

ARTILLERY SPOTTING

AERODROME 1.1

Materials: 6ft x 4ft hex mat for Aerodrome.
Normal game equipment.
1 Recon aircraft per team.
2-4 Interceptor aircraft per team.
1-3 Artillery hex tiles per team.

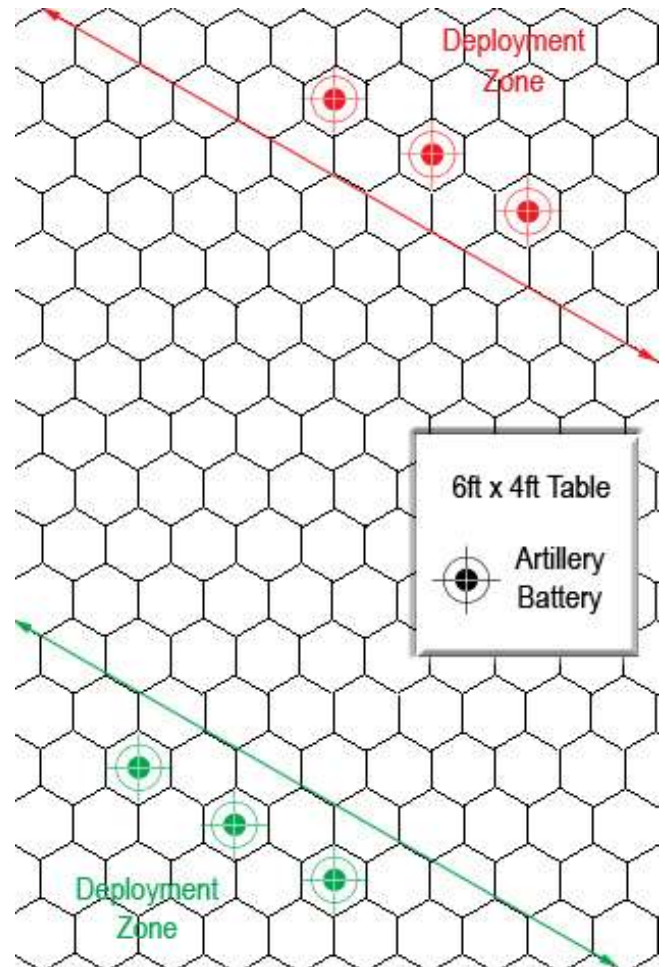
Players: This game can support 6, 8, or 10 players.

Teams: 2 teams, each with 1 observer aircraft and 2-4 interceptors, individually controlled.

Deployment: The deployment zone is made by drawing a line from a table corner diagonally across to the other side, following the leading edge of the hexes.
Aircraft can be placed anywhere in the team's deployment zone at medium altitude.
Each team places artillery battery tiles in their zone. With 6 players, place 1 battery per side, 8 players place 2 batteries, and 10 players place 3. Batteries can be placed anywhere, as long as there is at least 1 hex separation between each and with any table edge.

Objective: Destroy all of the opposing team's artillery tiles and withdraw all surviving aircraft off your team's deployment zone table edge.

Special Rules: The Artillery Battery Tile
-3 hits before destroyed.
-Inflicts 1 hit on another battery.



Sample Deployment

Artillery Spotting

The recon aircraft can range in artillery fire. To do this, said aircraft must stall in the hex wished to be targeted. The aircraft must be no higher than medium altitude, and cannot fire any weapons that increment. If these conditions are met, all existing friendly batteries fire on the target hex; each battery inflicts 1 hit.

Strafing

Any forward firing aircraft may make a strafing run on an artillery battery. To do this, said aircraft must stall in the hex wished to be strafed. The aircraft must be at ground altitude only, the lowest altitude. Hits inflicted depend on the type of burst:

- Short Burst: $\frac{1}{2}$ hit.
- Long Burst: 1 hit.

