

FIRST STRIKE!

THE CUXHAVEN RAID, CHRISTMAS DAY 1914

RULES of PLAY

Design

Paul Rohrbaugh

Development

Lembit Tohver and Russ Lockwood

Art & Layout

Mark Mahaffey

Production

Stephen Rawling

Editing

Jack Beckman

Playtesting

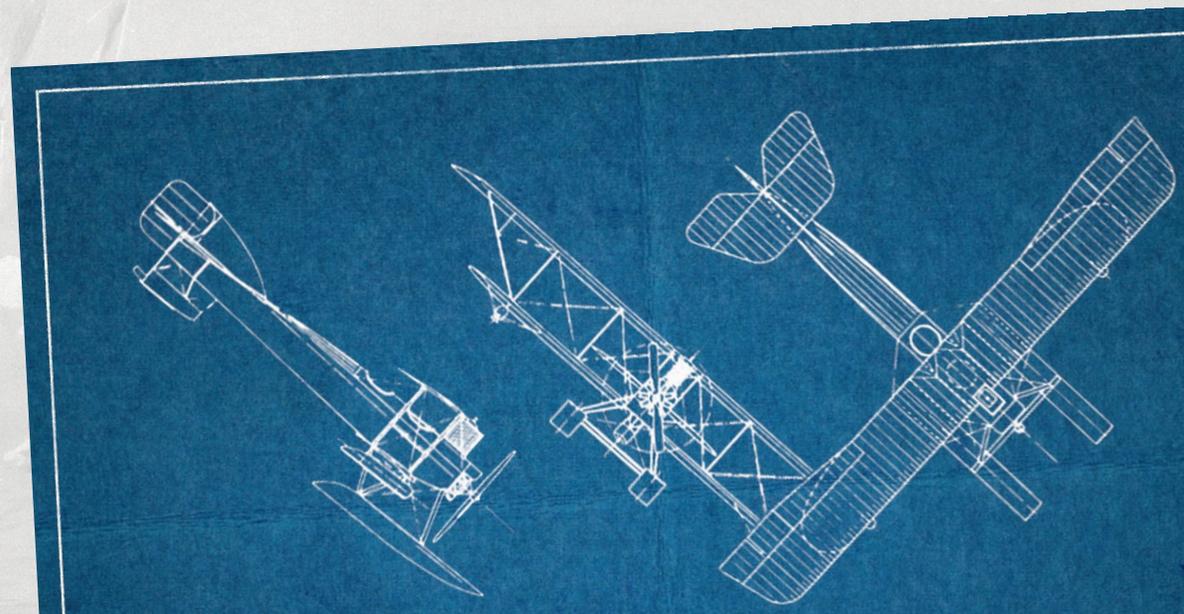
Bill Badia, Brian Brennan, Dan Burkley,
Kevin Duke, Paul Rohrbaugh, Dennis Shorthouse,
Lembit Tohver, Michael Wheeler



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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 This example is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

Against the Odds Magazine, PO Box 165
Southeastern, PA 19399-0165 USA
Attn: First Strike!

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Sea Monsters!* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

First Strike! is a solitaire game on the Cuxhaven Raid. The active player takes on the role of the commander of the British forces, Admiral Jellicoe, and the rules govern those of the Imperial German Navy and its supporting air forces (aircraft and Zeppelins). Can you do as well or better?

2.0 COMPONENTS

Each copy of *First Strike!* is composed of the following:

- One 11" x 17" map sheet with the Strategic and Air Raid Maps and some game charts
- One sheet of 100 double-sided counters
- This set of rules

Players will need to supply one or more six-sided dice (d6) and an opaque container (mug, envelope, or something else) to play the game.

2.1 Game Terms and Abbreviations

The following terms and Abbreviations are used in the game:

1d6: Roll one six-sided die.

2d6: Roll two six-sided dice and add them together to get a total.

AA: Anti-aircraft (battery)

Air Raid Map: Tactical locations of Cuxhaven, with British entry spaces (boxes) labeled 1 through 5, Target spaces (boxes) labeled A through D with specific installations, and Raid Escape.

BB: Battleship (squadron)

BC: Battlecruiser (squadron)

Bomb Hit: Successful dropping of bomb on German installation.

CF: Combat Factor

CA: Heavy Cruiser (squadron)

CL: Light Cruiser (squadron)

Damaged: Flip side of air or ship counter.

DD: Destroyer (flotilla)

Die Roll: Rolling 1d6 and sometimes 2d6.

Die Roll Modifier: An addition or subtraction from a die roll.

FF: Flugzeugbau Friedrichshafen (Air Squadron Friedrichshafen)

GAL: German Alert Level

HF: Harwich Force. The task force carrying out the air raid against targets in and near Cuxhaven. Harwich Force is made up of these naval counters: Aircraft Carriers HMS *Empress*, HMS *Engadine*, and HMS *Riviera*, Light Cruisers HMS *Arethusa* and HMS *Undaunted*, and HF Destroyers.

HMS: His Majesty's Ship

Installation: German only: Airship Building Yard, Airship Shed, Floating Airship Shed, and Aeroplane Factory (on Air Raid Map).

LZ: Luftschiffbau Zeppelin

Naval Damage: Successful hit on a ship squadron counter.

Space: A box on the Strategic Map or the Raid Map.

Strategic Map: Area of operations in North Sea, with spaces (boxes) labeled A through E, British Fleet Reserve, German Fleet Reserve, Rescue, and Cuxhaven.

VP: Victory Point

3.0 SEQUENCE OF PLAY

After set-up (Module 4.0), use the following sequence of play:

1. Weather and Random Events Phase (starting with turn 2)

- Roll 1d6 for Fog (Section 5.1).
- Roll 2d6 for Random Events (Module 6.0).

2. German Reaction Phase

- Roll 1d6 for possible change to German Alert Level (GAL) (Module 7.0).
- German Resource Counter selection and deployment (Section 7.2).
- German aircraft, Zeppelin, and U-Boat combat (Section 7.4).
- German Fleet Sortie determination (Section 7.5, but only roll on turns **after** the end of the British air raid, Section 9.9).
- If German Fleet sorties, roll for British Royal Navy sortie (Section 7.6)

3. Strategic Map Movement - or - Air Raid Phase

- Move Harwich Force one Strategic Map space, *or* launch Air Raid (only from Space B)
- Air Raid Launch (Section 9.1)
- Air Raid Deployment to Air Raid Map (Section 9.2)
- Air Raid Round Marker Increase (Section 9.3)
- Air Raid Movement Segment (Section 9.4)
- Air Raid Combat Segment (Section 9.5)
- Air Raid Bombing (Section 9.6)
- Air Raid Escape (Section 9.7)
- Record any Victory Points (VPs) gained or lost during the Raid using the VP marker on the Game Record Track.

Note: On the launch of the Air Raid, repeat steps d, e, f, g, and h until all British air counters are in the Raid Escape Area and/or Destroyed (none are left on the Air Raid Map). Remember to record each Air Raid round (step d) conducted using the Air Raid Round marker on the Game Record Track.

4. Naval Battle Phase (if brought about by German Fleet sortie).

- Naval Battle Deployment of counters (Module 10.0)
- Determine maximum number of Naval Battle Rounds (Module 10.0).
- Naval Battle Movement (Section 10.1).
- Naval Battle Combat (Section 10.3).

Note: Repeat Segments c and d until all Naval Battle Rounds are played. It is possible that one additional round of Naval Battle may be played beyond those determined in step a (Case 10.3.5).

5. End Phase Perform the following actions:

- Resolve German Air and U-Boat attacks in the Reserve Area (Case 7.4.2).
- Roll for Rescue of damaged planes, starting the turn **after** the air raid is resolved (Section 9.8).
- Roll a die for any U-Boat or Zeppelin counters in the

British Fleet Reserve space. If the modified die roll is **less than or equal to** the GAL, the counter remains where it is. If the modified die roll is **greater than** the GAL, the counter is returned to the opaque container for possible redrawing in the German Alert Phase.

- Remove all weather effect markers (Fog, High Wind, Poor Weather) from any of the map areas where they are located.
- Return all German counters without any British counters in the same area to the opaque container.
- Record any VP gained or lost during the turn using the VP marker on the Game Record Track.

6. End Game?

If all three British aircraft carriers are sunk or if Harwich Force enters the British Fleet Reserve space, immediately end the game. Record any Victory Points (Module 12.0) gained or lost during a Naval Battle (if there was one) using the VP marker on the Game Record Track. See if you met or beat the historical results (Module 13.0).

3.1 Game Length

The game has an indeterminate number of turns. The last turn of the game occurs when Harwich Force ends the turn in the British Fleet Reserve space on the Strategic Map, or, all British aircraft carriers (HMS *Empress*, HMS *Engadine*, and HMS *Riviera*) have been sunk.

4.0 GAME SET-UP

Set up the game as listed below. All counters begin the game, as well as new counters entering the game, at maximum strength.



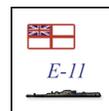
- On Space A on the Strategic Map, place the counters that make up Harwich Force: Aircraft Carriers *Empress*, *Engadine*, and *Riviera*, CLs *Arethusa* and *Undaunted*, and HF DD.



- Place three air counters on board each of the three aircraft carriers on their map spaces. **Design Note:** Historically, aircraft 119, 120, and 122 were aboard HMS *Engadine*, 135, 136 and 811 were aboard HMS *Riviera*, and 812, 814 and 815 were aboard HMS *Empress*. These are noted above the carrier display box.



- In British Fleet Reserve Space: British 1st, 2nd, 3rd, and 4th BB Squadrons, 1st BC Squadron, 3rd and 6th CA Squadrons, 1st CL Squadron, and 2nd DD Flotilla.



- Place British submarine E-11 in the Rescue Area on the Strategic Map.



- In Raid Map on any target space: 1 German Anti-Aircraft counter (roll for random space). Once emplaced, German AA never moves.



f. In the opaque container, place all other German counters (three U-Boats, three Zeppelins, four FF-19 aircraft, one BC Squadron, four BB squadrons, one CA squadron, two DD flotillas, and three Anti-Aircraft).



g. Also in the opaque container place 1d6 + 6 False Alarm markers (i.e. from 7 to 12 False Alarm counters).

h. Set aside the remaining False Alarm counters, which might be added to the container via a Random Event.



i. Place the German Alert Level (GAL) counter at 1.



j. Place the Victory Point (VP) counter at 0.



k. Place the Fog counter on the German Fleet Reserve space.

l. Set aside the Naval Damage/Hit, Altitude, High Wind, Poor Weather, Aggressive Jellicoe, Naval Rounds, and Air Rounds counters until required.



m. Place the Game Turn marker in the “1” box of the Record Track on the mapsheet.

5.0 WEATHER

“Thick banks of fog ahead and all over the land.”

—Excerpt from pilot’s log following the air raid at Cuxhaven.

Spaces on the Strategic Map and the Air Raid Map without a weather counter are considered to have clear weather that has no ill effects on British or German forces.

Adverse weather (Fog, Poor Weather, and High Wind) may affect British or German forces, usually via die roll modifiers. Adverse weather is generated via die roll.

Fog and/or Poor Weather never exists in the Cuxhaven space.

Poor Weather never exists in the British or German Fleet Reserve space.

Poor weather only affects Harwich Force.

Fog and Poor Weather may exist in the same space, but Fog never exists in more than one space on the Strategic Map and Poor Weather never exists in more than one space on the Strategic Map at a time.

Fog and Poor Weather counters are removed during the end Phase of **each** turn.

5.1 Fog



At the start of the game and for all of Turn 1, Fog is in the German Fleet Reserve space.

Beginning with Turn 2, roll 1d6 for Fog:

1: Fog in space containing Harwich Force.

2 or 3: Fog in British Fleet Reserve space.

4 or 5: Fog in German Fleet Reserve space.

6: No Fog in any Strategic Map space.

Place the Fog marker in the appropriate space of the Strategic Map.

5.2 Fog Effects

Fog has the following effects:

+1 modifier to die roll for any combat resolution.

+1 modifier to die roll for British aircraft take-off or landing check.

+1 modifier to die roll for German Alert Level (GAL) check.

5.3 Poor Weather



Obtained via Random Event (Module 6.0) on a 2d6 die roll of 3 or 11. Poor Weather in the same space as Harwich Force prevents aircraft from taking off or landing (including Rescue rolls).

5.4. High Wind



Obtained via Random Event (Module 6.0) on a 2d6 die roll of 2 or 12. The High Wind counter is placed on the Cuxhaven space and only affects counters on the Air Raid Map (never on the Strategic Map). High Wind effects apply to all spaces on the Raid Map.

5.5 High Wind Effects

When High Wind is in effect:

- British aircraft receive +1 die modifier when rolling for random deployment (Section 9.2) on the Raid Map.

- A British aircraft counter that tries to move to another space or change altitude in the same space must roll 1d6: on a 6, the aircraft counter cannot move or change altitude.

- German AA receives a +1 die modifier to its combat die rolls.

6.0 RANDOM EVENTS

Roll 2d6 and implement from the following chart:

- 2 or 12:** High Winds. Place the High Wind counter on the Raid Map for the turn. Ignore this event if the British air raid has already been concluded.
- 3 or 11:** Poor Weather. Place the Poor Weather marker in the space with Harwich Force unit. Poor Weather prevents the Harwich Force's aircraft from taking off or landing in its space.
- 4:** Germans Suspicious. Immediately draw and place 1 additional counter from the opaque container.
- 5 or 10:** Snafu! This event may occur **only once in the game**. The player rolls 1 die and adds 3 (odd DR) or 4 (even DR) False Alarm! markers to the opaque container. Ignore (treat as no event) if this event has already been implemented.
- 6:** Germans on alert! Increase the GAL by 1 (but never higher than GAL 5).
- 7:** No Event.
- 8:** Well-Trained Damage Party. This event may occur **only once in the game**. Flip one damaged British naval counter to its full-strength side, or remove one damage marker from one British naval counter. If there are no such naval counters currently in play treat this as No Event. Ignore (treat as no event) if no British naval counter is damaged or if this event has already been implemented.
- 9:** Aggressive Admiral Jellicoe. Apply a -1 die roll modifier for all British aircraft launching this turn. Also, roll 1d6; if odd, no effect, but if even, apply a -1 die roll modifier to all British naval counter deployment die rolls for **this** turn.

7.0 GERMAN ALERT LEVEL

The German Alert Level (GAL) simulates the level of alertness of the Imperial naval and air forces during the raid. It's used to determine the number of German counters pulled from the opaque container as well as the possibility of a German Navy sortie.

At the start of the game, the GAL is set at 1. The GAL **never** drops below 1 or goes higher than 5.

7.1 German Alert Level (GAL) Changes

At the start of the German Reaction Phase, step 2a during the Turn Sequence (Module 3.0), including Turn 1, roll 1d6 for possible GAL change and apply the following die modifiers:

- 1: Fog in German Fleet Reserve Area
- +1: If it's Turn 3 or Turn 4.
- +2: If it's Turn 5 or Turn 6.
- +3: If it's Turn 7 or higher.

1 or less: Decrease GAL by 1 (Minimum GAL Level = 1)

2 through 5: GAL remains unchanged.

6 or more: Increase GAL by 1 (Maximum GAL Level = 5)

Remember to adjust the GAL marker as necessary.

7.2 German Counter Selection

Draw a number of German counters from the opaque container equal to the **GAL plus 1**. For example, on Turn 1 the GAL is 1; draw two counters from the container. If on a subsequent turn the GAL is 2, draw three counters from the container.

It is possible to draw multiple counters of one type.

7.3 German Counter Deployment

Put the drawn counters on the map as follows:

Zeppelin: Roll 1d6. If Fog is in the German Fleet Reserve, +1 modifier to the roll.

If the total is **less than or equal to** the GAL, place the Zeppelin counter on the Strategic Map in the same space as Harwich Force.

If the total is **greater than** the GAL, place the Zeppelin counter on the Strategic Map in the British Fleet Reserve space.

FF-19: If the British air raid has been concluded (Section 9.9), remove these counters from the game. If not, roll 1d6. If Fog is in the space with Harwich Force, +1 modifier to the roll.

If the total is 6 or more, permanently remove the FF-19 counter from the game.

If the total is **less than or equal to** the GAL, place the FF-19 counter on the Strategic Map in the same space as Harwich Force.

If the total is **greater than** the GAL, put the FF-19 counter back into the container.

U-Boat: Roll 1d6. If Fog is in the space with Harwich Force, +1 modifier to the roll.

If the total is **less than or equal to** the GAL, place the U-Boat counter on the Strategic Map in the same space as Harwich Force. However, if the British air raid has been concluded, and British aircraft counters are in the Rescue space, instead place the U-Boat counter in the Rescue space.

If the total is **greater than** the GAL, put the U-Boat counter in the British Fleet Reserve space.



Ship Counters (BB, BC, CA, CL, and DD): Place the counter in the German Fleet Reserve area.



Anti-Aircraft: Place the AA counter on the Air Raid Map in a randomly rolled-for space that does not already have an AA counter. If the air raid has already concluded, treat as no effect and permanently remove the AA counter from the game.



False Alarm!: No effect. Remove the False Alarm! counter from the game. *Designer's Note: False Alarm! represents confusion and indecision by the German High Command in response to the British raid.*

7.4 German FF-19, Zeppelin, and U-Boat Combat



If any FF-19, Zeppelin, or U-Boat counters were deployed (turn sequence step 2b) on Harwich Force (HF), British Fleet Reserve, or Rescue spaces, roll for combat (step 2c in the Turn Sequence).

7.4.1 Targeting a British Ship Squadron For each German counter, randomly determine a targeted British ship counter. For example, if there's an attack against the six-counter HF, line them up, roll 1d6, and selected the targeted counter matching the die roll.

If multiple German counters are in the space, roll multiple times. It is possible for multiple German counters to attack the same British ship counter and ignore others in the same space.

For example, if HMS *Empress* is the first ship counter of HF, HMS *Engadine* the second ship, and so on, and U-Boat and FF-19 counters attack, roll 1d6 for each German counter. On a roll of 1, the HMS *Empress* is the target, on a 2 the HMS *Engadine* is the target, and so on. If both German rolls were 1, then the HMS *Empress* gets attacked twice, once by the U-Boat and once by FF-19 aircraft. If the roll was a 1 and a 4, then the *Empress* gets attacked and the fourth British counter down gets attacked.

If additional British ships joined HF, then you'll have to use a different type of die (1d8, 1d10, 1d12, etc.) if you have such a die. If not, divide the ships evenly into odd-even piles and roll 1d6 looking for an odd or even result and choose that pile, then roll 1d6 again and select that particular counter. If you decide on a different random method, that's fine, too.

Note: The British ships never attack FF-19, Zeppelin, or U-Boat counters.

7.4.2 German FF-19, Zeppelin, and U-Boat Attacks Roll 1d6 and use the following die roll modifiers:

+1: Fog in the map space

Target ship counter already damaged: -1

If the modified 1d6 roll is **greater than** the attacking counter's CF, the attack causes no damage.

If the modified 1d6 roll is **less than or equal to** the attacking counter's CF, flip the British ship counter to its damaged side. If already damaged, add a Naval Damage marker. If the British ship counter is already flipped to its damaged side, already has a Naval Damage counter, and then gets a second Naval Damage marker, remove the ship counter from the game. **Design Note:** Double damage and removal from the game indicates a ship squadron too damaged to continue with the mission and represents being sent back to port.

Note that the aircraft carriers only take one hit. When flipped, the ship is sunk and removed from the game. If any aircraft are on it, the aircraft are also destroyed and removed from the game.

After combat resolution, return the FF-19 counter to the opaque container, but roll 1d6 for each Zeppelin and U-Boat counter. If the result is **less than or equal to** the German Alert Level (GAL), keep the counter in that space. If the result is **greater than** the GAL, return the counter to the opaque container.

7.5 German Fleet Sortie Determination

Only perform this die roll **after** the British air raid has been concluded, including rolling for aircraft in the Rescue space. If the British air raid has not yet taken place or is in the process of being performed, **skip this step** (step 2d in the Turn Sequence).

Never roll for a German Fleet sortie after Harwich Force enters the British Fleet Reserve space (game is immediately over when HF does so).

Only the German ship squadrons in the German Fleet Reserve box are available to sortie and intercept Harwich Force.

7.5.1 Possible German Fleet Sortie The German fleet may only **sortie once per game**. The German fleet never sorties until the air raid is concluded (Section 9.9).

Roll 1d6 and add the following die roll modifiers:

-1: For each U-Boat and Zeppelin in the same space as Harwich Force

+1: For each U-Boat and Zeppelin in the British Fleet Reserve Space (+2 maximum)

+1: If Fog is in the German Fleet Reserve space

If the modified die roll is **greater than** the German Alert Level (GAL), the German fleet does *not* sortie and remains in the German Fleet Reserve space.

If the modified die roll is **less than or equal to** the GAL, all German naval ship counters in the German Fleet Reserve Space immediately move to the same space as Harwich Force (HF).

When German ships are in the same space as British ships, naval combat ensues on the Naval Battle Board.

7.6 Possible British Fleet Sortie

If the German Fleet, even if it consists of just one German ship counter, sorties and moves into the same space as Harwich Force, the entire British Fleet attempts to sortie. Roll 1d6 for *each* British ship counter and add the following die roll modifiers:

+1: If any U-Boat or Zeppelin counters are in the British Fleet Reserve space

+1: If Fog is in the German Fleet Reserve space or the space containing Harwich Force

If the modified die roll is **less than or equal to** the CF of the British ship counter, place that counter in the same lettered space as Harwich Force.

If the modified die roll is **greater than** the CF of the British naval counter, that counter remains in the British Fleet Reserve space.

After rolling for all British ship counters, naval combat ensues using the Naval Battle Board (Module 10.0).

8.0 STRATEGIC MAP

British ship movement, along with some possible German attacks, occur on the Strategic Map. British ship counters never move into the Cuxhaven, Rescue, or German Fleet Reserve spaces. German ship counters never move into the Cuxhaven, Rescue, or British Fleet Reserve spaces.

8.1 Harwich Force Strategic Map Movement



Harwich Force (HF) starts the game on space A. All British ships, starting with HF and including any additional ships from a British Fleet sortie that join HF, must remain together as one single Harwich Force and end the move in either a lettered space or the British Fleet Reserve space.

HF may remain in the same space or you may move HF one space along the arrow to a higher-lettered connected space. For example, you may leave HF in A or move it from A to B. Ships never skip lettered spaces.

If HF starts the turn on space B, weather permitting, you may launch the British air raid against the German installations at Cuxhaven (Module 9.0) instead of strategic movement.

After the aid raid concludes, each turn you **must** move HF along the arrow to a higher-lettered connected space until it reaches the British Fleet Reserve space to end the game.

9.0 BRITISH AIR RAID

“The country ... is infested with anti-aircraft guns.”

—Pilot Gaskell Blackburn’s comment following the raid on Cuxhaven.



Weather permitting, when Harwich Force starts the turn in space B on the Strategic Map, you may launch the British air raid against Cuxhaven. The Air Raid launches only from space B and no other space.

Airplane counters that successfully launch (Section 9.1) get placed on the Cuxhaven space. Airplane counters that successfully deploy (Section 9.2) get placed on the Air Raid Map.

9.1 Aircraft Launch

Roll 1d6 for each British air counter (9 rolls in total) and apply the following die roll modifiers:

- +1: Fog is in space with Harwich Force.
- 1: Aggressive Admiral Jellicoe random event in effect.

If the modified die roll is **less than or equal to 5**, the air counter successfully launches. Place the counter on the Cuxhaven space on the Strategic Map.

If the modified die roll is **6 or more**, the aircraft suffers a mechanical malfunction and does not launch. Leave the counter on the aircraft carrier; it is out of the game.

Designer’s Note: Historically, seven of the nine British float planes managed to take off and participate in the raid. HMS Engadine’s #122 and HMS Riviera’s #812 both suffered engine failure and could not take off.

9.2 Aircraft Deployment to Air Raid Map

Place the Air Round marker on 1. Deploying British aircraft from the Cuxhaven space to the Air Raid Map counts as Air Round 1’s movement.

9.2.1 Aircraft Deployment to Air Raid Map For **each** British aircraft counter, roll 1d6 and add the following die roll modifier:

- +1: If High Winds are present

If the modified die roll was **1 through 5**, place that aircraft on that numbered space on the Air Raid Map. It is possible for multiple aircraft to appear on the same numbered space.

If the modified die roll was **6 or more**, the aircraft was delayed. Roll again next Air Round.



9.2.2 Aircraft Altitude Altitudes are: Low, Medium, and High. Low and High altitudes are marked with counters.

Once on the Air Raid Map, for **each** British aircraft counter, roll 1d6 and add the following die roll modifier:

- 1: If High Winds on the Air Raid Map

Now consult the following chart for altitude:

- 3 or less:** Air counter at Medium Altitude (no altitude marker needed)
- 4 or 5:** Air counter at High Altitude (use High Altitude marker)
- 6:** Air counter at Low Altitude (use Low Altitude marker)



9.2.3 Aircraft Bombs Next, place two “Hit” markers (bombs) on the space on the aircraft carrier associated with each British aircraft (aircraft counters and boxes on the aircraft carrier match). Alternately, you can place the two hit markers underneath each aircraft. Any other method is fine as long as you can track aircraft counters and bombs.

9.3 Air Raid Rounds

On Air Round 1, British aircraft Launch and Deployment count as step a and b. Continue Air Round 1 with step c (Anti-Aircraft Combat). Step d and e are not used in Air Round 1.

Starting with Air Round 2, use the following steps in each round:

- a. Air Raid Round Marker Increase (Case 9.3.1)
- b. Air Raid Movement (Section 9.4)
- c. Air Raid Anti-Aircraft Combat (Section 9.5)
- d. Air Raid Option to Bomb (Section 9.6)
- e. Air Raid Escape (Section 9.7)

Repeat steps a through e until the last British aircraft counter is either shot down or moves into the Raid Escape space.



9.3.1 Air Raid Round Marker The Air Raid Round marker starts on the 1 space (for Deployment, Section 9.2). Each round, move the marker up one space, from 1 to 2, from 2 to 3, etc.

9.4 Air Raid Movement

Starting on Air Round 2 (Air Round 1 is aircraft Deployment), each British air counter may perform one of the following:

- Move along an arrow from one space to another, or,
- Change one altitude level up or down (from Low to Medium, from Medium to High, from High to Medium, or from Medium to Low)
- Drop **one** bomb if over a German installation space (Section 9.6, Air Raid Bombing)

Note that German AA counters never move.

Note that once British aircraft counters complete their bombing, their next move must be to the Raid Escape space.



9.4.1 High Winds If High Winds are in Cuxhaven, roll 1d6 for each aircraft counter that attempts to move from one space to another or to change altitude:

- 1 - 5: Move normally.
- 6: Winds interfere with movement. Remain in same space or at same altitude.

9.5 Anti-Aircraft Combat



A German AA counter must fire at all British aircraft counters in the same space **and** in all spaces connected by arrows.

One AA counter can fire multiple times in the same round, but only once per round at an individual aircraft.

An AA counter never fires from one German installation space (Airship Building Yard, Airship Shed, Floating Airship Shed, and/or Aeroplane Factory) to another (no arrows connect them).

For each targeted British aircraft counter, roll 1d6 and add the following die modifiers:

- 1: Targeted aircraft counter is at Low Altitude.
- +1: Targeted aircraft counter is at High Altitude.
- +1: Targeted aircraft counter is in adjacent, arrow-connected space.
- +1: High Winds are in Cuxhaven.

If the modified die roll is **greater than** the AA's Combat Factor (2), the Anti-Aircraft fire misses and has no effect.

If the modified die roll is **less than or equal to** the AA's Combat Factor (2), the targeted British aircraft counter is flipped from its full side (CF 2) to its damaged side (CF 1). If the aircraft counter was carrying two bombs (Hit markers), one bomb is removed from the game, leaving one bomb on the aircraft. If the aircraft was carrying only one bomb, either because it previously dropped one or it was damaged and only has one bomb left, that one remaining bomb remains in play.

If the targeted aircraft counter was previously damaged (already on its CF 1 side), the aircraft counter is shot down and removed from the game. Place to the side as destroyed aircraft counters count for Victory Point purposes. Any Hit markers (bombs) carried by the aircraft are lost and removed from the game.

Note that once the air raid begins, no additional German AA counters will be deployed on the Air Raid Map. Also note that German AA counters never move on the Air Raid Map. Once placed in a space, they stay in that space. Note that AA fire always comes after British movement and before bombing.

9.6 Air Raid Bombing



If a British aircraft counter is on an installation space (Airship Building Yard, Airship Shed, Floating Airship Shed, and/or Aeroplane Factory) with bombs (Hit markers), it may release **one** bomb on that installation instead of moving. Roll 1d6 and apply the following die roll modifiers:

- +1: Aircraft counter at High Altitude.
- 2: Aircraft counter at Low Altitude.

If the modified die roll is **less than or equal to** aircraft counter's Combat Factor, the British aircraft scores a hit on the installation. Place a Hit marker on the installation as a reference.

If the modified die roll is **greater than** the aircraft counter's Combat Factor, the bomb missed the installation. Remove the Hit marker from the game.

Once a British aircraft expends all bombs, it must move to the Raid Escape space in the next available round.

Multiple bombing hits can be inflicted on one German installation and all will count for Victory Point purposes. Indeed, although unlikely, it is possible that all nine British aircraft bomb the same German installation and inflict 18 hits; all 18 hits count for Victory Point purposes.

9.7 Air Raid Escape

Once all surviving British aircraft are in the Raid Escape space, perform the following:

- Increase the German Alert Level (GAL) marker by one for every five Air Raid Rounds or fraction of five Air Raid Rounds (that's why keeping track of Air Raid Rounds is important). For example, if the air raid took 7 rounds, the GAL would be increased by 2. Note that 5 is the maximum GAL level of the game, never 6 or more.
- Place all undamaged British aircraft counters back on any aircraft carrier display box, with a maximum of three aircraft counters per aircraft carrier.
- Place all damaged British aircraft counters (Combat Factor = 1) on the "Rescue" space on the Strategic Map.
- Place the British submarine E-11 in the Rescue space.

9.8 Air Raid Rescue

Harwich Force does not have to remain in Strategic Map space B to recover aircraft from the Rescue space.

Rescue efforts for damaged aircraft counters require one full turn. All damaged British aircraft counters must remain on the Rescue space for at least one full game turn.

For example, if damaged British aircraft counters are placed on Turn 2, Rescue die rolls are performed on Turn 3.

This may allow German attacks on the aircraft counters and the E-11 submarine in the Rescue space.



9.8.1 German Rescue Space Attacks

If German U-Boats or FF-19 aircraft counters (never Zeppelins) are in the Rescue space, and the space contains damaged British aircraft counters, the Germans will attack.

Each German U-Boat or FF-19 aircraft counter rolls 1d6 against each damaged British aircraft counter and the submarine E-11, adding the following cumulative die roll modifiers:

- +1 if Fog is in effect in the space occupied by the Harwich Force.
- +1 if Poor Weather is in effect in the space occupied by the Harwich Force.

If the modified die roll is **less than or equal to** the German counter's Combat Factor (CF), the British aircraft counter in the Rescue space is destroyed; place it to the side with other destroyed British aircraft counters. These are counted for Victory Point purposes (Section 9.10). If the attack was successful against the E-11, flip the E-11 counter to the damaged side. If the E-11 suffers a second hit, it is sunk.

If the modified die roll is **greater than** the German counter's Combat Factor (CF), the German attacks were ineffective.

9.8.2 Rescue Space Rescues After any German attack, each damaged British aircraft counter is eligible for rescue. Roll 1d6 for each counter and add the following die roll modifiers:

- +1: If Fog is in the space with Harwich Force
 - +1: If Poor Weather is in the space with Harwich Force
- (Note that if Fog and Poor Weather are both in the HF space, the die roll modifier is +2)

If the modified die roll is **4 or more**, the aircraft counter is destroyed. Place the counter with any other destroyed British aircraft counters.

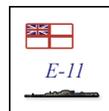
If the modified die roll is **3 or less**, the damaged aircraft counter is returned to one of the aircraft carrier display boxes. If, due to aircraft carrier sinkings, all boxes are full or none are available, the aircraft counter is destroyed and placed with any other destroyed British aircraft counters.

After all aircraft counters have been removed from the Rescue box, if submarine E-11 still exists, it submerges, returns to base, and is removed from the game.

9.8.3 German Fleet Sortie and Rescue A German fleet sortie has no effect on aircraft Rescue die rolls.

9.9 Air Raid End

If the British suffered no damaged aircraft counters, and thus no damaged aircraft counters are in the Rescue box, the air raid is officially concluded. If damaged aircraft counters are in the Rescue box, the air raid continues until all aircraft counters have been removed from the Rescue box.



After any or all Rescue space rolls have been resolved, the air raid is officially over. If submarine E-11 still exists, it submerges, returns to base, and is removed from the game.

Once the air raid ends, the German Fleet is eligible to sortie in the next turn.

9.10 Total Air Raid VPs

It's recommended to tally up the Victory Points (VPs) at the end of the air raid. VPs awarded:

- +0: One hit on a German installation space
- +1: Every two hits on a German installation space
- +1: Two or more hits were registered on two German installation spaces
- +1: Two or more hits were registered on three German installation spaces
- +1: Two or more hits were registered on all four German installation spaces
- 1: Each damaged British aircraft counter on the aircraft carrier
- 2: Each destroyed British aircraft counter (include aircraft destroyed in Rescue space or if an aircraft carrier they were on was sunk)
- 1: Damaging submarine E-11 from successful German attack in Rescue space
- 2: Sinking submarine E-11 from successful German attack in Rescue space

Record the number of VPs using the VP marker.

Example: The air raid placed one hit on installation 4, four hits on installation 3, three hits on installation 2, and zero hits on installation 1. One aircraft was shot down and two aircraft were damaged (and sent to the Rescue box). Of the two damaged aircraft, one made it back to the aircraft carriers, but the other was destroyed (making two destroyed aircraft). Submarine E-11 was not damaged or sunk.

British VPs awarded are: 0 VP for the single hit on installation 4, 2 VPs for hits on installation 3, 1 VP for hits on installation 2 (two hits generate 1 VP and the third hit is 0 VP), and 0 VP for no hits on installation 1. So far, that's 3 VP. As three installations were hit, the British gain 1 VP for scoring hits on two installations and +1 VP for scoring hits on three installations. The total is now up to 5 VPs.

However, the British had one damaged and two destroyed aircraft, for -5 VPs.

So far, the British have a total of 0 VPs.

10.0 BATTLES ON NAVAL BATTLE BOARD



Whenever British and German ship counters (not U-Boats) occupy the same space on the Strategic Map, deploy the counters for a naval battle on the Naval

Battle Board spaces as follows:

- Place British BBs and Aircraft Carriers in British Space A.
- Place British BC, CAs, CL, CL *Arethusa*, and CL *Undaunted* in British Spaces A or B (your choice).
- Place British DDs in British Space B or Neutral Space (your choice).
- Place German BBs in German Space A unless Fog is present, in which case, place the BBs in German Space B.
- Place all other German ship counters in German Space B.
- Place the Naval Battle Rounds marker on 0.

Each Naval Battle Board space may contain an unlimited number of counters, including both German and British counters in the same space.

10.1 Naval Battle Rounds

Each naval battle round uses the following sequence of play.

- Move the Naval Battle Round marker up one box
- British ship movement
- German ship movement
- Ship combat (simultaneous)
- Naval Battle end?

The number of Naval Battle Rounds to be played is equal to the German Alert Level (GAL) plus the following round modifiers:

- 1: For each Zeppelin counter in the British Fleet Reserve Space (-2 maximum)
- +1: If either Poor Weather or Fog is present in the Strategic Map space where the battle occurs (+1 maximum if both are present)

A Naval Battle will be at least one round, even if the roll results in a 0 (zero) or negative number.

10.2 Naval Battle Ship Movement

British ship counters move first, and then the German ships move (via die roll, Case 10.2.2). All ship counters move a maximum of one space. All ship counters must remain on the Naval Battle Board until the end of the battle.

10.2.1 British Ship Counter Movement You may move some, none, or all ship counters one space.

British ship counters with two or more Naval Damage markers never move closer to enemy ship counters.

10.2.2 German Ship Counter Movement German ship counters with two or more Naval Damage markers never move closer to enemy ship counters.

For each German ship counter, roll 1d6 and add the following die roll modifiers:

- +1: Battle takes place in a Strategic Map space with Fog.
- 1: German BB and BC ship counters outnumber British BB and BC counters.
- +1: German ship counters suffered more total Naval Damage than British ships.

If the modified roll is 2 or less: Move the German ship counter 1 space closer to a British ship counter, including moving into the same space as a British ship counter. If the German ship is already in the same space as a British ship counter, the German ship counter remains in the space and does not move.

If the modified roll is 3 or 4: The German ship counter remains in its space and does not move.

If the modified roll is 5 or more: Move the German ship counter 1 space away from a British ship counter towards Naval Battle Board German Space A. If already in German Space A, the German ship counter remains in Space A and does not move.

10.3 Naval Battle Board Combat

Ship counters attack enemy ship counters in range. You select the German targets for British guns while a random die roll selects British targets of German guns.

Aircraft carrier counters and any ship counter with 2 or more hits never fire (but can be fired upon).

10.3.1 Gun Range When determining range, count the number of spaces between firer and target. Do not count the firer's space but do count the target's space. Ranges are:

- BB and BC: Up to 2 spaces
- BB and BC: Up to 1 space if damaged (flip side) *and* has at least one additional damage counter.
- CA, CL, DD, CL *Arethusa*, CL *Undaunted*, HF DD: Up to 1 space (i.e. adjacent).

10.3.2 British Targeting You may target any German ship counter within range.

You may assign targets for each British ship at once, or, fire one ship, see the results, fire the next ship, see the results, and so on; it's your choice.

10.3.3 German Targeting German ship counters will fire upon the closest British ship counter of the same type. If none of that type are present or within range, the German ship counter will fire upon the closest British ship counter. If more than one British ship can be targeted, roll a die for random target selection.



10.3.4 Ship Firing and Damage Aircraft carrier counters and any ship counter with 2 or more Naval Damage never fire (but can be fired upon).

All fire is simultaneous. For each ship counter, roll 1d6 and add the following die roll modifiers:

- +1: CA, CL, or DD firing on BB or BC
- +1: Target is two spaces away from firing ship
- +1: British firing ship is Damaged (counter has been flipped)
- +1: Ship has one Naval Damage marker from a previous turn or round
- 1: Firing ship counter is in same Naval Battle Board space
- +1: Battle takes place in Strategic Map space with Fog and target ship is not in the same space as firing ship

If the modified die roll is **greater than** the firer's Combat Factor (CF), the target is missed. No effect.

If the modified die roll is **less than or equal to** the firer's Combat Factor (CF), the target is hit.

- **Hit on German ship squadron:** Place one Naval Damage marker on ship counter.
- **Hit on intact British ship squadron:** Flip counter to Damaged side. Note its CF is reduced from the full-strength side.
- **Hit on damaged British ship squadron:** Place one Naval Damage marker on ship counter.
- **Hit on damaged British ship squadron with one or more Naval Damage markers:** Add one Naval Damage marker on ship counter.



SINKING SHIPS: Any ship counters that have a number of Naval Damage markers **greater than** its CF are considered sunk and removed from the game.

Note that Aircraft Carriers can only take one hit. If hit, it's sunk (as noted on the flip side of the counter).

10.3.5 Battle End? The naval battle ends with the conclusion of the last pre-determined Naval Battle Round (Section 10.1).

However, you as the British may choose to extend the naval battle for an additional round. Roll 1d6 and add the following die roll modifiers:

- +1: Germans suffered more damaged and sunk ships than British
- +1: Each German ship counter with 2 Naval Damage markers on it

If the modified die roll is **less than or equal to** the German Alert Level (GAL), play an additional Naval Battle Round. If the modified die roll is **greater than** the GAL, the naval battle immediately ends.

10.3.6 Naval Battle End Return all surviving German ship counters to the German Fleet Reserve space. Remove all German naval counters with 2 or more hits from the game. The German fleet never sorties for the rest of the game. However, U-Boat, Zeppelin, and FF-19 deployments and attacks may still occur until HF arrives in the British Fleet Reserve space.

Return all surviving British ship counters to the Strategic Map space containing Harwich Force (HF). All ships are now considered part of HF and must remain together until game end. Although the German High Seas Fleet only sorties once, Harwich Force, including the ships from British Fleet Reserve, may be attacked by Zeppelins, U-Boats, and FF-19 aircraft.

11.0 GAME END

When Harwich Force (HF) enters the British Fleet Reserve space, the game is over. It's time to tally Victory Points.

