

S3 #121 – The North Sea – Frame 1 – Battle of the Heligoland Bight Dec 1939

Game Settings

- **Allied Players**(green) – 29
- **Axis Players**(red) - 24

- **Icons** – d20 friendly, d8 range, d1 enemy name
- **Winds** – none
- **Clouds** - None
- **Radar** – Allied 50 miles, Axis 30 miles, min alt 100ft (range difference reflects better RAF reporting network).
- **Flak** - all Flak is limited to 30,000ft in height. Neutral ack will fire at both Allied and Axis aircraft
- **Allied Airfields** Green
- **Axis Airfields** Red
- **Neutral Airfields** Grey
- **Rebuild Time** - 300 mins
- **Game Length** – 180 mins
- **Lives** – 3 lives per frame
- **Game Scale** - 1 squad = 1 historical unit and 1 frame = 1 day of operations.

Basic Rules

Initial Format - subject to change before the first frame.

Start Times - each frame uses the following schedule;

- T+0 - All aircraft may launch
- T+160 - Dusk, last surface attacks completed all a/c must disengage ASAP.
- T+180 - Near dark, all squads must be in tower or on final.
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Operational Restrictions - sides may engage anywhere on map

Bomber Restrictions - all bomber squads (HE111, Wellington) must fly together in a historical formation representing a large bomber group. Bombers use regular S3 Login.

Bomber/Strike AI – One AI permitted per player sortie

Axis Restrictions – No intentional overflight of Neutral countries. You are still being respectful of their sovereignty at this point.

Allied Restrictions – No intentional overflight of Neutral countries. You are flying for the United Kingdom, after all.

Scoring – At this stage in the war both the LW and RAF bomber targets were restricted. Victory points will only be awarded for destruction of merchant and naval vessels at sea or in port. Aircraft and aircrew losses also count towards the enemy's victory points. **Destroying port facilities or any infrastructure ashore will score no victory points.**

Objectives: Each side will be given a MISSION OBJECTIVE for each specific frame. (check the S3 Forum!)

Players are responsible for knowing the mission objective BEFORE the event starts.

There may be field closures for fields included in your weekly Mission Objectives, however there will be no trooping.

Rules for Frames 2 through 5 will be posted in the coming weeks.

S3 Clarifications - the S3 staff reserves the right to make a ruling on questions or game situations not answered completely or missed by the rules. For further clarification please post on the S3 forum.