Thunderbolt & Lightning

Fast Play Aerial Combat Rules
Version 1.0.2

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Introduction

Welcome to Raiden Miniatures Fast Play Aerial Combat Rules. These rules will give you the ability to field 20+ aircraft and complete a game in under 2 hours. They are easy to learn, fast to play and will give you an enjoyable aerial combat game.

What do I need to Play?

A large tabletop, 6' x 4' is ideal. Aircraft Models (Raiden Miniature ones of course!), Dice (D6) and a cloth gridded with 1" to 1 ½ " hexes. Note: If you don't have a hex cloth you can still use theses rules, see the Hints & Tips section at the end for how.

Starting a game

Set up the aircraft in their positions as indicated by the scenario you are playing. And decide which aircraft are working together as a unit. i.e. If a bomber flight of 6 planes is operating as one unit or split into two sections of 3. Note: Fighters should work in pairs unless the tactical doctrine of the time state otherwise. i.e. British 1940 would operate in sections of 3. Planes working as a unit will share the same iniative. All aircraft operating together should never be more than 2 hexes away from each other. If they do they will be counted as a seperate unit.

Basic Rules

Turn Sequence

Turns are performed in the order listed below.

Turn Sequence Table

1 - Decide Initiative

2 - Movement phase 1, move aircraft in initiative order.

3 - Combat Phase 1, all aircraft can fire if they wish. All fire is simultaneous.

4 - Movement Phase 2, move aircraft in initiative order again.

5 - Combat Phase 2, all aircraft who did not fire in phase 1 can fire if they wish.

6 - Turn Ends

Deciding Initiative

Each turn you need to decide who has initiative. All players should roll 2D6 and either record or (if you have enough dice!) leave the dice by their respective unit. You then need to compare all the dice scores and the lowest will move first, the 2nd lowest next and so on.

Example:

The German player has 6 He111 and 4 Bf109 while the British Player has 6 Hurricane and 3 Spitfires.
The German player has decided the He111's will operate as one unit while the 109's will operate in two sections of 2. Rolling the dice gives 7 for the He111's and 3 & 10 for the 109's.

The British player has split the Hurricanes in two sections of 3 and left the Spits as one unit. Rolling the dice give 5 for the Spits and 9 & 11 for the Hurricanes.

Giving us the following movement order, 1st Bf109 unit 'A', 2nd Spits, 3rd He111's, 4th Hurricane unit 'A', 5th Bf109 unit 'B' and finally 6th Hurricane unit 'B'.

Ki-44 Shoki 'Tojo'

Fokker D.XXI

Movement

Each turn has 2 movement phases. On the aircraft stat sheets you will see that each planes **Speed(SP)** is split in two. Each number represents the planes possible movement in each phase. i.e. A Spitfire I has a SP of 8/7 meaning that it can move 8 Hexes in the first phase & 7 Hexes in the second phase.

On the stats sheet you will also see that each aircraft also has a **Fly Straight (FS)** rating. This indicates how many hexes the aircraft has to move forward before doing a maneuvre. If it does not have enough speed left to complete a maneuvre. it can't be done. Note: Carrying over of straights for the next phase/turn is not allowed.

There are 5 maneuvres possible, Turning, Rolling, Slipping, Inverting & half loop.

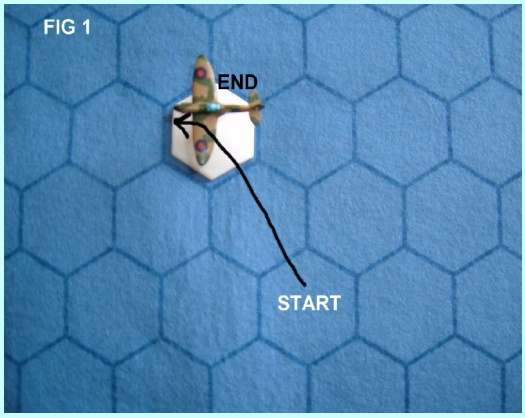
Turning – Move the aircraft forward at least the FS rating and then turn the aircraft one hex facing to the left or right. See Fig 1.

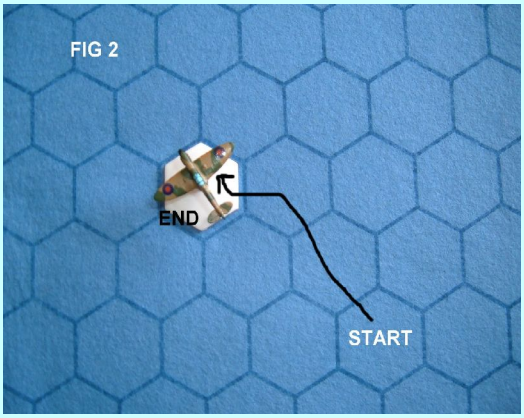
Rolling - Move the aircraft forward at least the FS rating and then move it forward one hex to the left or right. See Fig 2. However, your plane is now inverted. Stick an **Inverted Marker (IM)** by your aircraft.

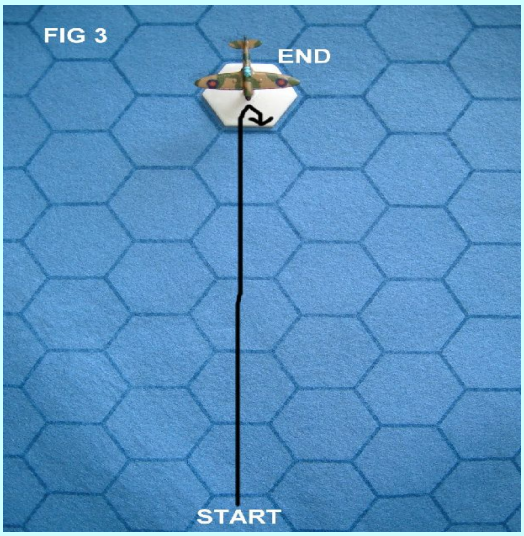
Slipping - Move the aircraft forward at least the FS rating and then move it forward one hex to the left or right. However, this maneuvre. costs you one extra SP. See Fig 2.

Inverting - Move the aircraft forward at least the FS rating. You are now inverted i.e. Upside down! Stick an IM by your aircraft.

Half Loop – Move your aircraft forward 3 times your FS rating and the turn the aircraft round in place. You are now inverted, stick an IM by your aircraft. See Fig 3.







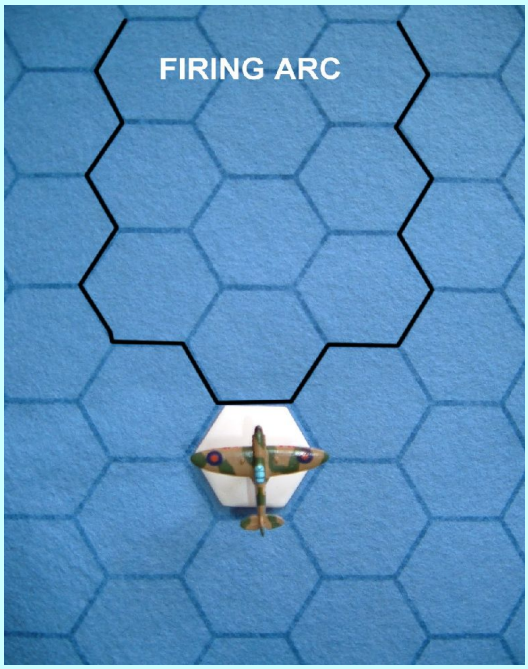
Changing Speed

Reducing - All aircraft reduce speed by up to 3 hexes per movement phase. No aircraft can go slower than a 3rd of their max speed.
Increasing – All aircraft except German Jets can increase by up 2 hexes per movement phase (up to their max speed of course!). German Jets can only increase by 1.

Movement Example:

The Spitfire has a SP of '8/7' & a FS rating of '2'. It's movement phase 1 so our Spit has 8 Speed to use. He decides to turn left to start, so he moves forward his FS rating of 2 and turns one facing left, he then decides next to half loop which means he goes 6 forward and turns 180 degrees. However, he is now inverted and places a IM. And that end his move.

Combat



On the stats sheet you will see each aircraft has a **Firepower (FP)** rating. This is split into numbers of coloured D6. White D6 refer to MG's & HMG's, Red D6 refer to 20mm Cannon & Green D6 refer to 30mm Cannon. The score you need to hit is decided by the range plus 1. i.e. At 1 hex range you need a two, 2 hexes a three and so on. However, the following modifiers apply to your die roll:

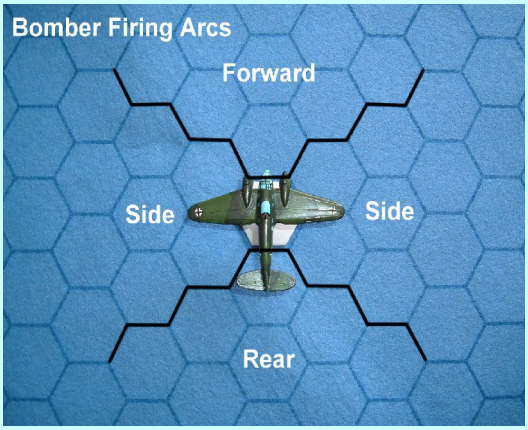
Firer inverted -1
Single Pivot Mount MG Firing -1

Example 1

Our Spitfires movement has placed him 3 hexes behind a 109 so that he needs to a 4+ to hit. However, he is inverted so he will need to roll 5+ His FP rating is 4 white D6 so he rolls 4 white D6 and gets a 2,2,5 & 6. This means he scored 2 white hits.

Example 2

Unfortunately for our Spitfire a 109 has got behind him and is at a range of 5 hexes so will need a 6 to hit. He has 2 red & 2 white dice and scores a 6 & 1 on red and 3 & 4 on the white. Giving him 1 red hit.



Effects of Hits

All aircraft are destroyed on their 2nd hit unless otherwise marked on their Stats sheet. The first hit causes the the FS rating to increase by 1 and the speed to reduce by -2/-2. To represent a hit put a small amount of cotton wool on the aircraft.

Saving Roll

All aircraft though have a **Saving Roll (SR)** and can attempt to ignore a hit. For each hit try to roll your SR on a D6. If you succeed then the hit has no effect. However, your die roll is modified by the die colour. **Red -1 & Green -2.**

Example 1:

Our Spitfire has scored 2 white D6 hits so the 109 has to try and save and has a SR of 5+. He rolls a 3 & 5 so saves 1 hit. However, his FS is now increased to 3 and his speed reduced to 5/5 and a his aircraft marked accordingly.

Example 2

Unfortunately, our spitfire now shudders as he receives a red D6 hit from another 109. His saving roll is 5+ but as it was a red dice(20mm cannon hit) he receives a modifier of -1 meaning he needs a 6 to save. He rolls a 4 and therefore suffers a hit. His FS increases to 3 and speed to 6/5 and his aircraft is marked accordingly.

Advanced Rules

Altitude

Altitude is split into 3 levels - Low, Medium & High. Combat is only possible if you are at the same level. The stat sheet shows what level your aircraft can go up to. If you wish to move between levels you must state you are diving/climbing at the star of movement phase 1. In the initial dive/climb in phase 1 you can not engage or be engaged. In phase 2 you are now in your new height level and can engage or be engaged as per normal. Also by climbing/Diving your speed will be modified that turn by the rating indicated on the aircraft stats sheet. To keep track of the height of each plane put a Height Marker by each. i.e. Low, Med & High.

Example

A 109 decides to dive down on some unsuspecting Hurricanes. He announces in movement phase 1 that he is diving from High to Medium. He then modifies his speed by his Dive Rating(DR) of +1/+2 to 8/9. He is now 5 hexes behind the Hurricanes but is not allowed to engage as he is still on his way down to the Hurricanes level. In Phase 2 he would be allowed to engage.

Training & Skill

The better your pilots are trained and the more experience they have the more effective they are. To represent varying skill use the following:

Very Green: -1 to hit and +1 FS rating of aircraft.
Poorly or Hurriedly Trained: -1 to hit.
Trained: No mods
Veteran: choose 1 skill from below.
Ace: Choose 2 skills from below.
Multi Ace: Choose 3 Skills from below.

Skill List

1) +1 To hit
2) -1 To FS rating of aircraft (Can not be lowered to less than 1)
3) +1 To Save Roll
4) -1 To opponents Save Roll

P51D Mustang

J4M1 Senden

Hints & Tips

Don't have a hex cloth?
You can still use these rules as long as you mount you aircraft on hex bases. Position your aircraft so that they face a flat edge and when doing a turn just change the face according. For slips & rolls cut out a few templates the same size as the hex bases so you know where to put the planes. And finally replace hexes for inches.

Aircraft Numbers
Due to the lethality of the combat system these rules work best with large numbers of planes, if you use few planes (less than 10) expect a very quick game. In play testing we have had games finish in 2 turns or less! 8 to 12 planes+ a side works best.

Comments & Suggestions

We hope you have as much fun as we do using these rules and welcome any comments or suggestions on how we can improve them further to:

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