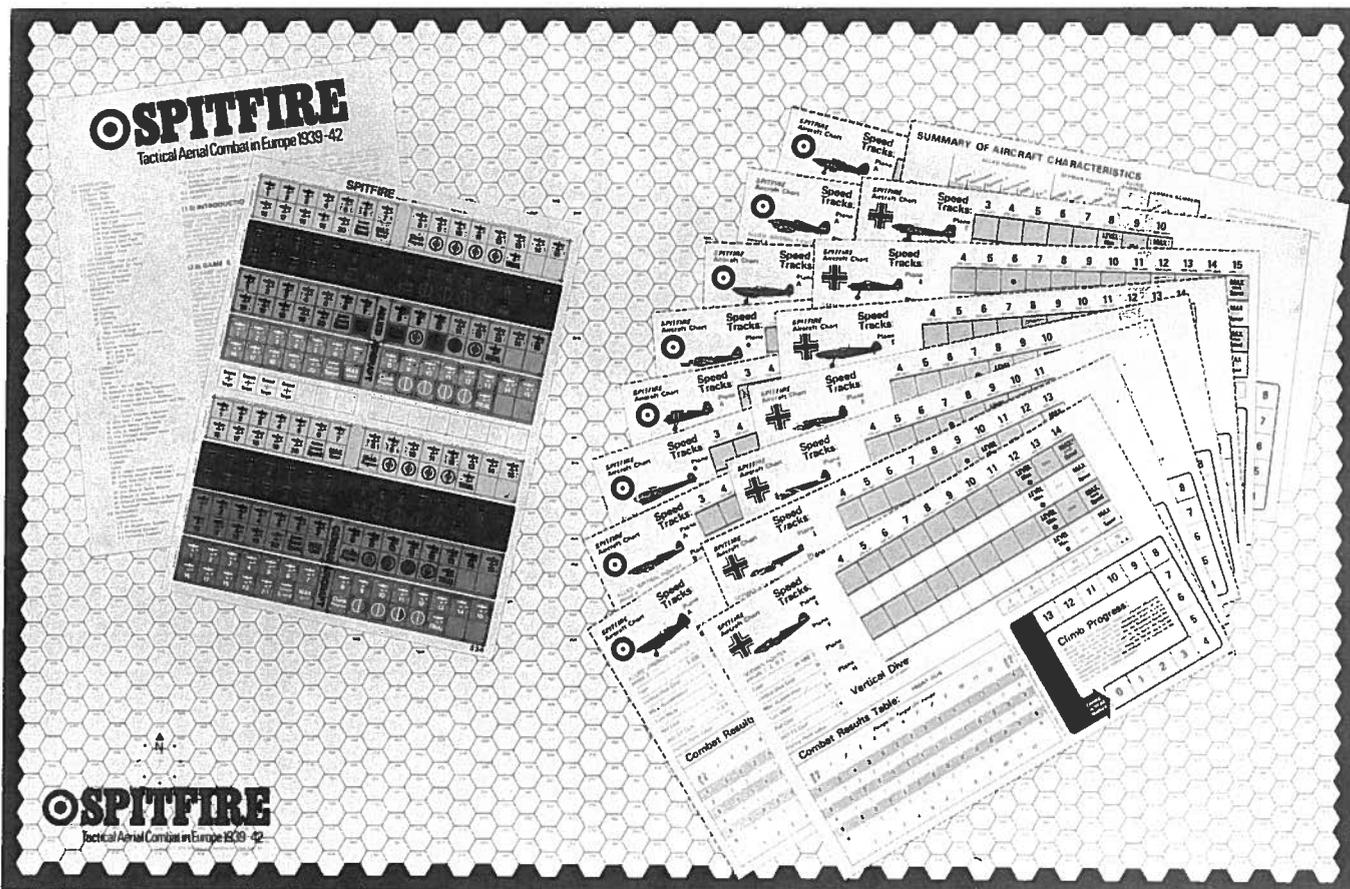


# Spitfire

Tactical Aerial Combat in Europe, 1939-42

- Dogfight and Bombing Scenarios
- Playable by two or more people
- Special Maneuvers



*An Me 109 E3 is moving at 270 miles per hour. The pilot is about to fire at the Spitfire I directly in its sights. The Spitfire, unexpectedly, executes a wing-over. Another Spitfire comes out from the sun. Suddenly, the Messerschmitt's pilot realizes that he'll have to go into a dive to avoid still another hit on his already damaged aircraft.*

The aircraft of World War II were vastly superior to their World War I counter-parts. New developments enabled pilots to engage in sophisticated combat. For the first time in history, "Air Superiority" became a determining factor in which side was to achieve total victory.

*Spitfire* simulates the air conflict between

the Axis and Allied forces over Britain, France and the English Channel from 1939 to 1942. Each player is provided with aircraft of varying capabilities and limitations (Blenheims, Junkers, Spitfires, Hurricanes, Heinkels, Focke-Wulfs, and others). The game is basically for two players. However, since many ways are provided to vary situations, more than two people can participate in either the Air Superiority or Bomber scenario, each manipulating his own aircraft.

*Spitfire's* 22" x 34" mapsheet provides the "air space" for the action to take place. The hexagonal grid is numbered to facilitate set-up (and play-by-mail). The die-cut counters which indicate altitude levels

allow for one to four aircraft to participate simultaneously. A "point-value" assigned to each plane indicates the probabilities for superiority based on individual aircraft characteristics. A skilled player-pilot can take advantage of such characteristics as maneuverability (accounted for by a "Turn Mode"); fuel injection; special maneuver capabilities ("Split-S" or "Wing-Over" or a "Snap Roll"). Diving and Climbing decisions play an important part in determining the outcome of each scenario.

The Twentieth Century is the age of air warfare. *Spitfire* dramatically demonstrates how this is true.

*Spitfire* is available (boxed) from Simulations Publications for \$6.00.