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 #1, #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, but give everyone full boxes.
Option #2: Ignore all fuel rules. Fly until end of game or predetermined game turn.
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 110 mph) that effected both the gunner and the trajectory of the
bullets. To make flying a two-seater more historical and realistic, on any turn in which the pilot of the plane does
not perform a non-restricted straight maneuver, the observer of the plane cannot 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
[1S0] stall). Below are more detailed firing arcs for some of the observer aircraft in Blue Max. 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, Junkers CLI
Halberstadt CLII & CLIV
Hannover CLIII, F2A & F2B
Ago CI, CII, and CIII
FE5 “Gunbus”
FE2 “Fee” Series
BE2’s
All others