

Tournament Fire Combat

After many, many games using the original Shot Calculator, I decided that a good approximation could be made which would allow much of the detail of the original system, but would allow shots to be resolved much more rapidly. As the game revolves around positioning, the loss in detail in shot resolution is a good thing. Use the older system if you want that detail.

You'll still need the Fire Combat Tables from the regular game. This system merely replaces the shot calculator functions (and data entry). As an aside, it eliminates the resolution of off-angle shots (those with limited potential of anything greater than a fluke hit).

The Range Mod Calc spreadsheet can be used to determine the Range Die Roll Modifier, or players can make a range ruler with the following markings. For simplicity, your hexgrid is used to generate the unit of measure (one hex). Use the Modifier most appropriate for the scale you are playing (WW1 or WW2).

Hexes	Modifer (WW1/WW2)
1	0 / +1
2	-1 / -1
3	-2 / -3
4	-3 / -5
5	-4 / -6
6	-6 / -8
7	-8 / -12
8	-10 / -16
9	-12 / -20
10	too far

Use this stick distance (or the calculated mod) plus the gun values and the target and firer mods from the two plane's spreadsheets to determine the final firing mod. See the Range Mod Calculator for an "instant" means of figuring these modifiers.

Resolve shots only if the target is in the firer's frontal 30 degree cone (plus hexes potentially making up the boundary) and if the firer is in the target's 180 degree rear cone (see also the stall/spin exception below). Do not allow dead-on beam shots against the target, so you have a 180 degree rear cone of the target, less the boundary lines.

For flex guns and turrets, use arcs (other than the forward 30 of fixed guns) appropriate to the guns involved and ignore the usual vertical cone limitations, below.

If the target is dead on center of the firer's front facing, give the shot another +1. Likewise if the firer is dead on center of the target's rear facing, give the shot another +1.

The target's rear arc requirement is eliminated if the target aircraft is fully stalled or spinning. There is no additional +1 mod for being dead-on the "rear" of such an aircraft.

Vertical cones require the use of the Range Mod Calculator program. This not only automatically tells you the range mod (or 999 if you are too far away), but uses basic trigonometry to figure out the actual vertical angle off. Enter the raw altitude of the firer and target as well as the horizontal hex distance between the two (make sure the hex scale is set correctly to what you are doing). Compare this to the firer's shot pitch. If the difference is equal to or less than 30 degrees, allow the shot. Otherwise it is out of cone and not allowed.