## S3 #121 - The North Sea - Frame 3 - Sink the Bismarck! 21 May 1941

## **Game Settings**

- Allied Players(green) 29
- Axis Players(red) 24
- Icons d20 friendly, d8 range, d1 enemy name
- Winds none
- Clouds None
- Radar Allied 10 miles, Axis 10 miles, min alt 50ft.
- 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
- 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.

Operational Restrictions – No attacks against ground targets.

**Bomber Restrictions** – Unless conducting anti-shipping strikes on AI, all bomber squads 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** – See aircraft table. Limited number of lives per a/c type.

**Allied Restrictions** – See aircraft table. Limited number of lives per a/c type. No overflight of Norway or attacks against LW aircraft attempting to land.

**Scoring** – points will be awarded for aircraft losses and destroyed AI shipping. See the points table for details.

## Objectives: Check the S3 forum.

Players are responsible for knowing the mission objective BEFORE the event starts. No field captures

Rules for Frames 4/5 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.