Blue Max add-ons

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Optional Fuel Rules

In some scenarios the standard Blue Max fuel rule may not be practical, so below are four good fuel options that the players can choose from. All players must agree on only one of the options before the game starts. Special note: that changing the use of fuel in a game can offset the balance of the campaign experience point system. If option #2, #3 or #4 is used, no more then 20 experience points total can be earned for flying on the board (1 point per turn flying on the board).

Option #1: Use standard Blue Max rules.

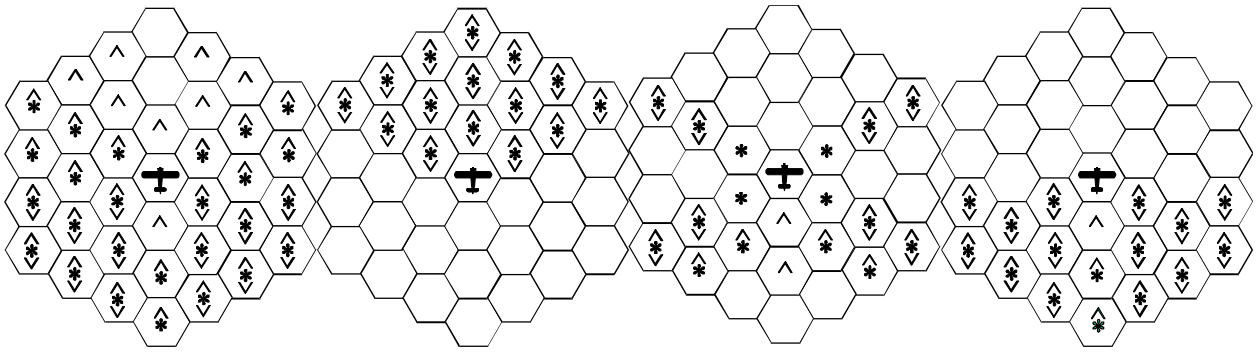
Option #2: Ignore all fuel rules.

Option #3: Use standard Blue Max rules, but after a plane runs out of fuel, no maneuvers faster then speed 2 are permitted. Only maneuvers of speed one or two are aloud until end of game.

Option #4: Use extended fuel by doubling all fuel points. To make it easy, each fuel box on the aircraft chart equals two fuel points. By putting a "/" in a box, it means one point is used. By putting an "X" in the box, it means both are used.

Observers and their Machine Guns

The observer had to operate his machine gun from a confined and very unstable platform made more difficult by the erratic and sometimes unpredictable maneuvers of the pilot. The observer had to also deal with traversing the gun within a strong slipstream (which was about 90 to 100 mph) that effected both the gunner and the trajectory of the bullets. To make flying a two-seater more historical/realistic, on any turn in which the pilot of the plane does not perform a non-restricted straight maneuver, the observer of the plane <u>cannot</u> reload, unjam or fire his machine gun. In short, the observer can only work his machine gun if the pilot performs a non-restricted straight maneuver (including the [1S1] stall). Provided below are more detailed firing arcs for most observer type aircraft. Stars mean that the observer can fire at a target at the same altitude, and the arrows mean that he can fire either up one level, down one level, or both.



Roland CII "Whalefish"
Halberstadt CLII & CLIV
Hannover CL types
Junkers CLI

Ago CI, CII, and CIII
FE5 "Gunbus"
FE2 "Fee" Series

BE2's

All others