The propeller rotates and the engine roars.. The Italian Royal Air Force in the Second World War Volume 2: The West Front
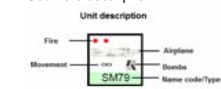
Game preparation

Each players draws a Special Chit per every plane and puts it under the relative plane
The Objectives are already stated; the defender rolls d6 and
deploys half of the AA Chits rolled; the defender rolls d6 and deploys the Clouds Chits rolled.

Turn sequence

Each player puts a Priority Chit near each own plane.
A player per turn draw the National Coccarde for choosing the Initiative Player.
Each player shows its Priority Chits and starting from the Initiative player, moves the planes
alternatively starting from number 1.
Fight is resolved following the Engagment Rule.
Anti Aerial Fire
Bombing targets
Eventual Clouds movement in any case of rolling of double 6 or 1 (immediate Clouds movement)

Counters description

Unit description

Fire — Airplane
Movement — Bombs
SM79 — Name code/Type

Markers: Fired, Hit
Chits: Priority, Clouds, Objective, AA

Special Chit   Italy   French   for starting Squares also!

Movement:

Movement is ruled by the Priority Chit draw.
Fight is resolved immediately in case of Engagment Rule.
Bombers do defend only, they never attack
Every plane must move at least one spece per turn.
A space move can be from an altitude to another in the same square or
to fly at the same altitude to a next square.
Moving diagonally is prohibited.

Clouds:

if a plane is at the same altitude with clouds, it is not
spotted by any planes flying at higher altitude.
If two planes meet and fight at the same altitude in the clouds, both get a -3 DRM.
Clouds move every time in any case of rolling of double 6 or 1;
1d for direction (5-6 do not move)
1d for altitude (1-2 +1; 3-4 =; 5-6 -1)

Fire

Engagement Rule

A fighter can attack any foe at his choose in the same square
at the same altitude (compulsory, both roll for firing)
and at the immediately lower altitude (facultative, both roll for firing)
also during foe's movement (in this case, only the attacker roll for firing)
Roll 2d6 and apply DRM
Each plane may fire only once per turn; once fired, gets a FIRED marker till next turn.
If hit, a plane gets an HIT marker; with two Hit markers, a plane is shooted down and eliminated
from the game.

AA

Follows Engagement Rule.
at altitude 1-2 hits with =>6
at altitude 3 hits with 11 and 12
A result of 12 shoots immediately down the foe plane.
If hit, a plane gets an HIT marker; with two Hit markers, a plane is shooted down and eliminated
from the game. If a AA chit is in the same square with an Objective chit, every plane is under AA fire
no matter if friendly or foe.

Bombing

Each bomber hits as per Bombing Table.
Roll 2d6
If holding two bombs badges, rolls another 2d6
Each bomber may bomb only once per game.
If the bomber is in clouds, DRM -2.

Hits rolling		SPECIAL CHITS
*	8+	ACE +1
**	7+	GREEN -1
***	6+	LUCKY chooses +/- 1 also for foes
****	5+	NONE nothing!

	Movement	Fighting	Bombing			
	∞	*	1500	3000	6000	8000
SM79	1	**	6+	7+	9+	12
BR20	1	**	5+	6+	8+	12
CANTZ1007	1	**	6+	7+	8+	12
G50	2	**				
CR42	2	*				
MC200	2	**				
Devoitine	2	****				
Leo 451	2	**	5+	6+	8+	12
Morane 406	2	**				

Fire DRM
Holding Hit Marker -1
If against Bomber +1
If against a lowe altitude plane +1
If against an higher altitude plane -1
Planes in Clouds -3

Bombing DRM
Holding Hit Marker -1
Bomber in Clouds -2

Scenarios:

1- Première!
Morane x 2   CR42 x3
Leo 451 x4

2- Nouvel Attack
Morane x3   G50 x 2
Leo 451 x4   MC200 x1

3- Grand Final
Morane x1   G50 x2
Devoitine x3   CR42 x2
Leo 451 x2   MC200 x2

Victory conditions for every Scenario:
French wins if bomb at least one target.
Italian wins if avoids it.