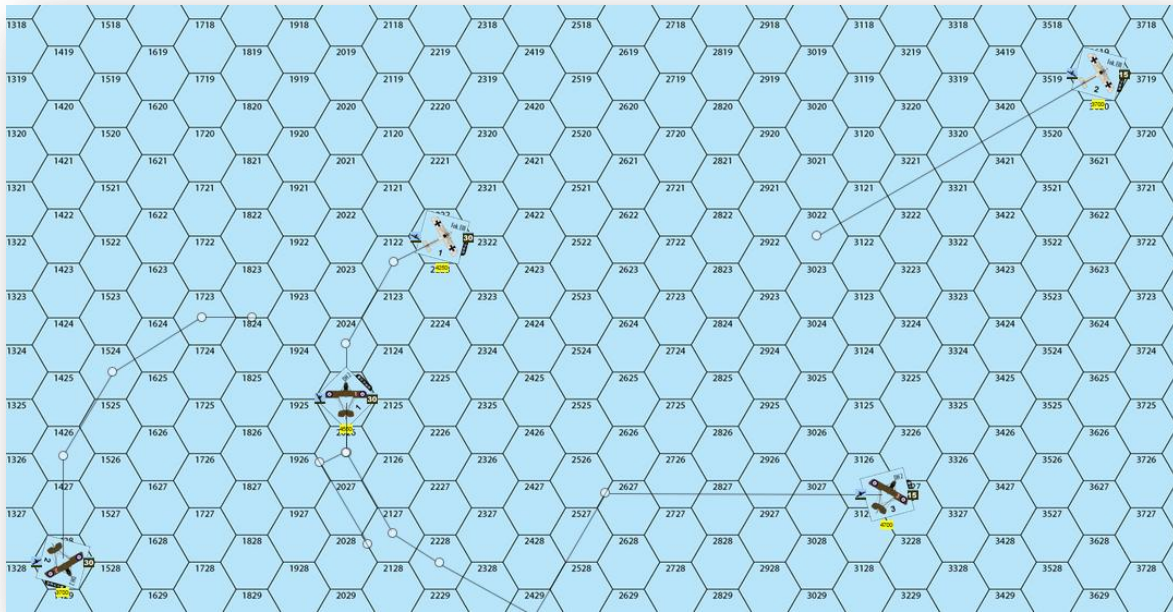


Scenario 12 – End of the Fokker Scourge – Turns 11-12

Initial Positions – end of turn 10



DH2 – 1	Alt: 4100 Nose: 30 degree dive	Bank: 60 degree right bank Spd:7.0
DH2 – 2	Alt: 3700 Nose: 15 degree dive	Bank: 30 degree left bank Spd:7.2
DH2 – 3	Alt: 4700 Nose: 15 degree dive	Bank: 30 degree left bank Spd:5.1
Fokker EIII - 1	Alt: 3950 Nose: 30 degree dive	Bank: 30 degree right bank Spd:6.3
Fokker EIII - 2	Alt: 3450 Nose: 15 degree dive	Bank: 30 degree right bank Spd:6.8

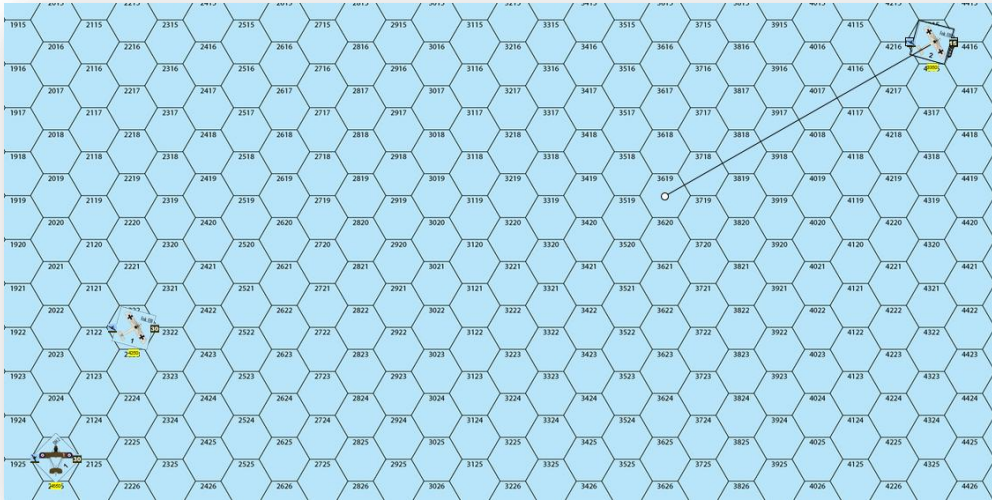
Situational Awareness

Fokker EIII – 1 gets a +1 DRM for being an Ace.

DH 2– 1	9
DH 2– 2	6
DH 2– 3	8
Fokker EIII – 1	7
Fokker EIII – 2	5

Flight Order = Fokker EIII – 2, DH 2 – 2, Fokker EIII – 1, DH 2 – 3, DH 2 – 1

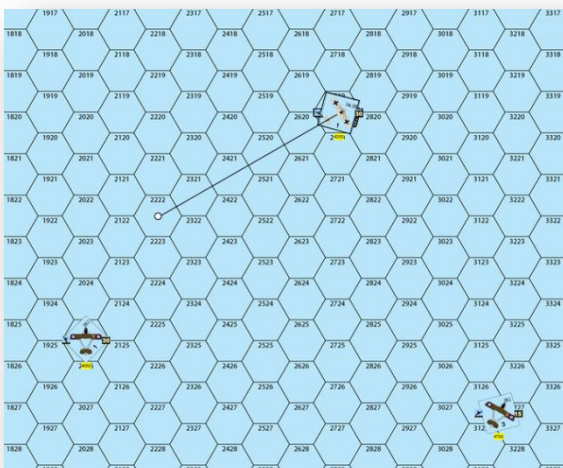
Movement Phase



Fokker EIII – 2 continues to run. He can attempt to disengage again next turn.

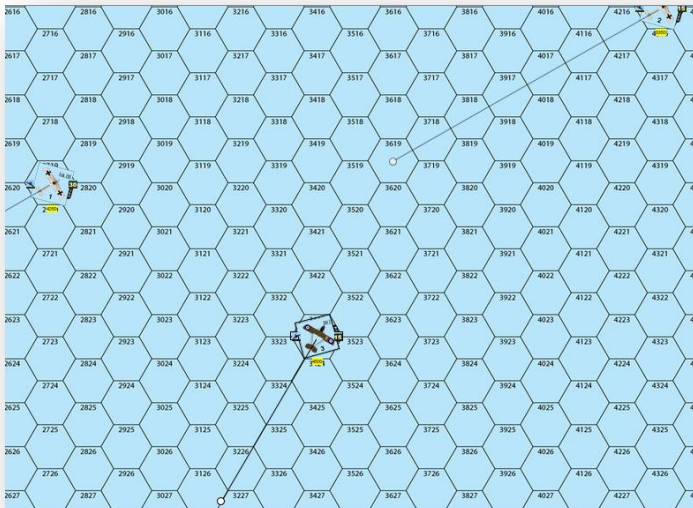


DH 2 – 2 comes around as hard as he can but is in danger of drifting from the battle.

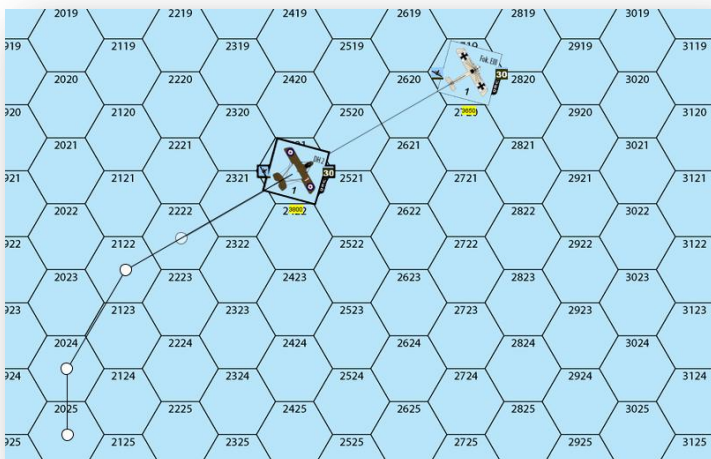


Fokker EIII – 1 momentarily considers turning back into the fight but decides to try to out pace the British. If the Brits get too strung out then he might turn and try and get one on its own.

Scenario 12 – End of the Fokker Scourge – Turns 11-12



DH 2 – 3 continues his shallow dive and follows after the Fokkers.



Lt Wilkinson realises that Fokker EIII – 1 has made a major mistake in trying to run for it and swoops down on his tail.

Combat

The only shot is Lt Wilkinson shooting at Fokker EIII – 1.
Length of burst. Regular

I roll for malfunction = 15 – no problems.

Py-Range = 2(0)

Deflection Modifier = +20 (VAO 12, AOM 2)

Relative speed Modifier = 0

Gun sight= 0

Turn Rates = -15 (DH2 4G) and 0 (Fokker NA) = -15

Veteran combat modifier = +5

Crack Shot combat modifier = +5

Total Modifiers = +15

Dice roll = 06 – 15 = 21 = **2 HITS**

I now roll for system hits = 79 = 1 system hit.

Scenario 12 – End of the Fokker Scourge – Turns 11-12

I roll for location = 03 = Engine.

I roll for the effect (-5 Protection, -10 Air cooled, +15 Full Throttle) = 18 = Additional Structural damage.

I roll 1D10 = 4 additional damage

Aircraft trails white smoke.

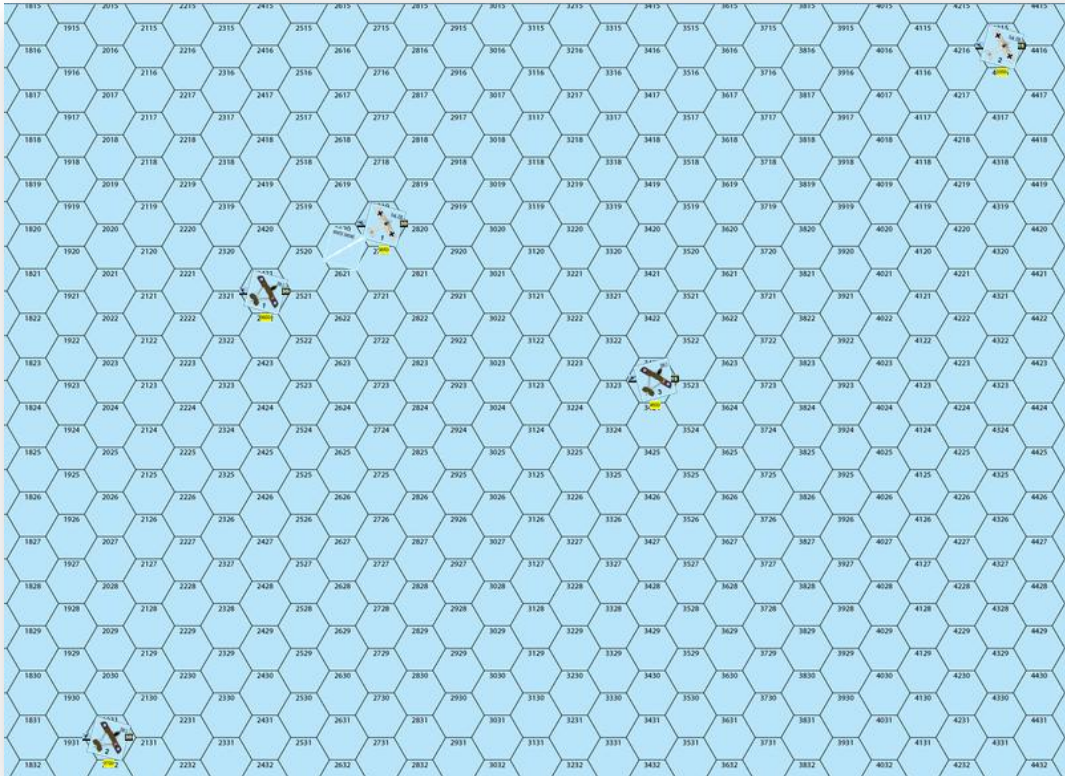
Fokker EIII – 1 has 10 points = light damage



Fokker EIII – 2 tries to disengage. Roll ($P_y - \text{Range} = 17 (0) = 21 + 0 = \text{No disengagement}$).

End of Turn

Scenario 12 – End of the Fokker Scourge – Turns 11-12



Final Positions

DH2 – 1	Alt: 3800 Nose: 30 degree dive	Bank: 60 degree left bank Spd:7.0
DH2 – 2	Alt: 3600 Nose: 15 degree dive	Bank: 60 degree left bank Spd:6.4
DH2 – 3	Alt: 4700 Nose: Level	Bank: 30 degree left bank Spd:4.4
Fokker EIII - 1	Alt: 3650 Nose: 30 degree dive	Bank: 30 degree right bank Spd:6.5
Fokker EIII - 2	Alt: 3350 Nose: 15 degree dive	Bank: 30 degree right bank Spd:6.3

Scenario 12 – End of the Fokker Scourge – Turns 11-12

Turn 12

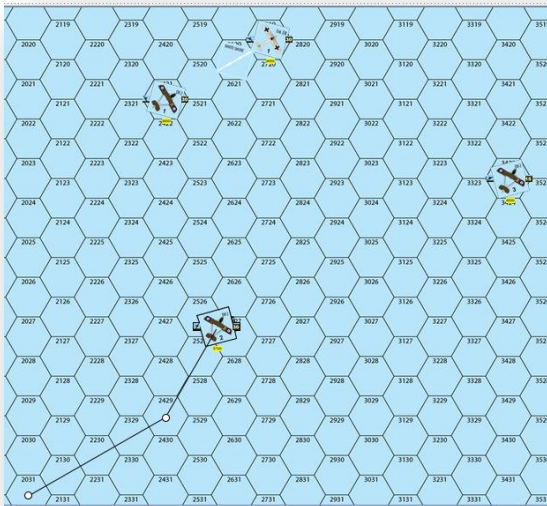
Situational Awareness

Fokker EIII – 1 gets a +1 DRM for being an Ace. DH2 – 1 declares tailing against Fokker EIII - 1

DH 2– 1	Tailing Fokker EIII - 1
DH 2– 2	4
DH 2– 3	10
Fokker EIII – 1	7
Fokker EIII – 2	6

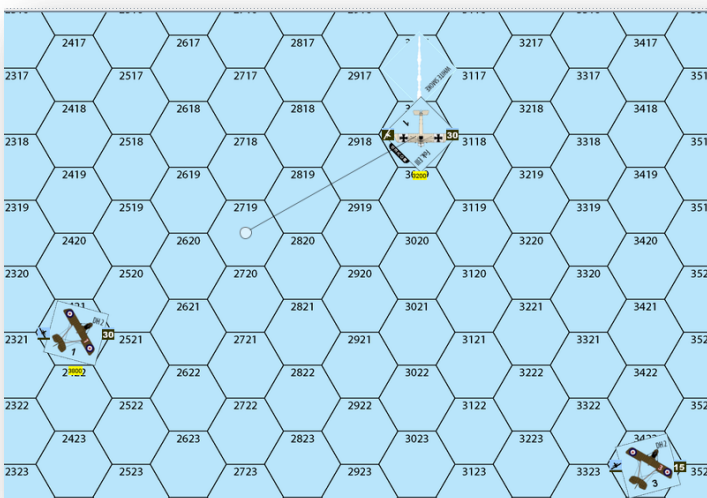
Flight Order = DH 2 – 2, Fokker EIII – 2, Fokker EIII – 1, DH 2 – 1, DH 2 – 3.

Movement Phase



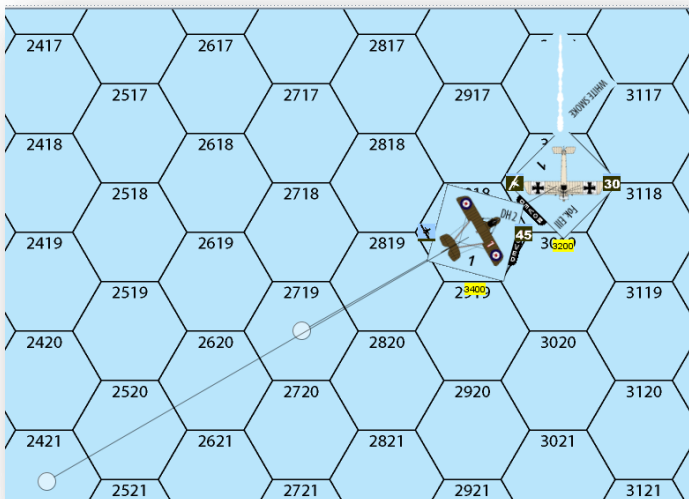
DH 2 – 2 tries to reengage.

Fokker EIII – 2 continues to dive away and the British let him go when he leaves the map.

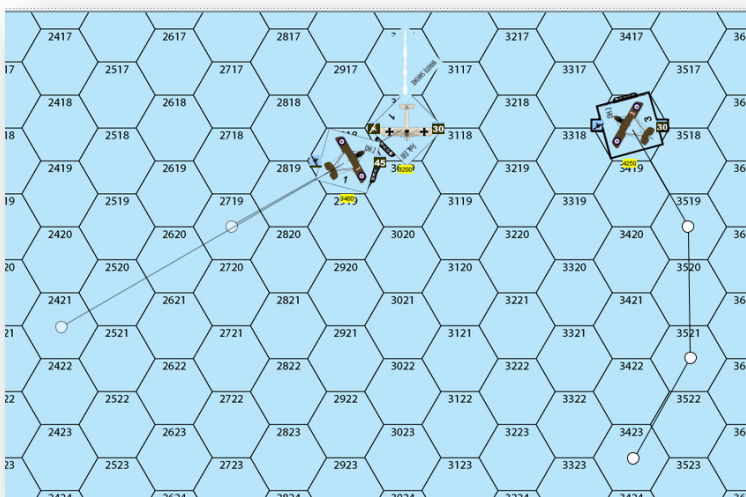


Fokker EIII – 1 now has one DH 2 on his tail and one coming in to cut him off so it's time to go. Let's see if the British have the balls to follow. He then rolls inverted and pulls the stick down whilst turning hard right.

Scenario 12 – End of the Fokker Scourge – Turns 11-12



As this might be the last chance to get a clean shot at the Fokker, DH 2 – 1 steepens his dive and takes the high deflection shot.



DH 2 – 3 circles and follows the Fokker down.

Combat

Once again the only shot is Lt Wilkinson shooting at Fokker EIII – 1.
Length of burst. Long

I roll for malfunction = $56 + 6$ (Long Burst) – 5 Vet = 57 – no problems.

Py-Range = 2(0)

Deflection Modifier = -30 (VAO 10, AOM 3)

Relative speed Modifier = -20

Gun sight = 0

Turn Rates = -0 (DH2 1G) and -5 (Fokker 4G) = -5

Veteran combat modifier = +5

Crack Shot combat modifier = +5

Total Modifiers = -45

Dice roll = $91 - 45 = 46 = 3$ HITS – Doubled for Long Burst = 6 HITS

I now roll for system hits = 82 = 2 system hits.

Scenario 12 – End of the Fokker Scourge – Turns 11-12

I roll for location = 09 = Engine.

I roll for the effect (-5 Protection, -10 Air cooled, +15 Full Throttle, +10 Additional Hit) = 07 +10 = 17
= Additional Structural damage.

I roll 1D10 = 1 additional damage

Aircraft trails white smoke.

Fokker EIII – 1 has 17 points = Heavy damage

Second System hit.

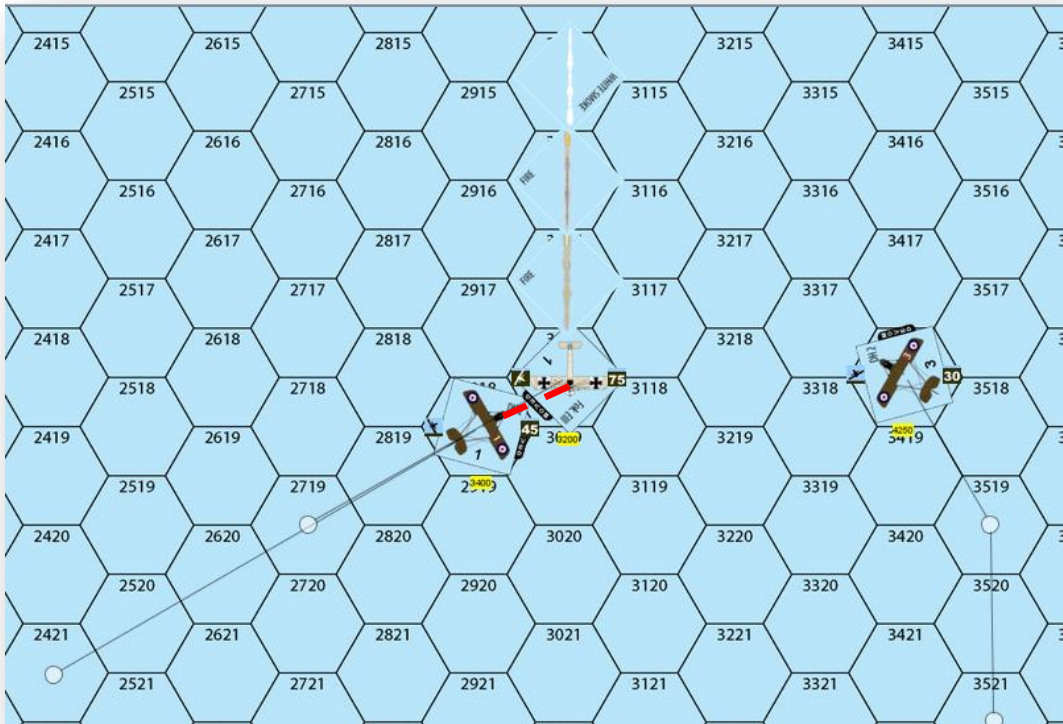
I roll for location = 81 = Wing.

I roll for the effect = 22 = Additional Structural damage.

I roll 1D10 = 5 additional damage

Fokker EIII – 1 breaks apart and the wreckage tumbles from the sky.

The German pilot rolls to see if a parachute was available = 8 -1 (Ace) = 7 = No



Lt Wilkinson extracts his revenge

Final Positions

DH2 – 1	2 Damage	Light Wound to Lt Wilkinson
DH2 – 2	9 Damage	-3 Thrust Wing spar hit
DH2 – 3	No damage	
Fokker EIII - 1	Shot down	
Fokker EIII - 2	5 Damage	Disabled Main gun

Scenario 12 – End of the Fokker Scourge – Turns 11-12

Overall I really enjoyed this scenario. I learnt a lot playing it, especially about handling Rotary engine machines.

I made a couple of mistakes with tactics. Firstly turning into the Fokkers with the DH 2s at the start; this played in to their hands and the British were lucky to escape. The second mistake was the German ace flying straight and level away from the DH 2's. This enabled Lt Wilkinson to get on his tail and shoot him down, all be with a high deflection shot.

I also made a few mistakes with the rules mainly when I pulled 4G turns in a 30 degree bank. It only happened a couple of times and I have learned from it so no biggie.

The turning point of the fight was when the British shot the gun off of Fokker EIII – 2. This meant the Germans were out numbered 3-1 in firepower and were forced to hand the initiative to the British. It also was the time when the Germans were forced to run from the fight which ultimately led to the death of the German Ace.

