

Raid on the Solent 12th August 1940

Basics

You command a squadron of brave British fighter pilots defending Portsmouth from a determined attack by the Luftwaffe. Each base represents a squadron moving as a single unit. The squadrons take it in turn to move from west to east and then firing is resolved together.

Essentially bombers move 2 hexes per turn. Fast fighters (Me109 & Spitfire) move 2 to 4 hexes and slower fighters (Hurricane & Me110) move 2 to 3, though the Hurricane can turn more.

Shooting is decided by an arc of fire and has a range of 1 or 2 hexes (the latter at half effect). Each squadron has a number of gun factors based on the number of planes and the armament of each plane.

All models are supplied by the excellent **Raiden Miniatures Range**

Fire Table

| Die Roll | Rear Bomber | Bombers & AA | ME109 | Bf110, Spitfire, & Hurricane | |
|----------|-------------|--------------|----------|------------------------------|-----------------|
| 1 | | | | | |
| 2 | | | | | 1 Damage |
| 3 | | | | 1 Damage | 1 Damage |
| 4 | | | 1 Damage | 1 Damage | 2 Damage |
| 5 | | 1 Damage | 1 Damage | 2 Damage | Engine on Fire |
| 6 | 1 Damage | 1 Damage | 2 Damage | Engine on Fire | Engine Explodes |

Fire Table Modifiers

Throw 1 die for each model on base.

Tail deflection +1 column

Side deflection -1 column

Range 2 (note for AA range 1 is hex AA is in) -1 column

Allocate damage based on the number of models in the stand so that each model has to take a level of damage before additional damage is applied to a single model. i.e. A stand with 2 models takes 2 damage, this is equivalent to each model taking 1 damage. A model sustaining 2 damage is considered to have an Engine on Fire. Engine on Fire destroys the most damaged fighter model and causes 2 engined aircraft to reduce maximum speed by 1. Engine Explodes destroys the most damaged model. A flight of 2 engined aircraft will turn for home when both have an engine on fire. A single 2 engined aircraft will turn for home when it has an engine on fire.

Aircraft Details

| Aircraft | Move | Turns | Models per base | Damage sustainable |
|-------------|--------------|----------------------------|-----------------|--------------------|
| Spitfire | 2 to 4 hexes | 2 | 3 | 2 per model |
| Hurricane | 2 to 3 hexes | 2 (may turn before moving) | 3 | 2 per model |
| Me109 | 2 to 4 | 2 | 2 | 2 per model |
| Me (Bf)110 | 2 to 3 | 1 | 2 | 3 per model |
| Ju88 Bomber | 2 to 3 | 1 | 2 | 4 per model |

In normal movement, all fighters must move 1 hex before and between each turn and bombers can only turn once after moving. Hurricanes (only) can turn before their first movement each turn.

Movement Note – Squadrons that have already moved block movement. Players must avoid landing on the same hex legally if they can. If not, the umpire will adjust their movement as appropriate with Bombers side slipping if possible.