

INSTANT BANDITS

WW2 AIR COMBAT RULES

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INSTANT BANDITS

QUICK PLAY WORLD WAR II AIR TO AIR COMBAT

INTRODUCTION

These rules are based on the Instant Thunder set which depicts post WW2 Jet combat. Players familiar with Instant Thunder will recognise many of the mechanisms involved. However, Instant Bandits is a stand-alone game. It is not compatible with Instant Thunder.

These rules provide an abstract representation of air to air combat between WW2 aircraft. They are designed to be equally suitable for solo as well as for two or more players. The scale is individual aircraft.

EQUIPMENT

- A playing area marked out as a 13 x 4 grid (see below)
- Counters or models to represent aircraft and environmental markers (such as cloud)
- A simple log record detailing each aircraft.
- A pack of ordinary playing cards (jokers removed)

THE MAP

The gridded playing area represents the portion of the sky in which the combat takes place. It is a 13 x 4 grid marked as follows:

HRT													
CLB													
DMD													
SPD													
-	K	Q	J	T	9	8	7	6	5	4	3	2	A

The notations down the left hand edge are (in descending order of height) HEARTS, CLUBS, DIAMONDS and SPADES. The notation along the bottom edge represents individual playing cards and by cross referencing the two a location square is described (e.g. The top left hand square of the playing area is the King of Hearts).

The four rows are ALTITUDE BANDS. Thus, an aircraft located in the CLUB band is higher than one located in the DIAMOND band.

Within the bands the individual squares are also in descending order of height (from King to Ace). Thus, an aircraft in the Queen of Diamond square is higher than one in the 8 of Diamond square. However, both these aircraft would be lower than an aircraft in the 2 of Clubs square as the Club altitude band is higher than the Diamond.

The position of the aircraft in the game is important as it will be seen that a higher aircraft is in a position of advantage over a lower one.

The pack of cards also function as a random number generator and they have the following numerical values; King = 13, Queen = 12, Jack = 11 then face values down to Ace = 1.

Some game functions require the RANGE between opposing aircraft to be established. This is done by counting across the grid laterally (never up or down between altitude bands). If counting between two aircraft do not include the square occupied by the counter but do include the square occupied by the target (*e.g. the range between aircraft located in the squares 10 of Hearts and 3 of hearts, is 7*).

Note that when counting laterally some of the end squares in each altitude band are linked. The King of Spades is linked to the Ace of Diamonds; the King of Diamonds is linked to the Ace of Clubs and the King of Clubs is linked to the Ace of Hearts. The Ace of Spades and the King of Hearts are not linked in this way and lead 'off map'. Thus, aircraft in the King of Spades and the Ace of Diamonds are adjacent to each other (range 1). Aircraft in the squares 2 of Hearts and 9 of Clubs are 6 squares apart laterally.

AIRCRAFT CHARACTERISTICS

Aircraft are firstly designated by type. These types are FIGHTERS (designed to attack enemy aircraft), BOMBERS (multi - engine aircraft designed to deliver ordnance on ground targets) and FIGHTER– BOMBERS (single or twin-engine aircraft which can fulfil either role).

(NOTE: The designations given in these rules may not necessarily correspond to those given historically.

In the rules Fighters are generally single-seat aircraft with fixed, forward firing guns. The fact that some of these aircraft had racks fitted to carry bombs or rockets does not make them Fighter-Bombers.

Fighter bombers are aircraft with –usually- two crewmen who have both fixed-forward and flexible guns, the later usually operated by the observer.

Bombers are aircraft with two or more engines and more than two crewmen. They are armed with several flexible guns for defence purposes.)

All aircraft have a starting number of HIT POINTS. This number is a reflection of how robust it is.

The basic flight abilities of an aircraft are expressed by two numbers. These are the VERTICAL (V) number and the lateral MANOEUVRE (M) number. The higher these numbers are, the more likely it is that an aircraft will be able to move on the grid after deployment.

Aircraft also have some SPECIAL MANOEUVRES available. These are POWER CLIMB (PC), POWER DIVE (PD) and ROLL (R). Not all aircraft are able to perform all special manoeuvres. BOMBERS may not perform special manoeuvres.

MOVEMENT OPTIONS

When an aircraft has its movement phase the owning player must choose from the following options:

NO MOVEMENT

The player declines to move the aircraft. It remains in the deployment square. The movement phase is over for that aircraft.

If the player decides to attempt to move his aircraft then he can choose to move either vertically, laterally or both (in any order). Alternatively, he may attempt a Special Manoeuvre.

VERTICAL MOVEMENT (V)

This is an attempt to move the aircraft into a higher or lower altitude band. The player turns over a card. If the number is less than or equal to the aircraft's current V number then the manoeuvre is successful. The aircraft is moved directly up or down one level on the grid into the same numbered square. Note that an aircraft in the Hearts altitude band cannot climb and an aircraft in the Spades altitude band cannot dive. If the card drawn exceeds the V number then the vertical movement cannot take place this turn.

(E.g.: An aircraft is located in the 9 of diamonds square. It has a V number of 5. The owning player declares a V move. He draws a card. It is a 4 of hearts. As this is less than the V number the player must now move the aircraft either up to the 9 of clubs or down to the 9 of spades. Had he drawn a higher card than a 5 then the vertical movement would have failed.)

LATERAL MOVEMENT (M)

This is an attempt to move an aircraft horizontally on the grid. The owning player announces the attempt and turns a card. If the number is less than or equal to the aircraft's M number then the attempt is successful. The aircraft is moved across the grid horizontally. The distance moved is between 1 square and the number drawn on the card, at the owning player's discretion. A successful M manoeuvre must always result in at least 1 square of lateral movement.

(E.g.: An aircraft has an M number of 6. Its player announces an M manoeuvre. The card drawn is a 3 of diamonds. The owning player must move the aircraft 1-3 squares horizontally. Had the player drawn a 7 or more then no lateral movement is allowed this turn)

Note that an aircraft moving horizontally may move into a different altitude band by moving off the end of a row (e.g. from Ace of Diamonds to King of spades). This is perfectly acceptable and does not preclude a V manoeuvre in the same turn.

COMBINING V and M MOVEMENT.

V and M attempts may be made in any order. There is no obligation to move. An aircraft may solely attempt one type or the other, both or none, at his discretion. A player does not have to specify in which direction any move will be made before he draws the card. However, a player must make clear what he is attempting to do before drawing the card. (It will be enough to announce "V" or "M"). If the attempt is successful that type movement must be taken BEFORE drawing a further card.

SPECIAL MANOEUVRES

Special manoeuvres are distinct flight actions that may move the aircraft across the grid in a specific way.

A player must declare the special manoeuvre being attempted. The aircraft in question may not combine a special manoeuvre with normal V or M movement.

Only one special manoeuvre may be performed/attempted in a turn.

Pilots/Crew rated as POOR may not use special manoeuvres.

Crippled aircraft may not attempt special manoeuvres.

The special manoeuvres are given their own numbers on an aircraft's performance listing. To perform the manoeuvre requires the drawing of a card equal to or less than the number given. The special manoeuvre must be taken in full if the attempt is successful. Special Manoeuvre numbers are modified if a pilot is experienced or better (+1).

If the manoeuvre fails the aircraft remains in its deployment square. It may not attempt V or M movement in the same turn.

Special manoeuvre numbers play no role in jinking against enemy gunfire

POWER CLIMB (PC)

This allows an aircraft to climb TWO altitude levels, directly up. The aircraft may not use lateral movement and finishes its move in the same value square two altitude bands higher on the map.

POWER DIVE (PD)

This allows the aircraft to dive TWO altitude levels directly down on the map. Again, no horizontal movement is allowed,

ROLL (R)

This covers such manoeuvres as Immelmann turns, Split-S, Vertical Rolls etc. The aircraft moves vertically one Altitude band (climbing or diving as desired) and then horizontally one square (left or right). This is the final resting square.

Rolls may be used to exit the grid if the aircraft is eligible and the final square of movement would take the aircraft off the King of Hearts or Ace of Spades square.

EXAMPLES OF MOVEMENT.

i) Aircraft is located in the 6 of Diamond square. It has a V number of 4 and an M number of 7 (V4-M7). Player attempts a V move first. Card drawn is 10 of Spades. No V move. He then attempts an M move. Card drawn is 9 of hearts. No M move possible. Aircraft remains in place. End of turn.

ii) Aircraft in Q of Clubs. V5-M6. It attempts an M move and draws a 4 of spades. The aircraft must now move 1-4 squares horizontally. The player decides to move 3 squares left. The

aircraft finishes in the 2 of Hearts square. The player now has the option of trying to dive into the 2 of Clubs square. He declines to attempt this. End of turn.

iii) Aircraft located in the King of Diamonds. V3-M5. He announces a V move and draws Ace of Spades (Value 1). This allows him to climb or dive 1 Altitude band (which he is obliged to do). The aircraft dives into the King of Spades. The player then announces an M attempt. He draws 5 of hearts. He must now move 1-5 squares horizontally. The aircraft moves 2 squares to the left, finishing in 2 of Diamonds. End of turn.

iv) Aircraft located in 7 of hearts. V5-M5. He announces a V attempt (he can only dive at this altitude band). He draws a 2 of Spades and dives to 7 of Clubs. He then announces an M attempt but draws a 6 of spades. His M attempt has failed and the aircraft finishes in 7 of clubs. End of turn.

There are no obstacles whilst moving across the grid. Aircraft of either side may freely move into or through squares containing other aircraft. In theory an unlimited number of aircraft may occupy the same square at the end of a turn.

Aircraft may exit the grid via the King of Hearts or Ace of Spades square. They do so by expending a square of lateral movement to move off the grid. This may be a temporary exit (in which case the aircraft will be redeployed on the map next turn) or a permanent exit (aircraft may not return). The conditions which allow an aircraft to exit must be specified at the start of a scenario.

SEQUENCE OF PLAY

(Actions in parenthesis may not occur each turn)

1. (Check for Tactical Formations) AIRCRAFT DEPLOYMENT
2. AIRCRAFT MOVEMENT
3. COMBAT
4. (Check for Progressive Damage and Bomber Stream Scatter)
REMOVAL OF AIRCRAFT FROM THE MAP

DEPLOYMENT.

For each aircraft or formation in play draw a playing card from the deck. Singleton aircraft are placed on the grid in the indicated square. Formations are deployed in accordance with the appropriate formation rules.

MOVEMENT

Aircraft may attempt to manoeuvre on the grid in accordance with the movement rules. Movement is sequential. The aircraft at the LOWEST altitude moves first, followed by the next lowest and so on until the highest aircraft has moved attempted to move or passed. Once the highest aircraft has completed its movement this phase is over.

COMBAT

Eligible aircraft may declare an attack in accordance with the combat rules. Combat is not simultaneous. Results are applied before moving onto the next aircraft. The aircraft at the HIGHEST altitude attacks first (if possible or desired), followed by the next highest aircraft and so on down to the lowest. Once the final aircraft has attacked (or passed) then the combat phase is over.

REMOVAL OF AIRCRAFT FROM THE MAP

All aircraft are removed from the grid in preparation for the next turn.

This completes one game turn.

FACING CONVENTIONS

If using models or counters to play the game the direction faced by an aircraft on the grid has no bearing on play. However, particularly in larger games, aircraft may be oriented in a standard way as a reminder to players.

When aircraft are deployed onto the grid they should be faced UP ('North' or '12 O'clock'). Once aircraft have completed their movement phase they should be faced RIGHT ('East' or '3 O'clock'). When an aircraft has attacked (or has acted defensively thereby giving up its own right to attack) then it should be re-faced UP.

Using this method it is clear which aircraft have moved, fired etc. without resorting to bookkeeping.

DAMAGE

An aircraft may be damaged by enemy gunnery. Such damage is expressed in terms of Hit Points. A running record is kept for each aircraft of the number of Hit points sustained. When an aircraft receives Hit Points totalling equal to or more than its starting Hit Point value it is shot down and immediately removed from the game.

An aircraft that receives half or more of its hit point total (round fractions UP) but not enough to shoot it down is CRIPPLED.

An aircraft which is damaged but has received less than half of its initial hit point value is unaffected.

EXAMPLE An aircraft with a Hit Point Value of 5 is shot down when it sustains 5 or more hit points. It is crippled by 3-4 Hit Points. It is damaged but otherwise unaffected by 1-2 Hit Points.

CRIPPLED AIRCRAFT

COMMON EFFECTS – applying to all types of aircraft

A crippled aircraft immediately has its V and M numbers halved (round up). It may not use Special Manoeuvres. In addition any gunfire from the crippled aircraft suffers a +2 modifier to the number of guesses required. It will also have to test for progressive damage.

EXAMPLE

An aircraft with a Hit point value of 5 receives 4 Hit points and is crippled.

Its starting numbers are V5-M6. Immediately the aircraft is crippled its numbers become V3-M3. If, later in the game, it fires its guns at a target then +2 is added in addition to any other modifiers for shooting. It must test for progressive damage at the end of each turn, including the current one. If it is a fighter bomber it must also make a one-off test for loss of Defensive Fire immediately it is crippled.

PROGRESSIVE DAMAGE

At the end of a turn any aircraft that are crippled must check to see if there is any deterioration in their condition. This includes the turn on which the aircraft became crippled. Draw a single card for EACH crippled aircraft.

Ignore any suit drawn other than HEARTS. If a Heart is drawn then this indicates deterioration in the aircraft's condition. The extent of the deterioration depends on the Heart drawn.

If an ACE is drawn the aircraft is destroyed.

If a PICTURE card (K, Q or J) is drawn then the aircraft adds 2 Hit Points to its total damage.

Any other Heart card adds 1 Hit point.

SPECIFIC EFFECTS – FIGHTER-BOMBERS: DEFENSIVE FIRE

In addition to the common effects of being crippled a Fighter Bomber may also lose the ability to use defensive fire. When a fighter bomber becomes crippled immediately draw a single card from the deck. If it is a picture card of any suit (K, Q, or J) then the fighter bomber may no longer use defensive fire for the rest of the game. Its log is noted accordingly (*this represents the rear-gunner being incapacitated*). If any other card is drawn the aircraft retains its defensive fire capability, albeit with the standard +2 penalty. This test is a ONE TIME check when the aircraft is first crippled and no further such test is made for that aircraft.

A Bomber DOES NOT have to take this test. If it is crippled a bomber retains its Defensive Fire capability automatically, although with the standard penalty.

COMBAT ACTIONS

As described in the sequence of play, an aircraft at a higher altitude has the opportunity of attacking before a lower one. Combat actions are voluntary. An aircraft is never obliged to fire.

There are two types of Gunnery available in the game – ATTACKING and DEFENSIVE FIRE.

Broadly speaking FIGHTERS will be usually be armed with Attacking Weapons only. BOMBERS will be armed with Defensive Weapons only. FIGHTER-BOMBERS may be armed with both.

ATTACKING

ONLY aircraft with Attacking Weapons may INITIATE combat. They do so at the appropriate point in the turn, depending on their position on the board and providing that no combat prohibitions are in force. Attacking Weapons may be Machine Guns, Cannon or, in some cases, a combination of both. Whatever the weapon, Attacking Fire has a maximum lateral range of 3 Squares.

The range quoted above does not include the shooter but does include the target. Range is always measured laterally, never vertically.

(E.g. An aircraft is located in the Ace of Clubs square. If eligible for Attacking Fire it may attack any targets in the 2, 3 or 4 of Clubs or in the King, Queen or Jack of Diamonds squares.)

Aircraft may not attack a target in the same square as itself. Only one target may be fired upon by an individual aircraft using attacking fire per turn. If there is a choice of targets for attacking fire then the firer may select any as desired. It does not have to fire at the closest. Aircraft do not block shots. Intervening aircraft are ignored.

If an aircraft is in the same square as an enemy aircraft then it may neither shoot nor be shot at.

If there is more than one friendly aircraft in a square then only ONE may use attacking fire (at the choice of the owning player).

If there is more than one potential target in a single square then the shooter may choose which target to engage.

ATTACKING FIRE – AMMUNITION

Aircraft carry a specified number of bursts for attacking fire. Each shot consumes one burst and a running total is kept of ammunition consumed. If an aircraft runs out of a particular type of ammunition it may not fire that type of gun again in the game.

Aircraft equipped for attacking fire carry Cannon, Machine Guns (Mg) or both. Cannon and Mg have separate ammunition. *(E.g. an aircraft shown as starting with M8 and C3 has 8 Mg shots and 3 cannon shots available to it during the game).* A separate record is kept for Cannon and Mg consumption. It is not interchangeable.

MIXED WEAPONS – CHOICE OF SHOT

If an attacking aircraft is armed with both cannon and Mgs, then the owning player has three options when firing:

- he can elect to fire his cannon only
- he can elect to fire Mgs only or
- he can fire BOTH.

Whatever option is taken the player must announce this beforehand. If he fires cannon or Mgs only then he marks one ammo from the appropriate category. If he fires both then he marks off one ammo from BOTH cannon and Mg remaining.

Whatever option is chosen only ONE target may be attacked by an individual aircraft per turn. Note that if firing both cannon AND Mg the attacker does not suffer the penalty modifier for using cannon only.

ATTACKING FIRE: SHOOTING PROCEDURE

- Attacker nominates target.
- If the attacker has a choice of shot because he carries mixed weapons, he specifies the type of shot taken
- Shooter marks off ammo from his log for that aircraft (providing the attack is not aborted due to defensive fire).

The attacker must then determine the TARGET NUMBER that is required for a potential hit.

The target number is the RANGE in squares from the shooter to the target (1, 2 or 3) modified by the following factors:

- +1 or +2 if the target successfully jinks against the incoming fire
- +1 for EACH successful defensive fire shot that does NOT result in damage to the attacker
- +1 if the shooter is of POOR ability
- +2 if the target is in a sun zone square
- +2 if the attacker is CRIPPLED
- +1 if the attacker is using cannon only
- 1 if the attacker is of ACE or GOOD ability

The shooter will now have a target number; this being the range, plus any appropriate modifiers as above. If the target number is now 0 a potential hit is automatically scored.

Otherwise, the shooter draws a reference card from the pack. He must then correctly guess whether the next card drawn will be higher or lower in value. He continues to do this against the immediately preceding card as long as he is correct. Once the number of correct guesses equals the target number then the shot is successful. If, at any stage in the sequence, the shooter makes an incorrect guess about the next card then the shot has missed and has no effect on the target.

JINKING

Jinking is an option for Fighters or Fighter-Bombers who are the target of an attack. Bombers may not jink.

If the target jinks it is actively defending against the shooter by trying to spoil its aim. The target immediately draws cards against both its V and M numbers. If the cards drawn are equal to or less than the respective numbers then add 1 to the Target Number for each such card. The target aircraft stays in the same square.

Regardless of whether the Jinking attempt was successful or not the target aircraft loses its right to take an ATTACKING combat action this turn. (However, aircraft that have already attacked earlier in the turn and are now fired upon may freely jink without penalty).

If an aircraft is fired on more than once in a turn and decides to jink it draws separate cards for each jinking attempt.

EXAMPLE OF ATTACK

A fighter armed is located at Q of Clubs. It has an enemy fighter target located at 10 Clubs. This is within range so the aircraft fires. He is firing cannon AND machine guns at the target. The player marks off one ammo use from both cannon and Mg. The attacker is an AVERAGE pilot. It is not crippled.

The range to the target is 2 squares.

The target declares he is jinking. The target aircraft has a V number of 4 and an M number of 6. The target draws a card against his V number. This is the 5 of spades. This is a fail as it exceeds the V number (4). He then draws 2 of Hearts against his M number of 6. This is a successful jink and 1 is added to the target number (had both draws been successful then 2 would have been added). By jinking, the target may not conduct an attack of its own, this turn.

The target number for the shooter in this example is therefore:

*Range = +2
Target Jink +1*

The Final Target Number is 3. The attacker needs to make 3 correct guesses to score a potential hit.

The shooter draws a reference card: 3 Clubs.

First guess: HIGHER. Next card drawn is 10 Hearts. (1 Correct)

(The shooter then has to guess against 10 hearts)

Second guess LOWER. Next card drawn is 5 Diamonds. (2 correct)

Third guess HIGHER. Next card drawn is 6 Spades. (3 correct)

The attacker has scored a potential hit on the target.

EFFECT OF GUNNERY

The aircraft lists show how effective its guns are. This is expressed as a negative number (e.g. -3, -4, -5 etc). This can vary at different ranges, depending on the weapon.

If gunnery results in a potential hit draw a card and subtract the gunnery effect number for the shooter. Any remaining result is the number of HIT POINTS scored on the target. If the resulting number is 0 or less then no damage has been inflicted.

If the attacker is using a mixed shot of cannon and Mgs then always use the **cannon** effectiveness number to determine damage.

EXAMPLE: An aircraft scores a hit on a target. The shooter's gunnery effect number is -3 at the range concerned. The shooter draws a card for damage. It is the 9 of Clubs.

6 hit points are scored on the target (9-3). Had the card drawn been 3 or less then no damage would have resulted.

CRITICAL HITS

If an ACE is drawn for damage, treat this as a Critical Hit on the target, rather than counting it as a value of '1'.

Immediately draw another card. Score the value of this card in Hit Points against the target, with no deduction. If this second card is also an ACE, however, then the target is automatically shot down.

ATTACKING PROHIBITIONS

If an aircraft has either:

- Jinked against incoming gunfire (whether successful or not)
- Suffered any damage this turn (1 Hit Point or more)
- Is in the same square as an enemy aircraft or
- Is in a cloud square

It may not attack this turn (unless, in the first two cases above, it has already done so).

DEFENSIVE FIRE

There are two types of defensive fire, depending on whether the aircraft using it is a FIGHTER-BOMBER or BOMBER.

Defensive Fire represents fire from bomber turrets, waist guns or back-seaters (for Fighter-Bombers). Regardless of the firing platform, Defensive Fire always has a lateral maximum range of 2 Squares.

Defensive fire may never be used to initiate an attack against an enemy aircraft. It may only be used in response to an attack.

The effects of Defensive Fire are determined BEFORE the Attacking Fire which prompted it. An attacker may not jink against defensive fire. Regardless of the firing platform defensive fire functions similarly to attacking fire in that it requires a Target Number and successful guesses by the shooter against a sequence of cards.

The Target Number for defensive fire is:

The range to the target DOUBLED; modified as follows:

- +2 if the target is in the sun zone
- +2 if the shooter is CRIPPLED
- +1 if the shooter is POOR ability
- 1 if the shooter is GOOD ability.

Once the target number is established the procedure for determining a potential hit and damage is as per attacking fire. No record is kept of ammunition expenditure for defensive fire, either by Fighter-Bombers or Bombers.

If a potential hit is scored against the attacker but NO damage is scored upon it then the attacker adds +1 for EACH such potential hit to his own Target Number for this attack. An attack, once declared, must be carried out against the original target, unless aborted.

If damage is scored on the attacker (1 hit point or more) then the attacker ABORTS the declared attack. The attacker does NOT mark off any ammo for the aborted attack, nor may it attack another target this turn.

DEFENSIVE FIRE FROM FIGHTER BOMBERS

A fighter bomber may only declare Defensive Fire against an attack directed at itself. A fighter bomber may only use Defensive Fire at any ONE attacker in a turn. Defensive Fire does not prevent a fighter-bomber using attacking fire in the same turn. Any number of Fighter-bombers in the same square may use defensive fire in a response to an attack upon itself.

If a fighter bomber uses defensive fire AND attacking fire in the same turn then they may not shoot in the SAME direction, horizontally.

For example, if a fighter bomber uses defensive fire against an attack made upon it by a 'higher' attacker (i.e. to its LEFT) it may only attack an enemy aircraft which is 'lower' (i.e. to its RIGHT) – assuming it does not suffer from a combat prohibition. (NOTE: The use of 'higher' and 'lower' in this context refers only to HORIZONTAL positioning)

A Fighter-Bomber may still jink against the same attack, after the outcome of the defensive fire is known, if desired. Of course, by doing so it then is prohibited from attacking in the same turn, unless it has already done so. The Fighter bomber may also jink against other attacks upon it in the same turn if desired, but may only use defensive fire against ONE attacker.

DEFENSIVE FIRE FROM BOMBERS

A Bomber may use defensive fire in response to an attack upon itself or against an attack upon any friendly bomber in the same 'Bomber Stream' (the latter is called 'Supporting Defensive Fire'.) A bomber may only use Supporting Defensive Fire if a friendly aircraft in the same Bomber Stream is under attack; it may not use this to support a friendly fighter, fighter-bomber, or a friendly bomber that is not in the same Bomber Stream formation.

A bomber is not restricted to one defensive fire but may fire at as many attackers as it is eligible, and in either horizontal direction. It may only fire once at each attacker, however.

The attacker must be in range (2 squares). In the case of Supporting Defensive Fire the range to the attacker's target is irrelevant.

A bomber which is in a cloud square may not use Supporting Defensive Fire.

A CRIPPLED bomber may not use Supporting Defensive Fire. It MAY use Defensive Fire against an attacker targeting it.

Any number of friendly bombers in the same square may use Defensive Fire. A bomber (or bombers) with one or more enemy aircraft in the same square may not use Supporting Defensive Fire.

EXAMPLES OF DEFENSIVE FIRE

#1

It is the combat phase. Player A has a Fighter aircraft in each of squares 6, 5 and 3 of Clubs. Player B has a Fighter Bomber in square 4 of Clubs. According to the initiative rules the Fighter in 6C has the first attacking opportunity and declares an attack on the Fighter Bomber.

The Fighter Bomber considers his response. He can only fire defensively against one attacker and he decides to withhold his defensive fire. He could jink against the attack but Player B is behind in victory points and desperately wants to make an attack with this aircraft. By jinking he would lose the chance. Gritting his teeth Player B declares 'No Response' and crosses his fingers. Player A marks off his ammo for the attack. The target number is 2 for the range. There are no modifiers. Player B's luck is in – Player A fails with his second guess and the attack misses.

Player A then declares an attack on the Fighter Bomber with the Fighter in 5C. Player B declares defensive fire from his aircraft. The Target number is 2 (being the range of 1, which is doubled for defensive fire. There are no modifiers). Player B makes two correct guesses and draws a card for effect. The effectiveness rating for his fire is -8. He draws a 6 of Diamonds. No Hit Points are scored on the attacker. However, the attacker will have a modifier of +1 to his target number for the non-damaging 'hit'. Player B again declines to jink.

Player A marks off ammo for the attacker and resolves the attack. His target number is 2; 1 for range and 1 for the effect of the defensive fire. The attacker succeeds in making his two guesses but, when drawing for damage draws a 2 of Spades. No damage is scored on the Fighter Bomber as the attacker's effectiveness was -6.

The Fighter Bomber is now free to declare an attack itself. It could not declare an attack on either of the Fighters in the 6 or 5 of Clubs as the rules do not allow Fighter Bombers to use both attacking and defensive fire in the same direction in the same turn. However, it is able to declare an attack on the Fighter in the 3 of Clubs, which it proceeds to do.

#2

It is the combat phase. Player A has two Fighters in Ace of Hearts (#1 and #2) and a Fighter in King of Clubs (#3). Player B has a single 'Bomber Stream' formation of 4 aircraft in Q of Clubs. Fighter #1 is rated 'Good'. All other aircraft are 'Average'.

Player A declares an attack on Bomber #1 using Fighter #1. (As only one aircraft can attack out of a single square Fighter #2 cannot declare an attack this turn. Player A had the choice of which aircraft to use)

The range is 2 Squares so all the bombers declare defensive fire at Fighter #1. The target number for defensive fire for all the bombers is 4 (range of 2 doubled). Each Bomber figures the result of its fire individually. Only one bomber manages to get four guesses and draws for effect. The effectiveness number is -7 and the bomber draws 6 of Hearts. This inflicts no damage, but the attacker will suffer a +1 modifier to his attack. The Bombers may not jink

Player A marks off ammo from Fighter #1 and resolves the attack as follows:

Target number is 2 (2 for range +1 for effect of defensive fire – 1 for 'Good' ability of attacker). The attacker succeeds in making two guesses and draws for effect. His effectiveness number at range 2 is -6. He draws a 10 of Spades for damage and therefore scores (10-6) 4 Hit Points

on Bomber #1. The Bomber has a Hit Point capacity of 6 and is therefore CRIPPLED by this attack.

As described above, Fighter #2 cannot attack this turn so Player A moves on to Fighter #3, which declares an attack on Bomber #2 of the Bomber Stream at range 1. Again, the Bombers fire defensively on the attacker (Bombers are not restricted in the number of defensive fires or their direction).

Bomber #1 may not fire in support as it is crippled and may only fire defensively if it is the target of an attack. All the other Bombers have a Target number of 2 (range of 1 x2)

Bomber 2 misses. Bomber 3 scores a hit but inflicts no damage. Bomber 4 manages to inflict 1 Hit Point on the attacker. This is sufficient to abort the attack (no ammunition is marked off).

At the end of the turn Bomber #1 has to check for progressive damage. If it survives it will drop out of the Bomber Stream Formation and be deployed as a singleton for the rest of the game as it is crippled.

CREW ABILITY

Crew Ability differentiates capabilities of pilots and aircrew. Scenario designers should specify crew abilities on either side.

For single-seat fighters the ability relates to the pilot. For multi-crew aircraft the ability applies to the crew AS A WHOLE.

The ability categories are as follows:

ACE – An outstanding pilot who has scored 5 or more kills and who has exceptional flying ability and situational awareness. A crack shot. In these rules only FIGHTERS can have an Ace rating.

GOOD – An experienced, well trained pilot/crew. Well motivated or led. All types of aircraft can have this rating.

AVERAGE - A competent pilot or crew which has progressed past the novice stage.

POOR – A novice or green pilot often pushed into action with insufficient flying time or training. Also, just the plain inept. For a crew this will be poorly led, ill-motivated or badly trained.

EFFECTS IN GAME TERMS

Crew Ability has the following effects in the game:

AVERAGE – none.

GOOD – **increase** V, M and special performance numbers by 1 (However, if a particular aircraft is prohibited from using certain Special Manoeuvres then this prohibition remains). Any shooting receives a -1 to the Target Number for a potential hit. This applies to both Attacking and Defensive Fire.

ACE (Fighter pilots only) – As for a 'GOOD' pilot. In addition an Ace draws TWO deployment cards each turn and chooses which one he wants to use to deploy his aircraft. ACES deploy

AFTER all other aircraft. If both sides have ACES then draw cards to determine ACE deployment order – lowest first.

POOR – **reduce** V and M numbers by 1. A poor rated aircraft may not use ANY special manoeuvres. In addition a poor aircraft may only select EITHER a V or M attempt in a single turn – not both. If shooting, a poor aircraft suffers a +1 penalty to the target number, whether using Attacking or Defensive Fire.

SPECIAL- If a poor aircraft is attacking and is armed with both Cannon AND Machine Guns (Mgs); the choice of weaponry to be used is NOT an automatic one. The player states his preferred option (either Cannon, Mg or BOTH) and allocates the HEARTS suit to that option.

The other suits represent:

CLUBS = BOTH;
DIAMONDS = CANNON ONLY;
SPADES = Mgs ONLY.

The shooter will therefore have his preferred option represented TWICE.

Draw a single card from the deck and the suit drawn indicates the type of shot that MUST be used. If having to undergo Defensive Fire this draw is made after the outcome of the Defensive Fire is determined, provided that the attack is not aborted. The appropriate ammo is marked off and the attack resolved using the indicated weaponry.

Crew ability also affects the likelihood of using Tactical or other Formations in the game and will be specifically described in the appropriate rule section.

FORMATIONS

Most WW2 dogfights broke up into individual duels with little in the way of mutual support or control. These rules reflect this; tactical support is possible, but difficult to achieve.

There are THREE types of Formation permitted in the game:

CONTACT FORMATION – this is the initial formation of opposing aircraft at the point of first contact.

TACTICAL FORMATION – this is an attempt for a pair of aircraft to provide mutual support once the battle is joined.

Both the above types are allowed to Fighters and Fighter-Bombers ONLY.

The third type of formation is a BOMBER STREAM. Only bombers can use this formation and represents mutually supporting aircraft relying on massed Defensive Fire against enemy aircraft and flying together towards a common goal.

The procedure for each type of Formation is specified below.

CONTACT FORMATIONS

Contact Formations are allowed to Fighters and Fighter – Bombers only.

This represents transit formations such as the 'vic' or 'finger four'. Aircraft must be of the same type (different marks or variants of the same type is allowed). Contact formations are only allowed on the FIRST turn in a game (or, if reinforcements are scheduled to appear on a later turn they may appear in contact formation on their first turn of entry). It must be specified, at the start of a scenario, what contact formations are permitted, if any.

Contact Formations are deployed after any singletons present or after any bomber streams. If both sides are allowed contact formations then the scenario set up may specify the order of deployment. If not, then draw cards for each formation and deploy in order, lowest value card first.

When deploying a contact formation the owning player draws a SINGLE card. At least ONE aircraft of the formation MUST be deployed in that square. All the other aircraft are deployed in or around that square to form the permitted formation.

PERMITTED CONTACT FORMATIONS

A contact formation consists of 2-12 aircraft, and uses up to three laterally adjacent squares. The maximum number of aircraft in a given square is 4.

If there are 2-4 aircraft in a contact formation then they are all deployed in ONE square.

If there are 5-8 aircraft then TWO adjacent squares are used.

If there are 9-12 aircraft then THREE adjacent squares are used

If using two or three squares for larger formations, then aircraft must be deployed as equally as possible between the squares, so that an individual square contains no more than one aircraft more than the other(s).

(EG If a contact formation has 5 aircraft, it will have TWO adjacent squares to deploy in. It is NOT allowed to deploy four aircraft in one square and one in the other. In this instance the deployment must be three aircraft in one square and two in the other [3-2]. If there were 6 aircraft then the deployment would be 3-3. For 11 aircraft the deployment over three squares must be 4-4-3, and so on).

Note that aircraft deployed in a contact formation may overlap with aircraft of other formations or singletons. This has no effect on deployment.

Aircraft deployed in a contact formation are NOT required to remain in formation during movement or engage the same targets during combat. Only deployment is affected. The aircraft move and have combat individually, as desired.

TACTICAL FORMATIONS

Only Fighters and Fighter Bombers may use tactical formations. These represent a pair of aircraft which are trying to provide mutual support once battle has been joined. It therefore follows that an aircraft cannot be in both a contact and tactical formation on the same turn.

At the beginning of a game turn, before aircraft are deployed on the map, players may, if they wish, pair-off their aircraft in an attempt to form tactical formations in the upcoming turn. If there are an odd number of aircraft on a given side then at least one aircraft must be allocated as a 'singleton' and placed to one side.

The following rules govern proposed tactical formations:

- The aircraft of a given pair must be of the same type (different marks or variants of the same type are allowed)
- The aircraft must include at least one AVERAGE or better rated pilot/crew
- No crippled aircraft may be included in a tactical formation.

Once the players have allocated their proposed pairs (if any) then each pair must test to see if the tactical formation is formed.

To do so, draw a single card for each pair. If the value of the card is equal to or less than the required formation number then the pair has successfully joined and will be deployed as a tactical formation this turn. If the test is failed both aircraft of the pair must be deployed as singletons this turn.

The Formation number required depends on the BEST pilot/crew ability rating of the pair involved.

For a GOOD/ACE rating the number is 6.

For an AVERAGE rating the number is 4.

EXAMPLE OF TACTICAL FORMATION DETERMINATION

At the start of a turn a player has 8 aircraft. This includes 1 crippled aircraft. The remaining aircraft are 1 GOOD, 4 AVERAGE and 2 POOR pilots. The player decides to attempt tactical formations. The crippled aircraft is discarded to the 'singleton pile' as crippled aircraft are not allowed in tactical formations. This leaves 7 eligible aircraft. This is an odd number so the player discards an AVERAGE aircraft to the singleton pile. He now has 6 aircraft (1 GOOD, 3 AVERAGE and 2 POOR).

He pairs them off as follows:

PAIR 1: GOOD/POOR

PAIR 2: AVERAGE/AVERAGE

PAIR 3: AVERAGE/POOR

(Note that he could not pair the two POOR pilots together)

He draws a card for each pair to see if their tactical formation is allowed:

PAIR 1 needs to draw a 6 or less. He draws a 5 of Hearts.

PAIR 2 needs to draw a 4 or less. He draws King of Diamonds.

PAIR 3 also needs to draw a 4 or less. He draws 4 of Clubs.

In this example Pairs 1 and 3 are allowed to deploy as tactical formations. The aircraft of pair 2 join the singleton pile and will be deployed individually this turn.

Note that forming a tactical formation is purely voluntary. A player may decide to deploy all his aircraft as singletons or attempt tactical formations for some or all of them, as desired. However, once he has paired off aircraft he must go through with the testing procedure and successful pairs MUST deploy in Tactical Formations.

PERMITTED TACTICAL FORMATIONS

When deployed a pair must either be placed in the same square or in laterally adjacent squares at the owning player's option. Only one deployment card is drawn and at least one aircraft must be placed in the indicated square (tactical formations containing an ACE pilot will have the choice of 2 deployment cards).

Tactical Formations may overlap with other aircraft or formations. This is irrelevant to deployment.

Note that aircraft deployed in Tactical Formation move and have combat as individuals in the upcoming turn. There is no obligation for the pair to remain together or coordinate movement and combat. Only deployment is affected. Furthermore, there is no continuity between turns and Tactical Formations must be tested for afresh each turn.

BOMBER STREAMS

A Bomber Stream is a formation consisting of Bombers only. These must be of the same type (different marks or variants of the same type are OK). Unlike other formations in the game Bomber Streams are not only deployed together but also MOVE together as a single entity.

At the outset of a scenario containing Bombers it must be specified whether Bomber Streams will be used, and if so how they are initially constituted. There may be more than one bomber stream on a given side, provided this is specified and aircraft allocated in advance. *(For example, if one side has 12 bombers the scenario could specify that they form a single Bomber Stream; or two streams of 6 aircraft each; or three streams of 4 aircraft or any such combination up to six streams of 2 aircraft each!)*

A single Bomber Stream consists of 2-12 bombers, utilising 1-3 squares. If there are 2-4 aircraft in a bomber stream then they will all deploy in a single square. If there are 5-8 aircraft they will deploy in TWO adjacent squares. If there are 9-12 aircraft they will deploy in THREE adjacent squares.

When deploying aircraft in a bomber stream over 2 or 3 squares the aircraft must be distributed between the squares as evenly as possible, with a difference of no more than one aircraft per square (see CONTACT FORMATION rules for further elaboration and examples).

When deploying a Bomber Stream draw a single card for the deployment square. For 2-4 aircraft this is the only square used. If more than one square is to be used then the deployment square must contain aircraft, with the additional adjacent square(s) used to construct the Bomber Stream formation, as desired. The presence of other aircraft in the squares of a Bomber Stream is irrelevant.

BOMBER STREAM – MOVEMENT

When, due to the initiative rules, an aircraft contained in a Bomber Stream is first called upon to move, then the Bomber Stream AS A WHOLE, will take a movement phase.

Unless the player declines movement for the Bomber Stream select any ONE aircraft in the Bomber Stream (this will usually be the best in terms of crew ability, to maximise aircraft performance numbers). Test for movement in the normal way. If the selected aircraft succeeds in moving then ALL aircraft of the Bomber Stream must immediately mirror this same movement EXACTLY. This includes aircraft that would otherwise be unable to make the move due to lower crew ability (and therefore lower performance numbers).

Aircraft of the Bomber Stream will therefore move as one body, maintaining their same relative positions within the formation.

Note that a Bomber Stream will always move BEFORE any other aircraft which occupy the same square(s) as it.

BOMBER STREAM - CONTINUITY

Unlike other formations a Bomber Stream retains continuity between turns. Although it is removed and redeployed between turns like other aircraft, bombers automatically remain part of their designated Bomber Stream (unless they 'Drop Out' – see below). When redeploying there is no obligation for aircraft in a Bomber Stream to retain their original positions, provided the rules for deploying the formation are obeyed.

BOMBER STREAM – DROPPING OUT

An aircraft may leave its assigned Bomber Stream during the game. This is called 'Dropping Out'. It may be a voluntary action or be forced upon the aircraft by circumstances.

If a bomber drops out then it may not, under any circumstances, rejoin a Bomber Stream for the rest of the game. This applies even if the aircraft subsequently moves to a square which would otherwise qualify it to be in a Bomber Stream due to the presence of other friendly bombers or if it is deployed in such a square. Aircraft that have 'Dropped Out' always deploy and move as singletons for the rest of the game.

An aircraft will Drop Out of a Bomber Stream in the following circumstances:

VOLUNTARILY – the owning player declares this once a Bomber Stream is due to have its movement phase. He may declare ANY aircraft of the stream as dropping out. Such aircraft remain in place if the Bomber Stream moves and are then moved individually for the rest of the game (this includes the same turn that the aircraft 'Drops Out').

CRIPPLED – aircraft that are crippled automatically drop out of a Bomber Stream at the end of the turn in which they are crippled.

SCATTER – at the end of a turn any aircraft that are in the same, non-cloud square as one or more enemy aircraft have to check to see if they drop out of the bomber stream. Each such aircraft has to draw a single card and score equal to or less than the scatter number given below to remain in the Bomber Stream. This number varies depending on the crew ability of the bomber concerned.

SCATTER NUMBERS: GOOD = 10 AVERAGE = 8 POOR = 6
Deduct 1 from these numbers for each enemy aircraft beyond the first, in the same square.

Note that aircraft may only use Supporting Defensive Fire to support a member of its own Bomber Stream.

(IDENTIFYING AIRCRAFT IN A BOMBER STREAM – examples

It may be confusing to keep track of which aircraft are members of a Bomber Stream – particularly in larger games or where both Bomber Stream aircraft and singleton bombers occupy the same square. The following conventions are intended to clarify this:

USE OF AIRCRAFT LOG

At the outset of a scenario aircraft belonging to a Bomber Stream should have a notation made on the log (e.g. 'BS'). If the aircraft subsequently drops out of the Bomber Stream formation this notation should be crossed out. If there is more than one Bomber Stream then the notation should specify which Bomber Stream the aircraft belongs to (e.g. 'BS1', 'BS2' etc).

VISUAL AIDS - in addition to the log notation it may be desirable to have a visual reminder.

If using counters on a large grid then the Bomber Stream aircraft may be stacked or overlapped together to indicate their membership. If there is more than one square in use then the Bomber Stream aircraft can occupy the upper echelons of the squares concerned.

If the counters are used on a small grid then it is suggested that a single generic counter be used to represent the Bomber Stream in a particular square. The constituent aircraft may be kept as a group off map.

If models are being used then it is suggested that a suitable length of coloured string be placed on the board, enclosing the Bomber Stream aircraft.

These ideas are not exclusive; players may come up with equally valid alternatives)

PRORITIES

DEPLOYMENT

The following is a full summary of deployment priorities in the game: the lowest numbered deploy first:

- 1 Bomber Streams
- 2 Singletons (not ACE)
- 3 Tactical and Contact Formations
- 4 Singleton Aces

If both sides have aircraft in the same category then assign one side as 'Red' and the other as 'Black'. Cut the deck to decide which side deploys first in those categories.

MULTI OCCUPIED SQUARES – MOVEMENT

When conducting movement if a square is occupied by aircraft from both sides then the following priorities apply to determine which aircraft move first:

- 1 Bomber Streams move before ALL other aircraft
- 2 Otherwise aircraft move in CREW ABILITY order; POOR /AVERAGE /GOOD /ACE.

If opposing aircraft in a square have the same ability rating draw a card for each such aircraft, with lowest moving first. Draw again to separate ties

AIR TO AIR ROCKETS (AAR)

These weapons were in their infancy in WW2, These rules reflect their inaccuracy – but they are potentially devastating if a hit is scored.

There are two types of AAR available in the game – Heavy and Light. The aircraft lists will show a bracketed entry for AAR which will show the number of volleys carried and type.

e.g.” (2 x HR)” means two volleys of Heavy AAR carried.

AAR is available only as an attacking weapon. An aircraft wishing to fire AAR may not fire any other attacking weapons in the same turn and may not fire if any attacking prohibitions apply to it, such as jinking against incoming fire or being damaged this turn. If the firing aircraft has used defensive fire earlier in the same turn then AAR may not be fired in the same direction.

An attacking aircraft using AAR firstly nominates the target square for the attack. For Heavy Rockets the square may be up to 6 squares away. Light Rockets have a maximum range of 5 squares.

The target square may not contain friendly aircraft nor be a cloud square. AAR may not be fired at the same square as the shooter.

The attacker announces how many volleys he is firing at the target. If more than one volley of AAR is carried then any number can be used to attack the target square. However, only one square may be the target of an AAR attack per turn.

Aircraft in the target square may fire defensively against the attacker in the normal way if able, as well as aircraft in a Bomber Stream which also have aircraft in the target square. If any Hit Points are scored on the attacker then the attack is aborted.

If the attack proceeds the attacker marks off the volley(s) used from his log then determines a Target Number for the attack as follows:

The basic Target Number for AAR is 4 plus or minus the following modifiers:

Target square is at range 1 = +2
Target square at range 2 or 3 = +1
For each volley beyond the first +2
Shooter is rated Good or better +2
Shooter is crippled -2
Shooter is rated Poor -2
Target square in sun zone -1
Defensive fire: non-damaging hits -1 for each.

The final Target Number cannot be less than 1.

When the final attack number is determined the attacker draws that number of cards from the full deck. If the card representing the nominated target square is drawn then the target square is hit.

Example of AAR

Attacker is armed with 2 volleys of Light AAR and is located in Queen of Spades. He has enemy aircraft in 10 of Spades and declares a rocket attack against that square. The attacker is a 'Good' rated pilot and declares he is firing both volleys. The target aircraft are all bombers and thus fire defensively against the attack as they are within range. They score one 'hit' but do no damage to the attacker.

The Target Number for the attack is 4 (basic) + 2 (Good rated attacker) +2 (for the second volley) +1 (for range of 2 squares) -1 (Defensive Fire) = 8.

The attacker draws 8 cards from the deck. If the 10 of Spades is drawn then the target square is hit.

Note that ANY cards drawn other than the nominated target square is a miss – even if it contains aircraft and is in theoretical range of the attacker.

EFFECTS OF AAR HIT

If the target square contains more than one enemy aircraft the attacker will now nominate one of the aircraft as the PRIMARY target and up to 3 other aircraft as SECONDARY targets (the maximum number of aircraft which can be affected in any one square is 4). If there is only one aircraft in the square then that is considered the PRIMARY target automatically.

Aircraft in the target square may not jink against AAR

For HEAVY AAR:

The PRIMARY target is destroyed.

All SECONDARY targets test for damage with an effectiveness rating of -4.

FOR LIGHT AAR:

The PRIMARY target tests for damage at -2

All SECONDARY Targets test for damage at -6.

EXAMPLE OF AAR HITS

To continue the example above, assume that the attacker draws the 10 of Spades amongst the eight cards drawn. The Target Square is hit.

The target square contains 4 Bombers. They all have 6 Hit Points. The attacker nominates bomber #1 as the Primary target. The remainder are Secondary targets.

The attacker has used LIGHT AARs so he draws for effect:

Bomber #1(Primary Target) draws 9 of Hearts (9-2) = 7 Hits and is shot down.

Bomber #2 draws 7 of Diamonds (7-6) = 1 Hit Point sustained

Bomber #3 draws 5 of Hearts (5-6) = No effect.

Bomber #4 draws Ace of Clubs. This is a CRITICAL HIT so a further card is drawn for damage (no modifier). The second card is the Jack of Spades (11). Bomber #4 sustains 11 Hit Points and is shot down.

A devastating attack!

ENVIRONMENT

Some squares may be designated as having an environmental feature which will impact on play.

CLOUD

A cloud square should be determined at the outset by drawing a card and placing an appropriate marker in the indicated grid square to designate it. Cloud squares may be individual or linked adjacent squares which form a cloudbank. If a scenario specifies the presence of a cloudbank of, say, 4 continuous squares then only one card need be drawn. This indicates the leftmost square of the cloudbank and all other markers are placed accordingly.

An aircraft in a cloud square may neither shoot or be shot at. Bombers in a cloud square may not use Supporting Defensive Fire.

Note that only aircraft actually in a cloud square are affected. Intervening cloud squares between a shooter and its target do not block shots.

THE SUN ZONE

The Sun Zone represents a blind spot for aircraft 'looking' into that area. It is represented on the board by TWO linked adjacent squares. BOTH squares of the Sun Zone must be HEARTS squares.

It may be designated by drawing a card. Use the value of the card drawn to indicate which HEARTS square the FIRST sun square is placed in (ignore the suit of the card). The second Sun square must be placed adjoining the first. If there is a choice of square for the second sun square draw a card. If it is RED place the second square to the left, if it is BLACK place the second square to the RIGHT. If the first sun square is placed in either the King or Ace of Hearts square then the placing of the second is automatically the only available HEART square.

Aircraft in the sun zone may shoot out with any weapons as per normal rules.

If shooting at a target in the sun zone gunnery has a +2 modifier to the final guess number for a hit (this includes shooting from one sun square at a target in the other sun square.)

Sun and Cloud squares should normally be fixed throughout a scenario (that is they are not redeployed each turn, as aircraft are). Cloud squares have precedence over sun squares.

BAILING OUT

(In the course of a one-off scenario the fate of individual aircrew is of academic interest. If playing an ongoing campaign-type game the fate of aircrew becomes vital)

Aircrew may bail out of their aircraft either voluntarily (that is before the aircraft sustains sufficient Hit Points to destroy it) or as a result of the aircraft being shot down.

A player may announce that his aircrew is voluntarily bailing-out when it is due to have its movement phase. The aircraft is considered destroyed and the opponent receives full credit for its destruction.

There are four different circumstances when the fate of bailing-out aircrew will be determined. In each case a card is drawn from the deck and compared to a 'Survival Number', which will vary depending on the circumstances. If the card drawn is equal to or less than the 'Survival Number' then that crewman has successfully bailed out. If the card exceeds the 'Survival Number' then the crewman has perished.

(IMPORTANT: 'Instant Bandits' does not specify the number of crew carried by particular aircraft as no other game function requires this. Players may use one card to determine the fate of all crew in multi-occupied aircraft or draw for each crewman individually, if desired, and where this number is known)

The Survival Numbers are as follows:

Voluntary Bail-Out from undamaged or lightly damaged aircraft = 11

Voluntary Bail-Out from crippled Aircraft = 9

Bailing-Out from Shot-down aircraft (including from progressive damage) = 7

Bailing-Out from Aircraft shot down as a result of Critical Hit damage = 5

AIRCRAFT/MARK	V	M	SPECIAL/MVR PD-PC-R	HITS	GUN/AMMO	ATTACK@			
						1	2	3	
GREAT BRITAIN									
Spitfire	I*	4	7	x-2-4	4	M4	-5	-6	-7
	Ia*	4	7	x-2-4	5	M4	-5	-6	-7
	Ib*	4	7	x-2-4	5	M5	-6	-7	-8
						C3	-5	-5	-5
	IIa*	5	7	x-3-5	5	M4	-5	-6	-7
	IIb*	5	7	x-3-5	5	M5	-6	-7	-8
						C3	-5	-5	-5
	Va	5	7	4-3-5	5	M4	-5	-6	-7
	Vb	5	7	4-3-5	5	M5	-6	-7	-8
						C3	-5	-5	-5
Vc	5	7	4-3-5	5	C6	-4	-4	-4	
IX	6	7	5-3-6	5	M5	-6	-7	-8	
					C6	-5	-5	-5	
Hurricane	I* (early)	4	6	x-2-3	4	M4	-5	-6	-7
	I* (later)	4	6	x-2-3	5	M4	-5	-6	-7
	IIa*	5	6	x-2-3	5	M4	-5	-6	-7
	IIb*	5	6	x-2-3	5	M4	-4	-5	-6
	IIc*	5	6	x-2-3	5	C6	-4	-4	-4
Gladiator	3	5	2-x-2	3	M6	-6	-7	-8	
Beaufighter I	3	4	2-x-1	6	M6	-6	-7	-8	
					C3	-4	-4	-4	
Typhoon	5	6	4-3-4	5	C6	-4	-4	-4	
Tempest	6	8	5-3-6	5	C8	-4	-4	-4	
Meteor	6	5	5-3-5	5	C?	-4	-4	-4	
Whirlwind	5	6	4-3-4	5	C3	-4	-4	-4	
Mosquito	5	5	4-3-4	5	M6	-6	-7	-8	
					C3	-4	-4	-4	
GERMANY									
Me Bf109	E (early)	5	6	4-3-4	4	M11	-6	-7	-8
	E (later)	5	6	4-3-4	5	M11	-7	-8	-9
						C3	-5	-5	-5
	F	5	6	4-3-4	5	M11	-7	-8	-9
						C3	-6	-6	-6
	G (early)	6	6	5-3-5	5	M11	-7	-8	-9
						C3	-6	-6	-6
	G (later)	6	6	5-3-5	5	M8	-7	-8	-9
C4						-4	-4	-4	
K	7	6	6-4-6	5	M4	-6	-7	-8	
					C4	-5	-5	-5	
FW190	A1	5	7	4-3-5	4	M6	-6	-7	-8
	A2	5	7	4-3-5	4	M6	-6	-7	-8
						C4	-5	-5	-5
	A (middle)	5	7	4-3-5	4	M8	-7	-8	-9
						C4	-5	-5	-5
	A (later)	5	7	4-3-5	4	M6	-6	-7	-8
						C10	-4	-4	-4
D	6	7	5-3-6	5	M8	-7	-8	-9	
					C6	-5	-5	-5	
He 219	3	4	2-x-1	6	C8	-4	-4	-4	
Me 262A	9	5	8-5-3	6	C5	-3	-3	-3	

Me262A (late)	9	5	8-5-3	6	C5 (+3HR)	-3	-3	-3
He 162 A1	9	5	8-5-3	4	C3	-4	-4	-4
He 162 A2	9	5	8-5-3	4	C6	-5	-5	-5
FRANCE								
Bloch MB 151	4	5	3-2-3	4	M5	-6	-7	-8
Bloch MB 152	4	5	3-2-3	4	M6	-7	-8	-9
					C3	-5	-5	-5
Caudron C714	4	4	3-2-2	4	M5	-6	-7	-8
Morane-Saulnier MS 406	4	6	3-2-3	4	M6	-7	-8	-9
					C3	-6	-6	-6
Dewoitine D520	4	6	3-2-3	4	M5	-6	-7	-8
					C4	-6	-6	-6
POLAND								
PZL P.7A	3	5	2-x-2	4	M5	-7	-	-9
							8	
PZL P.11C	4	5	3-2-3	4	M5	-7	-	-9
							9	
USSR								
Lavochkin LaGG3	4	6	3-2-3	5	M9	-7	-	-9
					C6 (+ 1LR)	-6	-	-6
							6	
Lavochkin La5	5	7	4-3-5	5	C10 (+2LR)	-5	-	-5
							5	
Lavochkin La7	5	7	4-3-5	5	C4	-4	-	-4
							4	
MiG 3	6	7	5-3-6	4	M7 (+1LR)	-6	-	-8
							7	
Polikarpov I-15	4	5	3-2-3	4	M8 (+1LR)	-6	-	-8
							7	
Polikarpov I-16	4	7	3-2-4	4	M8 (+1LR)	-6	-	-8
							7	
Polikarpov I-152	5	7	4-3-5	4	M7 (+1LR)	-6	-	-8
							7	
Polikarpov I-153	4	7	3-2-4	3	M7	-6	-	-8
							7	
Yak 1	5	7	4-3-5	4	M9	-7	-	-9
							8	
					C6	-6	-	-6
							6	
Yak 3	5	7	4-3-5	4	M9	-7	-	-9
							8	
					C5	-6	-	-6
							6	
Yak 7	4	6	3-2-3	4	M9	-7	-	-9
							8	
					C6	-6	-	-6
							6	
Yak 9	5	7	4-3-5	5	M3	-7	-	-9
							8	
					C6	-6	-	-6
							6	
ITALY								
Fiat CR32 Falco	3	7	2-x-3	4	M5	-6	-	-8
							7	
Fiat CR42 Falco	4	7	3-2-4	4	M5	-6	-	-8

							7		
Fiat G50 Freccia	4	7	3-2-4	5	M5	-6	-7	-8	
Macchi C200 Saetta	4	6	3-2-3	5	M5	-6	-7	-8	
Macchi C202 Folgore	5	6	4-3-4	5	M6	-6	-7	-8	
JAPAN									
Kawasaki Ki-61 Hien "Tony"	4	7	3-2-4	4	M3	-6	-7	-8	
					C6	-5	-5	-5	
Kawasaki Ki-100	4	8	3-2-4	5	M4	-6	-7	-8	
					C13	-5	-5	-5	
Kawanishi N1K Kyofu "Rex"	3	6	2-x-2	4	M4	-7	-8	-9	
					C5	-5	-5	-5	
Kawanishi N1K-J Shiden "George"	4	7	3-3-4	5	M5	-7	-8	-9	
					C7	-4	-4	-4	
Kawanishi N1K-J2 Shiden-KAI "George"	5	7	4-3-5	5	C10	-4	-4	-4	
Mitsubishi A6M Zero "Zeke"	A6M2	3	8	2-x-3	3	M8	-7	-8	-9
						C3	-5	-5	-5
	A6M3	4	7	3-2-4	3	M8	-7	-8	-9
						C5	-5	-5	-5
	A6M5a	4	8	3-2-4	3	M8	-7	-8	-9
						C7	-5	-5	-5
	A6M5b	5	8	4-3-5	4	M8	-6	-7	-8
						C7	-5	-5	-5
A6M5c	5	8	4-3-5	5	M8	-6	-7	-8	
					C7	-5	-5	-5	
Mitsubishi J2M Raiden "Jack"	4	5	3-2-3	4	C10	-4	-4	-4	
Nakajima Ki-27 "Nate"	4	8	3-2-2	3	M6	-7	-8	-9	
Nakajima Ki-43 "Oscar"	3	7	2-x-3	3	M4	-6	-7	-8	
Nakajima Ki-44 "Tojo"	Type I	5	5	4-3-4	4	M6	-6	-7	-8
	Type II	5	5	4-3-4	4	M5	-5	-6	-7
	Type III	5	5	4-3-4	4	C5	-4	-4	-4
Nakajima Ki-48 "Frank"	5	8	4-3-5	5	M5	-5	-6	-7	

						C8	-5	-	-5
USA									
Curtiss P36A Hawk		4	5	3-2-3	5	M7	-6	-	-8
Curtiss P40 B/C		4	6	3-2-3	6	M4	-5	-	-7
Curtiss P40N		5	6	4-3-4	5	M6	-5	-	-7
Seversky P35A		4	4	3-2-2	4	M8	-6	-	-8
Grumman Wildcat	F4F-3	5	6	4-3-4	6	M6	-5	-	-7
	F4F-4	4	6	3-2-3	6	M4	-4	-	-6
Grumman Hellcat	F6F	6	6	5-3-5	6	M5	-4	-	-6
	F6FN	6	6	5-3-5	6	M5	-5	-	-7
						C12	-5	-	-5
Brewster F2A-3 Buffalo		5	4	4-3-3	4	M5	-5	-	-7
Bell Airacobra	P39D	6	6	5-3-5	5	M8	-5	-	-7
						C2	-4	-	-4
	P39Q	6	6	5-3-5	5	M4	-3	-	-5
	P400	6	6	5-3-5	5	M8	-5	-	-7
C3						-5	-	-5	
Lockheed P38 Lightning *		5	6	4-3-4	5	M6	-5	-	-7
						C2	-4	-	-4
N.American Mustang	P51B	5	6	4-3-4	5	M5	-5	-	-7
	P51D	6	6	5-3-5	5	M5	-4	-	-6
Republic P47 Thunderbolt		5	5	4-3-4	6	M4	-3	-	-5
Vought Corsair	4FU	5	7	4-3-5	5	M5	-4	-	-6
	4FU 1C	5	7	4-3-5	5	C12	-4	-	-4
Northrop P61 Black Widow		5	5	4-3-4	5	C10	-4	-	-4

NOTES

*Spitfire/Hurricane - early models had a fuel-starvation problem that caused engine cut-out in steep dives. This was partially solved by the introduction of a device in the carburettor. For scenarios set in or after March 1941 replace the 'x' for Power Dives with '2' (for V4 aircraft) and '3' (for V5 aircraft)

* P38 Lightning - stats given are for version armed with a single 37mm cannon. For 20mm version replace with 'C8' and '-5' effect at all ranges. Mgs remain as shown.

APENDIX 1B – FIGHTER-BOMBERS

AIRCRAFT /MARK	V	M	SPECIAL MV	HIT	GUN	ATTACK@			DEF@		
			PD-PC-R			1	2	3	1	2	
GREAT BRITAIN											
Defiant *	4	4	3-2-2	5	M7	-6	-7	-8	-7	-8	
Beaufighter X	3	4	2-x-1	6	C3	-4	-4	-4	-9	-10	
Fulmar	4	4	3-2-2	5	M6	-6	-7	-8	-9	-10	
Battle	3	4	2-x-1	5	M8	-8	-9	-10	-9	-10	
Skua	4	4	3-2-2	5	M5	-6	-7	-8	-9	-10	
Roc *	3	4	3-2-2	5	M5	-6	-7	-8	-7	-8	
Beaufort	3	3	2-x-1	6	M6	-8	-9	-10	-8	-9	
GERMANY											
Me110 C	4	4	3-2-2	6	M11	-6	-7	-8	-9	-10	
					C9	-5	-5	-5			
JU87 B	5	4	4-3-3	4	M6	-7	-8	-9	-9	-10	
JU87 D	5	4	4-3-3	5	M6	-7	-8	-9	-9	-10	
FRANCE											
Potez 631	3	4	2-x-1	5	M6	-7	-8	-9	-8	-9	
					C4	-5	-5	-5			
USSR											
Ilyushin IL-2 Shturmovik	3	4	2-x-1	7	M9*	-7	-8	-9	-9	-10	
					C8*	-5	-5	-5			
Petlyakov Pe-2	3	5	2-x-1	6	M7	-7	-8	-9	-8	-9	
Petlyakov Pe-3	3	5	2-x-1	6	M5	-5	-6	-7	-8	-9	
Sukhoi Su-2	3	3	2-x-1	5	M6	-6	-7	-8	-9	-10	
JAPAN											
Aichi E13A1 "Jake"	3	4	2-x-1	4	N/A	x	x	x	-9	-10	
Aichi D3A "Val"	4	5	3-2-3	4	M6	-7	-8	-9	-9	-10	
Aichi B7A "Grace"	4	6	3-2-3	4	C4	-5	-5	-5	-9	-10	
Mitsubishi F1M "Pete"	3	4	2-x-2	4	M7	-7	-8	-9	-9	-10	
Mitsubishi B5M "Mabel"	3	5	2-x-2	4	N/A	x	x	x	-9	-10	
Mitsubishi Ki-30 "Ann"	3	5	2-x-2	4	N/A	x	x	x	-8	-9	
Mitsubishi Ki-51 "Sonia"	3	5	2-x-2	4	M6	-7	-8	-9	-9	-10	
Nakajima B5N "Kate"	3	5	2-x-2	4	N/A	x	x	x	-9	-10	
Nakajima B6N "Jill"	4	4	3-2-2	4	N/A	x	x	x	-8	-9	
USA											
Douglas SBD Dauntless	SBD1	3	4	2-x-1	5	M6	-7	-8	-9	-9	-10
	SBD2	3	4	2-x-1	6	M6	-7	-8	-9	-9	-10
	SBD3	3	4	2-x-1	6	M5	-6	-7	-8	-8	-9
	SBD5	3	4	2-x-1	7	M5	-6	-7	-8	-8	-9
Douglas TBD Devastator	3	4	2-x-1	5	M7	-8	-9	-10	-9	-10	
Grumman TBF Avenger	3	4	2-x-1	6	M5	-6	-7	-8	-8	-9	
Curtiss SB2C Helldiver	4	4	3-2-2	6	C5	-5	-5	-5	-8	-9	
Vultee Vengeance	3	5	2-x-2	5	M5	-6	-7	-8	-8	-9	

NOTES

*Defiant and Roc - both aircraft were armed with a single turret but used offensively. In the game they are unique in that they use the SAME guns on attack and defence. Use the following rules: These aircraft may NOT fire BOTH attacking and defensive weapons in the same turn. Only count ammo used when attacking. When ammo expended aircraft may not fire at all - either attack or defence. To preserve continuity with game system these aircraft are limited to a range of 2 squares when firing defensively, using the defensive factors given and obey all other rules covering defensive fire.

* AIR TO AIR ROCKETS IL2 = 1LR; SU2 = 2LR

APPENDIX 1C – BOMBERS

AIRCRAFT	V	M	HITS	DEF@	
				1	2
GREAT BRITAIN					
Lancaster	2	2	9	-5	-6
Hampden	2	2	6	-6	-7
Halifax	2	2	8	-6	-7
Wellington	2	2	7	-6	-7
Stirling	2	3	7	-5	-6
Blenheim	3	3	6	-7	-8
GERMANY					
Dornier Do 17	3	3	6	-6	-7
Dornier Do 217	2	3	6	-5	-6
Heinkel He 111	2	3	7	-6	-7
Heinkel He 177	2	2	8	-5	-6
Junkers Ju 88 (early)	3	3	7	-7	-8
Junkers Ju 88 (later)	3	3	7	-6	-7
FRANCE					
Bloch MB210	3	3	6	-8	-9
Potez 633	3	3	6	-8	-9
POLAND					
PZL P.23 Karas	3	4	5	-8	-9
PZL P.37 Los	3	3	6	-8	-9
USSR					
Petlyakov Pe-2 (Bomber)	3	3	6	-6	-7
Petlyakov Pe-8	2	2	8	-7	-8
Tupolev Tu2	3	4	6	-6	-7
Yermolaev Yer2	3	2	7	-6	-7
ITALY					
Cant 1007 Alcione	3	2	7	-6	-7
Caparoni Ca 135	3	2	6	-6	-7
Fiat BR20 Cigogna	3	2	7	-7	-8
Savio-Marchetti SM 79 Sparviero	3	2	7	-6	-7
JAPAN					
Mitsubishi 3GM "Nell"	3	4	6	-6	-7
Mitsubishi Ki-21	3	3	6	-6	-7
Mitsubishi G4M "Betty"	3	3	7	-6	-7
Mitsubishi Ki-67 "Peggy"	4	4	7	-4	-5

Nakajima Ki-48 "Helen"	3	3	7	-7	-8
Kawanishi H6K "Mavis"	2	3	7	-6	-7
Kawanishi H8K "Emily"	2	2	8	-4	-5
USA					
Boeing B17 Flying Fortress	B17 C/D	2	2	11	-6 -7
	B17E	2	2	11	-5 -6
	B17F	2	2	11	-4 -5
	B17G	2	2	12	-3 -4
Boeing B29 Superfortress	2	2	13	-3	-4
Consolidated B24 Liberator	3	2	9	-4	-5
Consolidated B32 Dominator	2	2	10	-4	-5
Douglas B18 Bolo	3	3	6	-8	-9
North American B25 Mitchell	3	3	7	-6	-7
Martin B26 Marauder	3	3	7	-5	-6
Martin Maryland A22	3	4	6	-7	-8

Appendix 2: INSTANT BANDITS - SCENARIO LOG

SCENARIO DETAILS

AIRCRAFT CHARACTERISTICS

TYPE	V	M	(PD-PC-R)	HITS	GUN(S)	ATTACK @			DEFEND @	
				()	AMMO	1	2	3	1	2

A/C LOGS

#	-----	#	-----	#	-----	#	-----
#		#		#		#	
#		#		#		#	
#		#		#		#	
#		#		#		#	
#		#		#		#	

Appendix 3 - INSTANT BANDITS PLAYSHEET

TURN SEQUENCE - (Check Tactical Formations) - DEPLOYMENT - MOVEMENT - COMBAT- (Check for Progressive Damage - check for Bomber Stream Scatter) - AIRCRAFT REMOVAL.

MOVEMENT ON GRID

BASIC MOVEMENT (lowest to highest aircraft) Need to draw equal or less than relevant number.

V = vertical. Success allows movement up or down grid ONE altitude Level.

M = Lateral Movement. Success allows left or right movement between one square and number on card.

V & M can be taken in any order. Each element must be completed before testing for the other. 'Poor' rated pilot/crew can only attempt a V or M - not both.

SPECIAL MOVEMENT (not allowed to 'Poor')

R = Roll. Aircraft climbs or dives one alt level then moves one square left or right.

PC or PD = Power Climb or Dive. Aircraft moves up or down grid TWO alt levels. No lateral movement.

Basic and Special movement cannot be combined in the same turn.

COMBAT

ATTACKING (highest to lowest aircraft) Max range = 3 Squares Lateral.

Calculate Target number as follows: Range in Squares plus/minus modifiers.

Attack Modifiers: -1 if 'Good' shooter: +1 'Poor' Shooter: +1 or +2 if target successfully jinks: +1 shooter using cannon ONLY: +2 shooter crippled: +2 target in sun zone: +1 for each non-damaging hit from Defensive Fire.

DEFENSIVE FIRE (allowed to F/B or Bombers in response to attack on self or friendly Bomber in same Bomber Stream) Max Range = 2 Squares lateral. Calculate Target number as follows:

Range in squares DOUBLED plus any relevant modifiers from attacking list.

DETERMINE RESULT OF SHOOTING: draw a reference card from pack. Guess whether next card higher or lower. Continue as long as correct against each preceding card. If number of correct guesses = Target Number then a potential hit scored. Any incorrect guess is a miss.

DAMAGE Draw a single card and modify for shooters effective number. Any positive result is number of Hit points scored. If an Ace drawn for damage = Critical Hit. Draw another card and score unmodified value in hit points. If second Ace then auto kill.

JINKING (fighters and F/Bs only). Target draws against V and M numbers. If less than or equal to then +1 to attackers target number for each success. Prevents attack this turn unless already done so.

ATTACKING PROHIBITIONS If jinked or damaged this turn (unless attacked earlier), in same square as enemy aircraft, in cloud. F/B may not attack and use defensive fire in the same direction on the same turn.

This playsheet does not cover ALL eventualities. See Main Rules for further elaborations.

APPENDIX 4 - DIY AIRCRAFT DESIGN GUIDE

V & M

Regrettably, no formula for these numbers. I started with the kind of values I was aiming at for Battle of Britain aircraft (Spitfire, Hurricanes, Me109 etc) and extrapolated from there, using anecdotal comparison as a rough guide. Note that speed is not really a major factor - although any particularly quick aircraft or those with a more powerful engine would usually get a higher V number. M is really a maneuverability factor, so aircraft with a fast rate of turn, rate of roll etc would score here.

Special Manoeuvres

Once the V & M numbers are established the special manoeuvres were derived as follows:

PD (Power-Dive): use V number minus 1

PC (Power-Climb): Available only to aircraft with a V number of 4 or more. Use Half V number (rounded up)

R (roll): Use V number Minus 1. If aircraft has M number of 4 or less then deduct a further 1 point. If the aircraft has an M number of 7 or more ADD 1 point to the R number. The final R number cannot exceed either the V or M number (whichever is LOWER)

HITS

For fighters/fighter-bombers - usually in the range of 3-6.

5 is an average.

4 would be for aircraft lacking, perhaps, armour or self sealing tanks or were noted as being historically vulnerable (many Japanese aircraft fall into this category).

3 is for particularly feeble specimens - especially bi-planes (although not ALL biplanes)

6 is for robust heavy aircraft, as well as twin-engine planes.

A very few aircraft in this category are rated at 7 due to their particular qualities (e.g. Shturmovik IL2 "The Flying Tank" etc)

Bombers

Usually rated at 6 or more.

6/7 would be light or light medium types.

AMMO

(Using Rounds per Gun)

Machine Guns = 1 ammo point for each 100 rpg (or part thereof) plus 1 to total.

Cannon = 1 ammo pint per 20 (or part) rpg

ATTACK AND DEFENCE VALUES

ATTACK (at ranges 1, 2, 3)

MGS

1 x MG = -8 -9 -10
 2 x MG = -7 -8 -9
 4/6 x MG = -6 -7 -8
 8 x MG = -5 -6 -7
 10/12 x MG = -4 -5 -6

CANNON

(at all ranges)

1 x 20mm = -6
 2 x 20mm = -5
 4 x 20mm = -4
 1 x 30mm = -5
 2 x 30mm = -4
 4 x 30mm = -3
 1 x 37mm = -4

HMG

2 x HMG = -6 -7 -8
 4 x HMG = -5 -6 -7
 6 x HMG = -4 -5 -6
 8 x HMG = -3 -4 -5
 10 x HMG = -2 -3 -4

For mixed MG/HMG use MG formula counting 1 HMG as 2 Mgs

DEFENSIVE FIRE

Number of defensive mgs carried /2 (rounded DOWN) = X

At range 2: value is 10-X

At range 1: value is 9-X

For anything heavier than a standard mg count each barrel x2

All the above info is for guidance only and it has been necessary to amend some figures as necessary for game balance.

INSTANT BANDITS - TRAINING SCENARIOS

The following three scenarios are designed to help newcomers find their way around the 'Instant Bandits' map and combat system.

T1 "WAYPOINTS"

Select any one aircraft from the Fighter or Fighter-Bomber lists.

Draw four cards from the full deck and place markers in the indicated squares (e.g. buttons or coins). Draw a fifth card and place the aircraft in that square.

The objective is to move the aircraft through all four markers in the quickest time possible using normal V and M movement. As the aircraft moves into or through a marker remove it. The waypoints can be cleared in any order. Do NOT remove the aircraft and redeploy after each turn. It remains 'on map' and starts its next turn in the same square it finished the previous turn in. The waypoints do not move.

Keep a scratch record of the elapsed turns. When the aircraft clears the final waypoint that turn number is the final score. Obviously, the lower the better.

VARIATIONS: - try different aircraft; allow special manoeuvres; set the waypoints one in each altitude band.

T2 "TARGET PRACTICE"

Select any one aircraft from the Fighter list. A second marker is used to represent a towed banner. Deploy both the aircraft and marker as per normal rules. Only the aircraft may move and the aim is to shoot at the target using normal gunnery rules.

Allow 6 turns for the aircraft to score a 'Hit'. This signifies the end of the game.

Redeploy both aircraft and target each turn. Assume the aircraft is armed with Machine Guns only for this scenario. Do not worry about ammo. The target does not jink.

T3 "DOODLEBUG"

Select either a late model Spitfire or a Tempest.

Use a second marker to represent a German V1 Doodlebug.

Use a Sun Zone and randomly allocate 4 x Individual cloud squares.

Place the V1 in the King of Hearts square. The aircraft is deployed and redeployed between turn as normal. The V1 stays on map.

The V1 moves at its normal point in the initiative procedure. It does so by drawing a single card and moving the indicated number of squares horizontally RIGHT. The V1 never moves left or makes a vertical climb or dive move. It may change altitude only by moving from Ace to King linked squares.

The aim of the player is to shoot down the V1 before it leaves the map via the Ace of Spades square. If it does so the V1 is assumed to attack a civilian population centre.

The aircraft has only THREE ammo points available. It uses normal shooting rules but always adds +1 to its final target number as the V1 is such a small target. It may not fire at the V1 if either is in a cloud square. If a hit is scored, draw for damage as normal. A single Hit Point destroys the V1.

If the aircraft and V1 occupy the same, non-cloud square at the end of a turn then the aircraft may attempt to 'flip' the V1 (*a dangerous manoeuvre where the aircraft used its wing to try and flip the V1 off course*). Draw a single card for the attempt - if a RED picture card is drawn then the V1 is destroyed. If a BLACK picture card is drawn then BOTH the V1 and aircraft are destroyed. If an ACE (of any suit) is drawn the aircraft only is destroyed. Any other card is 'No Effect'.

The game lasts until the V1 exits or is destroyed, or if the aircraft is lost.

VARIATIONS use 2 x V1s; 4 x V1s and 2 x aircraft; increase the number of clouds.

INSTANT BANDITS - DESIGNERS NOTES

You would think, wouldn't you, that it would be easier to design a WW2 air combat game than a modern jet combat game with all the bells and whistles of modern technology. Not so!

I designed the jet version (Instant Thunder) back in 2000 and I always had it in mind to do a WW2 version but even then I could see difficulties representing bomber defensive fire under the system. Time moved on and the idea was shelved. Then I became 'Internet Capable', Instant Thunder found its spiritual home and I returned to the idea of a WW2 variant - hence Instant Bandits.

A few ideas - firstly and fundamentally, if you disagree with any of the numbers given for aircraft in the game then feel free to change them. Likewise, if a particular aircraft is missing from the lists provided then you will have to create it yourself (there is a build your own guide in the appendices).

Unlike the earlier game I have not differentiated between optional and basic rules. This does not mean that you are tied in to all of them however. If you do not like the crew ability rules then call all crew average and there will be no effect in game terms. If the bomber stream formation rules are too rigid for you then ignore them and deploy/move the bombers individually and so on.

A couple of areas are particularly ripe for variation:

Ammunition: during play testing I often used a standard scenario length of 8 turns, which meant that most aircraft had sufficient ammo (given that they will not fire every turn). You could drastically reduce the ammo available to aircraft to create extra tactical decision-making ("do I fire now at long range or wait for a better opportunity later in the game?"). This can be rationalised as ammo usage before the scenario.

Tactical Formations: as the rules stand all sides have an equal possibility of constructing Tactical Formations. You may want to vary the numbers here. For example the Japanese did not really practice the leader-wingman doctrine until 1945. I have played some scenarios where only one side is allowed this capability and so on.

The commonest question I am asked about the system is; "when do you shuffle the pack?" My answer is always the same - when you feel like it. It is emphatically NOT intended that the pack should be exhausted before re-shuffling. Card-counters should have no advantage under this system. I tend to shuffle the pack after drawing for deployment, after combat sequences or just when I plain feel like it (which is often). It is quite in order to draw from the middle or bottom of the deck - anything to maintain randomness.

All being well I intend to round off the series with a WW1 version by the end of 2007 and maybe a small scenario pack for Instant Bandits.

If you try the game I hope you find it enjoyable. Let me know. At least it is quick!

Tally Ho!

N Lancaster
June 2006

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