

NEW VARIANTS, UNITS & RULES

RoL Variant: The Boys from Abbeville

BY JOSEPH LEGAN

The Rise of the Luftwaffe is an exciting, simple and fast paced game. The one thing that disappointed me was the campaign scenarios. The back of the box talks about fighter personages and various squadrons but the campaigns are not really squadron based. The following house rules attempt to add more of this flavor to **RoL**.

At the beginning of the Battle of Britain there were rumors within the Royal Air Force of a squadron of elite German fighter pilots based out of the French town of Abbeville. Their planes could be identified by distinctive yellow noses. *The boys from Abbeville* as they were referred to, were fictitious as many German squadrons painted the nose of their aircraft yellow for easier identification, but such is the stuff of legends.

Squadron Generation

Although most fighter squadrons are composed of 6-12 aircraft, no more than 4-6 pilots are needed here because it is rare to have more than four aircraft involved in any one battle. For each of the pilots on your roster roll one die; a six denotes a naturally gifted fighter. Roll an additional die and refer to Table 1 for his additional attribute.

TABLE 1		All results of this table are found on page 19 of the RoL Rulesbook, except for "M" which means: The player controlling this pilot gets to use a free <i>Maneuver</i> or <i>Tight Turn</i> once per game. He receives no card for this.
1	A	
2	BU	
3	D	
4	H	
5	P	
6	M	

Instead, he may declare, at any one time in the game that the card he is playing is either a *Maneuver* or a *Tight Turn* (regardless of the actual card's name.)

Most squadrons should contain pilots with no previous combat experience. That way the player gets to nurture his squadron along battle to battle and campaign to campaign. However, for

those of you that want to play a campaign starting in 1941 or 1942 refer to Table 2 for your pilots.

Sorties and kills are recorded for each pilot as well as total kills and losses for the squadron. Should a pilot be shot down (horrors!) a single die is rolled, a one means he was either killed or captured and a new pilot will have to take his place. (For those of you who don't mind the frustration of losing pilots frequently with three or four kills a 1 or 2 means the pilot is killed, 3-4 bailed-out and is captured unless over friendly territory, 5-6 bailed out and is rescued.) A "kill" is awarded to the pilot that fired the burst that actually destroyed the aircraft.

After a pilot obtains his fifth kill (or multiples of) he is allowed to roll on Table 1 for his acquired attribute. If he already has the skill listed on the table he obtains no new skill for these five kills except the admiration of his squadron mates.

Historically, kills on the Eastern Front were felt to be easier than on the Western Front. For German pilots on the Eastern Front only, ace status is obtained after 7 kills and Table 1 is checked for multiples of seven instead of five.

The above system works well for the campaigns, but is ideal for individual battles (which now mean something) and for solitaire play. It adds a bit of role-playing that greatly enhances the game without adding to its complexity or lengthening its play. Now players have the chance to really form *the boys from Abbeville*.

Extra Tidbit

If you want to match Me-109E's against each other — Yugoslavia had 73 Me-109E's (46 actually were serviceable) during the German invasion. If playing solitaire, have two of the Yugoslavian pilots rookies.

TABLE 2								
1941				1942				
#	Germans	British	Italians	#	Germans	British	Italians	
2	R	R	R	2	R	R	R	
3-8	N	N	N	3-8	N	N	N	
9	N	N	N	9	A	N	N	
10	A	A	N	10	A	A	A	
11	A	A	A	11	A+1	A+1	A	
12	A+1	A+1	A+1	12	A+2	A+1	A+1	

Explanation of Results:

R = Rookie pilot Roll a single die roll

Note: A pilot stops being a rookie after either shooting down an aircraft or successfully surviving two missions without being shot down.

N = Normal pilot Play as a normal pilot.

A = Ace pilot With 5 (or 7) kills. Roll once on Table 1.

A +1 = Ace pilot With 10 (or 14) kills. Roll twice on Table 1.

A +2 = Ace pilot With 15 (or 21) kills. Roll three times on Table 1.

- Squadron Commanders add two to the dice roll on Table 2.

1-2	Decrease pilot's burst rating by one. (Never goes below zero.)
3-4	Decrease aircrafts damage rating by one.
5	Decrease pilots horsepower rating by one.
6	Decrease pilots performance rating by one.