

Biplane Barmy

Hex variant by Pete Jones

1. Choose manoeuvre and select Dice
2. Reveal Dice
3. Move planes
4. Change Altitude dice (1-6)
5. Firing
6. Resolve, rockets, bombing and strafing
7. Landing rolls

Stress Rolls ☠

Roll D20 if equal or greater than manoeuvre number – 1 damage (2 seater aircraft +2 to roll)

Overlapping

Cannot fire at each other, if at same altitude each takes 1 damage

Tailing

Target is front arc and within 3 of the firer and the firer is in targets rear arc and within 3. Target must tell attacker whether using left, right or straight manoeuvre.

Combat

Maximum range is 3 hexes

Single seaters

Must be in front arc. Roll dice and score distance in hexes or over to hit (+ modifiers).

Two Seaters

Must be in rear **half**. Max range is 3 and a 2+ for each hex is required to hit (i.e. 1 hex =2, 2 hexes =4, 3 hexes =6).

-1 = Target is one level **above** the firer.

+1 = Target is one level **below** the firer.

-1 = Target is deflected

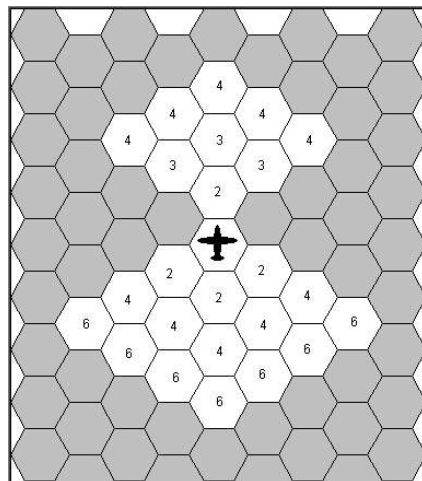
An equal roll scores 1 damage and double over scores two damage.

Damage

Roll D20 and that manoeuvre receives a single line through it. That manoeuvre cannot be used again. The second time it is hit put a second line through it (forming a cross). Any further hits on that location count as the plane being destroyed.

Landing

	<i>Roll</i>
Airstrip	1+
Road	2+
Flat Ground	3+
Water	6+
Rough terrain	4+
Woods	5+



Aircraft Exempt Manoeuvres

<i>Germany</i>	<i>Type</i>
Albatross D.IIIb	
Albatross D.Va	
Fokker Dr. I	14,15
Fokker D.VII	
Halberstadt CL.IIa	14,15
Pfalz D.IIIa	14, 15
Pfalz D.XII	
Siemens-Schuckert D.III/D.IV	

<i>Britain</i>	<i>Type</i>
Bristol F.2B	14,15
SE 5A	
Sopwith Camel	10,14,15
Sopwith Snipe	
Sopwith Triplane	14,15
Spad VII	

<i>France/USA</i>	<i>Type</i>
Nieuport 17	14,15
Nieuport 28	
Spad VII	
Spad XIII	