

1BoB+

These rules (1BoB+) were written by Brett Holman (bholman@airminded.org) to modify *First Battle of Britain: The Air War Over England, 1917-18* (1BoB), a wargame designed by Joseph Miranda and published by Decision Games in *Strategy & Tactics* 255 (March/April 2009).

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Discussion and design notes: <https://airminded.org/2025/01/15/1bob/>

Optional rules

Use the following optional rules:

- 24.5 Night Training.
- 25 Fighter Patrols.
 - Note: see modification below.
- 29 Advanced Night Operations.
 - Note: see modification below.
- Any other optional rules can be used as desired, though 26 Scrambling & Climbing is not recommended. 24 Training and 30 German Air Defense Increases introduce especially interesting dynamics.

Modified rules

Use the following modified rules:

- 8 Movement.
 - 8.6 Take Offs & Landings.
 - Fighter activation: fighters can either operate in defence or offence.
 - Defence: fighters can **only** defend (that is, intercept enemy flying units) when initiating patrols (see 25 Fighter Patrols, including modification below).
 - Note: this is the 'standard' role for fighters.
 - UK-based fighters cannot take off until (1) after any enemy unit has been spotted and (2) are in UK coastal or land hexes (see 21 below).
 - If LADA is in effect, (2) is extended to include UK coastal or land hexes OR sea hexes (see 21 Royal Air Force

modifications below).

- Note: once all German aircraft have left UK coastal or land hexes, UK-based fighters can no longer initiate patrols.
 - If LADA is in effect, UK-based fighters can no longer initiate patrols once all German aircraft have returned to European airspace (see 21 Royal Air Force modifications below).
 - France/Belgium-based and CV-based fighters cannot take off
- Offence: fighters can also operate in offence, either individually (strafers) or as part of mission groups (escorts). They then move according to the original rules. They cannot intercept enemy units but will defend themselves according to the original rules.
 - Note: see also 29 Advanced Night Operations modifications below.
- 9 Stacking.
 - 9.7 Flying units cannot stack with friendly AA.
 - Exception: this does not apply to hexes containing aerodromes.
 - Note: they may fly over friendly AA without penalty.
 - Note: see also 29 Advanced Night Operations modification below.
- 11 Spotting.
 - Each hex on the front line in France/Belgium is considered to contain an Early Warning unit: German ones on the German side of the front line, British ones on the German side of the front line.
 - Note: the presence of a HQ unit modifies the spotting range as normal.
- 12 Air-to-Air Combat.
 - Note: see also 29 Advanced Night Operations modification below.
- 13 Bombing & Strafing.
 - Zeppelins can only bomb city and town hexes. They may not bomb any units located in those hexes. Furthermore, Zeppelin attacks on named targets in London are treated as ordinary London city hexes.
- 16 Night Operations.
 - The Crash Table is replaced with the following:
 - 1 = Eliminate unit and ace; opponent games MP for losses. Exception: in March 1918 or later, German aces are not eliminated but recycled in 1d6 turns.
 - 2 = Recycle unit and ace in 1 turn.
 - 3-6 = No effect.
 - Crash table modifiers are unchanged, but ignore references to aircraft carriers.
 - Note: see 29 Advanced Night Operations modification below.
- 18 Naval Unit Details.
 - Note: see also 29 Advanced Night Operations modification below.
- 20 Fog Of War.

- 20.2 Zeppelins are now subject to the same spotting rules as other flying units.
- 21 Royal Air Force.
 - The British player no longer chooses when the RAF is created. Instead, this event is triggered when the German player first scores MP for bombing any London hex with any non-Zeppelin bomber unit.
 - That turn: London Air Defence Area (LADA) is created.
 - Effect: British stacking limits increase by 1; UK-based British fighters may initiate patrols once German aircraft are spotted in any sea hex.
 - Note: see 8 Movement modification above.
 - 1d6+2 turns later: the RAF is created.
 - Effect: cost for British bomber units reduced from 3 MP to 2 MP.
 - Note: the MP cost for RAF creation is unchanged.
- 25 Fighter Patrols.
 - 25.1 Patrol locations are any hex within a range of the starting aerodrome equal to the fighter's speed factor.
 - Once a fighter has initiated a patrol, it can only move one hex per flying turn, until and unless pursuit occurs.
 - Note: see also 32 and 33 Scenarios 2 and 3 modification below.
 - Multiple patrols can pursue a given bomber stack, but only one can attempt to intercept in any one flying turn.
 - A player can decide to end a patrol during their flying turn. All fighters in the patrol must immediately land at any friendly aerodrome within a range equal to their speed factor. If no aerodrome is in range, each air unit crashes (8.9)
 - Pursuit takes place when the patrol is within interception range of an enemy stack (1 hex). This regardless of which player is phasing or not. When this occurs, the player can declare the patrol to be in pursuit of the enemy. During the player's phase, they can then move that patrol directly towards that enemy stack (and no other unit) and, if within intercept range, can roll on the pursuit table to see whether combat occurs.
 - If combat occurs, then it is resolved as normal.
 - If no combat occurs, the patrol remains in pursuit and can continue to follow that enemy unit and attempt to engage in combat in subsequent flying turns.
 - The patrol breaks off its pursuit when (a) the patrol is no longer within intercept range at the end of the player's phase; (b) the pursuing player chooses to end the pursuit; or (c) its units reach their endurance limit. In either case all units must land at any friendly aerodrome within a range equal to their speed factor. If no aerodrome is in range, each air unit crashes (8.9)

- Optional: if any patrol units have remaining endurance, those units can continue the pursuit with the others breaking off.
 - If the enemy stack splits for any reason, the patrol can opt to pursue any of its former component flying units. The patrol itself can opt to split with each flying unit pursuing different enemy flying units.
 - Note: to show that that the pursuing patrol and its quarry are linked, mark them with matching counters or else write down the corresponding unit IDs.
- 29 Advanced Night Operations.
 - Stacking limits for flying units are reduced by 1 at night. This does not apply to mission groups formed in daylight.
 - Note: this may mean that not all flying units at an aerodrome can take off on the same flying turn.
 - Fighters may not form part of mission groups at night.
 - In air-to-air combat involving mission groups at night, only the flying unit with the highest combat factor counts for the purpose of calculating combat.
 - Combat results can still be applied to any unit in the mission group.
 - CV-based flying units cannot take off at night. They also cannot land on a CV at night.
 - Note: they may land at a friendly aerodrome within range.
 - Zeppelins can only enter UK coastal or land hexes during night flying turns.
 - Note: see also 16 Night Operations modification above.
- 32 and 33 Scenarios 2 and 3.
 - Both of these now end in September 1918.
 - Optional: in the September 1918 turn: (1) all German victory point awards for bombing London hexes are doubled; (2) British UK-based patrols can move their whole speed factor each turn, rather than 1 hex as standard.
 - Scenario 3: LADA is in existence at the start of the scenario; the RAF is created at the start of the April 1918 turn.
 - The following German units are night trained at the start of the scenario: 13, 14, 15, 16, 17, 18, 1/501, 2/501.
 - The following British units are night trained at the start of the scenario: 1RN, 39, 44, 50, 51, 61, 75, 78.