

L'ATTAQUE · VARIANT 1 OF 4

Aviation

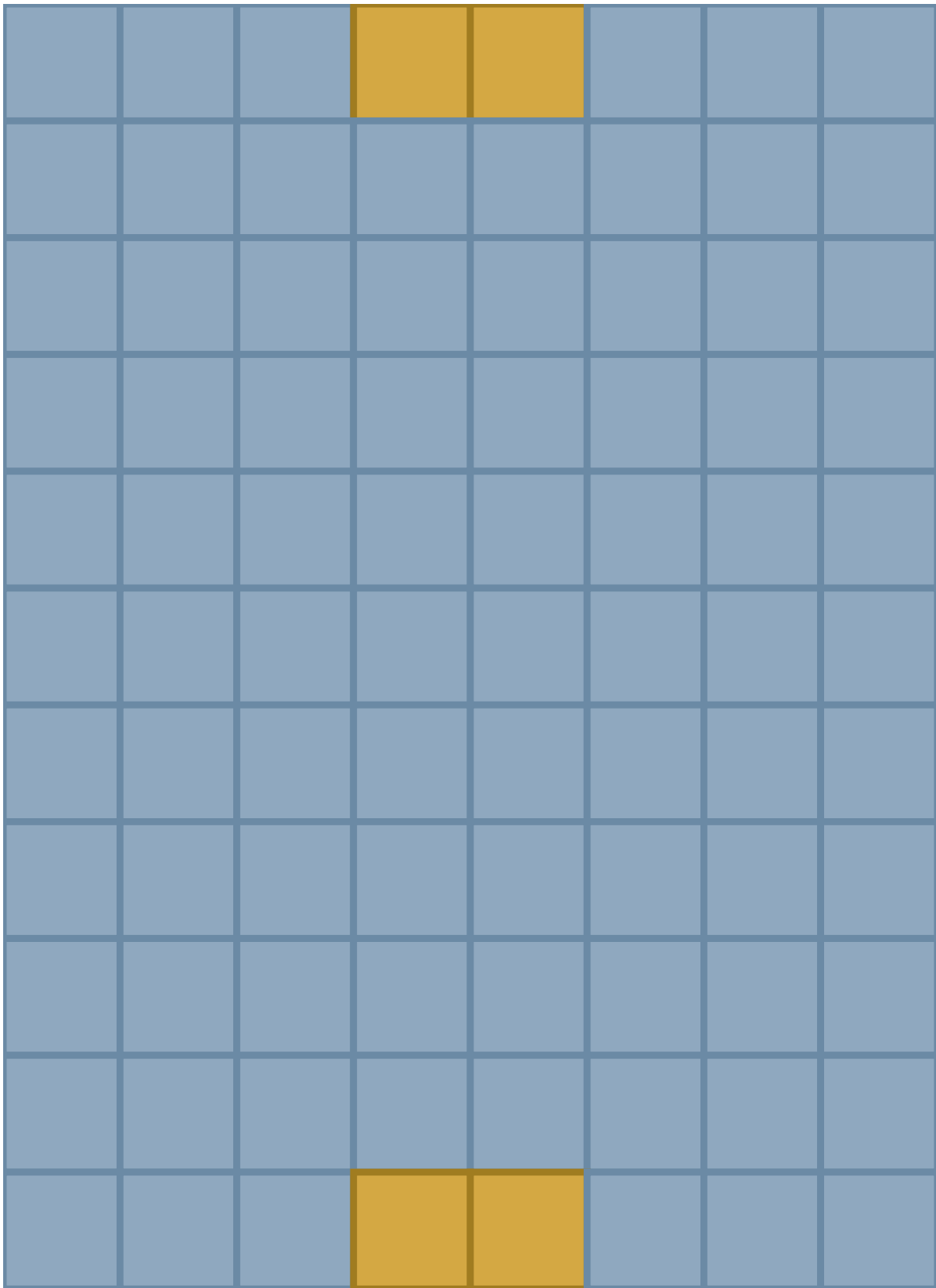
8×11 (Aerodrome board)

BOARD

2

PLAYERS

AVIATION



Aviation — starting position

<https://engine.moddable.games/play/?game=lattaque&variant=aviation>

Published by H.P. Gibson & Sons Ltd., London. One of the four games in the Gibson hidden-rank warfare series (alongside L'Attaque, Dover Patrol, and Tri-Tactics). This description is sourced from the original H.P. Gibson Aviation rulebook (recovered from a 2004-digitised scan).

BOARD

8 columns (A–H) × 11 rows (1–11). The entire playing surface is the aerial theatre (no land/sea distinction for movement).

Each player has an **Aerodrome** — a 2-square area in the middle of their back rank. The Aerodrome is the victory capture point; a Troop Carrier landing here wins the game.

Aerodrome positions:

PLAYER	AERODROME SQUARES	ROW
Player 1	D1–E1 (cols 4–5, middle of row 1)	Row 1 (back rank)
Player 2	D11–E11 (cols 4–5, middle of row 11)	Row 11 (back rank)

Setup: Each player places their 42 pieces face-down on their nearest 5 rows (rows 1–5 for Player 1, rows 7–11 for Player 2). Row 6 is the neutral mid-board row.

PIECES (42 PER PLAYER)

Fleet — 32 numbered flying units:

COUNT	NAME	VALUE
1	T.S.F. Squadron	10
1	S.S.F. Squadron	9
1	Bomber Squadron	8
2	Flight of T.S. Fighters	7
2	Flight of S.S. Fighters	6
3	Airships	5
2	Troop Carriers	4½
3	Twin-Seater Fighters	4
3	Single-Seater Fighters	3
8	Bombers	2
6	Reconnaissance Planes	1

Auxiliaries — 10 unnumbered support pieces:

COUNT	NAME	ROLE
3	Searchlights	Reveal hidden pieces; enable AAA Gun ranging
3	Observation Balloons	Stationary; spotting role
2	Anti-Aircraft Guns (3-mile range)	Engage pieces revealed by Searchlights
1	Anti-Aircraft Gun (4-mile range)	As above, extended range
1	Anti-Aircraft Gun (5-mile range)	As above, extended range

Total per player: 42 pieces.

TROOP CARRIER SPECIAL RULES

- ♦ Troop Carriers move **only diagonally** (one square diagonal per move).

When attacked by a piece of **value 5 or higher** (Airship, Flight of S.S. Fighters, Flight of T.S. Fighters, Bomber Squadron, S.S.F.

- ♦ Squadron, T.S.F. Squadron): Troop Carrier is **driven back** one square (not removed). If driven back onto own Aerodrome, it remains there.

- ♦ When attacked by a piece of value **below 5**: normal combat rules apply.

- ♦ Win condition: move a Troop Carrier onto the **opponent's Aerodrome** square.

- ♦ If both sides lose all Troop Carriers: draw.

SEARCHLIGHT AND ANTI-AIRCRAFT GUN SYSTEM

The Searchlight + AAA Gun ranging system is unique to Aviation:

- ♦ A **Searchlight** may illuminate an area around it, revealing the identity of hidden enemy pieces within a defined radius.

- ♦ An **Anti-Aircraft Gun** can engage enemy pieces that have been **revealed** by a Searchlight, at range up to the Gun's rated distance (3-mile, 4-mile, or 5-mile).

- ♦ **Observation Balloons** are stationary support pieces; they assist spotting but cannot move.

- ♦ AAA Guns auto-defeat any piece moving adjacent to them except for Bombers (which destroy the Gun instead).

MOVEMENT

- ♦ One square per turn: orthogonal (forwards, backwards, sideways). **Never diagonally** — except Troop Carriers which move diagonally only.
- ♦ Pieces stand face-down throughout; hidden from opponent until revealed by combat or Searchlight.

COMBAT

- ♦ Attack declared when moving adjacent to an enemy piece. Both reveal; higher value wins; equal values: both removed.
- ♦ Troop Carrier exception: driven back rather than removed when attacked by value 5+.
- ♦ Airships can attack Troop Carriers in their own Aerodrome.

ATTRIBUTION

Aviation. Published by H.P. Gibson & Sons Ltd., London. Part of the Gibson hidden-rank warfare series alongside L'Attaque, Dover Patrol, and Tri-Tactics. Also included as the air component of Tri-Tactics (revised edition uses "Battle of Britain" theme with different piece names). Public domain rule set. Source: original H.P. Gibson Aviation rulebook (scanned from physical copy, 2004 digitisation).