

S3 #121 – The North Sea – Frame 4 – VIII Bomber Command 15 May 1943

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 **50 miles, min alt 50ft.**
- **Flak** - all Flak is limited to 30,000ft in height.
- **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 – Nil

Bomber Restrictions – Unless conducting anti-shipping strikes on AI or air/sea rescue mission, 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.

Scoring – points will be awarded for aircraft losses, destruction of AI and static shipping as well as for field closures. See the points table for details. There will also be a special mission for both sides worth an additional 10 pts

Objectives: Check the S3 forum.

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

No field captures

Rules for Frames 5 will be posted next week.

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.