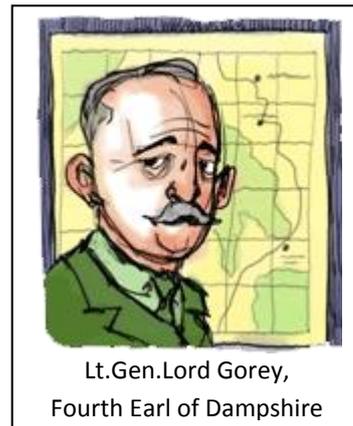


Dampshire Court

There are two versions to this scenario: the original and a second version to be played over the Christmas holidays. It is ideally played by four players, the German players taking one scout and one bomber each.

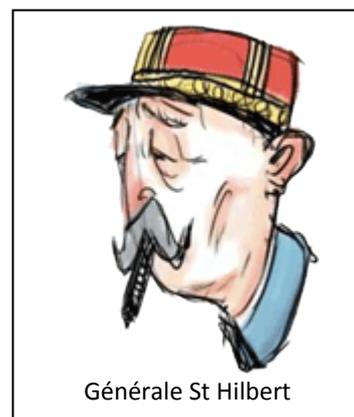
Background - Original

Spring 1918. Despite a number of ups and downs, the war has been going well for the Premier Escadrille International. A top secret conference was called by Lt. Gen Lord Gorey, Fourth Earl of Dampshire at his family home, Dampshire Court, in England to discuss augmenting the Premier Escadrille International by an additional two squadrons as the Premier Escadre International.



The conference would be attended by le Générale St Hilbert Armée de l'Air and General "Dixie" Rembercourt USAS. This meeting will be critical to the destruction of the Luftstreitkräfte.

As a US Air Service General, "Dixie" Rembercourt travelled by luxury liner across the Atlantic to the conference. A German spy - working as a wine waiter on the ship - found out about the conference and upon arrival in Liverpool sent this information by carrier pigeon to the Imperial German General Staff. The Imperial German General Staff immediately orders a bombing raid on the Dampshire Court by the Luftstreitkräfte.



The only readily available aeroplanes with enough range to reach Dampshire Court were two Gotha G.Vs of Bogohl 3. Because of the danger in flying over English airspace, it was decided to keep both gunners and three defensive machine guns. Instead some of the bomb-load was sacrificed in order to increase the fuel load: they each carried only two 220 lb. bombs.

This mission was under the command of the notorious Rittmeister Klaus Wilhelm Freiherr Kugelmeister. The plan is to bomb Dampshire Court at noon and destroy the dining room where all the general officers should be luncheoning.

Background - Christmas

Christmas 1917. Despite a number of ups and downs, the war has been going well for the Premier Escadrille International. A top secret conference was called by Lt. Gen Lord Gorey, Fourth Earl of Dampshire at his family home, Dampshire Court, in England to discuss augmenting the Premier Escadrille International by an additional two squadrons as the Premier Escadre International. The conference was planned for Christmas, when it was believed that it would be all quiet on the Western Front.



The conference would be attended by le Générale St Hilbert Armée de l'Air and General "Dixie" Rembercourt USAS. This meeting will be critical to the destruction of the Luftstreitkräfte.

As a US Air Service General, “Dixie” Rembercourt travelled by luxury liner across the Atlantic to the conference. A German spy - working as a wine waiter on the ship - found out about the conference and upon arrival in Liverpool sent this information by carrier pigeon to the Imperial German General Staff. The Imperial German General Staff immediately orders a bombing raid on the Dampshire Court by the Luftstreitkräfte.

The only readily available aeroplanes with enough range to reach Dampshire Court were two Gotha G.Vs of Bogohl 3. Because of the danger in flying over English airspace, it was decided to keep both gunners and three defensive machine guns. Instead some of the bomb-load was sacrificed in order to increase the fuel load: they each carried only two 220 lb. bombs.

This mission was under the command of the notorious Rittmeister Klaus Wilhelm Freiherr Kugelmeister. The plan is to bomb Dampshire Court at noon and destroy the dining room where all the general officers should be eating their Christmas lunch.

Scenario

The scenario is divided into three rounds which are played sequentially. The first round covers the approach flight, the second round the bombing mission and the third round the return flight.

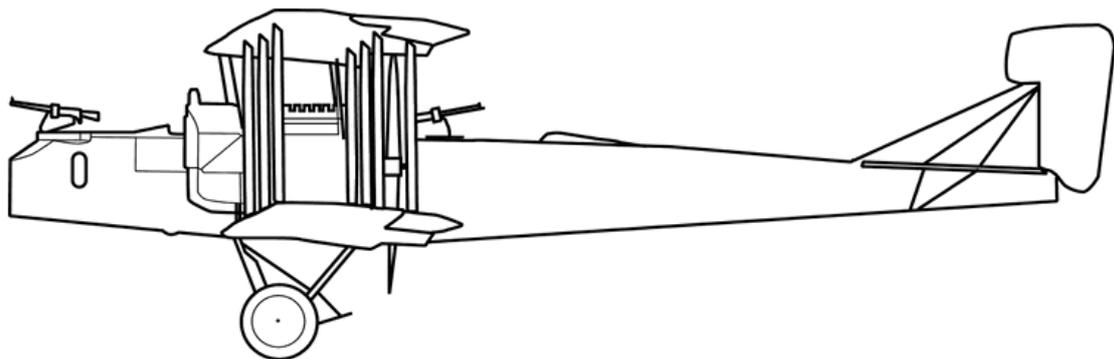
Gaming Area

The gaming area should be 98cm wide x 136cm deep.

Forces Involved

German Player – First Round

Two Gotha G.V bombers on the on the German edge, one at a half ruler distance to the right from the centre and one at half ruler distance to the left from the centre. Place an Albatros D.Va and a Fokker Dr.I at any point on the German edge. All aeroplanes start the scenario at altitude 3.



British Player – First round

Place a SPAD XIII and a Sopwith Camel anywhere on either of the long edges at least one ruler distance from the German edge. All aeroplanes start the scenario at altitude 3.

German Player – Second Round

The surviving Gotha G.V bombers on the on the German edge, one at a half ruler distance to the right from the centre and one at half ruler distance to the left from the centre. All aeroplanes start the scenario at altitude 3 regardless of the altitude at which they ended the previous scenario.

British Player – Second round

Place a target card representing Dampshire Court at one and a half ruler distance from the centre of the British edge. The British were surprised by the two giant bombers crossing the coastline; the only available aeroplanes were two Airco DH.2's from a nearby training aerodrome piloted by two instructors. These are placed anywhere on the British edge. All aeroplanes start the scenario at altitude 3 regardless of the altitude at which they ended the previous scenario.

German Player – Third Round

The surviving Gotha G.V bombers on the on the British edge, one at a half ruler distance to the right from the centre and one at half ruler distance to the left from the centre. If surviving, an Albatros D.Va and a Fokker Dr.I at any point on the German edge. All aeroplanes start the scenario at altitude 3 regardless of the altitude at which they ended the previous scenario.

British Player – Third round

If surviving, a SPAD XIII and a Sopwith Camel anywhere on either of the long edges. All aeroplanes start the scenario at altitude 3 regardless of the altitude at which they ended the previous scenario.

Game Length

Each round ends when all airplanes from one side have left the gaming surface or are destroyed.

Victory Conditions

Each airplane that is in flames when it exits the gaming surface, or that is in flames while still on the gaming surface at the end of the game, suffers all its remaining fire damage to see if it is destroyed.

In the first round, a Gotha G.V exiting on any edge other than the British is considered destroyed. On the second and the third rounds, a Gotha exiting from any side other than the German is considered destroyed.

Fighters exiting the gaming surface are not considered destroyed, but they cannot return to the game in the same round.

Surviving fighters keep damage points suffered from one round to the other, but not special damage.

Surviving Gotha G.Vs also keep special damage, but jammed machine guns are considered unjammed.

Players receive 12 victory points for each enemy fighter destroyed and 18 points for each enemy bomber destroyed. The British player received 12 points if the German player fails to bomb the target. The German player receives victory points for bombing as detailed below.

The player who receives most victory points wins. If one side has more than twice their opponents VP he is allowed to boast. A player attempting to boast who failed to accumulate double his opponent's score can be ridiculed by all.

Bombing

To successfully perform a bombing run, the Gotha G.V must overfly any part of the target while performing a straight manoeuvre. In addition it may not be on fire or smoking.

Bombing Victory Points - Original

Once the game ends, roll once on the following CRT for each bombing run on the target. Re-roll if the same result occurs twice.

D10	Result	VP	Awarded to
10	Lt. Gen Lord Gorey, Fourth Earl of Dampshire, is shaken by a nearby bomb blast and knocks over the port.	18	Germans
9	A close miss causes a dining room window to be blown-in and the butler to spill the Mulligatawny soup.	12	Germans
8	The bomb misses Dampshire Court but hits Lt. Gen Lord Gorey, Fourth Earl of Dampshire's Rolls-Royce Silver Ghost parked in the driveway.	12	Germans
7	The bomb misses Dampshire Court but hits the stable-yard covering le Générale St Hilbert's Peugeot car in manure.	6	Germans
6	The waiter, so startled by the bomb blast, drops the duck into the lap of General "Dixie" Rembercourt USAS.	6	Germans
5	A very close miss causes St Hilbert to retire to the wine cellar soon to be followed by "Dixie" Rembercourt. There they discover a number of good vintages. Their hang-overs the next morning do not bode well for the "Entente-Cordiale".	6	Germans
4	The shock wave from a near miss causes a previously forgotten priest hole to be revealed.	6	British
3	The bomb lands on the terrace and bounces through the dining room window landing on the floor next to the dining room table. Dampshire's batman, Sgt Wallace, dives on top of the bomb to protect the Officers from the blast. After a very very long 15 seconds – nothing has happened. Wallace gets up to the applause of the Generals, dusts himself down and throws the bomb back out the windows. Where it of course explodes, destroying the dove cote, and providing the sergeants mess with a good dinner.	6	British
2	The bomb hits the servants quarters where the officer's batmen are eating. The sight of their batmen covered in lukewarm tea and corned beef greatly amuses the General Officers.	6	British
1	Luncheon being disturbed by the droning of nearby planes, Lt. Gen Lord Gorey, Fourth Earl of Dampshire orders his aide Captain Petersworth to bring up his matching pair of Holland & Holland double-barrelled shotguns. Dampshire take one of these best guns and goes out onto the dining room terrace. Bemoaning the fact that he'd left his Francotte at home, St Hilbert grabs the second and follows quickly on Dampshire's heels. Not to be outdone, "Dixie" sends his Lieutenant to the ca for his Remington Model 8. On the terrace the generals take pot shots at passing aeroplanes. All Hun aeroplanes that are shot down or leave the table on fire or smoking give double VPs as they are also claimed by one of the Generals.	6	British

Bombing Victory Points - Christmas

Once the game ends, roll once on the following CRT for each bombing run on the target. Re-roll if the same result occurs twice.

D10	Result	VP	Awarded to
10	Lt. Gen Lord Gorey, Fourth Earl of Dampshire, is shaken by a nearby bomb blast and knocks over the port.	18	Germans
9	A close miss causes a dining room window to be blown-in and the butler to spill the eggnog.	12	Germans
8	A near miss lands in the garden of Dampshire Court destroying the huge Christmas tree standing there.	12	Germans
7	The bomb misses Dampshire Court but hits the stable-yard covering le Générale St Hilbert's Peugeot car in manure.	6	Germans
6	The waiter, so startled by the bomb blast, drops the bird into the lap of General "Dixie" Rembercourt USAS.	6	Germans
5	Christmas dinner being disturbed by the nearby dropping of bombs, Lt. Gen Lord Gorey, Fourth Earl of Dampshire orders his aide Captain Petersworth to bring up his matching pair of Holland & Holland double-barrelled shotguns. Bemoaning the fact that he'd left his Francotte at home, St Hilbert snatches a gun from Peterworth's hands and runs onto the terrace just in time to take a pot-shot at the departing Gotha. The Gotha takes one additional hit. Pleased with himself, le Générale tells tales of French martial prowess lasting the whole afternoon and well into the wee small hours with no real work being done. The first Gotha to be shot down or to leave the table on fire or smoking gives double VPs as it is also claimed by le Générale St Hilbert.	6	Germans
4	A very close miss causes St Hilbert to retire to the wine cellar soon to be followed by <i>Dixie</i> Rembercourt. There they discover a number of good vintages. Their hang-overs the next morning allow Dampshire to steer the conference in the way the British had planned.	6	British
3	The bomb lands on the terrace and bounces through the dining room window landing on the floor next to the dining room table. Dampshire's batman, Sgt Wallace, dives on top of the bomb to protect the Officers from the blast. After a very very long 15 seconds – nothing has happened. Wallace gets up to the applause of the Generals, dusts himself down and throws the bomb back out the windows. Where it of course explodes, destroying the dove cote, and providing the sergeants mess with a good dinner.	6	British
2	A close miss causes a dining room window to be blown-in and the butler to spill <i>Dixie's</i> bourbon over the Christmas pudding. This turned out to be a great success and a new Dampshire Court tradition was started: a glass of whiskey being always poured over the pudding before serving.	6	British
1	Christmas dinner being disturbed by the droning of nearby planes, Lt. Gen Lord Gorey, Fourth Earl of Dampshire orders his aide Captain Petersworth to bring up his matching pair of Holland & Holland double-barrelled shotguns. Dampshire take one of these best guns and goes out onto the dining room terrace. Bemoaning the fact that he'd left his Francotte at home, St Hilbert grabs the second and follows quickly on Dampshire's heels. Not to be outdone, <i>Dixie</i> sends his Lieutenant to the ca for his Remington Model 8. On the terrace the generals take pot shots at passing aeroplanes. All Hun aeroplanes that are shot down or leave the table on fire or smoking give double VPs as they are also claimed by one of the Generals.	6	British