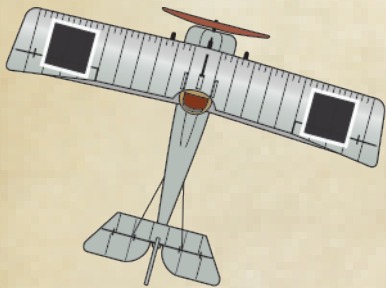


**AGE of  
DOGFIGHTS  
WWI**

**OTTOMAN  
EMPIRE  
AIRCRAFT  
SCENARIOS**



## Ottoman Air Force

*The Turkish air force dates back to 1911. Pilots were initially trained in France, but the Ottoman empire soon formed its own pilot school. When Italy attacked Tripolitania (a province in Libya) at the end of 1911 the Italians were already using aircraft, while the Turks had nothing to oppose them. The Turkish commanders soon realized that their air force could play a significant role in the war, so they put pressure on the authorities to procure planes as quickly as possible. As early as the Balkan Wars in 1912, the Turks had nine warplanes and four training planes at their disposal, and used these for many patrol flights. The procurement of new planes continued after the Balkan Wars, mostly from France. The Turks carried out many long flights in the region to promote aviation, during which time they recorded their first pilot casualties.*

*The Ottoman Empire entered the First World War with only seven planes and 10 pilots. The Russian offensive on the Caucasus front was successful, and the Turks were soon left without planes there. By the time the Entente forces began landing in Gallipoli in 1915, Turkey had only four planes remaining, but they still managed to carry out numerous patrol, reconnaissance, and bombing missions. Turkey then began procurement of aircraft from its new ally, Germany, as well as widening and accelerating its pilot training programme. Even until the end of the war, however, many squadrons were manned by German commanders and some German pilots.*

*After the initial setbacks, Turkish planes made a significant contribution to their country's war effort on the Caucasus front, and in Palestine and Mesopotamia the Turks were a worthy opponent of the British Air Force. The Turkish air force also provided significant support to ground forces and against Arab insurgents during their rebellion. In total, the Ottoman Empire used around 450 aircraft during WWI, flown by 100 Turkish and 150 German pilots. A truce was signed on that part of the front on October 30, 1918, after which the Allied armies entered Turkey and occupied all its airbases.*

## Aircraft

The Turks used many aircraft types, including some of the most recently developed German fighters (Fokker D.VII, Albatros D.V, etc.). This expansion includes 12 tokens for Ottoman aircraft (six different types, including some plane types that are not included in the basic game) and six Control Panels. The expansion also includes Two Nieuport 17s, *which were manufactured in France and intended for the Russian Empire. The Turks captured these in the Bosphorus during their transport to Russia.*

## Scenarios

Each scenario below includes numbers and descriptions of initial aircraft positions and the tasks to be performed. This leaflet contains four examples from which players can then develop their own scenarios for Turkish aircraft.

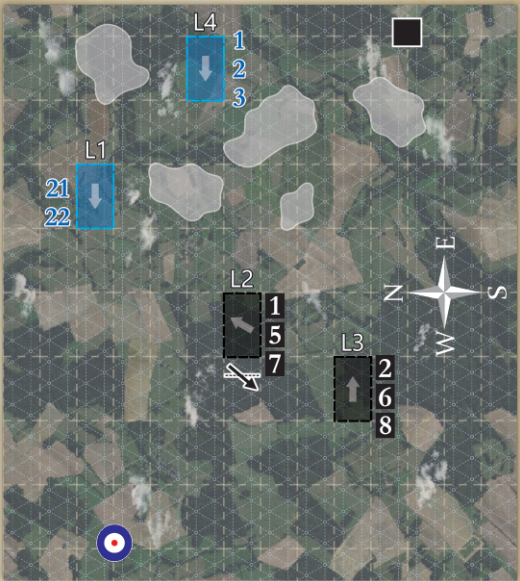
### 1. 'Training Flight'

A mixed formation of six Ottoman aircraft (numbers 1, 2, 5, 6, 7 and 8) flies deep behind its own lines. German instructors are in the three planes with odd numbers, and Turkish trainee pilots are in the three with even numbers (marked by green rookie markers on their Control Panels). As this is a training exercise, all aircraft carry less ammunition, so Control Panel sliders should start at 3.

*Suddenly, they notice a pair of British Airco DH.1 light bombers flying at low altitude to the west, returning from a mission. The German pilots don't want to miss the opportunity, so they signal to the Turks to continue flying back to their own airfield (towards the east), then they separate and descend towards the British planes to attack and shoot them down. As they approach, three British Airco DH.2 fighters appear from above the clouds, forcing the young Turkish pilots to join the battle.*

One of the British fighter pilots is an ace (with a red marker on the Control Panel). The two Turkish planes are the only ones that may leave the combat zone (on the east side of the board) if the player wishes (even if they are not damaged or carrying ammunition).

Ottoman aircraft 2, 6 and 8 start at altitude L3. Numbers 1, 5 and 7 start from L2, tilted downwards. The British light bombers are at L1 and the fighters at L4. Initial aircraft positions are shown in the diagram below.

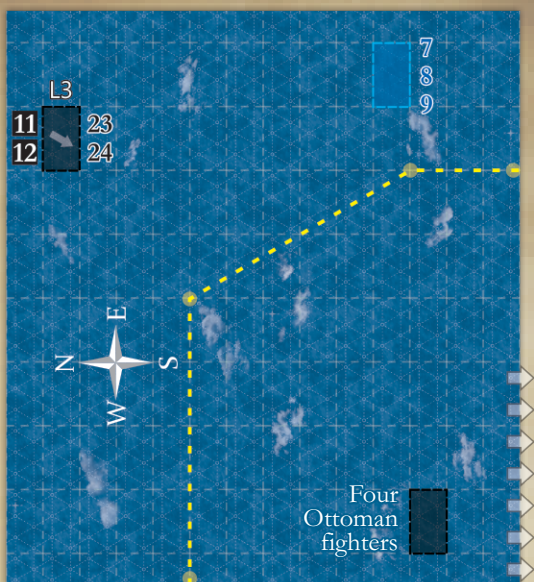


If both British bombers escape to the west, they are the winner. If both bombers are shot down, the Ottoman player is the winner. If only one escapes, the winner is determined by counting downed (1 point each) and damaged (0.5 points each) planes.

## 2. ‘Captured Military Plan’

An Ottoman warship comes into possession of important British war plans. Two Turkish floatplanes (Gotha WD.12) accompanied by two German floatplanes (Rumpler 6B) have reached the ship from the shore and stored the plans on one of the Gothas. All four planes now head back towards the Turkish coast, flying at an altitude of L3.

The British send three Bristol F.2 Fighters to intercept and shoot down both Gothas at any cost. Four Ottoman fighters (player’s choice) come to the aid of the floatplanes, but are only allowed to fly within a limited area, as shown in the diagram on the following page (circular markers can be used to mark the edges). *Range is limited because they need to stay in visual contact with the coast.* The positions of all planes at the beginning of the game is shown in the diagram below.



The Turkish-German player moves first, and before starting the game should write down the number of the Turkish floatplane (11 or 12) that is carrying the captured war plans. This should be opened and read (if necessary) only at the end of the game. The primary task of the British planes is to shoot down the two Gothas. If they destroy both, it is a victory for the British. If both Gothas escape (they exit the board to the south-west, as indicated by arrows in the diagram), it is a Turkish-German victory. If one Gocha was shot down and the other manages to escape, open the note. If it was the one carrying the plans, the British player wins, if not, the Turkish-German player wins.

### 3. 'A Surprise Party'

Three British Sopwith Camels patrol near the front line, flying at an altitude of L3. They notice two fighters flying at a higher altitude and recognize them as Nieuport 17 fighters. Thinking they are French allies, they continue their patrol. However, the two Nieuports are part of the Ottoman Air Force and immediately attack the British planes, making a turn to the right, descending to L3 altitude and moving into a firing position. The game is played on a board comprising two segments, and the positions of the planes is shown in the diagram on the following page.





The Ottoman player moves first, and will probably be able to shoot at the British in the first round. Even if they immediately destroy two of the British fighters, the remaining Camel has a chance to shoot down at least one Turkish plane by the end of the game. The game lasts for as long as there are planes remaining on both sides, or until all ammunition is used. Given the initial unfavorable situation of the British, the game is considered a draw if the British shoot down just one Turkish plane, or if all ammunition is used without losses on either side. If the British shoot down two Turkish planes, it is their victory. In other cases, the Turkish player wins.

#### 4. 'Ottoman Empire vs Russian Empire'

These two forces met frequently on the Caucasus front, so assemble 10 Russian planes\* (numbers 1–10, with a total aircraft value of 43) to fight eight Turkish opponents (numbers 3–10, with a total aircraft value of 42). The board extensions are placed on the north side (Russians) and south side (Turks). Use classic dogfight mode, and the winner is determined by totalling points at the end of the game.

\* Use Russian planes from the Main Expansion.