

# BOMBING MISSION

## AERODROME 1.1

**Materials:** 6ft x 4ft hex mat for Aerodrome.  
Normal game equipment.  
1-5 Bomber aircraft for attackers.  
1-5 Interceptor aircraft for attackers.  
2-5 Interceptor aircraft for defenders.  
1-5 Objective hex tiles for defenders.  
1-5 Flak hex tiles for defenders.



**Players:** This game can support 4, 6, 8, or 10 players.

**Teams:** 2 teams of evenly distributed players. The attackers can have 1-5 individually controlled bombers. Any attackers may have an interceptor instead of a bomber. All defenders have interceptors.

**Deployment:** Each side takes an opposing short table edge. Each side may place their aircraft on any hex on their table edge. The aircraft must be in contact with the edge. The defenders place the objective tiles to be defended at least 3 hexes away from their edge. 1 objective tile is placed for each enemy bomber. 1 heavy flak tile may be placed within 3 hexes of any objective tile, but not on top of it.

**Objective:** Attackers: Bomb all objectives and withdraw all surviving aircraft off the starting table edge.  
Defenders: Destroy all attackers.

### Special Rules: Bombing

Each bomber aircraft has 1 load of bombs. To release, a bomber aircraft must make a stall maneuver in a target hex and declare intent. At ground altitude, the bombs will automatically land on target. However, at higher altitudes they may drift off target. Roll on the flak miss template (see flak) with the following roll modifiers for altitude:

Low: +4 Medium: +2 High: 0 Very High: -2

The bombs are expended and will completely destroy anything on the ground in the target hex.

### Objective Tile Personnel

An objective tile also counts as light flak gun.

### Strafing Flak

Any forward firing aircraft may make a strafing run on flak hexes. 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.

Flak guns are destroyed from 1 complete hit. Objective tiles may not be strafed.

### Points

Winning the scenario depends on which side is awarded the most points. Points are allocated as follows:

Attackers: 3 points for each objective tile destroyed. 1 point for each enemy interceptor shot down.

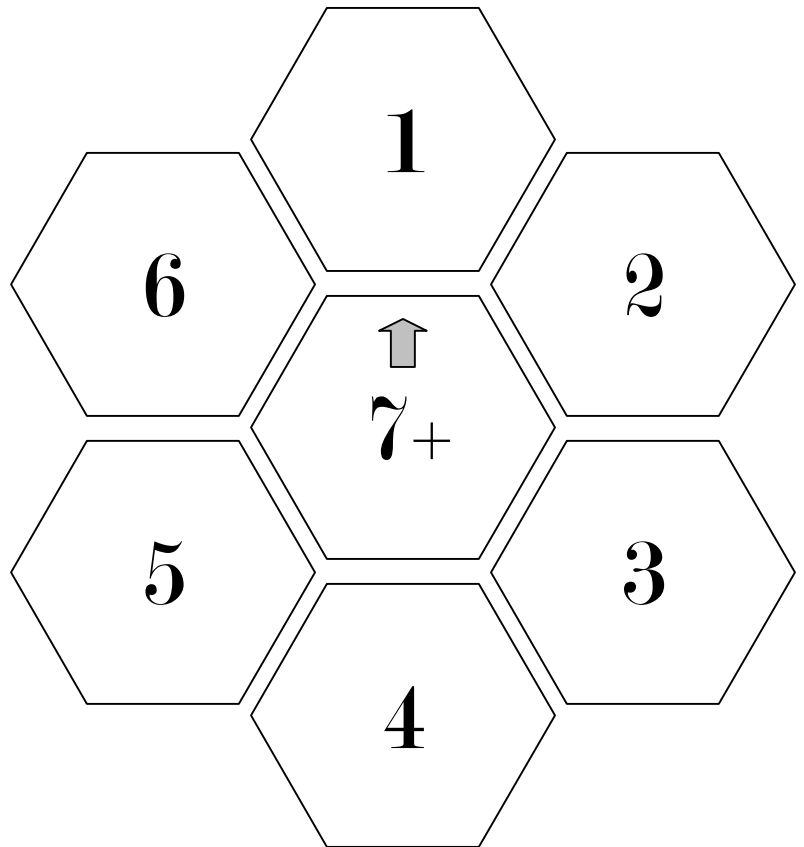
Defenders: 3 points for each bomber shot down. 1 point for each enemy interceptor shot down.

# FLAK

**Player:** Flak may be operated by a separate player, or players from the defending team.

**Gun Size:** A flak gun can be heavy, medium, or light.  
A heavy gun can fire up to two hexes away from the flak tile. A medium gun can fire up to 1 hex away. A light gun represents small arms fire and can only affect an aircraft in its own hex.

**Rules:** A flak gun is fired using the observer guns firing programmer. The tile must therefore have a side that is designated as its "front." During the programming phase, program in any firing directions wished for the 3 increments. Use an outer bubble to indicate placing a flak marker 2 hexes away, and an inner bubble to place a flak marker 1 hex away. To fire in the same hex place a checkmark in the center. Check off 1 ammo each time it is fired. A flak gun tile has 24 ammo.



**Flak Marker:** For each increment fired, place a flak marker in the targeted hex. Then roll D10 to determine the accuracy. Use the above flak miss template. On a 7 or above, the marker stays in the targeted hex. On a 1-6 it shifts position to the indicated adjacent hex. The arrow orientates the template away from the gun tile. A light flak gun does not miss; do not use the chart. If *any* airplane shares a hex with a flak marker, it will take damage if it is at or less than the corresponding altitude:  
Heavy: Medium Alt, D6 damage. Medium: Low Alt, D3 damage. Light: Ground Alt, 1 damage.

The flak marker is removed at the end of the increment.

