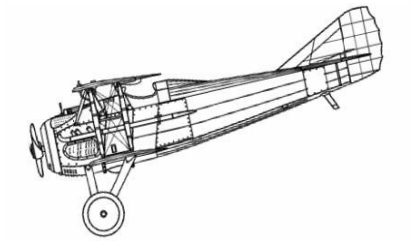
Biplane Barmy- an Introduction



What is Biplane Barmy?

Biplane Barmy is a semi-abstract game of World War I fighter combat. This is not a detailed simulation of aerial warfare between the allies and central forces; it is designed to be fast and playable. The game is set in the late war period, 1917-18.

Game Play

The game is played on a square grid map in a series of rounds. Each player controls one or more planes with each plane having a d6 altitude dice placed by its counter on the map and a d20 maneuver dice kept by the player. The number on top of the d6 dice shows the planes current altitude at any given time.

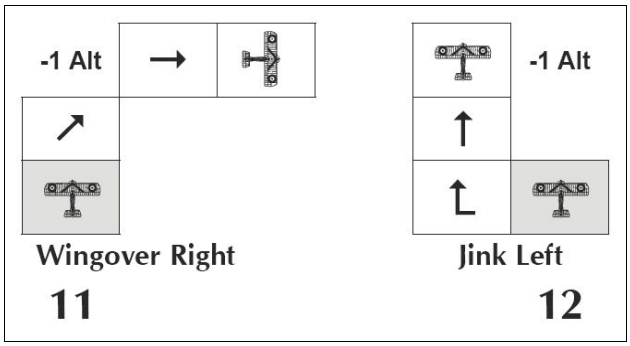
At the start of each round players secretly choose maneuvers from the twenty possible maneuvers on the maneuver table and set the d20 to show the number of the chosen maneuver. All the maneuvers are then revealed and every plane moved simultaneously. Some maneuvers alter a planes altitude, and it is possible for planes to land and take off again if they wish.

After movement any plane with a target in front of it, and at the right height, can fire its machine-guns to try and knock out the enemy.

A successful attack will cause one or more points of damage and for each point of damage a d20 is rolled and the plane can no longer perform the maneuver of that number.

A plane is destroyed when a hit knocks out a maneuver that has already been lost.

For example, Jonny Blighty is machine gunned by Hans the Hun... Hans gets two hits and rolls 2d20. The first roll is a 7 and the second a 13. Maneuver 7 is Roll Right and maneuver 13 is Jink Right. In subsequent turns Jonny cannot use these maneuvers. Later in the battle Jonny is hit again and takes a single point of damage. He rolls 1d20 and gets a 7... oh no! Because he has already lost maneuver 7 his plane is shot down and spirals into the ground.



Maneuvers 11 and 12 from the maneuver table, the wingover right and jink left.

Advanced Rules

Introduce rules for ammunition, long machine gun bursts, deflection shooting, balloons, strategic bombers (such as the ....), rockets, tactical bombing, strafing, anti-aircraft fire, two-seater planes, rear guns and many others.

Special Skills

Pilots accumulate Experience Points (XP) as they complete, or just survive, missions and can use these XP to buy special skills and abilities.

3XP	**Crack Shot**	You may re-roll a guns attack roll you have just made and take the new result.
2XP	**Bombing Ace**	You may re-roll a bombing roll you have just made and take the new result.
1XP	**Rocketeer**	You may re-roll a rocket attack you have just made and take the new result.

Missions

A complete random mission generator is given. Using the following steps it can construct an huge variety of missions.

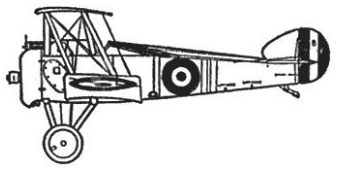
1. Determine Nationality
2. Determine Attacker/Defender
3. Determine Start Status
4. Determine Units
5. Determine Special Objectives
6. Attacker places markers on board
7. Defender places all units on board
8. Attacker places planes on their starting edge

Each mission may have one or more special objectives... its not just about shooting down the enemy!

7-8	**Bombing run**	***'Bomb it flat'*** A bombing run is treated as a Reconnaissance objective with the following differences: 1. When the attacker successfully places a bomb on a marker flip the marker over. 2. If the marker is the Target marker they immediately gain the bonus XP. The defender gains three extra AA weapons at the start of the mission.
9-10	**Balloon Busting**	***'The Huns are spotting their arty from those balloons… take them out'*** The attackers aim is to take out one or more enemy balloons. In addition to their normal planes the defender has an additional two AA Weapons and one balloon for each attacking plane. The balloons may be placed anywhere on the defenders ½ of the board and begin at Altitude Four.
11-12	**Rescue**	***'One of our boys is down in enemy territory'*** Treat this is a reconnaissance mission but the **Target**/**No target** markers represent possible crashed plane sites. The attacker must land in the **Target** marker square, wait for a round, then take off again. If they do this and escape the board they gain a bonus XP.

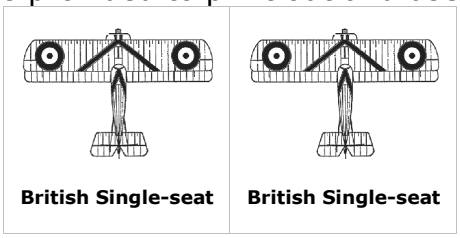
Complete Plane Information

Detailed information on a variety of WWI era planes.

 **Allied (British) single-seater**	**Sopwith F.1 Camel** **Nation:** Britain **Manufacturer:** Sopwith Aviation Company Limited **Entered Combat:** Winter 1916 **Engine:** Clerget 9B 9 cylinder rotary, 130 hp or 110hp LeRhone **Wingspan:** 28' (8.53 m) **Length:** 18' 9" (5.72 m) **Altitude:** 8' 6" (2.59 m) **Weight (Gross):** 1,453 lbs. (659 kg) **Speed:** 115 mph at 6,500 ft. (185 km/h at 1,981 m) **Ceiling:** 19,000 ft. (5,774 m) **Endurance:** 2 hrs. 30 mins. **Armament:** 2 fixed Vickers machine guns **Crew:** 1

Counters

A complete set of counters is provided to print out and use.



History

Background information on the various forces in the game;

USA Air Service

Powered flight was pioneered in the United States in 1903 but meetings between the US military and the Wright Brothers did not take place until 1907. It was another four years before the United States Army provided the funds to purchase aircraft and in 1913 the US Army Air Service opened a training school at San Diego. The same year saw the US Navy establish its own flying school at Pensacola.

World War I Glossary

And a complete list of WWI terminology to spice up your game;
TOASTING FORK; A bayonet, often used for this purpose.
TOC EMMA; Trench mortar (from the phonetic alphabet).
TOFFEE APPLE; Mortar bomb with attached shaft. (2 inch medium Trench Mortar).
TOMMY; British army soldier. From Tommy Atkins, a name sometimes used on specimen forms to represent a typical British army private soldier. Said to be derived from a British soldier who distinguished himself at the battle of Waterloo.

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