

A & A GAME ENGINEERING PRODUCT SUPPORT

Product Support sheets come in the following types:

- Clarifications – these are more general clarifications about game play in response to questions from players.
- Corrections and Amendments – these include corrections to errors in game data, typing errors, and mistakes in game play that have come to light. These may come in two alternatives:
 - applicable to the most recent edition.
 - applicable to previous editions. These items will all have been incorporated into the latest edition on sale.
- New Rules – These rules will have been developed in response to requests from players. They may also have been developed from House Rules (see below).
- House Rules and player suggestions. House rules that are tested and work well may be incorporated into the basic rules if the author(s) approve.

AERIAL BATTLES 1915-1918

UPDATES TO EDITION 1.0

ISSUED 26 JANUARY 2020

There are some amendments to the Heavy Anti-Aircraft Gun rules that are necessary as we omitted to take account of the fact that aircraft can be at Medium or High Altitude and this will have an effect on the use of the AA guns.

For simplicity, a replacement page is part of this Update.

5 – ANTI-AIRCRAFT FIRE

Anti-aircraft guns may be represented on the table by 2 x 3 cards. They may be placed on hills, but this does not affect the Altitude at which the gun can engage enemy aircraft. Each Anti-Aircraft battery generates an Order each turn.

Types

There are 2 types of battery, Light and Heavy. Both types may be Activated during the turn but have some special rules. They use Orders to Spot enemy Contact Markers. Light Anti-aircraft guns also carry out Shoot Orders when they are Activated. Fire from Heavy Anti-aircraft guns is handled differently, as described below.

Both types of Anti-aircraft gun used in the game represent guns in batteries and they can shoot all round. They can be strafed or bombed by aircraft. All guns have a range shown in their data. The ranges are reduced from their theoretical maximum to allow for the angle that they are shooting upwards.

5.1 – Light Anti-aircraft Guns

Light Anti-aircraft represent direct fire weapons with a calibre up to 40mm. They can only shoot to Low Altitude. When firing they use Orders like aircraft when they engage their targets. They are capable of carrying out Reaction Fire like an aircraft.

Method

The gun battery uses an Order and nominates a target in range and Line of Sight. A d10 is rolled, applying the modifiers shown in the Light Anti-aircraft Table. The result is applied immediately.

Light Anti-aircraft Fire To Hit table (d10)	
Circumstance	Modifier
Skill of Anti-aircraft battery	Always 0
Agility of target If Agility is $-n$ add n ; if Agility is $+n$ deduct n	$\pm ?$
Range up to 2 inches (Close range)	+ 1
Per Fatigue on Shooter	- 1
Per Damage on Shooter	- 1
Target is partially in cloud	- 2
Anti-aircraft Fire Effects Table	
Final score	Effect
16 or more	Target must roll on the Shooting Saving Throw Table; it must also then take 2 additional Damage
11 or more	Target must roll on the Shooting Saving Throw Table; it must also then take 1 additional Damage
6 to 10	Target must roll on the Shooting Saving Throw Table
5 or less	You miss

Anti-aircraft Saving Throw table (d10)	
Circumstance	Modifier
Skill of Target aircraft	± 0 to 2
Size of Target	$\pm ??$
Firepower of Hit	- ??
Per current Damage on target	- 1
Anti-aircraft Saving Throw Effects Table	
Final score	Effect
6 or more	No effect other than a few holes
2 to 5	Target takes 1 Damage
1 or below	Target Destroyed

5.2 – Heavy Anti-aircraft Guns

Heavy Anti-aircraft batteries represent larger calibre guns firing shells to create an area of sky full of shrapnel. They are only effective against targets at Medium and High Altitude. They are fired in the Anti-aircraft Phase and their attacks are resolved while aircraft are moving during the Activation Phase. Heavy Anti-aircraft batteries may not use Reaction Fire.

Method

In the **Anti-aircraft Phase** the following actions are carried out in this order:

- 1 All ACTIVE Anti-aircraft Markers are removed from the table.
- 2 All Anti-aircraft Markers placed on the table during the previous turn are marked as ACTIVE.
- 3 To place new Markers each battery uses an Order and nominates a location in range and Line of Sight (there is a minimum range shown in the table below), as well as the Altitude at which the Marker is to be placed. There must be space to place the Anti-aircraft burst Marker on the table. It may not overlap an aircraft's base and vice versa.
- 4 Roll a d10, applying the modifiers shown in the Heavy Anti-aircraft Accuracy Table. If the score is 6 or better he places an Anti-aircraft Marker on the table marked with its Altitude. If he fails he may make further attempts, however an Anti-aircraft battery may only place one Anti-aircraft Marker on the table per turn. These Markers will become Active NEXT TURN.

Heavy Anti-aircraft Fire Accuracy table (d10)	
Circumstance	Modifier
Skill of Anti-aircraft battery	Always 0
Marker to be at High Altitude	- 2
Per Fatigue on Shooter	- 1
Per Damage on Shooter	- 1

- 5 If a Heavy Anti-aircraft gun is destroyed this has no effect on its Markers already placed on the table.

Effect

An aircraft base starting, ending, or moving within 2 inches of an ACTIVE Anti-aircraft Marker at the same Altitude must immediately carry out an Anti-aircraft Saving Throw, using the Firepower of the Anti-aircraft weapon. Aircraft that are climbing or diving retain their starting Altitude until the end of movement, at which point their new Altitude applies. They must save for each Marker they encounter. Damage is applied immediately.

Table of WW1 Anti-aircraft Guns					
Calibre	Nation	Type	FP	Range	Cost
Light guns shooting to Low Altitude					
7.7	All	Machine Gun	2	6	12
37	Germany	Gruson-Hotchkiss Revolverkanone	1	6	6
37	UK	QF 1pdr	3	14	42
37	Germany	FlaK M14	3	14	42
Heavy Guns shooting to Medium and High Altitude					
75	Italy	Cannone da 75/45	2	6 to 22	44
75	France	Canon de 75 antiaérien mle 1913-1917	2	6 to 22	44
76	UK	QF 3 in. 20 Cwt	2	6 to 24	48
76	UK	QF 13 pdr	1	6 to 18	18
76	UK	QF 13 pdr 9 cwt	1	6 to 20	20
76.2	Russia	76-mm air-defence gun M1914/15	1	6 to 22	22
88	Germany	FlaK 16	2	6 to 24	48