

RED BARON

April 21, 1918
“Wings of Glory” Scenario



“If I should come out of this war alive, I will have more luck than brains.”

--Manfred von Richthofen



BACKGROUND

By early 1918, the major European powers found themselves exhausted. One of those powers, Russia, had already collapsed and quit the war entirely. Who would be next? American entry into World War I on the allied side promised to inject a fresh stream of much-needed reinforcements into the Western Front. German military planners realized their only chance for victory would be to mount one, final, massive offensive to knock out France before the Americans could arrive. The “Spring Offensive” began in March 1918, and von Richthofen’s Flying Circus provided air support over the central, Somme sector.

Manfred von Richthofen was the world’s most famous pilot and highest scoring ace. Just 24 years old, he looked ten years older, due to years of missions, dogfights, and injuries. His letters to family privately complained of exhaustion and expressed a fatalistic attitude that he would not survive the war.

On April 21st, Richthofen led a *Kette* of 6 aircraft to patrol the Somme River valley. His group included his cousin Wolfram, who was on his very first mission. When Wolfram became engaged with a British Sopwith Camel from RAF 209 Squadron, Richthofen dove in to protect his cousin. It would be his last dogfight.

GAME LENGTH

There are 8 possible engagements in this scenario, each with a limit of 6 +d6 turns (randomizes a unique length for each scenario). Each scenario ends when one side has exited its aircraft from the table voluntarily or lost them due to enemy fire.

TABLETOP

Each of the possible scenarios may be played on any size table between 3’x2’ and a maximum of 6’x4’.

DEPLOYMENT

The opposing sides enter from anywhere along their starting table edge, per the theater map on the next page. There are four possible sectors (tables).

SCENARIO NOTES

This scenario represents a series of linked battles—as many as 8—fought during a “morning” and “afternoon” turn. The British and German air forces begin the morning with an available pool of aircraft and must secretly decide to commit between 0 and 8 planes to each of the four sectors on the theater map. After all assignments are made in secret, players set up the four tables and resolve them separately. Missions are noted on the following page with the map.

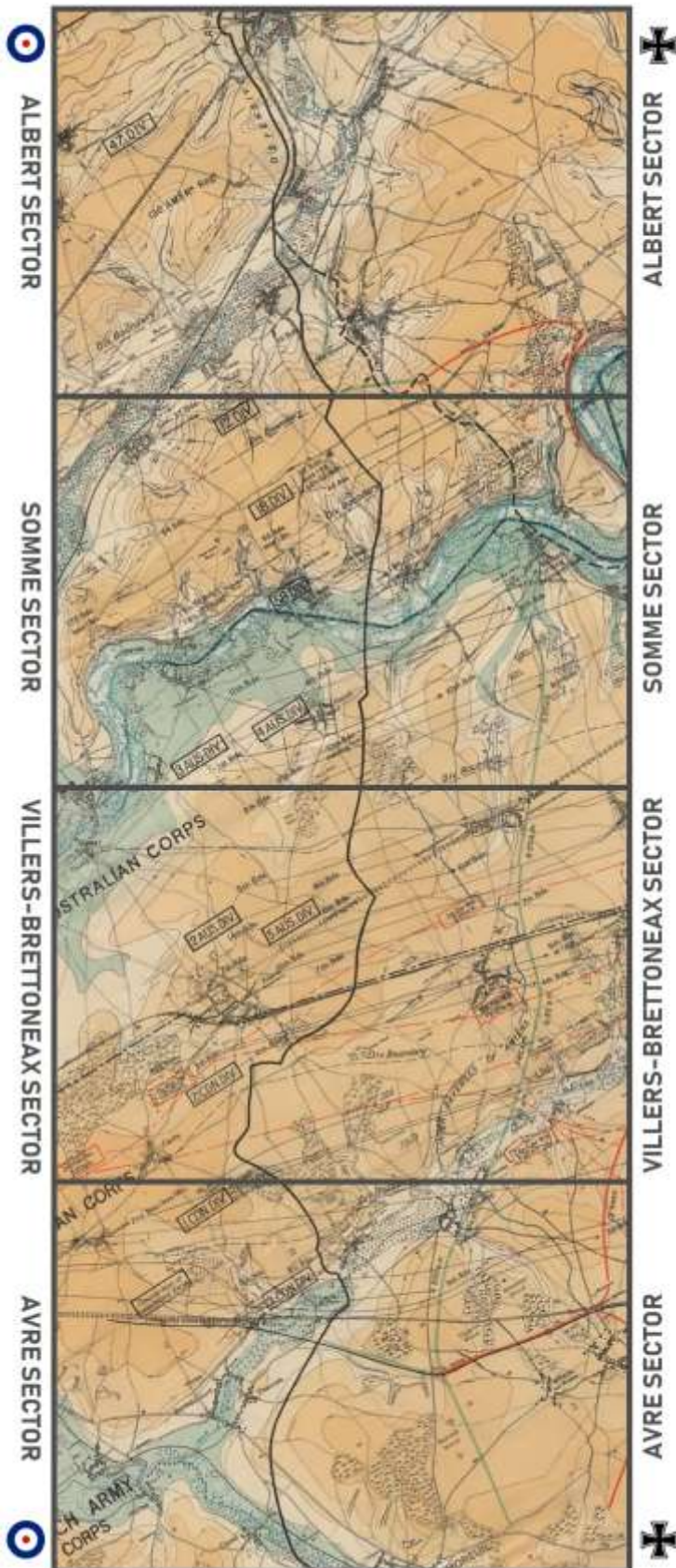
Players may voluntarily disengage at any time to avoid further damage by flying off their starting table edge. Victory points are accrued for each of the four tables and aircraft losses are permanent. Damaged aircraft must record their damage and carry it over into the afternoon turn.

For the afternoon, the teams repeat the morning procedure by secretly assigning aircraft to the four sectors again. Assignments in the afternoon may be different from the morning. Damaged aircraft retain their damage. If a plane is damaged, players may voluntarily leave that aircraft at the aerodrome and are not required to use all of their available planes.

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MAP

A larger version of the map is available on the “Free Stuff” section of our website, www.LittleWarsTV.com.



MORNING MISSIONS

ALBERT SECTOR. German bombing mission, worth +d6 VP if the Germans escort 2 bombers off the opposite table edge. The mission is worth an extra +2VP for each bomber that remains undamaged!

SOMME SECTOR Standard patrol mission, worth +d6 VP for the side that shoots down the most enemy aircraft. The historical Red Baron engagement is mandated to occur. The Germans **MUST** commit 5 Fokker Dr Is (one is Richthofen) and the British **MUST** commit 5 Sopwith Camels (one is Roy Brown) and 2 R.E.8s.

VILLERS-BRETONNEUX SECTOR. Trench strafing mission, worth +d3 VP for each aircraft that spends one turn strafing an enemy trench target within 12" of the opposing starting table edge. Both the Germans and British are eligible to strafe in this mission.

AVRES SECTOR. Photo reconnaissance, where a German plane must spend one turn over a point within 12" of the British starting edge and then return back to German lines safely. Mission is worth +d6 VP for the winning side.

AFTERNOON MISSIONS

ALBERT SECTOR. A balloon busting mission over Albert, where the Germans earn 5 VP for destroying a British balloon. The British will earn +d6VP if the balloon is not destroyed.

SOMME SECTOR. This is a trench strafing mission, handled as noted earlier in the morning missions.

VILLERS-BRETONNEUX SECTOR. A British photo reconnaissance, handled like the German recon noted earlier in the morning missions.

AVRES SECTOR. A high-stakes patrol mission, worth +2d6 VP to the side who shoots down the most aircraft (minimum 2 confirmed kills required).

VICTORY POINTS are awarded for completing missions as noted above, but are also awarded as +1 for every enemy plane shot down. Richthofen is worth +4 VP for the British if shot down.

RAF ORDER OF BATTLE

No. 209 Squadron, elements

Captain A.R. BROWN (Sopwith Camel)
X4 additional Sopwith Camels

Captain O.C. le Boutillier (Sopwith Camel)
X4 additional Sopwith Camels

Captain O.W. Redgate (Sopwith Camel)
X4 additional Sopwith Camels

No. 3 Squadron, elements

Captain E.J. JONES (R.E.8)
x4 additional R.E.8s

Lt. T.L. Simpson (R.E.8)
x[d6]* additional R.E.8s

**this roll is made once, at the start of the game*



GERMAN ORDER OF BATTLE

Jasta 11

Captain M. von RICHTHOFEN (Dr.1)
X4 additional Dr.1s (including his cousin, Wolfram!)

ObrLt. H. WEISS (Dr.1)
X4 additional Dr.1s

Jasta 4, elements

Lt. J. JANZEN (Dr.1)
X[d6]* additional Dr.1s

**this roll is made once, at the start of the game*

Jasta 10, elements

ObrLt. E. LOWENHARDT (Albatros)
x4 additional Albatros

Jasta 6, elements

ObrLt. W. REINHARD (Dr.1)
x4 additional Dr.1s

