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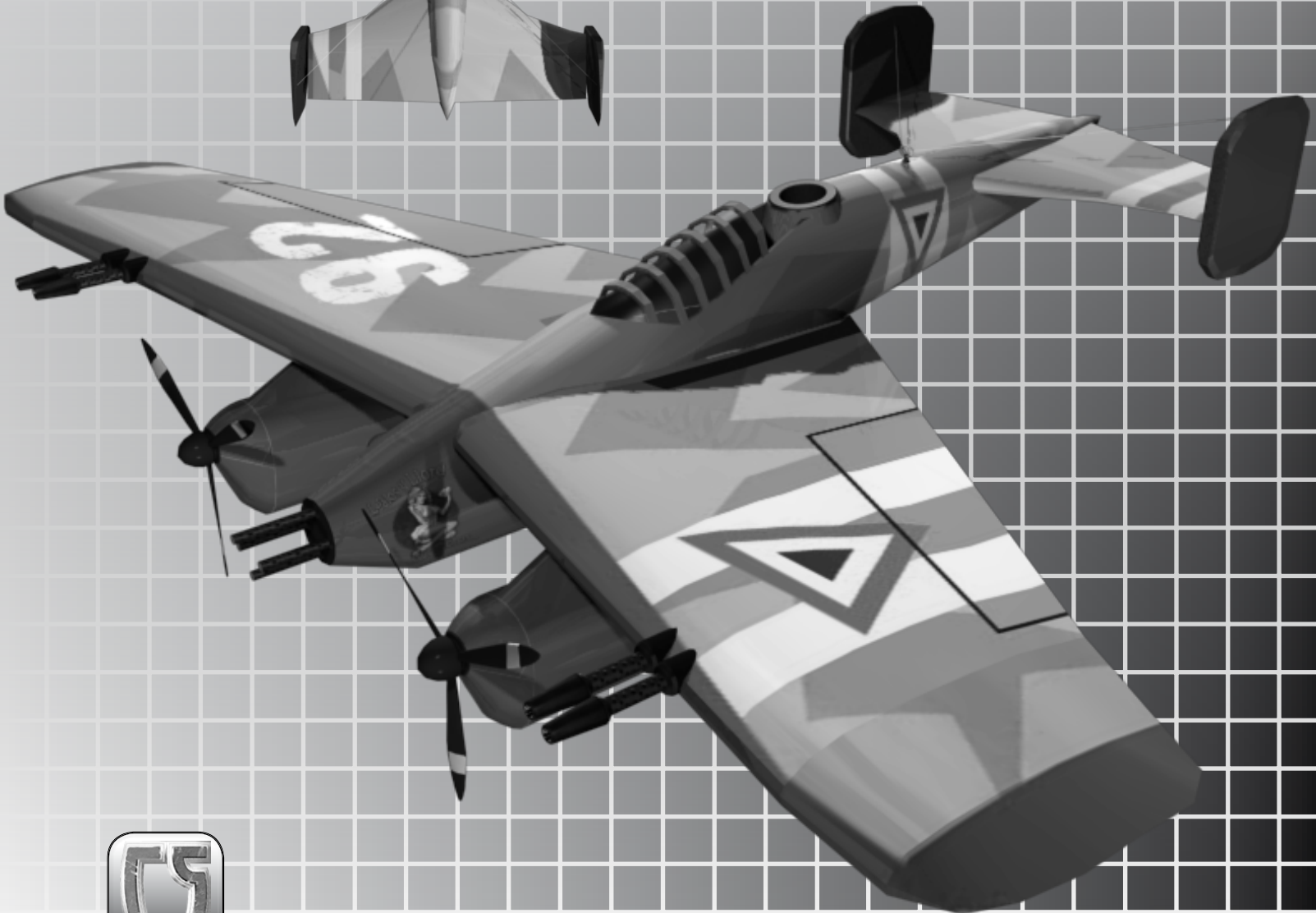
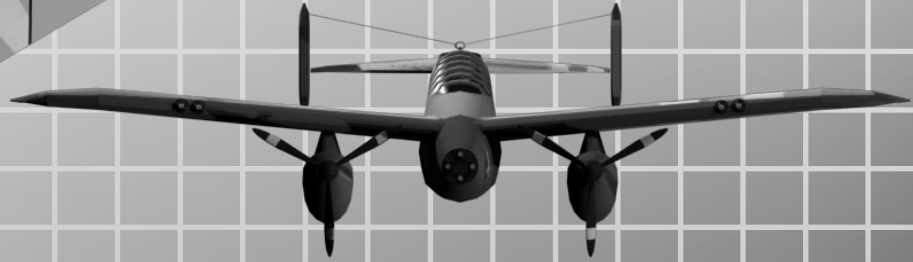
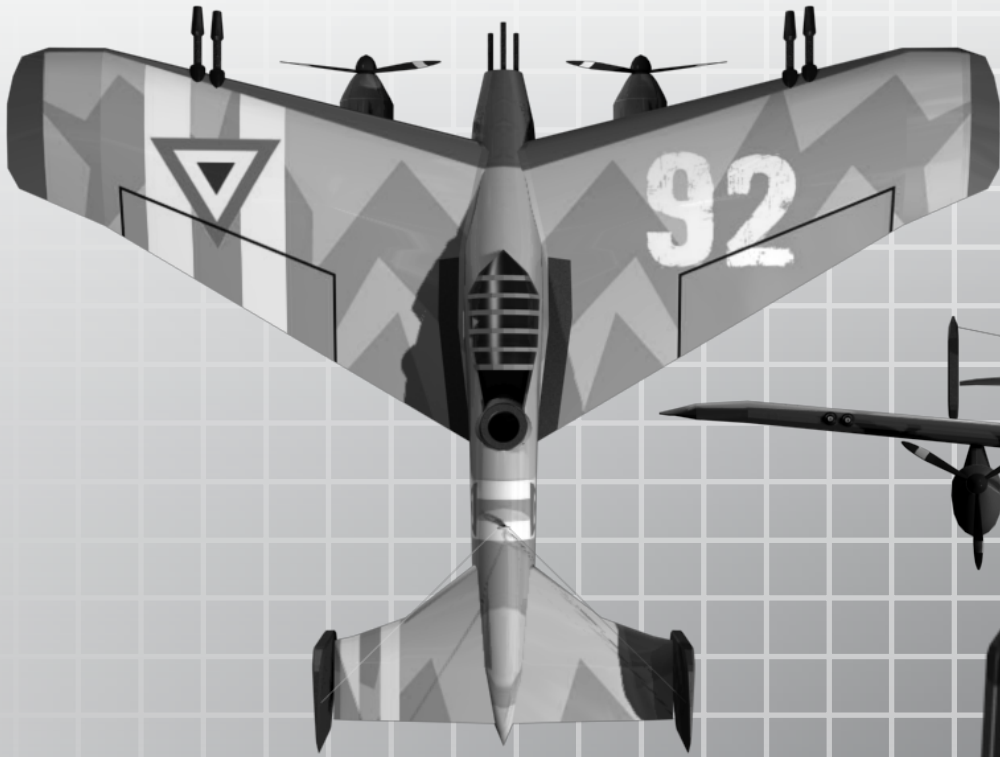
THE HELLHOUNDS OF MEXICO



FASA
Fan Inspired

A CRIMSON SKIES CAMPAIGN BY YAZHUO

THE HELLHOUNDS OF MEXICO



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BACKGROUND NOTES





Since Mexico's defeat during the second battle of the Alamo, the Texas-Mexican border has been the quietest border in the Republic. Funding for ARG2 has steadily declined as the high Command focused its resources battling the French in Louisiana, the Collective's interference in Oklahoma, an on-going feud with the Confederacy of Dixie, and a continual pirate attacks against the Republic's helium mines. The few airbases still operating in ARG2 house aging aircraft and training facilities.

Everyone knew that Mexico would still be a threat someday, just not today, and there were more pressing matters at hand. It was this lack of attention that allowed Mexico's negotiations with Germany to go unnoticed for so long. So it was only by chance that the Echo class Comal River, on routine reconnaissance along the Rio Grande, spotted an airship bearing German colors over the Chihuahua Desert.

Acting quickly through back channels, Air Ranger Intelligence learned that Mexico had contacted Germany to re-open discussions of arms supply, first proposed by Germany's Secretary of Foreign Affairs Arthur Zimmerman in 1917. Although Mexico formally declined the proposal during World War I, they were now interested in acquiring foreign arms to use against the Republic of Texas. After weeks of negotiations, the final agreement supplied Mexico with two German airships carrying German planes. More importantly, the deal licensed TNCA to produce Focke-wulf's Hellhound design at a new factory, currently under construction near Chihuahua.

The Donnerschlag, spotted earlier by the Comal River, is an outdated Kondor class scoutship, slightly larger than the Republic's Echo class. Loaded with two flights of similarly outdated Voss 157 "Kriegs", it is believed that Germany was about to retire the Donnerschlag before Mexico purchased it. The other airship is the Zephir class Sturmjäger, a modern airship roughly equal to the Republic's San Jacinto class. The Sturmjäger is believed to carry two flights of Hellhounds and a flight of Tempests. Both airships are patrolling the construction site while German flight instructors train Mexican pilots on the new planes.

The TNCA factory itself is protected by a flight of locally made Skewers, as well as anti-aircraft gun emplacements. Furthermore, the factory is in close proximity to the Mexican Air Force's Chihuahuan airbase, fielding Aguilas and Cazadors.

To deal with this threat, Air Ranger High Command ordered the recently repaired Seminole Canyon to invade Mexican airspace and destroy the factory before it can be completed. Under the command of Colonel Gordon Jennings, the Seminole Canyon is a Republic class zeppelin out of Randolph Field ARB near San Antonio. Col. Jennings has no love for Mexico. His great-great-grandfather, for who his is named, died defending the Alamo and Jennings himself (a 1st Lt. at the time) flew against Mexico during the second battle of the Alamo, earning three kills.

Although capable of carrying two full Air Ranger squadrons, Col. Jennings decided the mission had a better chance of success with a mixed element. Two flights of Valiants from the Twelfth TFS, Stephen F. Austin squadron, as well as one flight of aging Peacemakers from the Fifteenth TFS, Gaudeloupe Peak squadron and one flight of Behemoth fighter-bombers from the Forty-Sixth TFS, Sabine Pass squadron were assigned out of Randolph field. To round out his forces, Col. Jennings called in several owed favors to have some newer aircraft out of ARG4 "loaned" to Seminole Canyon for the mission. With great reluctance by their commanders, one flight of Mockingbirds from the Fourth TFS, Archers out of the Austin ARB and one flight of Tigershark heavy-fighters from the Twenty-Second TFS, Legends out of the Amarillo ARB were pulled from service and re-assigned to ARG2.



The Seminole Canyon:

The Seminole Canyon is a Republic class zeppelin, the workhorse of the Air Ranger fleet. It occupies 29 hexes (see the attached template). The Seminole Canyon has 5 gas cells for a total of 580 pts of buoyancy. The gas cells are armored and filled with helium. The zeppelin needs at least 230 pts of buoyancy to remain airborne.

The Seminole Canyon has 12 engines (6 per side). Each engine pod, as well as the nose and the tail, has a turret with two .50 caliber guns loaded with DD ammo. Between each engine pod is a flak cannon (5 per side).

The Seminole Canyon has three large aircraft bays, and carries 6 Mockingbirds, 12 Valiants, 6 Peacemakers, 6 Tigersharks and 6 Behemoths (12 planes per bay). The Mockingbird and Tigershark pilots out of ARG 4 have more combat experience than their ARG2 counterparts. Each Mockingbird and Tigershark pilot may choose to add two additional points to their highest stat, or one additional point to each of their three lowest stats.

The Seminole Canyon has a total crew of 90, consisting of the zeppelin commander (Col. Jennings), a 5 person command crew, 6 engineers, 6 aircraft mechanics, 24 gunners, 36 pilots and a 12 man security force. The Seminole Canyon is also carrying a 30 man boarding party to capture the German airships. A minimum skeleton crew of 9 officers (Lt. or higher rank) is required to operate the zeppelin. Two non-officers are required for each officer function.

Chihuahua Air Force Base:

The Chihuahua Air Force base is home to 12 Aguilas, 6 Cazadors and 6 Asno Fuerte cargo planes (see Appendix C). The Mexican cargo pilots tend to have particularly little training. For each Asno Fuerte pilot, subtract one point each from two of their stats, randomly chosen.

The TNCA Factory at Chihuahua:

site layout. The new TNCA factory sits on the Conchos River and consists of 3 primary factory buildings which must be destroyed. The buildings have BTN of 2, 3, and 4. Each building must be hit with at least 500 lbs of bombs. The buildings cannot be effectively destroyed by strafing. The factory site also has two storage warehouses, BTNs 2 and 3, an office building, BTN 5, and a hangar, BTN 3.


The factory is protected by four 360 gun turrets with four .30 caliber guns loaded with AP ammo. There are also two 360 gun turrets with two .60 caliber guns loaded with DD ammo. Each gun placement is manned by a random gunner (non-pilot character). Each gun placement may be destroyed by strafing or a direct hit from a 100 lb bomb.

The TNCA security force consists of six Skewer seaplanes. The factory also has a small runway for the Hellhounds to take off from once production begins. The Mexican Air Force will post some aircraft at the TNCA site if they see the need (see engagement 1).

The Donnerschlag:

The Donnerschlag is an outdated Kondor class zeppelin. It occupies 13 hexes (see the attached template). The Donnerschlag has 4 gas cells for a total of 260 pts of buoyancy. The gas cells are armored. The zeppelin needs at least 100 pts of buoyancy to remain airborne. Each filled with explosive hydrogen. Whenever a MG round hits a gas cell, roll 1d10. On a roll of 1, the gas cell explodes doing. If the gas cell explodes there is a 50% chance each adjacent gas cell will ignite and explode. Any aircraft in a hex next to an exploding gas cell take 3 flak hits of damage.

The Donnerschlag has 6 engines (3 per side). Each engine pod, as well as the nose and the tail, has a turret with two .40 caliber guns loaded with DD ammo. Between each engine pod is a flak cannon (2 per side).



FACTIONS IN THE CAMPAIGN

The Donnerschlag has two aircraft bays, and carries 12 Voss 157 “Kriegs” (6 aircraft per bay). Each player’s more experienced pilot is a German flight instructor, the others Mexican trainees. The German flight instructors are highly skilled aviators who haven’t seen combat lately, making their gunnery skills somewhat rusty. The German flight instructors must choose Natural Touch and Sixth Sense as their two highest stats. Add an additional point to their Natural Touch and Sixth Sense stats.

The Donnerschlag has a total crew of 45, consisting of the zeppelin commander, a 3 person command crew, 3 engineers, 2 aircraft mechanics, 12 gunners, 12 pilots and a 12 man security force. A minimum skeleton crew of 5 officers (Lt. or higher rank) is required to operate the zeppelin. Two non-officers are required for each officer function.

The Sturmjäger

The Sturmjäger is a small but modern Zephir class zeppelin. It occupies 16 hexes (see attached template). The Sturmjäger has 5 gas cells for a total of 320 pts of buoyancy. The zeppelin needs at least 130 pts of buoyancy to remain airborne. The Sturmjäger is armored and filled with helium.

The Sturmjäger has 8 engines (4 per side). Each engine pod, as well as the nose and tail, has a turret with two .60 cal guns loaded with DD ammo. Between each engine pod is a flak cannon (3 per side).

The Sturmjäger has three aircraft bays, and carries 12 Hellhounds and 6 Tempests (6 aircraft per bay). Each player’s more experienced Hellhound pilot is a German flight instructor; the others are Mexican trainees. The German flight instructors must choose Natural Touch and Dead-Eye to be their two highest stats. Add an additional point to their Natural Touch and Dead-Eye stats. The Tempest pilots are members of an elite squadron that spend long hours honing their gunnery skills. The Tempest pilots must choose Steady Hand and Quickdraw as their two highest stats. Add an additional point to their Steady Hand and Quickdraw stats.

The Sturmjäger has a total crew of 60, consisting of the zeppelin commander, a 3 person command crew, 4 engineers, 3 aircraft mechanics, 16 gunners, 18 pilots and a 15 man security force. A minimum skeleton crew of 6 officers (Lt or higher rank) is required to operate the zeppelin. Two non-officers are required for each officer function.





Asno Fuerte Cargo Plane

The Asno cargo plane was developed by Fabrica de Aviones Anahuac (FDAA) in 1928 and was never intended for military service. Nonetheless, during the hostilities with the Republic of Texas in the early 1930s, Asno cargo planes were used extensively to carry troops and supplies the front lines. When the fighting finally ended following Mexico's defeat at the second battle of the Alamo, military sources estimated that two thirds of all Asnos in military service during the war had been lost. The Mexican government finally admitted the need for a combat capable transport and asked FDAA to produce one.

FDAA however, had no experience in combat aircraft and was facing financial problems almost as bad as TNCA. With no resources to develop a new design, FDAA went back to their popular Asno design and added several rows of armor plating and a single .50 caliber gun, naming the new model the Asno Fuerte.

The original Asno was named after a donkey for its stubborn control system. The Asno Fuerte's combat modifications only amplified these problems, making it extremely difficult to maneuver. The added armor plating, thin as it is, added enough weight that even the massive twin Gran Oso engines now had trouble accelerating the aircraft. The Asno Fuerte's sole advantage is that it is capable of speeds up to 250mph, making it faster than the average cargo plane. Most pilots agree that the ability to reach its targets faster provides more protection to the troops it carries than the meager armor over the cargo bay ever could.

Name:	Asno Fuerte (Powerful Donkey)
Manufacturer:	Fabrica de Aviones Anahuac
Configuration:	Tractor
Class:	Heavy Fighter
BTN:	2
Speed:	3
Max G's:	1
Accel:	1
Armor:	
Nose:	40
Leading Wing:	40
Trailing Wing:	20
Tail: 30 Total:	1 90
Weapons:	
	(1) YAA Martillo .50 caliber cannon
	(2) Rocket hardpoints
Cargo Capacity:	3600 lbs (12 boarders)
Special Characteristics:	
	Multiple Engines (2)
	Improved Range (+25%)
	Heavy Stick
	Poor Maneuverability
	Poor Throttle
	Bay Doors

“El dios no pensó burros para volar.”

”-Antonio Morenas, 14th Squadron del Aire
Translated: *“God did not intend donkeys to fly.”*



These rules are to supplement the base CS rules.

Boarding Zeppelins:

There are three boarding approaches that may be used by boarding crews during this campaign. These rules are based on the rules from Behind the Crimson Veil, but have been extensively modified.

Wing-walkoff:

In this approach, boarders ride on the aircrafts wings. The aircraft must pull along side the zeppelin and stall, allowing the “wing-walkers” to step off onto the zeppelin. Aircraft carrying wing-walkers may not exceed speed 2 or 1 G. If they do, the wing-walkers will not be able to hold on and will fall from the plane.

The number of wing-walkers an aircraft may carry depends on its size. For each hit to the aircraft’s wing, roll 1d10. On a roll of 3 or less, a randomly chosen wing-walker is killed.

Wing-walkers are especially vulnerable to flak and shock. For each flak hit to the wing, each wing-walker must roll 1d10. On a roll of 3 or less the wing-walker is killed. When the pilot is affected by a flare or sonic rocket, each wing-walker must roll to avoid shock. If the roll fails by 5 or more, the wing-walker loses his grip on the wing and must make a bailout roll of 6 – Sixth Sense – Quickdraw (+2 for shock). A roll of 1 for the shock roll counts as failure and causes the wing-walker to fall off the wing.

For this method, the boarders must make a bailout roll of 9 – Sixth Sense – Quickdraw. Boarders who fail the roll must make a survival roll of 11 – Sixth Sense – Quickdraw to determine if they make it safely to the ground or if they are killed in the boarding attempt.

Low free-fall

In this approach, the aircraft carrying the boarders gets as close as possible to the zeppelin and the boarders jump from the cargo bay, trying to secure themselves to the airship with grappling hooks. Though less exposed than wing-walkers during the approach to the zeppelin, boarding the airship is more difficult.

For this method, the boarders must make a bailout roll of 10 – Sixth Sense – Quickdraw. Boarders who fail the roll must make a survival roll of 12- Sixth Sense – Quickdraw to determine if they make it safely to the ground or if they are killed in the boarding attempt.

Whenever the cargo plane’s tail is hit, there is a chance that boarders may be injured. For each hit roll 1d10. On a roll of 1, a randomly chosen boarder is “hit”. For each hit boarder, roll against a target of 10-CN. If the roll fails the boarder is killed. If the roll passes the boarder is rendered unconscious for the remainder of the engagement. For each hit to the cargo area itself, a randomly chosen boarder is automatically “hit”.

Hangar Incursion

In this approach the aircraft carrying the boarders makes a forced zeppelin hook landing in the enemy zeppelins aircraft bay. The boarders can then disembark the aircraft. This method is safest for the boarders, but riskiest for the aircraft.

For this approach the aircraft carrying the boarders must have a functional zeppelin hook. The aircraft makes a landing roll of 8 – Natural Touch. All the normal landing modifiers apply. Consult Table 2 for the consequences of a failed roll. The boarders do not require a roll; surviving boarders are safely aboard the zeppelin.



Table 1

Plane BTN	Maximum Wingwalkers per Wing
1 – 3	4
4-7	3
8-10	2

Table 2

1D10	Landing Mishap
1-4	Plane crashes into the zeppelin gas cell, doing 14-BTN flak hit's damage to the cell. The pilot and boarders must bailout against a target number of 14 (-1 for boarders in the cargo bay, -3 for wing-walkers).
5-7	Plane crashes into the zeppelin, ripping off both of its wings and comes to rest inside the zeppelin. The pilot and boarders in the cargo bay are unharmed and safely aboard the zeppelin. Wing-walkers must bailout against a target number of 15 or attempt to board the zeppelin against a target number of 18. Wing-walkers who attempt to board in zeppelin in this way and fail are killed.
8-9	Plane crashes into zeppelin's landing structure and comes to rest inside the zeppelin. The plane takes 1d10 flak hits to the nose for each pt of speed of its landing maneuver. (ie, 1d10 for a 1S move, 2d10 for 2S, etc).
10	No major damage to the plane, despite the botched landing. The zeppelin hook is destroyed.

Firing at Zeppelins:

These rules are modified from the normal rules. Because zeppelins are such large targets, they are hard to miss, even when a pilot isn't trying to hit them. Treat the zeppelin gas cell as having a BTN of 0.

Whenever a plane facing the zeppelin fires at a turret or another aircraft, shots that miss the target may still hit the zeppelin. For missed shots in these situations, compare the failed firing roll against the to-hit number for the gas cell. If it passes, and if the zeppelin is in range, the missed shot hits the gas cell. Guns still jam based on the rolls to hit their intended target, regardless of whether the missed shot hits a zeppelin.

Neither side has the ability to replace gas lost from its zeppelins during the campaign. All damage to gas cells is permanent and cannot be repaired.

For example, an Asno Fuerte fires it's .50, doubled down at a Valiant. The Valiant is 2 hexes away with a deflection modifier of +3. The Seminole Canyon is 4 hexes away. The Asno Fuerte pilot has a Dead-Eye of 2. The target number to hit the Valiant is $8+2+3-2=11$. The Asno Fuerte pilot rolls a 2 and a 6, missing the Valiant with both shots. The target number to hit the Seminole Canyon is $0+5-2=3$. Therefore one of the missed shots hits the Seminole Canyon.

Character Combat

The character combat rules from Behind the Crimson Veil are tweaked to allow for the participation of pilots. Character combat takes place each combat phase whenever personnel from opposing teams are in the same hex. Add together the Dead-Eye stats of all the pilots and boarders in the hex. Roll the number of 1d10s as determined by Table 3 and add it to the total Dead-Eye. Divide the total result by 10, rounding down to determine the number of enemy personnel “hit” during ground combat. Randomly determine which characters are “hit”. For each character “hit” roll 1d10 against a target number of 10-CN. If the roll fails the character is killed. If the roll passes the character is rendered unconscious for the remainder of the engagement. If the enemy controls the map at the end of engagement, unconscious characters are captured.

For example, in one hex there are three Air Rangers, and four Mexican boarders. The Air Rangers are a pilot with stats 4-5-6-3-5-8, a Sergeant, and an Airman. The Mexican boarders are a Sergeant and three Senior Airmen. The Air Rangers roll 1d10 and get a 5, adding it to their DE and combat modifiers, the total is 6+6+2+5=19. Divided by 10 and rounding down, they hit 1 of the Mexican boarders. The Mexican boarders roll 2d10 and get 2 and 4, added to their DE and combat modifiers; the total is 6+4+4+4+2+5=25. Divided by 10 and rounding down, they hit 2 of the Air Rangers. The Air Ranger’s hit is randomly assigned to one of the Sr. Arm. He rolls 1d10 against a target of 10-4=6. He gets a 2 and is killed. The Mexican boarders’ hits are randomly assigned to the pilot and the Airman. The pilot rolls 1d10 against a target of 10-5=5 and gets an 8. The Airman rolls 1d10 against a target of 10-2=8 and gets a 5. The Airman is killed, but the pilot is only knocked unconscious.

Table 3

Number of Characters in Hex	Dice Rolled for Character Combat
1-3	1D10
4-8	2D10
9-15	3D10
16-24	4D10
25-48	5D10

Turret Rules

These rules apply to both ground mounted and zeppelin mounted turrets and flak cannons, and are intended to simplify managing the turrets.

Turret gunners are well shielded to protect them from flare and sonic rockets. They are immune from shock.

Turrets fire after aircraft. Turret gun’s ranges are extended by two hexes. Flak cannons have a range of 7 hexes. Turrets may not double down.

Turrets may not fire if there are enemy characters in the hex. Instead the gunners will be involved in character combat.

Weapons platforms may be “destroyed” in several ways:

1. Hit by a 100 lb bomb (ground turrets only). The turret is permanently destroyed.
2. A weapon platform (WP) box is hit on the damage template. The turret is permanently destroyed.
3. All of the guns are damaged on the damage template, making the turret unable to fire. The turret is considered destroyed for the purposes of the mission objectives, but will be repaired at the end of the engagement.





Bombing Planes on the Ground

These rules are modified from the normal rules to make bombs more effective. During engagement 4, the Texas players may attempt to bomb the enemy planes while they are on ground. Bombs will have the following effect on grounded planes:

A direct hit is one in which the pilot passes the bombing to-hit roll. An indirect hit is one in which the pilot fails the bombing to-hit roll but the bomb lands in the hex due to the bomb scatter template.

A direct hit from a 100 lb bomb will damage a grounded plane enough that it is unable to take off during the mission. The plane can be repaired for the next mission.

A direct hit from a 250 lb or larger bomb will destroy a grounded plane. The plane cannot be salvaged and may no longer be used in the campaign.

An indirect hit causes flak hits to the plane per the normal bomb damage chart. Indirect hits affect all objects in the hex. Indirect hits have no affect over water.

CAMPAIGN RULES

Limited Resources:

This is a “limited resources campaign”. Each side begins with a fairly large pilot/plane pool that represents all of the resources they have at their disposal during the campaign. The campaign takes place quickly, over the course of only a few days. Neither side has time to replace lost planes or pilots. Part of the strategy of the campaign will be choosing how to allocate your resources for each mission.

Aircraft that fly back-to-back engagements do not have time to make repairs. Pilots that fly back-to-back engagements receive a -1 penalty to all stats (does not apply if engagement is a continuation of the previous engagement). This penalty is cumulative if pilots fly more than 2 engagements in a row (the pilot gets -2 to all stats during the third consecutive mission and so on). The penalty is non-permanent and is no longer applied once the pilot sits out an engagement to rest. For sheer simplicity, this rule only applies to pilots flying missions. It does not apply to boarders/pilots participating in ground combat.

Pilot Construction:

All pilots have randomly generated stats of 2d4, but players may rearrange a pilot’s stats in any order. For instance, if a pilot is rolled as 6-8-2-4-3-5, the player may rearrange him to be 4-2-8-6-3-5 or 3-5-6-2-4-8, etc. Some pilots may have additional restrictions or bonuses regarding their stats as specified below.

Experience earned during the last PBEM will be grandfathered in. Pilots who survived the last PBEM may have their XP earned applied to one pilot in this campaign.

Fiction Bonus:

Players are encouraged to write a short bio for their characters. The GM will award bonus points depending on the importance of the character and the quality of the bio. Players will be asked to rewrite bios that don’t fit with the campaign.

Each player will have a pool of bonus points which they may use to increase the stats of any of their pilots. Players may only use bonus points to increase a pilot’s stats after that pilot has completed at least one mission. A maximum of 100 bonus points may be applied to each pilot.

Legacy Pilots:

If this campaign is to be played after another game, as is the case in my PBEM, players’ performance in the previous game should still be relevant. Therefore, players may choose to use their previous pilot as one of their pilots in the campaign. In this case they may not rearrange the stat order and they may not use the pilot for a pilot who receives a stat bonus as specified later.

If players choose not to carry their previous pilot into the campaign, any experience points earned by the pilot may be added to the player’s bonus point pool and applied to other pilots.

Table 4

Gunner / Boarder (1d10)	Rank	Treat as having Stats
1-3	Airman	2
4-8	Senior Airman	4
9-10	Sergeant	6





Table 4

Type	Rank	Treat as having Stats
Mechanic	2nd Lt.	5
Engineer	1st Lt.	5
Command Crew	Capt.	5
Zeppelin Commander	Col.	7

Zeppelin Crew / Boarder Construction:

All non-pilot characters are created from the following tables 4 and 5, unless otherwise specified.
Rescuing Downed Pilots:

After some engagements, the Texas players will have a chance to rescue pilots who were shot down. To do so, the Texas players must assign one or more Behemoths to pick up the downed pilots and one or more escort fighters to protect them. The downed pilots are too weary for wing-walking, so each Behemoth can only rescue 5 pilots. Any aircraft participating in a rescue attempt is considered to have flown during the engagement.

If a rescue attempt is allowed after an engagement, it will list a base target number for the attempt. This represents the difficulty of the attempt. Each Behemoth rolls 1d10 against a target number of Rescue Attempt Number – Natural Touch - Number of Escort Planes. If the roll passes the Behemoth is successful in rescuing up to five pilots who evade capture. If the roll fails the Behemoth is lost during the rescue attempt. Each pilot rolls against a target number of Rescue Attempt Number – Sixth Sense – Number of team-mates on Ground + 1 for each point of Constitution lost to injuries. If the roll passes the pilot evades capture and is rescued. If the roll fails, the pilot is captured.

Behemoth pilots earn 10 XP for each pilot they rescue. Escort pilots earn 20 XP if no Behemoths are lost during the rescue attempt. Each player may assign up to one aircraft to participate in the rescue attempt. Pilots who participate in rescue missions will make landing rolls and earn XP for landing as usual. Pilots flying back to back missions must always make a landing roll.

For example, two Air Rangers are shot down and survive bailout during an engagement. They have stats of 6-5-8-4-3-5, and 6-7-5-4-1-5. The second one was injured before bailing out and lost 4 points of Constitution, reducing his CN to

- The Rescue Attempt number for the engagement is 12. The Air Rangers assign one Behemoth and three Valiants to make a rescue attempt. The Behemoth pilot has stats of 4-3-5-24-6.
- The Behemoth rolls 1d10 against a target of 12-4-3=5. The Behemoth rolls a 6 and is successful rescuing pilots who evade capture. The first pilot rolls 1d10 against a target of 12-5-1=6. The pilot gets a 7; he evades capture and is rescued. The second pilot rolls against a target of 12-7-1+4=8. He gets a 2 and is captured by Mexican ground forces. The Behemoth pilot earns 10 XP for the rescued pilot. Each Valiant pilot earns 20 XP for protecting the Behemoth. All four pilots receive the penalties for flying back-to-back engagements if they participate in the next engagement.

Training Missions:

During any mission that the German zeppelins do not participate in, the German flight instructors may spend the mission training the Mexican pilots. Up to one planes per player from each zeppelin may attempt training each mission. Each pilot must be accompanied by a German flight instructor (half of the pilots should be flight instructors and the other half trainees). German flight instructors must have at least 100 XP more than the pilot they are training. Each Mexican pilot rolls 1d10. On a roll of 6 or greater, the pilot completes training and earns 30 XP. Each Mexican pilot may attempt training any number of times until they complete it. The German flight instructors earn 10 XP for each trainee that completes training under them. Any aircraft participating in training is considered to have flown during the engagement. Pilots who

participate in training missions will make landing rolls and earn XP for landing as usual. Pilots flying back to back missions must always make a landing roll.

Launching / Arriving Aircraft

Several engagements are surprise attacks where aircraft do not start in the air, or where reinforcements arrive mid-game. To determine when these aircraft launch or arrive, some number of d10's will be rolled

each turn. If the roll is less than or equal to the turn number, the aircraft will takeoff or be placed on the map during that turn's movement phase. The aircraft may fire and be fired upon normally during that turn's firing phase.

Will you get stuck waiting until turn 10, 20 or even 30 before you can launch? Technically it is possible, but it's highly unlikely. Table 6 shows the odds of aircraft launching each turn.

Table 6

Odds of launching on or before turn number	1d10 to Launch	2d10 to Launch	3d10 to Launch	4d10 to Launch
1	10%	0%	0%	0%
2	28%	1%	0%	0%
3	49%	4%	0.1%	0%
4	69%	10%	0.5%	0.1%
5	84%	19%	1%	0.4%
6	94%	31%	3%	1%
7	98%	45%	7%	2%
8	99.6%	61%	12%	4%
9	99.9%	75%	19%	6%
10	100%	86%	29%	9%
11		94%	41%	12%
12		98%	54%	17%
13		99.4%	67%	22%
14		99.9%	79%	28%
15		>99.9%	88%	35%
16		>99.9%	94%	42%
17		>99.9%	97%	50%
18		>99.9%	99.1%	57%
19		>99.9%	99.7%	64%
20		100%	>99.9%	70%
21			>99.9%	76%
22			>99.9%	81%
23			>99.9%	85%
24			>99.9%	88%
25			>99.9%	91%
26			>99.9%	93%
27			>99.9%	94%





Campaign Structure

The campaign is laid out as a series of mission engagements. Each mission may have one or more “setup conditions” that will affect the way the mission is played. For each one, decide if the setup condition is met and follow the instructions to adjust the mission.

Likewise, it mission may have several possible outcomes. After playing the mission, decide which outcome is met and follow the instructions to continue the campaign

Scaling the Campaign

This campaign was originally intended for twelve players (six per team), but due to high player interest when I ran this campaign in my PBEM, I’ve altered the rules to allow for more players. Instead of specifying a specific number of planes for each mission, they will be expressed in “flights”. One flight means one plane per each player.

ONE FLIGHT = ONE PLANE PER PLAYER



CAMPAIGN RULES

Winning the Campaign

At the end of the campaign, tally up the score per the following table to determine the winner.

Table 7

ACTION	TEXAS POINTS	MEXICO/GERMANPOINTS
Character captured – Arm	1	1
Character captured – Sr Arm	2	2
Character captured – Sgt.	3	3
Character captured – 2ndLt.	4	4
Character captured – 1stLt.	5	5
Character captured – Capt.	6	6
Character captured – Major	7	7
Character captured – Lt Col	8	8
Character captured – Col	9	9
Enemy aircraft shot down	10	10
Enemy aircraft captured	15	20
Donnerschlag destroyed	50	0
Donnerschlag captured	75	0
Donnerschlag destroyed after being captured	25	0
Sturmjäger destroyed	100	0
Sturmjäger captured	150	0
Sturmjäger destroyed after being captured	50	0
Seminole Canyon destroyed	0	200
Seminole Canyon captured	0	400
Seminole Canyon destroyed after being captured	0	100
TNCA gun turret destroyed	5	0
TNCA Factory building destroyed	50	0
Other TNCA building destroyed	25	0



ENGAGEMENT 1: THE MEXICAN PATROL



Briefing:

The Air Rangers of ARG 2 constantly study the patrol patterns of the Mexican Air Force. Despite the patrol's weaknesses, Col. Jennings knows he cannot avoid them altogether. He orders a flight of fighters to scout out their flight path and eliminate any patrols before they can spot the Seminole Canyon.

Setup:

See the attached map template. One flight of Air Ranger planes set up on their home edge of the map. One flight of Mexican Air Force planes set up on their home edge of the map. The Mexican Air Force planes may only carry rockets on half of their hardpoints (round down).

Rules:

The Air Rangers must destroy the entire Mexican patrol. The Air Rangers will not flee the map and risk leading the Mexican patrol back to Seminole Canyon. If they are outnumbered by 2:1, the Mexican Air Force must return to their base through the opposite side of the map. If the Mexican Air Force loses half of their patrol flight, they may also choose to return to base. The game continues until one side controls the map.

Outcome 1:

If the entire Mexican patrol is destroyed, go to engagement 4. The Air Rangers have destroyed the entire patrol. It will be some time before Mexican base realizes the patrol is missing, allowing the Air Rangers to maintain the element of surprise. This is a surprise attack. It is not the continuation of a previous engagement. The Air Rangers may rescue downed pilots against a Rescue Attempt number of 8.

Outcome 2:

If one or more Mexican planes return to the Air Force base, go to engagement 2. The Mexican forces now know the Air Rangers will attack the factory, but they don't know the position of the Seminole Canyon. They reinforce the factory and wait for the attack. The Mexican Air Force transfers one flight to the TNCA factory. The Air Rangers may rescue downed pilots against a Rescue Attempt number of 8.

Outcome 3:

If the Mexican Air Force controls the map, go to engagement 5. After defeated the Air Ranger scout flight, the Mexican patrol has spotted the Seminole Canyon, and reported its position giving the Mexican/German forces time to attack the intruding zeppelin before it can reach the factory. Any downed Air Ranger pilots are captured by Mexican ground forces





ENGAGEMENT 2: ATTACK INTERCEPTED

Briefing:

Their presence known, the Air Rangers have no choice but to proceed with their attack. The attack group is intercepted by aircraft from the Donnerschlag. The Seminole Canyon launches reinforcements, but the attack group must hold out until they arrive.

Setup:

See the attached map template. One flight of Air Ranger planes set up on their home edge of the map. The Air Ranger planes must carry at least 3,000 lbs of bombs between them. One flight from the Donnerschlag set up on their home edge of the map.

Rules:

Either side may retreat through its home edge of the map. Each turn roll 2d10. If the result is less than or equal to the turn number, one additional flight of Air Ranger planes enter the map the Air Rangers home edge. The reinforcement planes must carry at least 1,500 lbs of bombs between them. The game continues until one side controls the map.

Outcome 1:

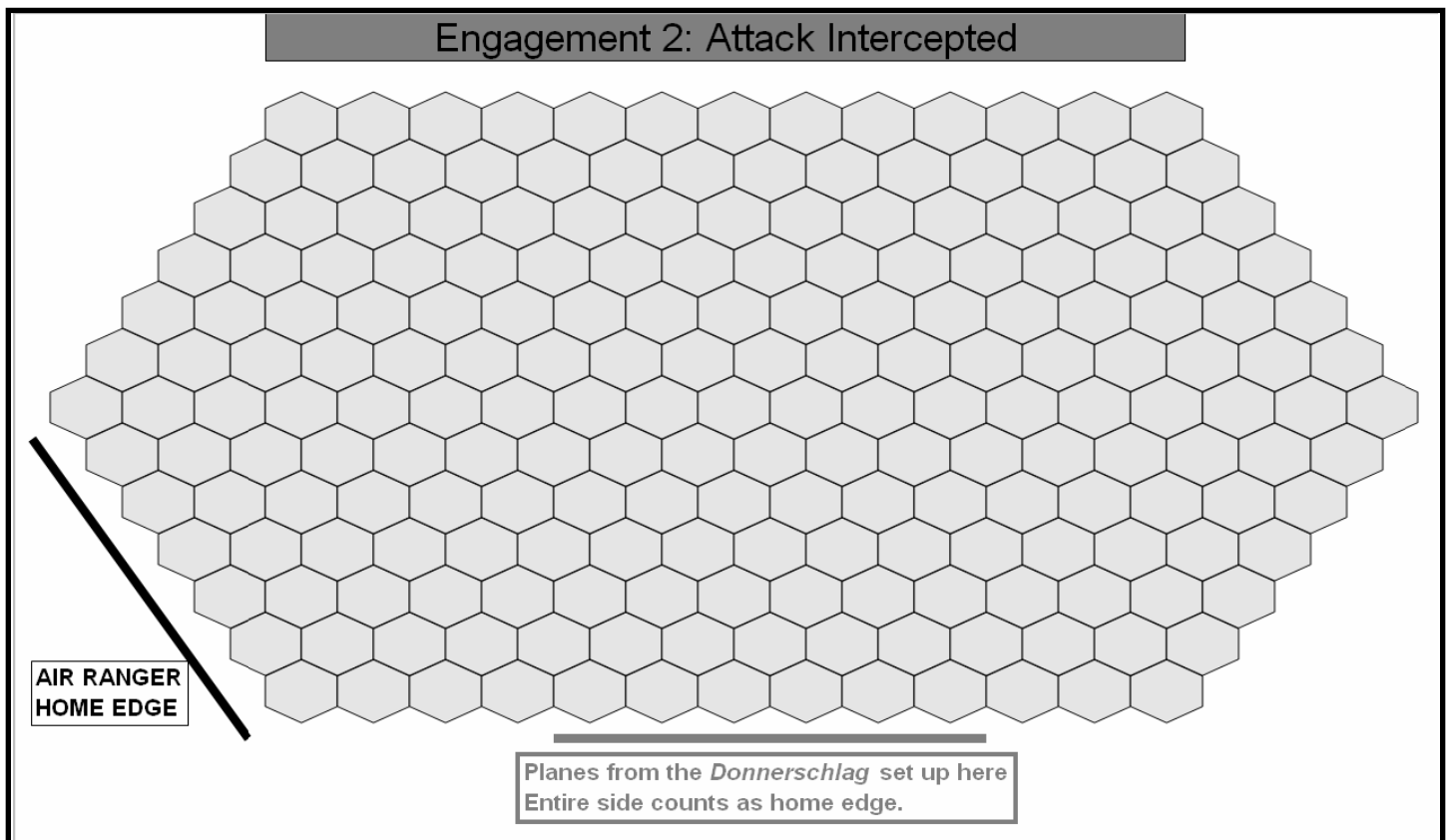
If the Air Rangers control the map, go to engagement 4. This is a continuation of a previous mission. There is no time for either side to make aircraft repairs. If the reinforcement flight has not arrived, the attack group will allow them to catch up before striking the factory. This is an expected attack. The Air Rangers may rescue downed pilots against a Rescue Attempt number of 9.

Outcome 2:

If the Air Rangers control the map, but feel their attack force has been significantly depleted, they may choose to abandon the attack and attempt to capture the Donnerschlag instead. Go to engagement 3. The Air Rangers may rescue downed pilots against a Rescue Attempt number of 9.

Outcome 3:

If the German fighters from the Donnerschlag control the map, go to engagement 3. Any downed Air Ranger pilots are captured by Mexican ground forces.



ENGAGEMENT 3: CAPTURING THE DONNERSCHLAG



Briefing:

Having lost the element of surprise to attack the TNCA factory, Col. Jennings hatches a daring new plan. He dispatches the Seminole Canyon's boarding parties to capture the German scoutship Donnerschlag. If successful, the Air Rangers will use the airship's Kriegs to lead the attack force against the factory. With luck, the TNCA security forces will not realize the "friendly aircraft" are under enemy control until it is too late.

Setup:

See the attached map template. Two flights of Air Rangers set up on their home edge of the map. The Air Rangers must carry at least the 30 boarders from the Seminole Canyon. The Seminole Canyon's security forces and any pilots who have been shot down and rescued may also be used as boarders. The boarders may either be wing-walkers, or carried in the cargo bay of Behemoths.

Rules:

The surviving Kriegs from engagement 2 have not been re-armed, repaired or re-fueled and may not be used in this engagement. Each turn roll 1d10 for each Krieg eligible to fly in this engagement. If the roll is less than or equal to the turn number the Krieg may launch. Only one plane may launch from each aircraft bay per turn.

The Air Rangers need to capture the Donnerschlag. They will not attempt to destroy it unless all of their boarders have been killed. If all of the boarders are killed the Air Rangers may retreat through their home edge. The German pilots will die trying to defend the Donnerschlag. They may not flee the map. If the Donnerschlag is captured, they will try to destroy it rather than allow it to remain under the Air Rangers control. The game continues until one side controls the map.

Outcome 1:

If the Air Rangers capture the Donnerschlag, go to engagement 4. This is a surprise attack. It is not the continuation of a previous engagement. The Air Rangers may rescue downed pilots against a Rescue Attempt number of 7.

The Air Rangers must transfer personnel from the Seminole Canyon to the Donnerschlag to man the zeppelin and pilots to fly the captured Kriegs. Any captured German/Mexican pilots of zeppelin crew members are transferred to the Seminole Canyon under armed guard.

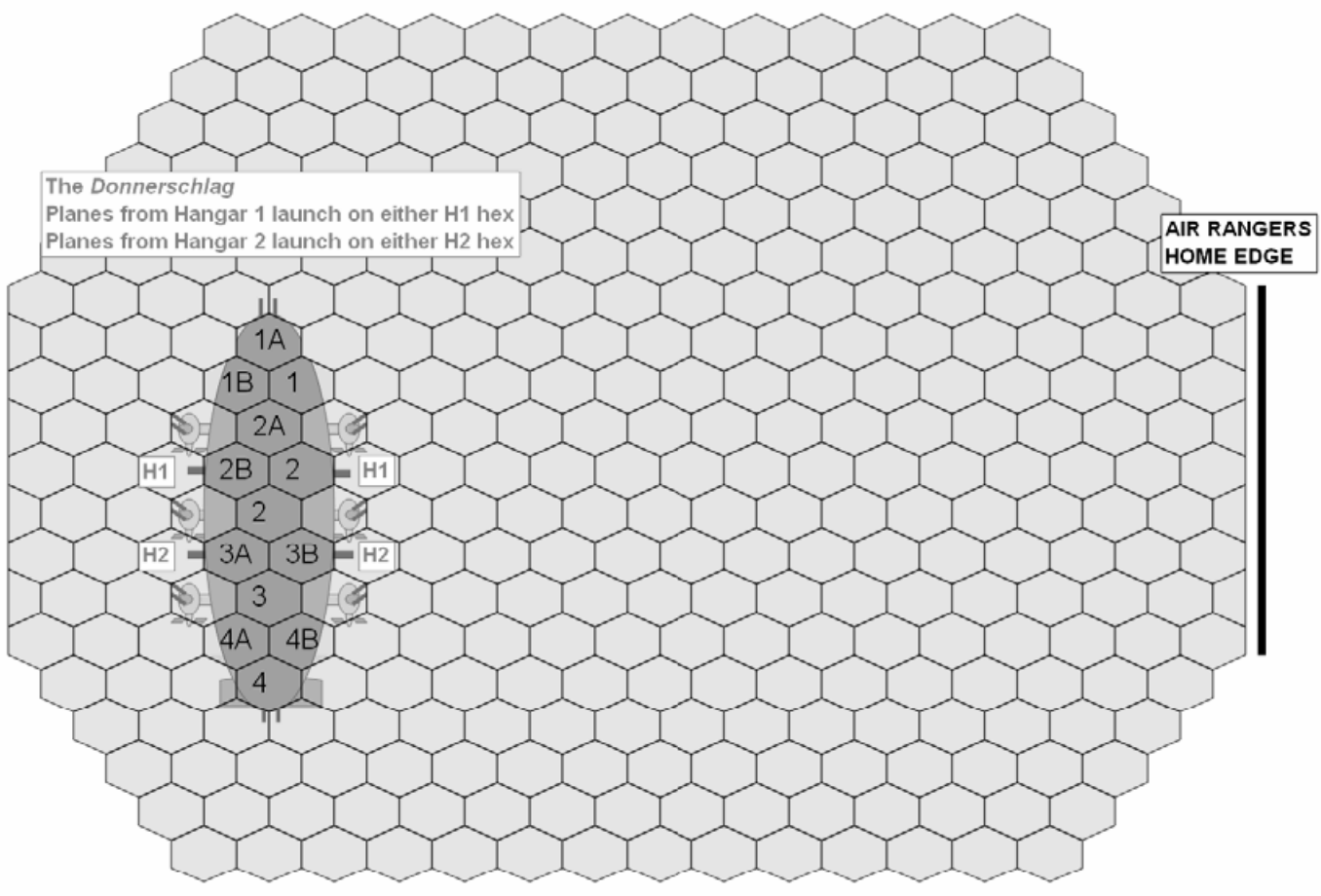
Outcome 2:

If the Air Rangers do not capture the Donnerschlag, go to engagement 5. Any downed Air Rangers are captured by Mexican ground forces.



ENGAGEMENT 4: ATTACK ON THE TNCA FACTORY

Engagement 3: Capturing the *Donnerschlag*



ENGAGEMENT 4: ATTACK ON THE TNCA FACTORY



Briefing:

The Air Rangers launch their attack on the TNCA factory.

Setup:

See attached map template.

Condition 1:

Applies if this is a continuation of a previous engagement. Surviving Air Ranger planes from the previous engagement set up on their home edge of the map. The Texas players may choose to have damaged planes return to the Seminole Canyon instead of playing in this mission.

Condition 2:

Applies if this is not the continuation of a previous engagement. One flight of Air Ranger planes from the Seminole Canyon set up on their home edge of the map. The Air Rangers must carry at least 3,000 lbs of bombs between them.

Condition 3:

Applies if the Air Rangers have recaptured the Donnerschlag. Up to one flight of captured Kriegs from the Donnerschlag may set up as shown on the map.

Condition 4:

Applies if this is an expected attack. The TNCA skewers are already airborne and may set up as shown on the map.

Condition 5:

Applies if this is a surprise attack. The TNCA skewers set up at the docks. Roll 1d10 for each skewer each turn. If the roll is less than or equal to the turn number, the Skewer is ready to take off.

Condition 6:

Applies if the Mexican Air Force has transferred aircraft to the factory. The Mexican Air Force planes set up in the hangar. One Mexican plane may take off each turn. To takeoff planes must plot an "SA" maneuver. They may takeoff at any speed. No roll is required for takeoff in this mission.

Condition 7:

Applies if the Donnerschlag is still under German control. Roll 1d10 each turn. If they roll is less than or equal to the turn number, one flight of Kriegs from the Donnerschlag set up on their home edge of the map. If the Donnerschlag conducted any training flights during the last mission, they are farther away from the factory and cannot protect it as easily. Roll 2d10 each turn instead.

Rules:

Air Ranger planes may retreat off the long edge of the clear sky map. Mexican Air Force planes and planes from the Donnerschlag (under German control) may retreat off the long edge of the seaport map. The TNCA planes will not flee the map. The game continues until one side controls the map. If all three factory buildings are hit by at least 500 lbs of bombs, the factory has been destroyed.

Outcome 1:

Go to engagement 5, unless engagement 5 has already been played. Any downed Air Rangers are captured by Mexican ground forces.

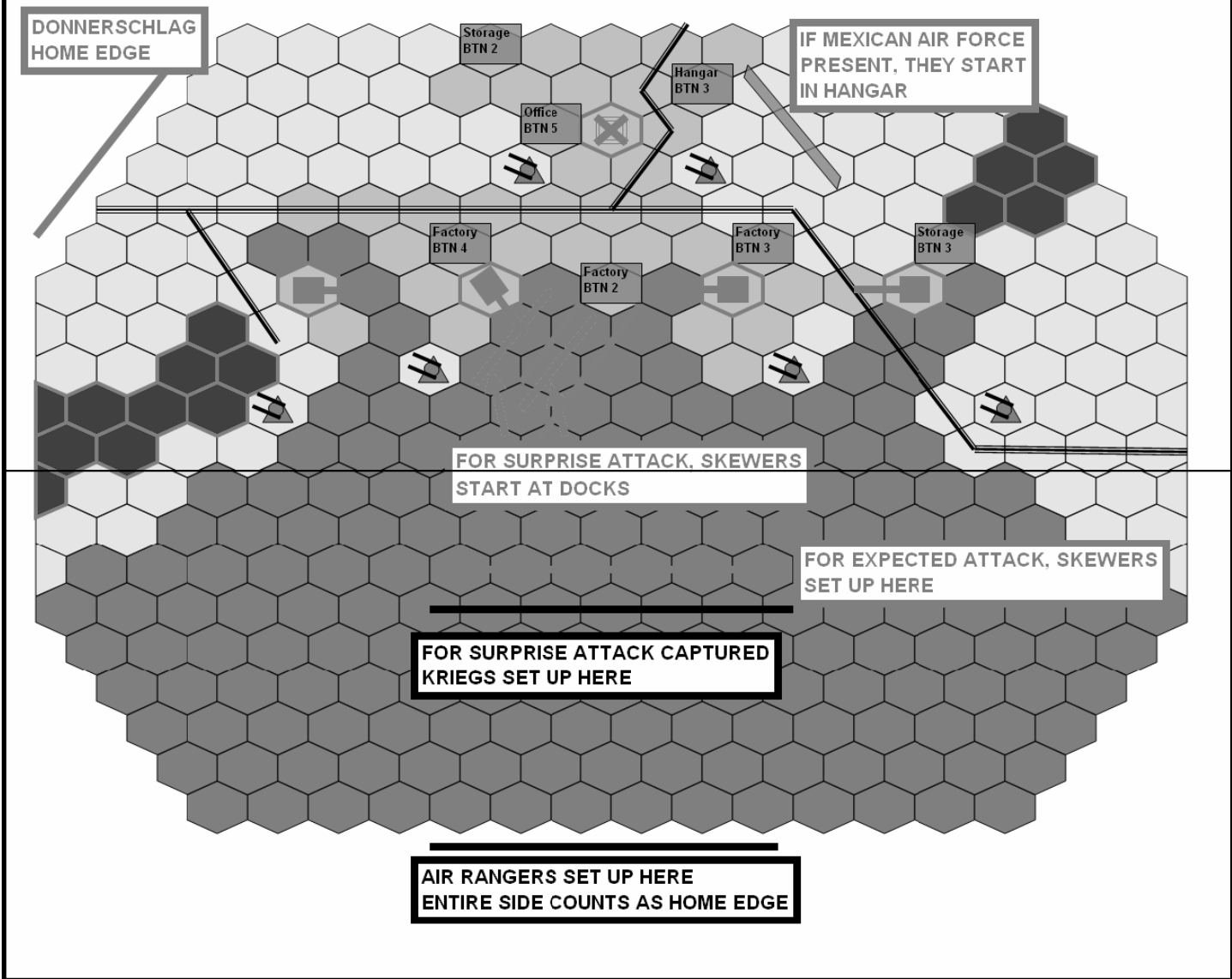
Outcome 2:

If engagement 5 has already been played, go to engagement 6. Any downed Air Rangers are captured by Mexican ground forces.



ENGAGEMENT 5A: COUNTER-ASSAULT

Engagement 4: Attack on the TNCA Factory



ENGAGEMENT 5A: COUNTER-ASSAULT



Briefing:

While the Air Ranger's attack group is occupied attacking the TNCA factory, the Sturmjäger catches the Seminole Canyon off guard with a surprise counter assault. As they Air Rangers race to launch their interceptors, they realize the Sturmjäger's forces are focusing their attack against the zeppelins weapon mounts rather than its gas cells. They aren't trying to destroy the Seminole Canyon – they are eliminating its defenses to make it safe for enemy cargo planes to approach it!

Setup:

See the attached map template. two flights from the Sturmjäger set up on their home edge of the map.

This is a surprise attack. No Air Ranger planes are in the air. Identify two flights of Air Rangers planes near readiness to launch. Designate one flight as Group A and one flight as Group B.

Condition 1:

Applies if this engagement immediately follows engagement 4. The Air Rangers attacking the factory have not returned yet. They may not be selected at the beginning of this engagement. Each turn roll 1d10 (single roll for the group) and add it to the final turn number of engagement 4. If the result is less than or equal to the turn number, the surviving Air Rangers enter the map through the long edge of the clear sky map. They are in the same condition as they were at the end of engagement 4

Condition 2:

Applies if the Air Rangers have captured the Donnerschlag. The Donnerschlag sets up as shown. Each turn, roll 1d10 for each of the Air Rangers stationed aboard the Donnerschlag. If the roll is less than or equal to the turn number, the plane is ready to launch. Only one plane from each aircraft bay may launch per turn.

Condition 3:

Applies if the Sturmjäger conducted training flights during the previous mission. If the Sturmjäger conducted training flights during the previous mission, they are not immediately ready to launch their counter-attack. Roll 1d10. Begin this engagement on the rolled turn number.

Rules:

Each turn, roll 1d10 for each of the 6 Air Rangers in Group A and 2d10 for each of the 6 Air Rangers in Group B. If the roll is less than or equal to the turn number, the plane is ready to launch. Only one plane may launch from each aircraft bay per turn.

The German/Mexican forces from the Sturmjäger are not trying to destroy the Seminole Canyon, only to weaken its defenses. They must destroy at least half of its weapon mounts. They are free to destroy the Donnerschlag, if it's present. The German/Mexican forces may retreat through their home edge. The Air Rangers will not flee the map. The game continues until turn 20.

Outcome 1:

Go to engagement 5B.



ENGAGEMENT 5B: BATTLE FOR THE SEMINOLE CANYON

Briefing:

The boarding parties have arrived, escorted by the Mexican Air Force. Mexican transport planes are not noted for their armor, nor Mexican transport pilots noted for their bravery. If the attack force from the Sturmjäger hasn't made a hole in the Seminole Canyon's defenses, the cargo planes will turn back, and the Mexican Air Force will be forced to destroy the Texas airship instead.

Setup:

This is a continuation of the previous engagement. Continue the turn numbering. Use the same map. All surviving planes are still on the map. One flight from the Mexican Air force base set up on their home edge of the map.

Working feverishly, mechanics on the Seminole Canyon, have prepared one additional flight of planes to launch. Launched planes set up next to the middle of the Seminole Canyon at the end of the firing phase. One plane may launch from each aircraft bay each turn.

Condition 1:

Applies if the German/Mexican forces destroyed at least half of the Seminole Canyon's weapon mounts during engagement 5A. The Mexican Air Force will try to capture the Seminole Canyon. One flight of Asno Fuerte cargo planes set up with the Mexican Air Force planes. Each Asno carries 12 boarders in its cargo bay.

Condition 2:

Applies if the German/Mexican forces did not destroy at least half of the Seminole Canyon's weapon mounts during engagement 5. Unwilling to approach the Seminole Canyon with its defenses still intact, the Asno Fuerte cargo planes will return to base. Instead, the Mexican Air Force will try to destroy the Seminole Canyon

Condition 3:

Applies if engagement 5 immediately followed engagement 4 AND the surviving Air Rangers from engagement 4 did not return during engagement 5. The Air Rangers attacking the factory still have not returned yet. They may not be selected at the beginning of this engagement. Each turn roll 1d10 (single roll for the group) and add it to the final turn number of engagement 4. If the result is less than or equal to the turn number, the surviving Air Rangers enter the map through the long edge of the clear sky map. They are in the same condition as they were at the end of engagement 4.

Rules:

If at least half of the Seminole Canyon's weapon mounts were destroyed, the German/Mexican forces must try to capture the zeppelin. They will not attempt to destroy it unless all of their boarders have been killed. The Asno Fuerte cargo planes may leave the map through their home edge after they have dropped off their boarders. The German/Mexican forces may leave the map if all of their boarders have been killed and they are outnumbered by 2-1.

Any prisoners from engagement 3 are in locked in a holding cell aboard the Seminole Canyon.

The prisoners may not participate in combat (kill or be killed). The prisoners roll 1d10 each turn (single roll for the group). On a roll of 10, the prisoners manage to escape and participate in combat. If the Mexican boarding party controls the hex with the prisoners they will be freed.

The Air Rangers must defend the Seminole Canyon at all costs. If the zeppelin is captured they will try to destroy it rather than although it to be taken by the Mexican Air Force and used against the Republic. The Air Rangers may not flee the map unless the Seminole Canyon has been destroyed.

ENGAGEMENT 5B: BATTLE FOR THE SEMINOLE CANYON



Outcome 1:

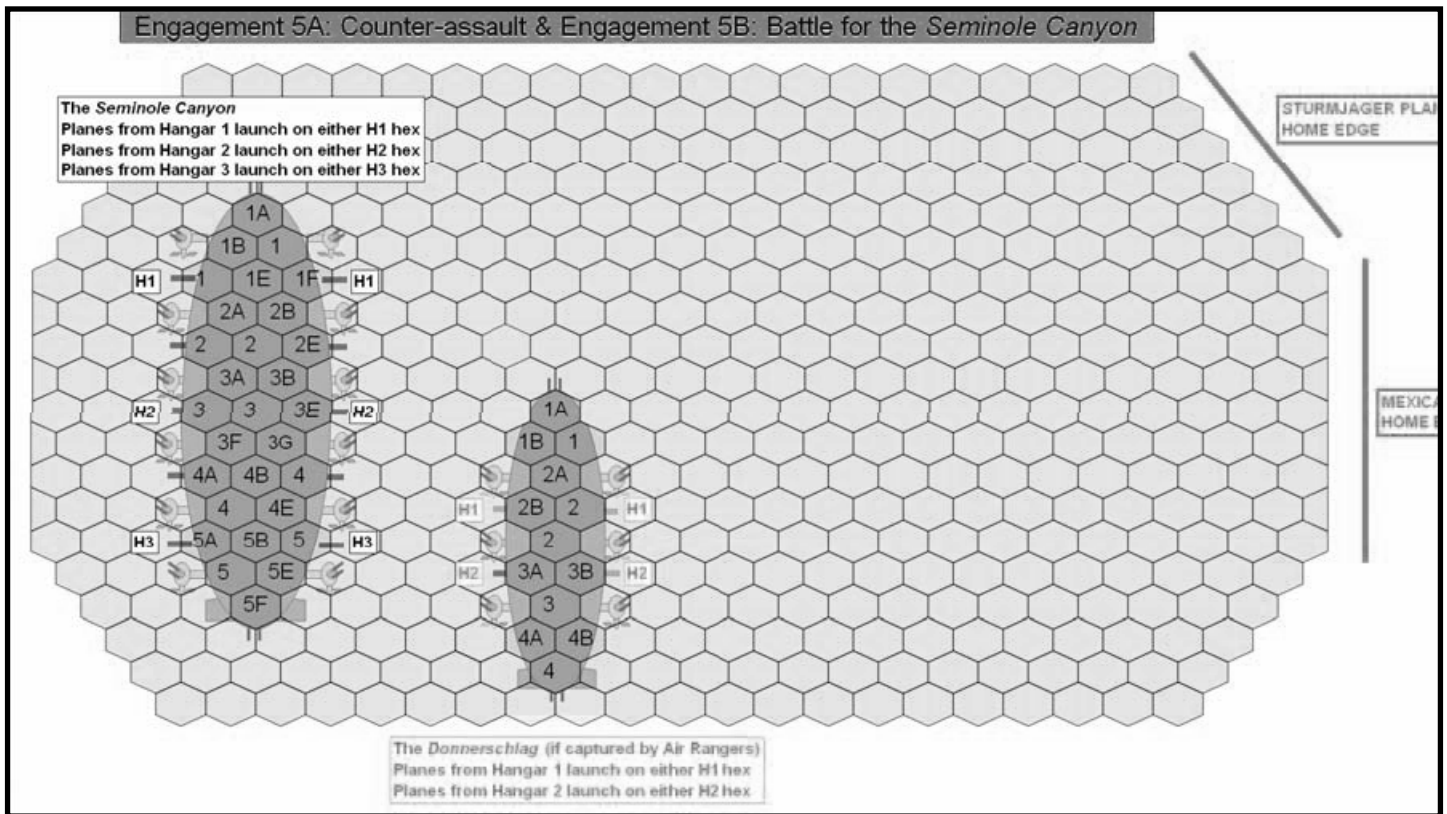
If the Air Rangers control the map AND the factory has been destroyed, go to engagement 6. The Air Rangers may rescue downed pilots against a Rescue Attempt number of 9.

Outcome 3:

If the German/Mexican forces control the map, Rangers are captured by Mexican ground forces. the campaign is over. Any downed Air Tally the score and determine the winner.

Outcome 2:

If the Air Rangers control the map AND the factory has not been destroyed, go to engagement 4. The Air Rangers may rescue downed pilots against a Rescue Attempt number of 9.





ENGAGEMENT 6: ESCAPING THE STURMJÄGER

Briefing:

Successful or not, the Seminole Canyon must return to Randolph Field ARB. Mexican reinforcements will arrive soon from Air Force bases in the South, and the wearied Air Rangers cannot defend the airship indefinitely against a continual barrage of attacks. The Seminole Canyon sets out to return to Texas, but the Sturmjäger is in pursuit! Although smaller than the Republic class airship, the Sturmjäger is very well armed and hasn't felt the strain of battle as the Seminole Canyon has. With a higher engine to mass ratio, the Zephir class Sturmjäger is the faster ship and begins to close in on the larger Texas zeppelin.

Setup:

See the attached map template. No planes begin in the air.

Condition 1:

Applies if the Donnerschlag is still under German/Mexican control and has at least one flight of aircraft remaining: The Donnerschlag sets up 3 hexes from the Sturmjäger.

Condition 2:

Applies if the Donnerschlag is under Air Rangers control: The Donnerschlag sets up 3 hexes from the Seminole Canyon.

Rules:

The crews of all the zeppelins are desperately trying to keep their aircraft combat ready with the continual sorties.

For each aircraft that did not participate in the last 2 engagements, roll 1d10. If the roll is less than or equal to the turn number the aircraft is ready to launch.

For each aircraft that did not participate in the last engagement, roll 2d10. If the roll is less than or equal to the turn number the aircraft is ready to launch. For each aircraft that participated in the last engagement, roll 3d10. If the roll is less than or equal to the turn number the aircraft is ready to launch.

These aircraft have been re-armed and refueled, but have had only minimal time for repairs. Their armor has been patched and damaged guns and hardpoints have been swapped out. All other damage to internal components remains from the end of the last engagement.

Each zeppelin may launch one plane from each aircraft bay per turn.

Each zeppelin is eligible to be captured or destroyed. Planes may carry any available boarders or unused pilots. Players may choose to have gunners join boarding parties as well.

Each turn roll 3d10 for the Mexican Air Force (single roll for the group). If the roll is less than or equal to the turn number, the Mexican Air Force (including any surviving Asno Fuerte cargo planes) enters the map through its home edge. The cargo planes each carry 12 boarders. Any Mexican/German pilots shot down prior to the last engagement have made their way to the Chihuahuan Air Force Base and may be used as boarders or may replace the cowardly cargo pilots.

The Mexican Air Force may leave the map through its home edge. Aircraft from any of the zeppelins will not leave the map unless all of their side's zeppelins have been destroyed. If a zeppelin is captured, its planes will try to destroy it rather than allow it to be used by the enemy team.

The game continues until one side controls the map. If the Air Rangers control the map before the Mexican Air Force arrives, the Mexican Air Force will return to base.

Outcome 1:

If the Air Rangers control the map, they return to Randolph Field ARB. The Air Rangers automatically rescue downed pilots as long as they have Behemoths remaining to pick them up. Each Behemoth may rescue up to 5 downed pilots. The campaign is over.

Tally the score and determine the winner.

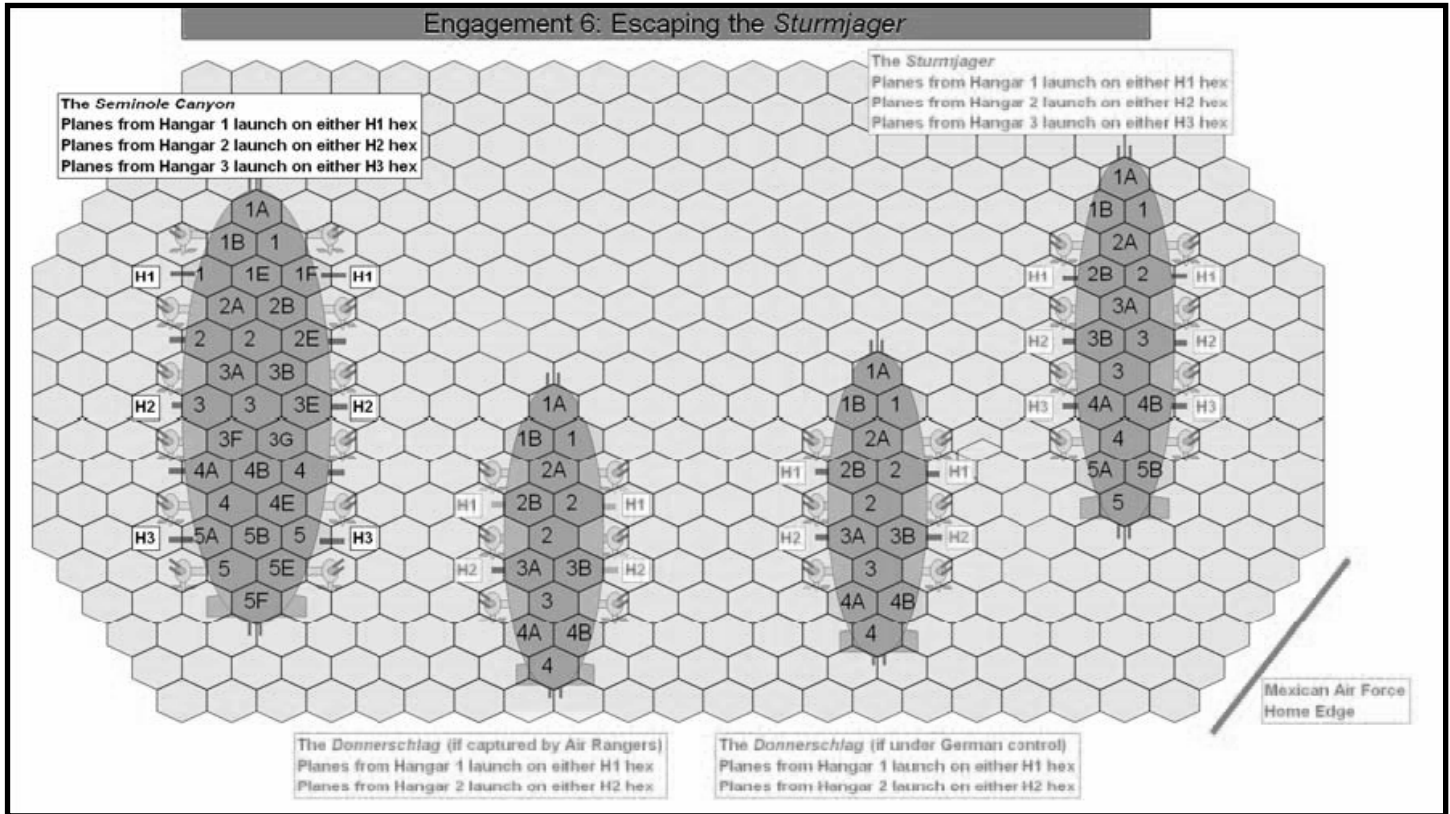
ENGAGEMENT 6: ESCAPING THE STURMJÄGER



Outcome 2:

If the German/Mexican forces control the map, any downed Air Rangers are captured by Mexican ground forces. The campaign is over.

Tally the score and determine the winner.



Léalos y Llore!



Muchachos...