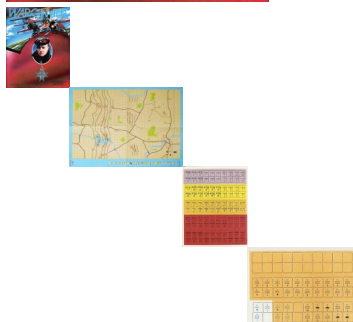


Red Baron



Wargamer Vol.1 No.48 Dec 1985 New Copy, has rusty staples from long-term storage. Red Baron is a game of air warfare in World War I (1914-1918), based on designer Jim Hind's earlier Aces High game system. The game covers a variety of missions including photo recon, patrol, artillery spotting, balloon busting, trench strafing, bombing, and train busting. Data cards are included for 64 aircraft (some of which feature variant models on the same card). There are 12 scenarios.

Rating: Not Rated Yet

Price

Price £6.95

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Manufacturer [WORLD WIDE WARGAMES \(3W\)](#)

Description

New Copy, has rusty staples from long-term storage. Wargamer Vol.1 No.48 Dec 1985

GAME:

Red Baron: Tactical plane-to-plane air combat in France 1914-18.
(by Jim Hind)

Red Baron is a game of air warfare in World War I (1914-1918), based on designer Jim Hind's earlier Aces High game system. The game covers a variety of missions including photo recon, patrol, artillery spotting, balloon busting, trench strafing, bombing, and train busting. Data cards are included for 64 aircraft (some of which feature variant models on the same card). There are 12 scenarios.

Red Baron represented an odd step in the history of the Aces High game system. Red Baron converts the game system to squares instead of hexes, as used in earlier and later editions of Aces High. In addition, Red Baron uses movement points that reflect 10 mph increments (down from 20) to further differentiate between aircraft.

ARTICLES:

Sagittarius Rising - J.Hind
- Historical background for "Red Baron"

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- Game review - S.List

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