

Terrain Cards

For some scenarios Terrain cards are distributed on the table to indicate what kind of landscape is below. This is relevant in missions where especially low altitude 'nape of earth' flying is required. Feel free to add terrain cards into other scenarios if desired to represent lower level engagements, but this should be viewed as strictly optional as it will generally have little effect unless flak and surface targets are involved.

Typical use is one terrain card per 2' square section of the table, e.g. a 4'x4' table would have four 2'x2' quarters with a terrain card in each. 2'x2' should be treated as a maximum area for larger tables although there is every possibility that adjacent area cards could be of the same type.

If you're using a printed mat with identifiable terrain areas on it take a moment to point them out and agree on them before the game if they are relevant to the scenario being played.

Terrain card Types

For convenience terrain cards use a common playing card suits system. Terrain cards can be placed over target markers and flak cards in recce or seek and destroy style missions to give them concealment until approached.

There are four terrain types:

- Flat (Clubs)
- Undulating (Spades)
- Elevated (Diamonds)
- Urban (Hearts)

Flat

Flat areas permit aircraft to fly at very low level to avoid detection, often skimming just meters above the surface. Seas, lakes, steppe, salt or mud flats and some desert areas would all qualify as flat terrain.

Undulating

Undulating terrain is typically hills, moors, forest or jungle areas. The terrain can be useful to mask planes from flak positions and gain surprise.

Undulating terrain Rules

Defensive Flak firepower is reduced by one when shooting at aircraft in undulating terrain.

Elevated

These are areas where sudden changes of elevation occur. Mountains and valleys are the main example, but sea cliffs and Fjords would also qualify. Elevated terrain makes life very difficult for flak but it can also be restrictive for aircraft attempting to manoeuvre at low altitudes.

Elevated terrain Rules

Defensive Flak firepower is reduced by two when shooting at aircraft in Elevated terrain.

Disadvantaged Planes take all manoeuvre tests with one less dice when in elevated terrain.

Urban

Urban terrain represents villages, towns, ports or cities. It is treated as its own terrain type because urban terrain always has some form of air defence attached to it and represents a specific hazard for

aircraft. That said, air combat will rarely take place over the heart of a city so players are advised to limit the amount of Urban terrain to 50% of the table or less (e.g. on a 4x4' table a maximum of two Urban terrain cards would be used).

Urban terrain Rules

Urban terrain counts as having a Defensive Flak value with a Firepower of 2. Use the terrain card itself when it comes to measuring range (i.e. the urban terrain flak doesn't affect the whole area, just close to where the terrain card is). This 'local' Flak can be supplemented with additional light Flak cards. Feel free to hide those additional Flak cards underneath the Urban terrain card to give the enemy flyers an extra surprise.

Terrain card Rules Summary

Type	Flak Reduction	Notes
Flat	None	
Undulating	-1 Dice	
Elevated	-1 Dice	Disadvantaged aircraft -1 dice to manoeuvre.
Urban	None	Flak Firepower 2