace* skill *add* one to his total. If the opposing plane already has a Pilot (P) hit *add* one to the total, if it already has an Engine (E) hit *add* one and if it already has two or three Structure (S) hits *add* one. Note that these are modifiers are cumulative, and the modifiers apply to both sides.

If a pilot (friendly or enemy) has the *Initiative* Skill then during the first round of combat (only) roll 1D6 twice and take the higher of the two rolls (instead of just rolling 1D6 as normal). If one plane is at high altitude and their opponent at low altitude, the plane at high altitude *adds* two to its final combat total for the first round of combat (only).

After this has been done, compare your total to that of your opponent. If the totals are the same, there is no effect. If one side's total is higher than the other then they have hit their opponent. Look at the difference between the totals and the weapon type of the winning plane (in this game B, C or C*). Then roll on the *Damage Table* to determine what (if any) actual damage has been done to the enemy plane (See Rule VI). If a pilot has the *Gunner* skill, move two rows to the right when rolling on the *Damage Table*. If you are hit by a plane with a weapon type of C*, ignore (S) hits and treat all other hits as (S) hits.

Example of air combat: You are flying as Boelcke (4B with pilot skills *Ace* and *Gunner*). You are fighting an undamaged enemy fighter (3B) with no pilot skills. Both start at high altitude. You roll 1D6 for your plane and get a four. You roll for the enemy and get a three. The final combat totals are 9 for you (4+4+1 for the *Ace* skill) and 6 for your opponent (3+3). You have won the dogfight and roll 2D6 on the *Damage Table*. As you won the combat by a total of three you should roll on the B3 table. However, as your pilot has the *Gunner* skill you roll on the B5 table. You roll 2D6 and get a 2 and a 5, giving a total of 7. This inflicts a Structure (S) hit on your opponent. As the enemy plane has no previous hits, there is no additional effect.

If you are facing more than one enemy plane, then in the first round of combat there is no additional effect. In the second round of combat, you conduct combat against the first plane as normal, but a second enemy plane can then shoot at you. Conduct combat between your plane and your enemy as normal (outlined above). If the final totals on this second combat result in a draw or your final total is higher than your opponent, then there is no damage (do not roll on the *Damage Table*). If your enemy's total is greater than yours, roll for damage to your plane on the *Damage Table*. This means that you

cannot damage more than one enemy plane in a round of combat. If you are facing three enemy planes, then the third plane enters the combat on the third round, using the rules as for the second plane.

Example of combat against more than one plane: Continuing the example from above, assuming you are facing two enemy planes. The first enemy plane now has one (S) hit. In the second round of combat, you roll a two for your plane and a three for your opponent. Your final total is 7 ($4+2+1$) and your opponent's total is 6 ($3+3$). You roll on the Damage Table on line B3 (B1 moved two to the right due to you Gunner skill) and get a total of 6. This gives an X, meaning no damage. The second enemy plane now attacks. You roll a five for yourself and a two for your opponent. This gives you a final total of 10 ($5+4+1$) while the second enemy plane finishes with a total of 5 ($3+2$). As this is the second plane, you do not damage it, so do not roll on the Damage Table.

Fleeing: A plane (yours or your opponents) may be destroyed or have to make a forced landing due to damage suffered in combat (See Rule VI). If this does not happen, it may be that one side flees from the dogfight at the end of a combat round. You have the opportunity to flee first. If you choose to do so, you automatically succeed. However, one enemy plane gets a free shot at you as you leave. If you choose not to flee, it may be that your opponent chooses to do so. Roll 1D6. If this roll is equal to or less than the number of damage points on the first enemy plane, then the enemy flees. Each (S), (P) and (E) hit counts as one when working this out. For example, an enemy plane with two (S) and one (E) hit will flee on a roll of 1-3. Note that if there is more than one enemy plane, the others will also flee if the first one goes.

Combat Against Fleeing Enemy: If one side flees, then one opposing plane (only) gets a shot at it as it goes. To see the effects of this, conduct a round of combat as normal. If the fleeing plane has the higher total or the totals are the same, then no damage is done. If the plane that is not fleeing has the higher total, then roll on the Damage Table as normal (this may result in the fleeing plane suffering further damage, having to make a forced landing, being shot down or suffering no further damage). After this, the plane that has fled is assumed to have got away and no further combat takes place.

If an enemy plane is shot down, forced to crash land or flees, then any other enemy planes automatically flee (without you getting a shot at them). Note that this rule means you will never damage or destroy more than one enemy plane in a dogfight.

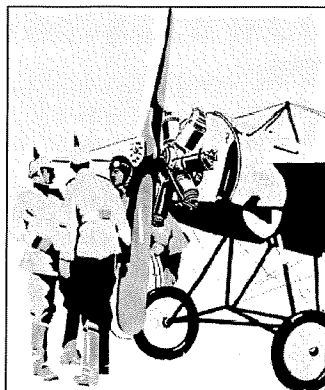
At the end of a dogfight, if your plane survived it is assumed to have dropped to low altitude. Put the low altitude marker on it. Calculate the number of victory points gained (or lost) as a result of the dogfight and adjust the total on the table as appropriate (See Rule XII).

If a dogfight lasts more than one round, your plane cannot move in the movement phase of the turn (See Rule IX).

IX. MOVEMENT

In the movement phase you may move your plane. Only the German moves during this phase. Movement is optional; a plane may stay in the same area if it wants to. You may move it to an adjacent area and/or change the altitude (See Rule X). If your plane was involved in a dogfight that lasted more than one round, it cannot move in that turn.

Your plane may only move in the (FB), (FT) and (TL) areas. You may not move into the (ET) or (EB) areas. The only exception to this is if you are already in the (TL) area and you roll random event 5,3.



X. ALTITUDE

Planes may be at two altitudes: *high* and *low*. Your plane is normally assumed to be at high altitude. When it is at low altitude, put the low altitude marker on it. Your plane may be at low altitude as a result of a random event or after a dogfight. In addition, if your plane is involved in a dogfight on the first turn of each day (only) it is deemed to be at low altitude at the start of the dogfight (in effect it is still climbing after taking off). Planes at low altitude are more vulnerable in the first round of a dogfight (See Rule VIII) and to anti-aircraft fire (See Rule V).

XI. MISSIONS & FIRST AND LAST TURN OF THE DAY

There are up to ten turns every day. You may choose to shorten the number of turns in a day by landing your plane (in the FB area) early.

At the start of each day you need to decide which mission you are going to perform for the day. There are three options:

A. *Combat Patrol*: Your plane must be in the (FT) area for this mission. On every turn that your plane is at high altitude in the (FT) area in the *Victory Points* phase you gain **one victory point**.

B. *Trench Patrol*: Your plane must be at high altitude in the (TL) area. On every turn that your plane is at high altitude in the (TL) area in the *Victory Points* phase you gain **two victory points**.

C. *Trench Support*: Your plane must be at low altitude in the (TL) area. On every turn that your plane is at low altitude in the (TL) area and has not taken part in a dogfight in that turn you gain **three victory points**.

There are a number of random events that apply only to the first turn of each day (for example random event 3,3).

At the end of the tenth turn, your plane must be in the *Friendly Bases and Targets* (FB) area. If it is, it lands and the day ends. If your plane is not in the (FB) area then it is assumed to have crash landed in the area it is currently in. Roll on the *Crash Landing Table* and apply any effects (including any delays this may cause in future days). See Rule VII.

XII. VICTORY CONDITIONS

In the course of the game you will gain (and possibly lose) Victory Points (VP). Use the markers on the *Victory Points* table to keep track of how many VP you have.

You gain VP on each turn you successfully complete your current mission (See Rule XI, above). In addition, VP are gained (and lost) as follows:

10 VP for destroying an enemy plane (including a plane destroyed when crash landing).

8 VP for causing a plane to crash land in an area controlled by your opponent.

6 VP for causing a plane to crash in an area controlled by the same side as the plane.

5 VP for causing serious damage to an enemy plane (a plane is seriously damaged if it has taken three or more hits)

3 VP for causing minor damage to a plane (a plane that finishes with one or two hits).

(These are not cumulative. Take the award that yields the most VP.)

If your plane is destroyed (including due to crash landing) you immediately lose the game. If at the end of any day you have a negative total of VP on the *Victory Points* table you lose the game. It is best to keep a running total of victory points on the table, or separately noted on a piece of paper.

At the end of Day seven, look at how many VP you have:



If you have 140 or more VP, you gain a decisive victory.
If you have 120-139 VP, you gain a substantive victory.
If you have 100-119 VP, you gain a minor victory.
If you have 80-99 VP, the game is a draw.
If you have less than 80 VP, you have lost.

XIII. END OF DAY ROUTINES

At the end of each day you may carry out a number of routines. You may remove up to one (S) hit off your plane automatically. If you have any more (S) hits then you may roll 1D6 for each of them (individually). On a roll of 3-6 you may remove the hit. If you have a (P) hit roll 1D6. On a roll of 3-6 you may remove that hit. If you have an (E) hit roll 1D6. On a roll of 3-6 you may remove that hit. You cannot remove more than one (P) or (E) hit at a time.

This could mean that at the start of a day your plane still has hits on it. You have to make a choice. You can continue to fly, with your plane carrying the damage. You may, alternatively, choose not to fly. If this is the case, move the day marker on and then roll again to try and remove damage markers.

Note that if your plane successfully made a crash landing on your side of the (TL) area or in the (FT) area you must miss a day while it is returned to your airfield. Hits may be removed on this day.

XIV. OPTIONAL RULES

You may choose to use some or all of these optional rules.

GUN JAMMED: Gun jamming was a significant problem at this time. If a plane has fired its guns in a dogfight then the guns may jam. After conducting the air combat and before rolling to see if any planes will flee roll 2D6 for every plane that fired its guns (in the case of enemy planes, this includes second and third planes that may have attacked). On a total roll of 2 or 3 the gun has jammed. Put a Gun jammed marker on the plane concerned. A plane (yours and your opponents) with a jammed gun must immediately flee from combat, following normal fleeing rules outlined in Rule VIII. If the first enemy plane flees as a result of a jammed gun, then the other planes flee with it. If the second or third enemy plane flees, the first enemy plane will continue to fight as normal (as long as the first plane has not got a jammed gun). If your plane has a jammed gun, you may roll before each subsequent Random Events phase to see if your gun has un-jammed. Roll 1D6. On a roll of 1-4 the gun remains jammed. On a roll of 5-6 it is un-jammed and will function as normal. If your plane has a jammed gun, it cannot receive victory points for its current mission on any turn the gun is jammed. If attacked while the gun is jammed the air combat consists of just one attack from the first enemy plane, treated as if your plane was fleeing. Note that you have a choice to make if your gun jams. You may carry on with the mission, hoping it will un-jam, or fly back to base and end activities for the day.

MISSION CHOICE: The basic game allows you to choose what mission you are going to perform each day. If you use this option, roll 1D6 to see what the mission will be. On a 1-3 it is Combat Patrol, on a 4-5 Trench Patrol and on a 6 Trench Support. Roll again at the start of each day.

VARIABLE DAMAGE: If you roll a D (plane destroyed) on the *Damage Table*, do not automatically treat as plane destroyed. Instead roll 1D6. A roll of 1 means one (S) hit, a roll of 2 means two (S) hits, a roll of 3 means three (S) hits, a roll of 4 means an (E) hit, a roll of 5 means a (P) hit and a roll of 6 means the plane is destroyed (D). Note that this means that the *Damage Table* is less destructive and more likely to result in damage rather than a plane being shot down.

CREATE YOUR OWN PILOT: Instead of using the two named pilots, you may create (and name) your own. Roll 1D6 to see how many pilot skills your pilot has. On a

roll of 1 they have one skill, a roll of 2-5 means two skills and a roll of 6 means all three skills. You may choose which your pilot has. Make a note on a separate piece of paper. Use the Friendly Plane marker to represent your plane and record where it is on the battlefield by using either the Boelcke or Immelmann plane.

VARIABLE COMBAT: In any dogfight, if one plane rolls a 6 and the other a 1, then the one rolling the 6 automatically hits the enemy plane, even if their total was the same or lower than their opponent. If this is the case, the plane throwing the 6 rolls on the relevant '1' column on the *Damage Table* (B1 or C1). In this situation, the plane throwing the 1 does not roll on the *Damage Table*, even if its final total was higher than their opponent. If the plane rolling the 6 has a higher total than the plane rolling the 1, use the relevant column on the *Damage Table*.

VARIABLE FLEEING: In the standard game an enemy plane will only consider fleeing after it has taken damage (at least one hit). In reality, the Endecker's quickly spread fear, particularly among allied bombers and reconnaissance planes and they often looked for a way out as quickly as possible. At the end of any air combat round, in a dogfight involving enemy bombers/reconnaissance planes, roll to see if they flee, whether they have any damage or not. Subtract one from this roll if it is a 2C plane. Treat an adjusted roll of less than 1 as 0, with planes with no hits fleeing on this roll. Thus, if the first enemy bomber/reconnaissance plane has one hit, it will flee on a roll of 1 or 2. If it has no hits, it will flee on a roll of 1. If the enemy bomber/reconnaissance is a 2C*, subtract 2 from the roll.



XV. COMPREHENSIVE EXAMPLE OF PLAY

It is the start of the week. You are taking on the role of Max Immelmann. The markers are set on Day one, Turn one. Victory Point markers are all set at zero. The Friendly Plane marker is put on the battlefield in the (FB) area. The Immelmann plane is put to the side of the information mat. You are not using any optional rules. You decide to undertake a Trench Patrol mission on this day. The Mission marker is put in the Trench Patrol box.

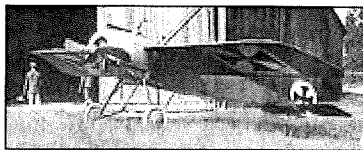
Turn 1: You roll for random events and get 1,5. You are not in the named areas and so ignore the event. Your plane moves into the (FT) area. As your mission requires you to be over the (TL) area you do not gain any VP. The turn ends. Move the Turn marker into the 2 box.

Turn 2: You roll for random events and get 5,2. You have not been involved in a dogfight this day, so ignore the event. You move into the (TL) area. In the Victory Points phase you gain 2 VP (on patrol at high altitude over the (TL) area). Adjust the VPx1 marker appropriately. Move the Turn marker on.

Turn 3: You roll 3,5 on the random events table. As you are in one of the listed areas, you are subject to anti-aircraft fire. You roll 1D6 to see if you are hit. A 4 is rolled. The anti-aircraft fire misses. Gain another two VP for your mission and adjust the victory points total (you now have 4). Move the Turn marker on.

Turn 4: You roll 4,1 on the random events table. You have intercepted enemy reconnaissance planes operating over the trenches, spotting for enemy artillery (say enemy BE2c's). You roll a four to see how many you are facing, meaning two enemy planes. You do not roll for pilot skills as they are not fighters. You put the enemy planes facing yours, one behind the other. You are ready to start the dogfight. In the first round you

roll 1D6 two times, as you have the Initiative pilot skill, rolling a 5 and 2. You take the higher roll, giving a final total of 10 (Die roll of 5 + Combat factor 4 + Ace pilot skill 1). You roll a 3 for your opponent, giving a final total of 5 (Die roll 3 + Combat factor 2). You have beaten your opponent by five, so roll on the B5 column on the *Damage Table*. You roll 2D6 and get a 6 and 4 for a total of 10. This inflicts an Engine (E) hit on your opponent. Put this next to the plane. Note that in the first round the second enemy plane cannot take part. You decide not to flee and then roll for your opponent. You roll a 4, so the enemy does not flee. In the second round you roll a 3 (you only roll once as Initiative only applies in the first round). This gives a final total of 9 (Die roll 3 + Combat factor 4 + Ace pilot skill 1 + enemy plane has an (E) hit 1). You roll a 5 for your opponent., giving a final total of 7 (Die roll 5 + Combat factor 2). You have beaten your opponent by two, so roll on the B2 column on the *Damage Table*. You roll a 5 and 2, giving a total of 7. This inflicts a (S) hit on your opponent. Put this next to the plane. The second enemy plane can now attack. You roll a 5 for your plane, giving a total of 10 (Die roll 5 + Combat factor 4 + Ace pilot skill 1). You roll a 1 for your opponent, giving a total of 3 (Die roll 1 + Combat factor 2). You have beaten your opponent by seven. However, this is the second opponent, so you do no damage (in effect, you have used your flying skills to stop them damaging you, you have not had them in your line of sights to damage them). You decide not to flee. You roll for your opponent and get a 2. The enemy flees (as they have two hits on the first plane, an (E) and (S) hit). Both enemy planes will flee. You will have a final combat with the first enemy plane. You roll a 6, giving a final total of 12 (Die roll 6 + Combat factor 4 + Ace pilot skill 1 + enemy plane has an (E) hit 1). You roll a 2 for your opponent, giving a final total of 4 (Die roll 2 + Combat factor 2). You have won the dogfight by eight and so roll on the B8 column on the *Damage Table*. You roll a 5 and 4, giving a total of 9. This inflicts another (E) hit on the first enemy plane. As this plane now has two (E) hits it is forced to crash land. It can crash land in an adjacent area and will move towards its own side (and crash land in the Enemy Territory (ET) area). You roll it on the *Crash Landing Table* and get a 3. The enemy plane has successfully crash landed, without breaking up on landing. The dogfight is over. You gain 6 VP for forcing the crash landing in its own area (taking your total up to 10). Adjust the VPx1 and VPx10 markers accordingly. You do not lose any, as you suffered no damage. At the end of the dogfight, put the low altitude marker on your plane (planes tended to lose height as they engaged in dogfights). As the dogfight lasted more than one round, you cannot move your plane. As it is at low altitude, you do not get any victory points for your mission (you would need to be at high altitude). Move the Turn marker on.



Turn 5: You roll for random events and get a 6,5. This results in anti-aircraft fire in an area you are in. You roll to see if it hits your plane and get a 5. As you are at low altitude, you are hit. You roll on the B1 column of the *Damage Table* (this is the column given in the random event). You roll a 3 and 2, giving a total of 5. This gives an X, meaning no damage. You change the altitude of your plane to high in the movement phase (removing the low altitude marker), but stay in the (TL) area. As you are at high altitude in the (TL) area, you gain two VP, taking your total to 12. Move the Turn marker on.

Turn 6: You roll a 1,3 for random events. As this is not the first turn of the day, there is no event. You gain two VP again for your mission, taking your total to 14. Move the turn marker on.

Turn 7: You roll a 6,3 for random events. As you are not flying a Combat Patrol mission, ignore the event. You gain two VP again for your mission, taking your total to 16. Move the turn marker on.

Turn 8: You roll a 4,5 for random events. This produces anti-aircraft fire in an area you occupy (TL). You roll a 6, so are hit. You roll on the C2 column on the damage table and get a 1 and 6 for a total of 7. This inflicts a Structure (S) hit on your plane. You lose three VP due to the light damage, taking your total down to 13. However, you gain two VP for your mission (you are still at high altitude over the (TL) area), so you go back up to 15. Move the turn marker on.

Turn 9: You roll a 2,2 for random events. You are forced to drop to low altitude. Put the low altitude marker on your plane. In the movement phase, you move to the Friendly Territory (FT) area, staying at low altitude due to the random event. Note that you have started moving back towards the (FB) area to ensure you reach it by the end of turn 10. You do not get any VP this turn (you are in the wrong area at the wrong altitude). Move the Turn marker on.

Turn 10: You roll a 2,1 for random events. Enemy fighters attack. You roll to see how many you are facing and roll a 2, one enemy fighter. You roll to see if the enemy fighter pilot has any pilot skills. You roll a 3, so they have no specific pilot skills. You start the first round of combat. You roll a 3 and 6 for your plane (rolling twice due to your Initiative pilot skill) and take the higher roll. This gives you a total of 11 (Die roll 6 + Combat factor 4 + Ace pilot skill 1). You roll for your opponent and get a 4. This gives a final total of 9 (Die roll 4 + Combat factor 3 + starting at high altitude against an opponent at low altitude 2). You have beaten your opponent by two. You roll on the B2 column on the *Damage Table* and get a 1 and 3, for a total of 4. You inflict a Pilot (P) hit on your opponent. Despite this initial success you have a problem. If you allow the dogfight to continue for more than one round you will not be able to move in the movement phase. This will leave you short of the (FB) area at the end of turn ten and you would have to roll on the *Crash Landing Table*. As a result, you choose to flee. The combat for a fleeing plane takes place. You roll a 4, giving a total of 10 (Die roll 4 + Combat factor 4 + Ace pilot skill 1 + enemy has a (P) hit). You roll a 5 for your opponent, giving a total of 8 (Die roll 5 + Combat factor 3). Your total is greater, but as you are the fleeing plane you do no damage. The dogfight is over. As your plane started at low altitude, its altitude does not change. You gain three VP for inflicting light damage on an enemy plane, taking your total up to 18. In the movement phase you move to the (FB) area and land. The day has ended.

You can reflect on a successful day. You have achieved 18 Victory Points, forced an enemy reconnaissance plane down and driven another off. You have also wounded an enemy fighter pilot (although you are frustrated that you were not able to complete that dogfight). Your (S) hit is automatically fixed at the end of the day (as your only damage) and you are ready to start the second day at full strength.

XVI. HISTORICAL NOTES

This game takes place over the western front in 1915. The skies at this time were far less congested than those of 1917-1918. Air combat was less likely and most would result in planes being damaged rather than destroyed. It also means that there will be days when very little happens – your plane will fly around looking to dominate the skies over your lines.

The combat factor of a plane represents its basic ability in combat. The Fokker Eindekker was not exceptional, but its ability to fire at an enemy directly made it an extremely dangerous opponent.

There are four weapon types, 'A', 'B', 'C' and 'C*'. 'A' represents fixed twin machine guns on a plane (of which there are none in this game) or mixed anti-aircraft weapons including some artillery. 'B' represents a fixed single machine gun on a plane (or a swivel mounted single machine gun) or mixed anti-aircraft weapons including some machine guns. 'C' represents a single machine gun (not necessarily fixed) on a plane or mixed anti-aircraft weapons (primarily from rifle fire). 'C*' represents a hand

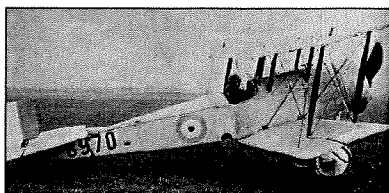
held weapon in a plane (of which there will still some in 1915).

The movement restrictions on your plane, effectively stopping them flying over enemy held territory, represents the determination not to allow one to fall into enemy hands. In 1915, most of the attacking on the Western front was done by the Allies, looking to regain friendly territory lost in the initial German attacks in 1914. The Eindekkers aimed to stop enemy bombers and reconnaissance planes from operating over German held territory and the trenches (spotting for artillery or dropping bombs).

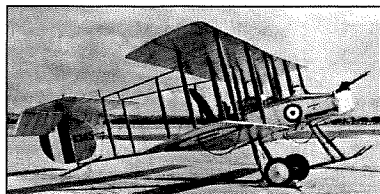
Pilot skills represent the particular strengths of those involved. The Germans put many of their best pilots in the Eindekkers (and the two represented in the game were among the best). The Ace pilot skill means that the pilot is particularly skilled in dog-fighting (not that they have necessarily already shot down a lot of enemy planes). The Initiative skill represents the pilots skill in getting in a good position at the start of a dogfight. The Gunner skill represents the ability to use the machine gun accurately and effectively.

Enemy planes are generic in this game. Fighters represent Vickers FB5's (the 'Gunbus'), Bristol Scouts, Morane's and Nieuport 10's. Bombers/reconnaissance planes represent BE2's (particularly 2c's), RE7's, Avro's, Farman's and Voison's. The distinctions are often marginal, with many planes taking on a variety of roles and (at this stage of the war) being armed in different ways.

Designer: Bob Flood



Bristol Scout



Vickers FB5

Eindekker – Random Events Table

Roll (Applicable Location) Result

- 1,1: (All) Enemy fighters – 3B.
- 1,2: (TL,FT,FB) Friendly troops mistake you for an enemy plane. Anti-aircraft B1.
- 1,3: (FB) Only applies on the first turn of each day. Weather closes in. No mission at all on this day. You gain 2D6 victory points (your enemy cannot fly either).
- 1,4: (All) Only applies if you are at low altitude. Attacked by enemy fighters – 3B. Add one to the die roll when determining the number of enemy planes.
- 1,5: (TL,ET,EB) Anti-aircraft C1.
- 1,6: (TL) Anti-aircraft B1.
- 2,1: (All) Enemy fighters – 3B
- 2,2: (All) Adverse weather. You must immediately drop to low altitude for this turn (or stay at low altitude if there already). You may still move at low altitude.
- 2,3: (FB) Only applies on the first turn of each day. Strong cross winds affect your take off. Roll immediately on the C1 line of the *Damage Table* to see if your plane is affected (apply results immediately as if received in a dog fight).
- 2,4: (All) Only applies if your pilot already has a P (Pilot) wound. Roll 1D6. On a roll of 6 (only) the wound has got worse. Your pilot immediately gets another P wound (and therefore must roll on the *Crash Landing Table*).
- 2,5: (TL,ET,EB) Anti-aircraft C1.
- 2,6: (TL) Anti-aircraft A1.

- 3,1: (TL,FT,FB) Enemy bombers/reconnaissance – 2C.
- 3,2: (All) Adverse winds. Your plane cannot move or climb in altitude this turn.
- 3,3: (FB) Only applies on the first turn of each day. Enemy bombers (2C) are attacking your airfield. A dogfight takes place with you starting at low altitude.
- 3,4: (All) Only applies if your plane has at least one S (Structure) hit. Roll 1D6. On a roll of 6 (only) the damage has got worse. Your plane immediately gets another Structure hit. If this takes you to four Structure hits, you must immediately roll on the *Crash Landing Table*.
- 3,5: (TL,ET,EB) Anti-aircraft C2.
- 3,6: (ET) Anti-aircraft B1.
- 4,1: (TL,FT,FB) Enemy bombers/reconnaissance – 2C
- 4,2: (All) Possible engine problems. Roll 1d6. On a roll of 6 (only) your plane gets an Engine (E) hit. If it already has one, roll on the *Crash Landing Table*.
- 4,3: (TL) Only applies if your plane is on a Trench Support mission and is flying at low altitude over the *Trench Lines* (TL). Enemy fighters (3B) attack and a dogfight takes place. Add one to the roll when determining the number of enemy planes.
- 4,4: (All) Only applies if you were in a dogfight last turn. Other enemy fighters (3B) saw the action and attack. A dogfight takes place.
- 4,5: (TL,ET,EB) Anti-aircraft C2.
- 4,6: (ET) Anti-aircraft C1.
- 5,1: (All) Enemy bombers/reconnaissance – 2C
- 5,2: (All) Only applies if you have been in a dogfight this day. Roll 1D6. On a roll of 6 (only) your propeller has been damaged by your gunfire. Your plane immediately gets two Engine (E) hits. If it already has one, it is destroyed. If not, you must roll on the *Crash Landing Table*.
- 5,3: (TL) Only applies to a plane on a Trench Patrol mission. You detect a damaged enemy bomber/reconnaissance plane (2C) over enemy territory (ET). It has one S and one P hit. You may move into the ET area and attack it, causing a dogfight. If you do, you must move back to the TL area next turn. If you fail to do so, you lose ten victory points for each turn you are in the ET area.
- 5,4: (All) Only applies if your plane has been in a dogfight this day and suffered any damage, or has suffered damage due to anti-aircraft fire. Your main petrol tank was damaged. You immediately receive an Engine (E) hit. If it already has an E hit, roll on the *Crash Landing Table*.
- 5,5: (TL,ET,EB) Anti-aircraft B1.
- 5,6: (TL,EB) Anti-aircraft A1.
- 6,1: (TL,FT,FB) Enemy bombers/reconnaissance – 2C*.
- 6,2: (All) Only applies if you have been involved in a dogfight this day. Your guns have subsequently jammed up and you cannot use them again this day. Your mission is aborted and your plane must move back to base as quickly as possible (if intercepted by enemy planes on the way back, you must flee the dogfight after the first round of combat).
- 6,3: (FT) Only applies if your plane is on a Combat Patrol mission. You detect enemy bombers/reconnaissance (2C) in your area. You may choose to ignore or attack them. If you attack, a dogfight takes place.
- 6,4: (TL) Only applies to a plane is at low altitude on a Trench Support mission. A major enemy attack is taking place and you support your infantry. You are immediately subject to A3 anti-aircraft fire, but gain five victory points (not three).
- 6,5: (TL,ET,EB) Anti-aircraft B1.
- 6,6: (TL,EB) Anti-aircraft A2.

Damage Table

Dice Roll					A1	A2	A3	A4	A5	A6	A7	A8	A9	A10
			B1	B2	B3	B4	B5	B6	B7	B8	B9	B10		
	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10				
2	P	P	X	S	2S	2S	D	D	D	D	D	D	S	D
3	X	S	P	D	D	D	D	D	D	D	D	D	D	D
4	X	X	S	P	P	P	P	P	P	P	D	D	S	S
5	X	X	X	X	X	S	S	X	X	2S	2S	D	D	D
6	X	X	X	X	X	X	X	S	S	S	S	2S	D	D
7	S	S	S	S	S	S	S	S	S	S	X	S	2S	2S
8	X	X	X	X	X	X	X	X	X	X	E	E	E	E
9	X	X	X	X	X	X	X	E	E	E	S	X	P	P
10	X	X	X	E	E	E	E	X	2S	X	P	P	X	3S
11	E	E	E	X	S	X	S	2S	3S	3S	3S	3S	3S	X
12	D	D	D	S	S	S	2S	3S	X	D	S	S	S	S

Crash Landing Table

1-4: No extra effect. Pilot and plane survive. 5-6: Break up on landing. Plane destroyed and pilot lost.

Fighter Pilot Skills

Initiative: In the first round of a dogfight (only) roll the die twice and take the higher roll.

Gunner: Move two columns to the right when rolling on the Damage Table.

Ace: Add one to Final Combat Factor in dogfight (all rounds).

Enemy Plane Types (Fighters 3B, Bombers/ Reconnaissance 2C or 2C*)

Enemy Plane Quantity (Roll 1D6: 1-3 one plane, 4-5 two planes, 6 three planes)

Enemy Fighter Pilot Skills (On a roll of 1-5 none; on a roll of 6 then roll again: 1-2 Initiative, 3-4 Gunner, 5-6 Ace)

Meaning

X – No damage (bullets/shells pass through plane)

S – Structure hit

2S – 2 Structure hits

3S – 3 Structure hits

P – Pilot hit

E – Engine hit

D – Plane destroyed

(Note that enemy planes that are rated 2C* count any S hits as no damage and any P, E or D hits as S hits)

Mission (FT)

Combat Patrol
1 VP

Mission (TL)

Trench Patrol
2VP's

Mission (TL)

Trench Support
3 VP's

Day/Turns and Victory Points Track

0	1	2	3	4	Enemy Planes Enemy Fighters 3B
5	6	7	8	9	
					Enemy bombers and reconnaissance 2C or 2C*

Enemy Bases and Targets (EB)

Enemy Territory (ET)

Trench Lines (TL)

Friendly Territory (FT)

Friendly Bases and Targets (FB)

Battlefield