



The propeller rotates and the engine roars.. The Italian Royal Air Force in the Second World War Volume 1: Hawks over Malta

**Game preparation**

Each player draws a Special Chit per every plane and puts it under the relative plane. The attacker rolls d6 and deploys the Objectives at four squares from its Entry Sq; the defender rolls d6 and deploys 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 Coccarda for choosing the Initiative Player. Each player shows its Priority Chits and starting from the Initiative player, moves the planes alternately starting from number 1. Fight is resolved following the Engagement Rule. Anti Aerial Fire Bombing targets Eventual Clouds movement in any case of rolling of double 6 or 1 (immediate Clouds movement)

**Counters description**



**Markers**



**Chits**



**Movement:**

Movement is ruled by the Priority Chit draw. Fight is resolved immediately in case of Engagement Rule. Bombers do defend only, they never attack. Every plane must move at least one space 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 a HIT marker; with two HIT markers, a plane is shot 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 a HIT marker; with two HIT markers, a plane is shot 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	8+	7+	6+	5+
SPECIAL CHITS	FACE +1	GREEN -1	LUCKY chooses +/- 1 also for foes	NONE nothing!

	Movement Fighting	Bombing
SM79	1	6+ 7+ 8+ 12
BR20	1	5+ 6+ 8+ 12
CANTZ100	1	6+ 7+ 8+ 12
G50	2	
CR42	2	
MC200	2	
Tomahawk	1	
Tomahawk	2	
Tomahawk	3	

**Fire DRM**

Holding Hit Marker -1

If against Bomber +1

If against a low 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- Faith, Hope and Charity

Gladiator x3

CR42 x2 G50 x1

BR20 x2

2- Raid over Malta

Gladiator x2 G50 x2 MC200 x2

Hurricane x2 CANTZ x2

3- Struggle over the sky

Hurricane x3 G50 x2 MC200 x2

Tomahawk x1 BR20 x3 CR42 x2

4- Grand Tournament

Hurricane x2 G50 x3 MC200 x3

Tomahawk x3 SM79 x2 BR20 x2

