

Campaign Rulebook

WILD BLUE YONDER

The Air War in Europe, 1940-1944



DOWN
IN
FLAMES
SERIES



Volume V

Cover illustration by Antonis Karidis

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Note for Veteran DiF Players

While the *Wild Blue Yonder* Campaign rules are based on those published in previous volumes, there have been significant clarifications and revisions. These are marked with ► symbols. Experienced players should be particularly aware of the following changes:

- The Sequence of Play includes a Final Step which sequences all the activities taking place in a Game-turn after player-turns are complete [16.9].
- There are no longer Patrol or Transport aircraft classes.
- Formation aircraft benefit from Special Spoiled Attack responses when they have 0 Turret Support [20.5.5]. They are always In Formation unless they suffer a Cockpit Hit or are Damaged [17.3.1e].
- Ju88 Medium Bombers have a Dive Brakes Special rating rather than Dive Bombing mode 17.5.1].
- Loaded aircraft penalties have been expanded [18.1d].
- Wingmen may now benefit from Skills [19.2].
- Most Skilled Crews are generic rather than named [19.3.8].
- The procedures for attacking and defending Bombers (including Light Bombers) are substantially different [20.0].
- Some targets are no longer subject to strafing attacks [21.7.1].
- OUT OF THE SUN Target Flak cards no longer apply to most bombing modes at Very Low altitude [22.2.1].
- The procedure for calculating Mission duration is somewhat different [23.1.1].
- Target-Bound Turns now count down [23.2].
- Fighters not bombing or strafing must Break Off unless allowed to go Over Target by a Resource [23.2.1].
- The Over-Target Phase is now one Turn vice three, with Area Flak occurring at the end of the last Target-Bound Turn and the Over-Target Turn [23.3].
- Instead of recalculating the number of Home-Bound Turns, a Straggler Turn is added when aircraft end the Mission Damaged [23.4].
- Night Mission rules have been expanded [23.5].
- Some Resources are available only during certain Missions of a campaign [24.6.2].

15.0 CAMPAIGN INTRODUCTION

In the *Down in Flames* basic game, fighter vs. fighter dogfights are the order of the day. In a Campaign, players use new types of aircraft and munitions to play a series of games (called “Missions”) in the context of actual historical operations. Please do not attempt to tackle a Campaign until you have at least a few Dogfights under your belt and are familiar with the basic game mechanics.

In each Campaign, you will play a number of Missions, each including different aircraft. Some Missions are essentially the Dogfights with which you are already familiar and last a set number of Game-Turns (or until all planes of one side have Disengaged or been Destroyed). Most Missions involve striking a ground or naval target, and consist of a variable number of Game-Turns divided into three Phases:

- A. Target-Bound Turns (variable number)
- B. ► Over-Target Turn (one only)
- C. Home-Bound Turns (variable number)

► The turn sequence in a Campaign Mission may add up to three steps to the Sequence of Play, but is otherwise identical to the Dogfight Game [see 16.0]. As before, card play proceeds in sequential player-turns (turns) within each Game-Turn.

Often, players in a Campaign will use one or more Bombers to accomplish a particular Mission. Light Bombers fly in Elements just like Fighters, and are played the same in most respects. Medium and Heavy Bombers are Formation aircraft, and players do not keep ongoing hands of cards for these classes. Instead, players draw mini-hands for them when they are attacked, much like Fighter Wingmen.

Wild Blue Yonder includes four types of campaigns.

- **Land Campaigns** are those first included in *Rise of the Luftwaffe*. They have a fixed number of randomly-determined historical Missions in which players select Resources to support assigned Mission aircraft. The outcome of each Mission does not affect later Missions.
- In **Progressive Campaigns**, players assign aircraft to missions from a pool and fly Missions until one side or the other wins. Aircraft lost in earlier Missions are not available for later Missions.
- **Operations** represent only one or a few days, use unique resourcing mechanisms, and may count as one Mission in a Land Campaign.
- **Solitaire Campaigns** use unique mechanics to allow play without an opponent.

In order of increasing complexity, the campaigns are:

<i>Rommel Attacks</i>	Land
<i>Malta 1940-41</i>	Land
<i>Malta 1941-42</i>	Land
<i>Into Egypt 1942</i>	Land
<i>Operation BARBAROSSA</i>	Land
<i>Schweinfurt Raids</i>	Operation
<i>Buzz Bomb</i>	Solitaire
<i>Stalingrad Airlift</i>	Progressive
<i>Kursk</i>	Progressive
<i>Operation PEDESTAL</i>	Operation
<i>8th Air Force 1943</i>	Land
<i>Battle of Berlin</i>	Land
<i>Battle of Britain</i>	Progressive

Each campaign has its own Campaign card, which includes details on how to play that campaign. Players will track information and score the campaign on a Campaign Log.

15.1 Basic Game Concepts

Certain Dogfight game concepts affect aircraft and Missions slightly differently in a Campaign Game.

15.1.1 Leaders and Wingmen

▶ Only Fighters and Light Bombers fly in Elements consisting of a Wingman and a Leader. Fighters fly only as Lone Leaders at Night [13.3] or when called for by other rules. They may also fly as Sections of three [17.6]. When a rule refers to a “unit,” it applies to all three groupings.

Medium and Heavy Bombers usually fly as Formations of two or three aircraft [17.3.1c].

15.1.2 Altitude

An aircraft’s altitude may affect the accuracy of its bombing and the intensity of enemy anti-aircraft fire (Flak) per 21.0 and 22.0. Aircraft must be at Very Low Altitude to strafe [21.7].

15.1.3 Position

Light Bombers use the same positioning rules as Fighters. There is no positioning with respect to Medium and Heavy Bombers, which are attacked by a different method [20.3].

16.0 CAMPAIGN SEQUENCE OF PLAY

▶ The Campaign Game adds up to three steps to the Sequence of Play. These new steps are noted with an asterisk (*) and are explained in detail below. Player order is determined in the same way as in the basic Dogfight game [4.7].

▶ 16.1 Search Step* (Night Mission only)

Draw cards equal to your Fighter’s Night Combat rating. Unless one or more of these cards are Blue-bordered†, skip all remaining steps this turn except the Air Strike and Draw Steps or Voluntary Disengagement. In any case, immediately discard these cards.

† White vice Blue if not a Night Fighter [17.1.1].

16.2 Jettison Step*

▶ Your Fighter or Light Bomber unit may voluntarily jettison its load by removing the marker [18.0]. At this time, all aircraft of a unit must jettison if any does. Your opponent receives 1 VP per aircraft that jettisons its ordnance. Once it has jettisoned its ordnance, cargo, and drop tanks, an aircraft no longer suffers the Loaded penalties [18.1d].

NOTE: Medium and Heavy Bombers never jettison their ordnance.

16.3 Wingman Step

If you have a Wingman and are at the same Altitude as an enemy unit or Formation, choose and announce a target for your Wingman. Draw a “mini-hand” equal to his Offensive Rating and resolve his attack. You may attack only ONE enemy aircraft during this step; you cannot play cards against two different aircraft.

EXCEPTIONS:

- On the first Game-Turn, the first unit (only) skips this step unless the opposing force consists entirely of Formation aircraft [17.3].*
- ▶ *During the Over-Target Turn, skip this step if the Wingman will strike a target.*

16.4 Altitude Step

▶ Remove *Clouds* marker, if any, and adjust your altitude to match that selected. Otherwise, your unit may change altitude up or down to an adjacent level.

▶ 16.5 Air Strike Step* (Over-Target Turn only)

If your Fighters or Light Bombers are carrying bombs, air-to-ground rockets, or torpedoes, they strike the Mission Target with their ordnance [21.0]. Fighters or Light Bombers at Very Low Altitude may also strafe, whether they expend ordnance or not [21.7]. In either case, you must give up your position if Advantaged or Tailing and become Neutral, and skip your Leader Step.

▶ Whether it struck the Target or not, your unit is now attacked by Target Flak (Wingman first) unless it Broke Off [22.2, 23.2.1].

16.6 Leader Step

If you did not strike the Mission Target this turn, you may choose and announce an enemy aircraft and play cards one at a time from your Leader's hand. These may allow you to adjust your altitude, change your position relative to an enemy unit, or fire upon an enemy aircraft. An affected enemy player has the opportunity to respond immediately to each card as it is played against him. You may then respond to his card, and so on, until one of you elects not to respond further. You may then play a card to initiate a new action. You may attack only *one* enemy aircraft during this step; you cannot play cards against two different aircraft.

► Instead of playing cards, you may choose to voluntarily Disengage at this time [12.1] unless Over Target.

16.7 Discard Step

► You may discard as many cards from your Leader's hand as you like, placing them face up in the discard pile. Only the top card you discard need be visible. Discard piles are closed—no player may ever examine them at any time.

16.8 Draw Step

You may draw cards to refill your Leader's hand [5.2.3].

► 16.9 Final Step

The Final Step is unique in occurring only once per Game-Turn, after the completion of all player turns.

In a Target-Bound Turn, any of your Formation aircraft may voluntarily Disengage [12.1].

► In the last Target-Bound Turn (TB1), Fighters determine whether they will break off or continue Over Target [23.2.1]. Then all aircraft going Over Target suffer Area Flak [22.1].

► In the Over-Target Turn, every surviving Formation aircraft strikes the Mission Target and is subject to Target Flak [21.0, 22.2]. Then attack every aircraft Over Target with Area Flak [22.1]. Remove any *Over Target* markers [23.3.2]. Determine results for each surviving Reconnaissance Mission aircraft [21.8.7].

If using Aerial Rockets [18.3], remove all *No Support* markers placed this Turn.

If using the optional Fuel Expenditure Rules, as the last action of *every* Turn (including Home-Bound Turns), record Fuel Points expended by each Fighter unit remaining with the Mission [24.9.4]. Any units completing their last turn or with 0 or less Fuel Points must *simultaneously* perform a Fuel Disengagement [24.9.5].

After all other activities, advance the *Turn* marker one space.

17.0 CAMPAIGN AIRCRAFT

In the basic game, you used Fighter aircraft to recreate dogfight combat. The Campaign game introduces three Classes of Bombers, which allow you to perform additional types of air missions. The differences between the Classes are detailed here.

17.1 Fighters

Players use Fighters to perform escort, interception, and air strike functions. Besides air-to-air combat (including with Aerial Rockets), they may strafe, and some may make Level Bombing or Air-to-Ground Rocket strikes on Mission targets.

17.1.1 Night Fighters



Night Fighters are usually present only during Night Missions [23.5]. Night Fighter aircraft cards have a dark blue background (instead of sky blue) and a Night Combat rating. During Night Missions, there are no Night Fighter Wingmen.

17.2 Light Bombers

Light Bombers normally fly in Leader and Wingman Elements, and are treated the same as Fighters in all respects *except*:

- Some Light Bombers are capable of Dive Bombing and/or Torpedo strikes instead of or in addition to Level Bombing strikes.
- Escorting Fighters may attempt to protect accompanying Light Bombers when they are attacked [see 20.3].
- Light Bombers cannot attack enemy Fighters that are not carrying ordnance unless they begin their turn engaged with those "unloaded" enemy Fighters.
- Light Bomber Wingmen draw cards equal to their Offensive rating plus one (+1) when attacking Formation aircraft without intervention (instead of plus their Defensive rating) [20.1.2].
- Score more VPs for Damaging or Destroying a Light Bomber (3 and 6, respectively) than for a Fighter.
- When determining Campaign VPs, the controlling player scores 3 VPs for each Light Bomber that goes Over Target and completes the Mission Undamaged [24.7].

17.3 Formation Aircraft

The primary difference between Bomber Classes is how they operate when under attack by enemy Fighters.

- **Light Bombers** may attempt to turn, climb, and dive to maneuver out of perilous situations. They perform much the same as Fighters in the *Down in Flames* system (though they don't do it nearly as well).

- **Medium and Heavy Bombers** instead fly in more rigid formations, relying on mutual supporting fire to repel enemy attacks. These two Classes are referred to collectively as “Formation aircraft.”



17.3.1 Characteristics

Formation aircraft share some common characteristics that distinguish them from Fighters and Light Bombers.

- Instead of Performance and Horsepower ratings, Formation aircraft have Speed ratings. These ratings often determine a Mission’s duration [23.1.1].
- Instead of Burst and/or Gunner ratings, Formation aircraft have Turret Defense and Turret Support ratings.
- Instead of Leader/Wingman Elements, Medium and Heavy Bombers normally fly in Formations. A Medium Bomber Formation consists of *two* aircraft, while a Heavy Bomber Formation may consist of up to *three* aircraft. Aircraft of one Formation may *not* combine with another Formation during a Mission.
- Only Bombers of the same *type* (e.g., B-17s) may fly in the same Formation. Different *models* of the same Type (e.g., B-26Bs and B-26Cs) may combine in a single Formation.

Example: A Formation may include B-17Fs and B-17Gs, but not B-17s and B-24s.

- ▶ Formation aircraft are *always* considered “In Formation” unless they are Damaged or have suffered a Cockpit Hit.
- Formation aircraft draw defensive “mini-hands” like Wingmen when attacked by enemy aircraft [see 20.5].
- Formation aircraft never have player turns. They strike Mission targets (and suffer Target Flak) after all player turns are completed during the Final Step of the Over-Target Turn.
- Formation aircraft may Disengage only during the Target-Bound Phase. Once the Over-Target Phase begins, they may not Disengage for the rest of the Mission.

17.3.2 Altitude

All Formation aircraft of the same Type in a Mission must fly at the same altitude, as specified by the Mission instructions on the Campaign Card. This will be the altitude from which they intend to bomb, and they will remain at that altitude for the duration of the Mission.

17.3.3 Position

Formation aircraft do not use Position rules, so they are never Engaged. They may be attacked by any Unengaged enemy Leader or Wingman at their altitude.

17.3.4 Bombing

Most Formation aircraft employ Saturation Bombing [21.5]. Some Medium Bombers may instead use Level or Torpedo Bombing [21.3, 21.6].

17.3.5 Air-to-Air Combat

Formation aircraft never initiate combat with other aircraft (fighters are far too fast and nimble to be hunted down by a bomber). Unlike a Fighter, however, a Medium or Heavy Bomber may score Hits on an enemy aircraft while responding to an attack [20.5.3].

17.3.6 Damage

Unlike Fighters, Bombers need not lose their bombs when Damaged. However, the Bomb rating of a Bomber is usually reduced when it is on its Damaged side.

Design Note: This reduction represents the inaccuracies induced when bombing from a damaged plane.

17.3.7 Out of Formation

▶ Damaged Formation aircraft fall out of formation and may no longer contribute or receive Turret Support [20.5]. A Bomber leaves the Formation at the instant it is flipped to its Damaged side or suffers a Cockpit Hit. To show this, move the stricken Bomber card away from the other aircraft cards; it is now Out of Formation at the same altitude. Multiple Out of Formation Bombers may not combine to form a new multi-plane Formation [17.3.1c].

17.4 Transports

The Air Drop and Air Transport Missions [21.8.4-5] require the striking side to use its Bombers as Transports.



17.4.1 Cargo Points

▶ Transports carry a number of Cargo Points, used in determining Mission VPs, instead of ordnance. Some Bombers have a Cargo rating, indicating how many Cargo Points they carry in an Air Transport Mission; a superscript number denotes how many they carry in an Air Drop Mission. Others will have this information supplied in the Mission Target Matrix or Campaign Special Rules. Cargo Points are reduced when Damaged.

17.5 Special Ratings

Some Special ratings apply only to Campaign missions.

▶ 17.5.1 Dive Brakes

Aircraft with Dive Brakes starting the Over-Target Turn at Low Altitude may strike Military or Naval targets (only) as if they are dive bombing *at Very Low altitude* instead of using Saturation Bombing. If they do so, use the Dive Bombing column of the Strike Chart with their Saturation Bomb rating, and any Target Flak cards with Special Spoiled symbols drawn against them count as Spoiled Attacks.

***Design Note:** At Ernst Udet's insistence, the Ju88 medium bomber had dive brakes. While not as effective as purpose-designed light dive bombers, it was capable of making 60° diving attacks for increased accuracy against point targets such as ships and bridges.*

▶ 17.5.2 Oblique Guns

At Night, you may choose to attack a Formation aircraft with Oblique Guns instead of with your normal hand. Upon declaring this, set your hand aside and draw a separate mini-hand equal to your Night Fighter's Oblique Guns # and attack as if with a Wingman (i.e., no Burst limit). Reduce the Target's Turret Defense rating by 1 [20.5].

***Example:** You declare your He219A-2 Leader is attacking a Lancaster III Heavy Bomber with Oblique Guns. You draw 4 cards and play per 20.1.2 and 20.5. The Allied player will draw only 1 card for the Lancaster's defensive mini-hand instead of two.*

▶ 17.5.3 Slow

When determining Mission duration in a campaign [23.1.1], use the Slow # of these Fighters or Light Bombers instead of the default value of 6.

▶ 17.6 Sections

***Design Note:** Early in WWII, fighters of virtually every nation except Germany operated in Section formations of three aircraft. Under most circumstances, this provided little benefit while exposing the junior member of the Section to increased risk of being shot down.*



When indicated in a Campaign, each Element starts with a *Section* marker on its Wingman, representing a third (“Section”) aircraft. While this marker is present:

- Increase the Wingman Offensive rating by 1 when attacking a Formation aircraft unless the “Section” Wingman is Green [19.6.4b, 20.1.2].
- Decrease the Wingman Defensive rating by 1 when attacked by a Fighter.
- If the Wingman is shot down, remove the *Section* marker, the Pilot marker under it (if any), and all Hit markers from the Wingman instead of removing the Wingman card itself.
- If the Leader is shot down, remove the *Section* marker and retain any Hit markers on the Wingman. The newly-promoted Leader is unscathed and inherits all other markers

from the Wingman except a Pilot counter that was under the *Section* marker [19.7].

18.0 LOADED AIRCRAFT

▶ Aircraft may be equipped with munitions and additional stores, collectively called *loads*. All types of loads except Cargo [17.4.1], Drop Tanks, and Gun Pods are *ordnance*. Each type of load has its own rules and restrictions.

18.1 Common Rules

Some rules apply to all load types.

- Aircraft that are carrying loads are specified on a Campaign card's Mission Target Matrix and in the Campaign rules [24.5.2] or by some Resources [24.6].
- Unless otherwise specified, an aircraft may carry only one type of load. Place the appropriate marker on the Aircraft card.
- Both the Leader and all Wingmen of a unit must be equipped with the same type of load. If you choose to voluntarily jettison the load [16.2], both aircraft must do so.
- Fighters and Light Bombers carrying loads are *Loaded* and suffer penalties accordingly:
 - ▶ When drawing the initial hand for a Leader carrying ordnance or cargo, place it face-down under the aircraft card *without examining* it. Until your Leader is attacked by an enemy aircraft playing an Attack card that is not negated by escort intervention [20.3], you may not look at these cards, must discard a random card if you climb, and skip your Discard Step.
 - ▶ Loaded aircraft cannot attack “unloaded” enemy Fighters unless they begin their turn engaged with those enemy Fighters or are intervening escorts [20.3.2].
 - ▶ Loaded Leaders and Wingmen cannot play HALF LOOP, SCISSORS, or FULL THROTTLE Action cards, including during the Air Strike Step. These cards are marked with a “Not if Loaded” symbol in their Attack and Response sections as a reminder.
 - ▶ Loaded Wingmen have their Offensive ratings *halved* (Fighters round up, Light Bombers round down). Apply this halving *after* applying any reduction for Very High Altitude [5.4.2].

Once an aircraft jettisons or expends its entire load [16.2, 21.0], it no longer suffers these Loaded penalties.

18.1.1 Damaged Fighters

A Fighter must immediately jettison its ordnance if it becomes Damaged. It may (but need not) jettison Drop Tanks at this time.

▶ 18.1.2 Voluntary Ordnance Jettisoning

Award the opposing side 1 VP for each of your Fighters or Light Bombers that jettisons its ordnance during the Jettison Step [16.2].

Design Note: This deters players in Progressive Campaigns from loading their Fighters with bombs merely on the off-chance they will not be opposed.

18.2 Bombs and Torpedoes



Bombs and Torpedoes are used to strike Mission targets. Remove the *Bomb/Torpedo* marker when the aircraft jettisons or strikes the target.

18.3 Aerial Rockets



Fighters may use Aerial Rockets when attacking Formation aircraft only—they may *not* be fired at Fighters or Light Bombers. They target every aircraft in the Formation, and the Bombers cannot respond.

18.3.1 Attack Procedures

The procedures for attacking Formation aircraft are set forth in the rules for Attacking Bombers [20.2]. Use the following additional procedure as well:

- After declaring you are attacking Formation aircraft but before drawing or playing cards, declare that you are firing Aerial Rockets.
- Once the target Formation is determined, draw one Action card for each aircraft in the Formation:

Action Card Drawn	Effect
IN MY SIGHTS (Fuel Tank)	Destroyed
OUT OF THE SUN	10 Hits*
IN MY SIGHTS (3 Bursts)	7 Hits*
IN MY SIGHTS (2 Bursts)	4 Hits*
IN MY SIGHTS (1 Burst)	*
Any other card	No Effect

* No Support: May not lend its Turret Support to other aircraft in the Formation for the rest of the current Game-Turn.

Do *not* apply any Hits shown on the card itself.

- Remove the *Aerial Rockets* marker.

▶ You cannot attack with both Aerial Rockets and guns in the same turn.

18.4 Air-to-Ground Rockets



Certain aircraft (as noted on their individual aircraft cards) are capable of carrying Air-to-Ground Rockets instead of *or in addition* to Bombs when allowed by a selected Resource. If carrying both Bombs and Rockets, reduce the Bomb rating of the aircraft by one (–1) to a minimum of 1.

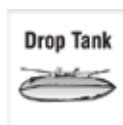
18.4.1 Attack Procedure

Expend Air-to-Ground Rockets during the Air Strike Step as if making a Strafing run. This Rocket strike may be made from Very Low *or* Low Altitude.

- Regardless of the aircraft's Burst rating or altitude, draw only *one* card (*two* if the aircraft has a Skilled Pilot with the S (Strafe) skill [19.2.12]).
- The defending player draws one less Target Flak card than he normally would (reflecting the “standoff” capability of the Rockets).
- If the Strafe result is a Hit, inflict two (2) damage points on the target.
- Remove the *Air-to-Ground Rockets* marker.

Example: Your P-47D Leader with Rockets is at Low Altitude during the Over-Target Turn of a strike on an Airfield. Normally the plane would be unable to Strafe from that altitude, but it can make an Air-to-Ground Rocket strike. You draw one card; the Strafe result is a Hit. The defending player then draws two Target Flak cards (Base # of 3 reduced by one). Since neither is a Spoiled Attack, you inflict 2 damage on the Airfield target.

18.5 Drop Tanks



Drop Tanks are expendable fuel tanks carried under the wings or fuselage. They are used in Campaign Missions to extend the range of Fighters. Aircraft automatically expend Fuel Points from their Drop Tanks before using Internal Fuel [see 24.9.4].

18.5.1 Fighter Jettisoning

Fighters need *not* jettison Drop Tanks when Damaged. Once voluntarily jettisoned, aircraft lose any Fuel Points that remained in the tanks.

18.6 Gun Pods



In addition to causing an aircraft to be Loaded, Gun Pods reduce a Leader's Performance rating by *one* (–1). They also reduce a Wingman's Defense rating by *one* (–1), except when attacking a Bomber. Apply these penalties whether an aircraft is Damaged or Undamaged.

18.6.1 20mm Gun Pods

All Gun Pods add *one* (+1) to a Leader's Burst rating. They add *two* (+2) to a Wingman's Offense rating *only* when attacking a Formation aircraft.

18.6.2 30mm Gun Pods

▶ In addition to the 20mm effects, 30mm Gun Pods add one (+1) Hit point to every IN MY SIGHTS or OUT OF THE SUN card successfully played when a Pilot (not a Gunner) attacks in the Wingman or Leader Step.

18.6.3 Fighter Jettisoning

Fighters *never* jettison Gun Pods, even when Damaged.

18.7 Mines



During a Mine Laying Mission, aircraft carry Mines instead of Bombs. Bombers carry a number of Mines equal to their Saturation Bombing rating or twice their Level Bombing rating.

19.0 PILOTS AND CREWS

While the type and quality of aircraft was certainly an important factor in aerial combat during World War II, the men in the planes often made the critical difference. The Campaign game allows you to add Pilots to your Fighters and Light Bombers and Crews to your Formation aircraft, enhancing or reducing their capabilities.

19.1 Aircrew Counters



You receive Pilot and Crew counters either by chosen Resource or through random selection [19.4]. Place the Pilot or Crew counter on the aircraft card,

where it will remain throughout the Mission.

You may also use Pilot counters to help balance a Dogfight game [13.4].

19.1.1 Air Service Symbol

Each counter includes a nationality symbol indicating the nationality and service of the Pilot or Crew. Most belong to their country's air force, but British, Japanese, and U.S. Aircrews may belong to their naval air arms instead (shown by a different symbol). Aircrews may only fly aircraft of their nationality and service.



USAAF



RAF



FAA



(French)



VVS (Soviet)



Luftwaffe
(German)



RA
(Italian)



MKHL
(Hungarian)



ARR
(Romanian)

19.2 Pilots

Except for Green Pilots, Pilot counters represent Skilled Pilots, containing letters within the boxes down the right side of the counter. These letters represent that Pilot's Skills in the form of bonus capabilities given to his aircraft.



► Skills apply to either a Leader or a Wingman as appropriate. However, the most a Wingman's Offensive and Defensive ratings may increase is +1 each, regardless of how many Skills that Wingman may have. A Wingman with a Skilled Pilot retains that pilot when "promoted" if his Leader is Destroyed.

19.2.1 Ace Pilot (A)

This Pilot gets to use a free ACE PILOT card once during a Mission. Place an *Ace* marker on the aircraft at the start of the Mission. At any one time during the game, you may declare that the response card you are playing is an ACE PILOT card (regardless of the card's actual name). Then discard the *Ace* marker.

Example: Your Bf109F-2 Leader is flown by a Pilot with the 'A' (Ace Pilot) skill. The Messerschmitt is attacked by an enemy Yak-1 OUT OF THE SUN. You respond with a VERTICAL ROLL, but the enemy plays a VERTICAL ROLL of his own. You have no card that responds to a VERTICAL ROLL, and instead play a SCISSORS card while declaring, "This is an ACE PILOT card" and discarding your Ace marker. Unless the enemy player has an ACE PILOT card (or has an unused Ace Pilot ability himself), his attack fails.

19.2.2 Bomb (BM)

Draw and apply one extra Bomb card when this aircraft bombs a Mission target.

19.2.3 Burst (BU)

► Increase this aircraft's Burst rating or Offensive rating by one (+1) for the duration of the Mission.

19.2.4 Combat Vision (CV)

► During a Day Mission, if either the Leader or a Wingman of your unit has this skill, upon drawing your initial hand and before determining play order [4.7] you may discard any number of cards from your hand and replace them. This is a "one-time" exchange; you play, discard, and draw normally during your turns.

► During a Night Mission [23.5], increase this aircraft's Night Combat rating by one (+1) for the duration of the Mission.

19.2.5 Damage (D)

Increase this aircraft's Damage ratings (on both sides of the card) by one (+1) for the duration of the Mission.

19.2.6 Gunner (G)

► Increase this aircraft's Gunner rating or Defensive rating by one (+1) for the duration of the Mission.

19.2.7 Horsepower (H)

► Increase this aircraft's Horsepower rating or Defensive rating by one (+1) for the duration of the Mission.

19.2.8 Leadership (L)

You may schedule an additional Element to arrive on the same Game-Turn as his Element [24.11.1, 24.12.1].

NOTE: This does not add any additional aircraft to the mission.

Aircraft of the same type (including this pilot's) adjust Down 1 Level on the Disengagement Table when this pilot is present.

19.2.9 Nerves of Steel (NS)

Disregard the first Spoiled Attack allocated by Target Flak when this aircraft strikes a Mission target.

19.2.10 Performance (P)

► Increase this aircraft's Performance rating or Offensive rating by one (+1) for the duration of the Mission.

19.2.11 Radar Operator (RO)

Increase this aircraft's Night Combat rating by one (+1) for the duration of the Mission.

19.2.12 Strafe (S)

Draw and apply one extra Strafe card when this aircraft strafes a Mission target or strikes with Air-to-Ground Rockets [18.4.1].

▶ 19.2.13 Veteran (V)



Place a *Veteran* marker on the aircraft at the start of the Mission. At any one time during the game, you may declare that the card you are playing is either a BARREL ROLL or a TIGHT TURN (regardless of the card's actual name). Then discard the *Veteran* marker.

19.3 Crews

Except for Green Crews, Crew counters represent Skilled Crews. Just like for Pilots, they contain letters within the boxes down the right side of the counter, representing that Crew's Skills in the form of bonus capabilities they give to their aircraft.



19.3.1 Ace Crew (AC)



Place two (2) *Ace* markers on the aircraft at the start of the Mission. Twice during the game, at any time, you may declare that the response card you are playing has the Spoiled Attack capability [see 20.5.3]. Discard one *Ace* marker each time you use this skill.

NOTE: You cannot lend this ability to another aircraft through Turret Support.

19.3.2 Bomb (BM)

Draw and apply one extra Bomb card when this aircraft bombs a Mission target.

19.3.3 Damage (D)

Increase this aircraft's Damage ratings (on both sides of the card) by one (+1) for the duration of the Mission.

19.3.4 Evasive Action (EA)

▶ If this Bomber is Out of Formation or flying a Night Mission, reduce an attacking enemy Leader's Burst rating or a Wingman's Defensive rating by one (−1) when targeted.

19.3.5 Nerves of Steel (NS)

Disregard the first Spoiled Attack allocated by Target Flak when this aircraft strikes a Mission target.

19.3.6 Turret Defense (TD)

Increase this aircraft's Turret Defense rating by one (+1) for the duration of the Mission.

19.3.7 Turret Support (TS)

Increase this aircraft's Turret Support rating by one (+1) for the duration of the Mission.

▶ 19.3.8 Generic Bomber Crews

In addition to named Crews, generic Bomber Crews may be used with Bombers from any nation as shown on the Aircrew Selection Tables.

19.4 Selecting Campaign Aircrew

You receive Pilot and Crew counters either by chosen Resource [24.6] or through random selection [19.4.1-2]. Place the Pilot or Crew counter on the aircraft card, where it will remain throughout the Mission.

19.4.1 Skilled Pilot Selection Procedure

After Resources are revealed but before altitudes are chosen in each Campaign Mission, each side determines whether any Skilled pilots will be flying that Mission by using the following procedure

- i) Draw a number of Action cards equal to the number of Fighters and Light Bombers flying the Mission (excluding aircraft already assigned a Pilot through a Resource). Draw for all aircraft of one type before drawing for another. If using only one deck, players draw in any order desired and may reshuffle after the first side has finished.
- ii) Cross-index each card drawn with the proper line on the Aircrew Selection Table on the Play Aid Card.
- iii) ▶ If the card drawn is listed on that line, randomly select a Skilled Pilot counter from those listed. Generic *Veteran* pilots are also always available, whether or not that aircraft type has any pilots listed.
- iv) Assign each Skilled Pilot selected to an aircraft. Skilled Pilots must be assigned to Leader aircraft, if possible, then to "normal" Wingmen, then to "Section" aircraft (if any) last.

The number of Skilled Pilots is not limited to those listed for that Campaign.

Example: As the Allied player in a Kursk South campaign, you assign two Yak-1 Fighters and four Pe-2 Light Bombers to a Mission and select Resource #9 (L/W P-39D (Bobrov)). You choose to draw for the Yaks first, and draw a MANEUVER and a CLOUDS. Neither result awards you a Skilled Pilot in this campaign for this type of aircraft.

Since the P-39 Leader is automatically Bobrov, you draw one card for the other P-39: a BARREL ROLL (no result). Had you drawn a SCISSORS, the Wingman would be an unnamed Veteran since there are no other named Skilled Pilots available.

Lastly, you draw four cards for your bombers: SCISSORS, IN MY SIGHTS 1B/1H, TIGHT TURN, and another SCISSORS. You randomly choose the two Skilled Pilots from the two named (Gulayev and Polbin) and the two "Any Bomber" crews (BM and D) and must assign them to the two Peshka Leaders.

19.4.2 Skilled Crew Selection Procedure

▶ Select Skilled Crews using the same procedure as for Skilled Pilots [19.4.1]. The Aircrew Selection Table may include generic Bomber crews. However, *there may never be more than one Skilled Crew per Formation.*

19.5 Skilled Aircrews and Victory Points

Besides earning Victory Points for Destroying enemy aircraft, players earn additional VPs for shooting down Skilled aircrews. When an aircraft with a Skilled Pilot or Crew is Destroyed, score an additional 2 VPs per Skill of the Pilot or Crew.

19.6 Green Aircrews (Optional)

At various periods during the war, several air services faced a severe shortage of trained aircrews and were forced to send untrained personnel into combat. Players desiring to see the consequences may use such “Green” aircrews in their Campaign games.

Play Note: Inclusion of Green aircrews is optional, because using them may make it very frustrating for controlling players. However, they do reflect the handicap these undertrained forces faced.

19.6.1 Green Aircrew Counters

The Green Pilot and Crew counters are generic, and may be used with any nationality, service, and aircraft type where appropriate.



Green Leader



Green Wingman



Green Crew

19.6.2 Green Pilot Effects

Aircraft with Green Pilots suffer the following penalties:

- ▶ Green Leaders reduce the Burst rating by one (–1) and cannot benefit from an Agile rating [5.5.1]. The –1 Burst applies even when flying a 0-Burst aircraft.
- ▶ Green Wingmen reduce the Offensive rating by one (–1). This reduction is cumulative with the one for being at Very High altitude [8.3.2], and is applied after any halving for being Loaded [18.1d].
- ▶ When striking a Mission target, reduce the result of any Bomb card drawn by one level (e.g., a Direct result becomes a Hit).
- ▶ Green Pilots may play a maximum of *one* Response card (i.e., a Blue card or a White card used as a Response) per Wingman or Leader Step.

Example: Your Soviet IL-2 Leader with a Green Pilot is Neutral when it is attacked by a Bf109G Leader. Your hand includes a MANEUVER and two TIGHT TURN cards. After gaining an Advantaged position, the enemy player attacks with an IN MY SIGHTS (2B/2H) card, and you respond with a TIGHT TURN. The German player responds with a TIGHT TURN of his own. Because your Pilot is Green, you cannot respond with your remaining TIGHT TURN (or any other card), and must take the two Hits. In addition, you will be unable to respond to any other Attack cards your opponent plays during this step.

In your next turn, you attack the 109 Leader with your MANEUVER card. The German player responds with yet another TIGHT TURN. Since this is a different Leader Step, you may use your own TIGHT TURN in response. But if your opponent responds again (with another TIGHT TURN, a SCISSORS, or an ACE PILOT), you cannot play any further response cards.

19.6.3 Green Crew Effects

Bombers with Green Crews suffer the following penalties:

- ▶ Reduce Turret Support rating by one (–1), to a minimum of zero (0).
- ▶ When striking a Mission target, reduce the result of any Bomb card drawn by one level. This result is cumulative with the reduction for Saturation bombing of a Naval Target (e.g., a He111 would need a Vital result to score a Hit).

19.6.4 Green Aircrew Selection Procedure

The Aircrew Selection Table has listings for Green as well as Skilled aircrews. Use the same procedure to determine if any Green Pilots or Crews participate in the Mission [19.4.1].

- ▶ The same Action card draw determines whether a Skilled or Green Aircrew is chosen.

Example: Continuing the Kursk South Campaign example from 19.4.1, the Pe-2 draws of SCISSORS, IN MY SIGHTS 1B/1H, TIGHT TURN, and another SCISSORS would result in one Green Wingman as well as the two Skilled Leaders.

- ▶ Assign Green aircrews in the same way as Skilled ones, after first assigning any Skilled Pilots/Crews. However, assign Green Pilots to “Section” aircraft first (if any; flip the Section marker to its Green side), then to “normal” Wingmen, then lastly to Leaders. A Formation may have more than one Green Crew.

▶ 19.7 Section Pilots

Signify assignment to the third “Section” aircraft by placing the Pilot counter under the Section marker.

IMPORTANT: These pilots have no effect while under the Section markers (other than to cost VPs if Skilled and shot down). They come into play only if the original Leader is shot down.

▶ 19.8 Unknown Crews (Optional)



Instead of placing crew markers face up only on Formation Aircraft with Skilled or Green Crews, place these markers face down (with just the generic bomber silhouette showing). Similarly place an Average Crew marker (with “Out of Formation” on the flip side) on every other Formation Aircraft in play. Permanently reveal one of these markers only when that bomber is attacked.

Design Note: This prevents opposing players from knowingly targeting or avoiding particular bombers based on their crews.

20.0 ATTACKING AND DEFENDING BOMBERS

Unengaged interceptors declare their target as either the Leader or Wingman of a specific enemy unit or as a Formation aircraft at the same altitude. Escorts may attempt to intervene to defend bombers.

20.1 Cards Available vs. Formation Aircraft

20.1.1 Leaders

Your Leader attacks Formation aircraft with the cards in your hand, in the same manner as you would attack a Fighter or Light Bomber.

20.1.2 Wingmen

▶ After declaring your Wingman is attacking Formation aircraft, draw a number of cards for your mini-hand equal to the Offensive rating (+1 if in Section per 17.6a).

▶ Once the target Bomber is determined [20.2], your Wingman draws additional cards equal to either his Defensive rating (if a Fighter) or *one* (if a Light Bomber). If using the optional Attack Angle rule [20.2.1], increase the Defensive rating by one (+1) for a Rear Attack and decrease by one (–1) for a Frontal Attack.

Example: A Hurricane I Wingman's mini-hand when attacking a Formation aircraft without Intervention is 3 cards. A Bf109E Wingman's mini-hand would be 4 cards.

20.2 Targeting Bombers

Attack Fighter-Bombers and Light Bombers the same way as a Fighter. But each time you declare an attack against Formation aircraft, you must determine which Bomber is attacked as follows:

- i) ▶ Declare the intended target bomber (or the Formation if you are attacking with Aerial Rockets [18.3]).

Play Note: You may do this even if your hand does not contain any Attack cards, in an attempt to lure an enemy Leader into intervening [20.3.2]. This tactic represents making a feint in an effort to draw the escort fighters away and make it easier for other interceptors to attack the bombers.

- ii) If using the optional Attack Angle rule [20.2.1], declare whether your attack will be Frontal, Side, or Rear.
- iii) ▶ You may attempt to gain Bursts and/or ensure an attack on the Bomber of your choice by playing a MANEUVER or HALF LOOP card and asking if the enemy will intervene [20.3.1].
 - Any one Unengaged Leader at the same altitude may reactively intervene [20.3.1].
 - If your attempt succeeds, you attack the designated Bomber.
 - If your attempt fails, you may make additional attempts if you have more MANEUVER or HALF LOOP cards in your hand. If any subsequent attempt succeeds, you attack the targeted bomber as above.

- If all your attempts fail, the escort player designates as your target any Formation aircraft of his choice at that same altitude.
- iv) ▶ Instead of playing a MANEUVER or HALF LOOP card, just ask if the enemy will intervene [20.3.2]. If there is no intervention or the intervention fails, the escort player may designate as your target *any* Formation aircraft of his choice at that same altitude.

If you are attacking with Aerial Rockets, the procedure is the same except a Formation is chosen as the target rather than an individual Bomber.

20.2.1 Attack Angle (Optional)

When you attack Formation aircraft, declare your Attack Angle: Frontal, Side, or Rear. Your Wingman and Leader must use the same Angle.

- **Frontal:** Subtract one (–1) from the attacker's Burst (Leader) or Offensive (Wingman) rating. Subtract one (–1) from the target Bomber's Turret Defense rating.
- **Side:** No changes from normal combat.
- **Rear:** Add one (+1) to the attacker's Burst (Leader) or Offensive (Wingman) rating. Add two (+2) to the target Bomber's Turret Defense rating.

20.3 Escort Intervention

▶ If the declared target is a friendly Fighter carrying ordnance or a Bomber of any kind, one (and only one) Unengaged Fighter Leader escorting the targeted aircraft at the same altitude may attempt to intervene each time such an attack is declared by a Neutral interceptor.

20.3.1 Reactive Intervention

If the attacker plays a MANEUVER or HALF LOOP card in an attempt to gain position or Bursts or to ensure a specific Formation aircraft is the target, he must then query, "Intervention?" Your escorting Fighter Leader may then intervene by playing an appropriate Response card.

- a) The attacker may respond to your response, and so on, until:
 - You decline to respond and your intervention fails, or
 - The attacker declines to respond, and either he immediately makes an additional attempt with another MANEUVER or HALF LOOP card in his hand or your intervention succeeds.
- b) ▶ If the attacker's last attempt succeeds, the attack on the chosen Bomber continues normally. If a Wingman is attacking Formation aircraft, he first draws additional cards equal to his Defense rating modified for Attack Angle [20.1.2].
- c) If you successfully thwarted the attacker's last attempt:
 - ▶ And the attacker targeted a Fighter or Light Bomber, he remains Neutral and may play IMS or OOTS cards up to his Burst Limit;
 - ▶ If the attacker targeted a Formation aircraft, you *may* redirect the attack to a Bomber of your choice at the same altitude. Whether you do so or not, the attacking Leader

does *not* gain the bonus Bursts for playing a MANEUVER or HALF LOOP card and the bonus Bursts for attacking Formation aircraft are reduced to one (+1).

Play Note: *There may be times where redirecting the attack to a different Bomber may not be possible because there is only one Bomber left in play at this altitude. The final result will be that the Bomber targeted will still get attacked, but the number of extra Bursts on the Bomber will be reduced.*

► 20.3.2 Preemptive Intervention

Instead of playing a MANEUVER or HALF LOOP card first, the attacker may just ask, “Intervention?” Your escorting Fighter Leader may then play a MANEUVER, HALF LOOP, or FULL THROTTLE card to intervene:

- a) The attacker may respond to your response, and so on, until:
 - Your intervention succeeds, or
 - You decline to respond, and either you make an additional attempt with another MANEUVER, HALF LOOP, or FULL THROTTLE card from your hand, or your intervention fails.
- b) If you successfully intervene, the attack is diverted onto your Leader instead of a Bomber. The attacker may then play cards against your Leader as in a normal attack. Whether he does or not, he cannot attack another aircraft this turn.
- c) If your last intervention attempt fails, you choose the target Bomber and the attack on it continues normally. If a Wingman is attacking Formation aircraft, he first draws additional cards equal to his Defense rating modified for Attack Angle [20.1.2].

20.4 Burst Limits vs. Formation Aircraft

Because Medium and Heavy Bombers rely on defensive firepower rather than maneuvering to stymie attacks, Fighters and Light Bombers attacking them gain extra Bursts.

20.4.1 Leader Attacks

► Except for Turret Fighters, increase a Fighter Leader’s Burst rating by two (+2) when attacking enemy Formation aircraft and a Light Bomber Leader’s by one (+1). You may further increase the Burst rating by one (+1) for each MANEUVER card or two (+2) for each HALF LOOP card played successfully (in the same manner as increasing Bursts against a Wingman).

If using the optional Attack Angle rule [20.2.1], also increase the Burst rating by one (+1) for a Rear Attack and decrease by one (–1) for a Frontal Attack.

20.4.2 Wingman Attacks

► Once the target Bomber is determined, draw additional cards equal to the Wingman’s Defense rating modified for Attack Angle [20.1.2]. Just like when attacking Fighters, Wingmen have no Burst limits when attacking Bombers. You may continue to attack with as many Attack cards as you have in your mini-hand.

20.5 Attacking a Formation Aircraft

Once the specific Bomber being attacked is determined, the defending player draws a mini-hand composed of a number of cards equal to:

- a) The targeted Bomber’s Turret Defense rating, plus
- b) The combined Turret Support ratings of all other Bombers in the Formation, and
- c) If using the optional Attack Angle rule [20.2.1], *plus two* (+2) if the attack is from the Rear, or *minus one* (–1) if the attack is Frontal.

20.5.1 Initiating the Attack

Attack the targeted Bomber by playing a single Attack card, just as you would in a Dogfight. Only Red cards may be played to initiate an attack on a Formation aircraft.

20.5.2 MANEUVER and HALF LOOP Cards

MANEUVER and HALF LOOP cards successfully played by an attacking Leader increase the Burst rating [20.4.1]. They have no effect when played by a Wingman, as Wingmen have no Burst ratings. The targeted Bomber *cannot* respond to these cards.

20.5.3 IN MY SIGHTS and OUT OF THE SUN Cards

IN MY SIGHTS and OUT OF THE SUN cards inflict Hits on the targeted Bomber unless negated by a valid Spoiled Attack response.

The targeted aircraft may respond to each of these cards by playing *one* card from his mini-hand:

- Any IN MY SIGHTS or OUT OF THE SUN card, or
- Any card with a Spoiled Attack symbol, or
- An IN MY SIGHTS or OUT OF THE SUN card with a Spoiled Attack symbol.



Spoiled Attack

- a) ► If the response is an IN MY SIGHTS or OUT OF THE SUN* card without a Spoiled Attack, the attack on the Bomber succeeds and it incurs Hits as indicated on the attacker’s card. The attacker may then respond to the Bomber’s card to negate it, but if he does so, *he must randomly discard one remaining card from his hand or mini-hand* (if any). The Bomber can never respond to an attacker’s response. If the attacker does not respond to the Bomber’s card, the attacker suffers the Hits indicated on that card.

► *OPTIONAL: If the Turret Defense is 1*, an OUT OF THE SUN card does not apply.

Design Note: Bombers rated as “1*” have only a few rifle-caliber machine guns, usually manually operated, for defense.

- b) If the response is a valid Spoiled Attack card, the attack is negated and the Bomber incurs no Hits. The attacker cannot respond to a Spoiled Attack.
- c) ► If the response is an IN MY SIGHTS or OUT OF THE SUN card with a valid Spoiled Attack, the attack on the Bomber is negated. The attacker may still respond to the Bomber’s card to avoid taking Hits (and must discard per (a) above), but cannot cancel the Spoiled Attack. If the attacker does not respond to the Bomber’s card, the attacker suffers the Hits indicated on that card unless using the Optional Rule per (a) above and the card is an OUT OF THE SUN.
- d) If there is no response by the targeted Bomber, it incurs Hits as indicated on the attacker’s card.

20.5.4 Continuing the Attack

If the attacker has additional Red cards, he may initiate a new attack on the same Bomber. An attacking Leader may not exceed his Burst limit [20.4.1] by doing so.

20.5.5 Spoiled Attacks

There are two kinds of Spoiled Attack symbols that may appear on Action cards:



Standard



Special

- **Standard:** These cards are valid whenever an aircraft is attacked by Flak or an enemy aircraft.
- ► **Special:** These cards are valid only when a Bomber is attacked by an enemy aircraft while in Formation but is receiving 0 Turret Support, *including if it is alone*.

Design Note: Many Medium Bombers lack sufficient defensive armament to merit a Turret Support rating of 1. The Special Spoiled Attacks afford these aircraft some benefit for remaining in formation.

Example: Your Unengaged Bf109G Element is at Medium Altitude with a Formation of three B-17Fs (one with 8 Hits) and an Unengaged Element of escorting P-47Cs. During your Wingman Step, you declare you are attacking the Bombers. You draw a mini-hand of two cards (your Offensive rating), consisting of a MANEUVER and a TIGHT TURN.

You first play the MANEUVER, declaring you are attempting to attack the stricken B-17. The P-47 Leader responds with a TIGHT TURN. You respond in turn with your own TIGHT TURN. The P-47 cannot respond, so your attempt succeeds, and you draw three more cards (your Defensive rating): an IN MY SIGHTS (1B/2H), an IN MY SIGHTS (3B/3H), and an OUT OF THE SUN (2B/3H).

The targeted B-17 draws a defensive mini-hand of four cards (2 Turret Defense + 1 Turret Support for each of the two other B-17Fs in the Formation). They are an IN MY SIGHTS (1B/1H), an IN MY SIGHTS (2B/3H), a CLOUDS, and a MANEUVER (Spoiled Attack).

You now attack the B-17 with your IN MY SIGHTS (1B/2H). Since this would flip the B-17F, the Bomber player chooses to play his MANEUVER (Spoiled Attack). You cannot respond to a Spoiled Attack, so your IMS is negated.

But since an attacking Wingman has no Burst limit, you can attack again with your OUT OF THE SUN card, and do so. Even though a CLOUDS card normally responds to an OOTS, it can’t be played by a defending Formation aircraft, so the Bomber player responds with his IN MY SIGHTS (2B/3H) instead. Your attack succeeds and scores 3 Hits on the B-17, Damaging it (11 Hits total). You now have a tough choice: either respond to the Bomber’s IMS with your Full Throttle marker but have to discard your remaining IMS, or accept the 3 Hits to become Damaged but retain the IMS card and hopefully destroy the B-17.

Whatever you decide, the Damaged B-17F must now drop out of formation [17.3.7]. It remains at Medium Altitude, but will neither give nor receive Turret Support to and from the other B-17s.

21.0 STRIKING MISSION TARGETS

Aircraft strike Mission Targets with their ordnance and/or by strafing during the Over-Target Turn of a Campaign Mission:

- ► **Fighters and Light Bombers** strike during their Air Strike Steps (Wingman first).
- **Formation aircraft** strike during the Final Step.

21.1 General Bombing Procedure

To determine bombing results for each aircraft in the unit or Formation,

- i) Draw a number of Action cards equal to that aircraft’s Bomb rating, modified by the Bombing Mode [21.2] and the bomber’s altitude as shown on the Strike Chart. The Bomb result section of each card indicates the damage inflicted by that portion of the ordnance load. There are four possible results, which in order of ascending success are: Miss, Hit, Direct, and Vital.



- ii) The defending player draws a number of Action cards equal to the Target Flak rating shown on the applicable Mission card [21.8], again modified by the Bombing Mode and the bomber’s altitude as shown on the Strike Chart.
- iii) Potentially inflict Hits on the strike aircraft [22.2.1] and, for each Spoiled Attack result on a Flak card, immediately discard the best Bomb result drawn by that aircraft in Step (i) above.
- iv) Even if the striking aircraft was Damaged or Destroyed by the Target Flak, apply Damage Points to the Target for each remaining Bomb result. The Mission card [21.8] lists the number of Damage Points inflicted by each type of result.

21.2 Bombing Modes

Each aircraft capable of bombing uses one of four modes as indicated by its Bomb rating:

- **Level Bombing:** Most Fighters and some Bombers
- **Dive Bombing:** Some Fighters and Light Bombers
- **Saturation Bombing:** Most Medium and Heavy Bombers
- **Torpedo Bombing:** Some Light and Medium Bombers

Though some aircraft (usually torpedo bombers) are capable of more than one strike mode, each unit/Formation can only perform one mode per Mission. Aircraft with “Cannot” or no number in the Bombing section of their cards may not drop bombs or torpedoes.

The bombing mode determines the altitude(s) from which an aircraft may strike as well as the manner in which it delivers its ordnance. It may also modify the number of Target Flak cards drawn [21.1ii].

21.2.1 Strafing

In addition to bombing or torpedo strikes, all Fighters and Light Bombers with a Burst rating and any aircraft with a Strafe rating may make strafing runs [21.7].

21.3 Level Bombing



This mode is primarily used by Fighters at Low or Very Low Altitude, though some Bombers also use this mode.

21.3.1 Level Bombing Resolution

Draw a number of cards equal to the aircraft’s Bomb rating. At Very Low Altitude, draw an additional Bomb card, as well as an additional Target Flak card.

21.4 Dive Bombing



This mode is used by designated Light Bombers. Dive Bombing aircraft must begin the Over-Target Turn at Medium or Low Altitude.

21.4.1 Dive Bombing Procedure

- a) During the Altitude Step, a Dive Bombing unit must dive to the next lower altitude (from Medium to Low, or from Low to Very Low).

IMPORTANT: The Leader does *not* draw an Action card for this altitude loss.

- b) ► If the bombing Leader is Disadvantaged or Tailed, the engaged enemy Leader may not follow unless Agile, and must give up his position and remain at the starting altitude.

Design Note: The bomber is using its dive brakes to avoid gaining too much speed, which most following interceptors can’t do.

- c) Draw a number of cards equal to the aircraft’s Bomb rating plus:
 - At Low Altitude, draw *one* additional Bomb card.
 - At Very Low Altitude, draw *two* additional Bomb cards, as well as an additional Target Flak card.

21.5 Saturation Bombing



This mode is used by most Medium and Heavy Bombers, with specially trained Bombardiers salvoing large bomb loads simultaneously.

21.5.1 Saturation Bombing Resolution

Draw a number of cards equal to the aircraft’s Bomb rating, modified by altitude. See the Strike Chart for these modifications, as well as for modifications to the Target Flak draw.

21.5.2 Naval Targets

Because moving ships are harder to hit by Saturation bombing than land targets, decrease the result on each Bomb card by one level (e.g., a Direct becomes a Hit).

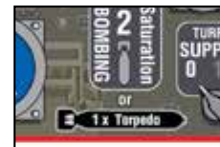
Example: An undamaged B-17F at Medium altitude draws six cards to resolve its bombing strike on a Cruiser. It draws a Miss, Miss, Hit, Hit, Direct, and Vital. Since it is bombing a Naval target, adjust the results to Miss, Miss, Miss, Miss, Hit, Direct.

21.5.3 Skip Bombing

Some Campaigns allow Allied Bombers to employ Skip Bombing against Naval targets. When so doing, these Bombers may make Level Bombing instead of Saturation Bombing strikes at Very Low Altitude, avoiding the normal penalty [21.5.2].

Design Note: No WBY campaigns employ skip bombing. It is included here for completeness.

21.6 Torpedo Bombing



This mode is used *only against Naval targets* by designated Light and Medium Bombers at Very Low Altitude.

21.6.1 Altitude Restrictions

To execute Torpedo Bombing, aircraft must begin the Over-Target Turn at Very Low Altitude.

- Medium Bombers must fly the entire Mission at Very Low Altitude.

- ▶ Light Bombers must end the last Target-Bound Turn at Very Low Altitude, and must remain at that altitude throughout the Over-Target Turn. They are free to climb during the first Home-Bound Turn.

21.6.2 Torpedo Bombing Resolution

Draw one card for each Torpedo carried. A Miss is still a Miss, but other results score *twice* the normal number of Damage Points.

Example: A Direct Bomb result against a Destroyer target normally scores 4 Damage Points. A Direct result on a Torpedo Bombing strike scores 8 Damage Points, sinking the Destroyer.

21.7 Strafing

During the Over-Target Turn, any aircraft with a Burst or Strafe rating at Very Low Altitude may strafe an eligible Mission target instead of or in addition to conducting a Bombing strike. Leaders and Wingmen may strafe independently—one need not do so if the other does.


▶ 21.7.1 Target Restrictions



Only targets annotated on their Mission card with their Miss and Hit Damage Points on a red background are subject to Strafing runs. Most Military and Naval targets may be strafed, and most Industrial, Logistical, and Morale targets cannot, but there are a few exceptions.

21.7.2 Strafing Procedure

If the strafing aircraft also bombs, strafing occurs after Bombing and Target Flak are resolved [21.1], with the exception of Attack Bombers [see 21.7.3 below]. In this case, strafing aircraft will undergo additional Target Flak.

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▶ Draw a number of Action cards equal to the aircraft’s Burst or Strafe rating (+# if equipped with heavy cannon [5.2.4]), whichever is higher, with a minimum of one (even if the rating is 0). Since Wingmen never have a Burst rating, they use their Leader’s rating instead (still with a minimum of one draw). The Strafe result section of each card indicates the level of damage, either “Hit” or “Miss”—there are no “Direct” or “Vital” results.
- The defending player draws Action cards for Target Flak as usual [21.1.ii].
- Just as when bombing, for each Spoiled Attack result on a Flak card, immediately discard the best Strafe result drawn in Step (i) above.
- Even if the striking aircraft was Damaged or Destroyed by the Target Flak, apply 1 Damage Point to the Target for each remaining Hit result.
- ▶ Surviving aircraft of a Neutral unit or Formation with a Burst/Strafe rating of 1 or more may elect to strafe one more time, but must face Target Flak again to do so. Repeat Steps (i) through (iv).

Example: Your Ju87B Element dropped their Bombs on a Battleship target this turn, scoring 16 Damage Points. After surviving the flak, they are eligible to strafe since they Dive Bombed from Very Low Altitude. This is very risky, because to strafe they must face the Battleship’s daunting Target Flak of five cards (4 + 1) again, and can inflict 2 more Damage Points at best. But since you only need to score 1 more Point to raise the target’s damage to the next (Crippled) level [21.8.1], you decide to press ahead.

You draw one Action card each for the Leader and the Wingman to resolve their strafing run (even though the Stuka’s Burst rating is 0). The cards’ Strafe results are a Hit and a Miss. Unless the Leader’s Target Flak cards include one or more Spoiled Attack results, you will inflict 1 more Damage Point on the target.

21.7.3 Attack Bombers



Some Medium Bombers have a Strafe rating, which allows them to conduct strafing as well as bombing. This rating is used only to strike eligible ground targets; it has no effect on air-to-air combat.

- ▶ In addition, Medium Bombers with a Strafe rating of 1 or more have the special ability to conduct bombing and strafing runs simultaneously. This means the Bomber does not undergo a second round of Target Flak unless it strafes a second time [21.7.2v].

Bombers with a Strafe rating carrying Air-to-Ground Rockets [18.4] may bomb *and* strafe *and* fire their rockets while still facing only a single round of Target Flak. In this case, however, the number of Flak cards drawn is *not* reduced per 18.4.1ii.



▶ 21.8 Mission Cards

Every type of Mission is represented on a Mission card, with the name, class, and appropriate details for that Mission. In all Missions, score Victory Points (VPs) for enemy aircraft Destroyed or Damaged, just like Dogfight Missions. The other Air Combat Missions (Air Transport, Mine Laying, and Reconnaissance) have special means of scoring VPs as explained on their Mission cards. Other cards are for Mission Targets, and include:

- Area and Target Flak ratings;
- A Damage Points section, showing the effects of each Bomb card result; and
- ▶ A Success Level section, showing the Damage Points needed and Victory Points for each Success Level.

► 21.8.1 Success Levels

Every Mission Target has four levels of success, numbered 0 to 3 in order of increasing accomplishment. The Mission card shows the number of Damage Points or other requirements to achieve the respective levels of success.

Example: When striking a Ground Forces target (Mission card 3A):

<i>Damage Points</i>	<i>Success Level</i>
0-1	0 – <i>Unaffected</i>
2-3	1 – <i>Shaken</i>
4-5	2 – <i>Disrupted</i>
6 or more	3 – <i>Shattered</i>

21.8.2 Campaign Victory Points

Against Mission Targets, besides scoring Victory Points (VPs) for enemy aircraft Destroyed or Damaged, you also score for each Bomber that goes Over Target and completes the Mission Undamaged [see the Victory Point Awards chart on the Campaign Display]. The Success Level attained also produces an associated number of VPs for the striking side as noted on the Mission card.

Example: A “Shaken” result against the Ground Forces target yields 1 VP, while a “Shattered” result scores 5 VPs.

21.8.3 Fortified Targets

Certain targets are noted on the Mission Target Matrices of the Campaign cards as Fortified Targets. When these targets are struck by:

- **Bombing:** Reduce all results by one level (i.e., Vitals become Directs, Directs become Hits, and Hits become Misses).
- **Air-to-Ground Rockets:** Each Hit result does one (1) Damage Point instead of two.
- **Strafing:** Fortified Targets may not be strafed.

21.8.4 Air Drop Missions

In an Air Drop Mission, strike aircraft drop supplies from Very Low Altitude (only) when they would otherwise bomb during the Over-Target Turn:

- Draw one Action card for each Cargo Point carried [17.4.1]. Skilled Aircrews with the BM or S skills do not draw an extra card.
- Consult the *Strafe* section and deliver 1 Supply Point for each Hit result.
- Apply Target Flak results (including Spoiled Attacks) normally.

The final number of Supply Points delivered (analogous to Damage Points) determines the Success Level for the Mission.

21.8.5 Air Transport Missions

Like Dogfights, Air Transport Missions last a number of Game-Turns specified by the Mission Target Matrix rather than three phases. Score 1 VP for each Cargo Point [17.4.1] carried by an aircraft that survives the Mission, even if Damaged.

21.8.6 Mine Laying Missions

In a Mine Laying Mission, striking aircraft drop mines from Very Low Altitude (only) when they would otherwise bomb during the Over-Target Turn. No Bomb cards are drawn, and there is no Target (or Area) Flak. Instead, score VPs based on the aircraft’s Bomb rating:

- **Level Bombers** score VPs equal to *twice* the Bomb rating.
- **Saturation Bombers** score VPs *equal to* the Bomb rating.

► 21.8.7 Reconnaissance Missions

Instead of striking a target or other aircraft or carrying cargo or mines, aircraft on Reconnaissance Missions are trying to locate an enemy target for future strikes. Aircraft listed in the Mission Target Matrix (not any chosen as Resources) are Reconnaissance aircraft and are subject to special rules:

- Reconnaissance aircraft may change altitude normally during the Mission, except they must end the final Target-Bound Turn at the altitude specified in the Mission Target Matrix and remain there throughout the Over-Target Turn.
- Treat Reconnaissance Fighters as Light Bombers [17.2b-c] until the end of the Over-Target Turn.
- During the Final Step of the Over-Target Turn, draw ONE Action card for each surviving Mission aircraft, even if Damaged. The best Bomb result (only) determines the Mission Success Level/VPs scored.
- Reconnaissance aircraft score VPs for surviving the Mission without being Damaged, similar to Bombers going over target [24.7]. See the Campaign Victory Point Table on the Campaign Display.

► 21.8.8 Strafing Missions

Certain Missions are noted on the Mission Target Matrices of the Campaign cards as Strafing Missions. Instead of scoring VPs for the Success Level achieved, score 1 VP per Strafe “Hit” result obtained.

Design Note: Fighters commonly strafed bases and rail facilities to destroy aircraft, trains, and vehicles, but could not significantly damage the facilities themselves. This gives them a chance to score VPs even when they can’t reach Success Level 1.

22.0 FLAK



▶ Most Mission targets have two Flak (anti-aircraft gunfire) ratings, one for Area Flak and one for Target Flak. These Flak ratings are the base number of Action cards drawn against *each* aircraft when Flak is resolved.

Draw flak cards from the deck of the side defending the target.

22.1 Area Flak

▶ Area Flak attacks all aircraft that continue Over Target (i.e., do not Break Off), both enemy and friendly, during the Final Steps of Target-Bound Turn 1 and the Over-Target Turn. The role of the aircraft (i.e., its strike mode or whether it is a Fighter Escort or Interceptor) determines which column to use on the Strike Chart. Attack the Wingmen of a unit first.

▶ **NOTE:** Units with a *Clouds* marker are immune to Area Flak.

22.1.1 Area Flak Resolution

Draw a number of Action cards equal to the Area Flak rating of the target, possibly modified by the altitude [see the Strike Chart]. Immediately apply Hits from each IN MY SIGHTS or OUT OF THE SUN card as it is drawn. No other cards have any effect.

22.1.2 Responses to Area Flak

Aircraft cannot respond to Area Flak.

22.2 Target Flak

▶ Target Flak attacks *all* aircraft of both sides that continue Over Target during the Over-Target Turn, whether they strike the target or not. Fighters and Light Bombers are attacked during the Air Strike Step (Wingman first), while Formation aircraft are attacked during the Final Step.

22.2.1 Target Flak Resolution

Draw a number of Action cards equal to the Target Flak rating of the target, modified by the altitude and Bombing Mode [see the Strike Chart]. Unless negated by a response [22.2.2], immediately apply Hits from each IN MY SIGHTS or OUT OF THE SUN* card as it is drawn. Negate this aircraft's best remaining Bomb or Strafe result for each card drawn with a Spoiled Attack symbol. No other cards have any effect.

▶ * **NOTE:** At Very Low altitude, OUT OF THE SUN cards score Hits on Torpedo Bombing attacks only.

Design Note: Heavy flak guns could seldom be brought to bear against aircraft attacking at high speed "on the deck."

22.2.2 Responses to Target Flak

▶ Formation aircraft cannot respond to Target Flak. Fighters and Light Bombers striking the target may elect to play one Response card to negate the Hit(s) from one Target Flak card immediately after it is drawn (you cannot negate a Spoiled Attack). If you do so, reduce your best remaining Bomb or Strafe card (after Spoiled Attack effects are applied) by one level (e.g., a Direct result becomes a Hit). Note: this is only one card per aircraft

during the bombing or strafing run—not one card per each Flak card—and you cannot decide to respond to a Target Flak card once another is drawn.

▶ Once an IN MY SIGHTS or OUT OF THE SUN Target Flak card is drawn against a striking Wingman, draw its normal defensive mini-hand with which to respond during this step.

22.2.3 Target Flak and Strafing

Attack every aircraft that strafes with Target Flak, even if it was already attacked by Flak when it bombed (**Exception:** *Attack Bombers* [21.7.3]). Fighters and Light Bombers may respond again to Target Flak, with just one Response card, per 22.2.2.

Bombing and Flak Example: *The Germans are striking a Rail Yard (Mission Target 2B). All aircraft end the last Target-Bound Turn at Medium Altitude:*

German	British
L/W Bf109E	L/W Hurricane I
L/W Ju87B	L/W Spitfire I
2x Ju88A-1	

*Each of the Ju88s already has two Hits. The British player's Spitfires and Hurricanes normally would not continue Over Target, but he uses his **Braving the Flak** Resource to follow the Bombers with his Hurricanes. The unengaged escorting 109s cannot go Over Target. During the Over-Target Turn, the Bf109s and Spitfires may fight each other. Neither can attack any of the aircraft Over Target (or vice versa), and they are not subject to Area or Target Flak.*

During the Final Step of TB1, Area Flak attacks all four Bombers and the Hurricanes. Since the Area Flak rating of the Railyard is 1, the British player draws one Action card against each aircraft Over Target (including his own). Most of these Flak cards are MANEUVER, HALF LOOP, Blue, and White cards, which have no effect. An OUT OF THE SUN card causes 2 Hits on one of the Ju88s (so it has a total of 4), and an IN MY SIGHTS causes 1 Hit on the Hurricane Leader. Even though the unladen Leader has a TIGHT TURN in his hand, he cannot respond to Area Flak to avoid the Hit. At the end of the turn, all aircraft are still on their Undamaged sides, but a few have taken Hits:

<i>Hurricane Leader</i>	<i>1 Hit</i>
<i>Ju88 #1</i>	<i>2 Hits</i>
<i>Ju88#2</i>	<i>4 Hits</i>

Over-Target Turn: *In the Wingman Step of his turn, the British player announces the Hurricane Wingman will attack Formation aircraft. He is unable to play a MANEUVER or HALF LOOP card to attack Ju88 #2, so the German player assigns the attack to Ju88 #1. The Wingman's attack inflicts no Hits. During the Air Strike Step, Target Flak attacks both Hurricanes. The British player draws only 2 cards for each Fighter because they are Interceptors at Medium altitude:*

vs. Hurri Wingman	vs Hurri Leader
<i>IMS (2B/2H)</i>	<i>BARREL ROLL</i>
<i>OOTS (3B/4H)</i>	<i>IMS (1B/1H)</i>

Because the Fighters are not striking the Railyard, the Leader still cannot use his TIGHT TURN to respond to the IMS and suffers the additional Hit. The Wingman suffers 6 Hits, and is Destroyed. During the Leader Step, the Leader also declares the intention of attacking the Ju88s. Without a MANEUVER or HALF LOOP in his hand, the German player again gets to choose the target Bomber, and once again selects Ju88#1. With the additional 2 Bursts, the British player is able to score with two IN MY SIGHTS cards for a sum of 4 Hits. Ju88#1 now has a total of 6 Hits, is flipped to its Damaged side, and falls Out of Formation.

During the Ju87 turn, the Element must descend to Low Altitude and drop its bombs. The German player draws two Bomb cards for each aircraft (the Bomb rating of 1 plus 1 for Dive Bombing at Low Altitude). Before applying the Bombing results, the aircraft are attacked by Target Flak:

Ju87 Wingman	Ju87 Leader
Bombs:	Bombs:
Miss	Direct
Hit	Vital
Flak:	Flak:
BARREL ROLL	TIGHT TURN
IMS (1B/2H)	HALF LOOP (SPOIL)
SCISSORS	IMS (2B/3H)

The Wingman draws his one-card mini-hand when the IMS (1B/2H) Flak card is drawn. His FULL THROTTLE would normally respond to an IMS, but since the Stuka is still considered loaded during the Air Strike Step, he cannot play it and must take the 2 Hits. Since the Leader's Target Flak results included a Spoiled Attack, his Vital Bomb result is negated. The Axis player now faces a tough choice: he can evade the IMS (2B/3H) with the TIGHT TURN card in his hand to avoid becoming Damaged, but would reduce his Direct result to a Hit by doing so. Since flipping his Light Bomber would cost 6 VPs (instead of gaining 3 VPs for going Over Target Undamaged, the opponent gains 3 VPs for a Damaged LB), he chooses to use his one response to negate the IMS. The 2 Hits on the Railyard target are worth 1 Damage Point apiece for a sum of 2... so far.

Once all Elements have finished their turns, it is the Over Target Step and time for the Ju88s to strike. Damaged Ju88 #1 will draw one Bomb card, Ju88 #2 will draw two, and each will face three Flak cards:

Ju88 #1	Ju88 #2
Bombs:	Bombs:
Miss	Direct
	Hit
Flak:	Flak:
BARREL ROLL	IMS (1B/2H)
IMS (2B/2H) (SPOIL)	MANEUVER
IMS (1B/2H)	CLOUDS

Ju88 #1 misses (its result would have been negated by the Spoiled Attack even if it had been better). Because Formation aircraft can't respond to Flak, the Bomber takes an additional 4 Hits for a total of 10, and Ju88#1 is Destroyed. Ju88#2 scores a Direct and a Hit, and because the Flak did not yield

any Spoiled Attacks, both will apply. The 2 Hits from the IN MY SIGHTS, raise the Bomber's total to 6, however, enough to flip it to its Damaged side.

Between the Ju87s and the Ju88s, total damage inflicted on the target is:

Ju87 Leader	1 Point
Ju87 Wingman	1 Point
Ju88 #1	None
Ju88 #2	4 Points

The Germans have scored 6 Damage Points on the Rail Yard. Consulting the Mission card, this yields a Level 2 result (Heavily Damaged) and 6 VPs.

The Ju87s and the surviving Hurricane and Ju88 now again undergo Area Flak.

23.0 CAMPAIGN MISSIONS

Virtually all campaigns consist of a variable number of Missions. Two of the Air Combat Missions (Air Transport and Dogfight) last a set number of turns as specified in the Mission Targets Matrix of the Campaign card (or until all aircraft of one side are Destroyed or Disengaged). Keep track of Game-Turns for these Missions on the Dogfight/Transport Turn Track. All other Missions are divided into three Mission Phases.

23.1 Mission Phases

Most Missions involve striking a Target, and are divided into three Phases:

- Target-Bound Phase (variable number of Turns)
- Over-Target Phase (one Over-Target Turn)
- Home-Bound Phase (variable number of Turns)

23.1.1 Mission Duration

► The duration of the Target-Bound and Home-Bound Phases are determined by the Target and the Speed of the strike aircraft. The Over-Target Phase always lasts just one Game-Turn.



Air Transport and Dogfight Missions have a single number in the Turns column of the Mission Target Matrix. Place the Last Turn marker in the space corresponding to this number on the Dogfight Mission Turn Track.

For all other missions, each Target will have two numbers separated by a slash in the Turns column. The first number is the base number of Target-Bound Turns, and the second number is the base number of Home-Bound Turns. Determine the actual number of Turns at the start of the Mission:

- Subtract the Speed of the slowest strike aircraft from the base numbers. All Fighters and Light Bombers are considered to have a Speed of 6 for this determination unless they have a Slow special rating [17.5.3].
- Apply any modifiers from Resources the players have selected [24.6].
- If the number of Turns is reduced to 0 or less, skip that Phase entirely.

- iv) Otherwise, place the *First TB* and *Last HB* markers in the spaces corresponding to the resulting numbers on the Campaign Mission Turn Track.

Example: In the *Rommel Attacks Campaign*, *Target #8* is struck by four *Blenheim IVs* (Speed 5). *Target #8* has 8 base *Target-Bound Turns* and 7 base *Home-Bound Turns*. The duration of the Mission will be:

- 3 *Target-Bound Turns*
- 1 *Over-Target Turn*
- 2 *Home-Bound Turns*

▶ If any strike aircraft are Damaged when they complete the last *Home-Bound Turn*, there will be one "Straggler" Turn added even if that Phase would otherwise be skipped [23.4]. Conversely, if all Mission aircraft are shot down, the number of *Home-Bound Turns* is zero.

23.1.2 Aircrew Selection

After choosing resources, determine if any skilled (and/or Green) aircrews are present [19.4].

23.1.3 Mission Altitude

▶ Sometimes the Mission Target Matrix allows the striking side to choose the altitude of Mission aircraft. Except in a *Dogfight Mission*, the strike player must select and reveal this altitude before players select the altitudes for remaining aircraft.

23.2 Target-Bound Phase

▶ Skip the *Target-Bound Phase* (except for the *Final Step* of TB1) if there are no defending aircraft. Otherwise, play the number of *Target-Bound Turns* determined above [23.1.1]. Even if any Bombers are Damaged before the end of the Phase, this number won't change. Note that *Target-Bound turns* count down to the target, i.e., the first *Target-Bound Turn #* is equal to the number of *Target-Bound turns* in the Mission, and the last is TB1.

If all defending aircraft are Destroyed or Disengage before the end of the Phase, play the remaining *Target-Bound Turns* normally except skip all *Discard Steps*.

Design Note: This prevents players from padding their hands during unopposed *Target-Bound Turns*.

23.2.1 Breaking Off



▶ Except in *Air Combat Missions* or as allowed by a Resource, all *Fighters* and *Light Bombers* not intending to Bomb or Strafe must Break Off during the *Final Step* of the last *Target-Bound Turn*. Place an *Over Target* marker on each *Fighter unit* that does not Break Off. All remaining Bombers that have not Disengaged must continue *Over Target*.

Any *Fighters* that join the Mission during the *Over-Target Phase* are considered to have Broken Off.

Fighters that Break Off will rejoin the *Over-Target aircraft* at the start of the *Home-Bound Phase*. During the *Over-Target Phase*, they may attack only enemy units that have also Broken Off. If no enemy aircraft did so, they perform only the *Altitude*, *Discard*, and *Draw Steps* of their turns, skipping the rest.

23.3 Over-Target Phase

Striking *Fighters* that are *Over Target* may bomb (if loaded), strafe, and attack enemy *Fighters* that also are *Over Target*. Only defending aircraft (*Interceptors*) that continued *Over Target* may attack the enemy Bombers. They will suffer *Flak attacks* ("friendly fire") just like the strike aircraft [22.0].

23.3.1 Over-Target Turn

During this Turn, Loaded *Fighters* and *Light Bombers* at the correct altitude for their Bombing modes strike the Mission Target with their ordnance during the *Air Strike Step*. Those at *Very Low Altitude* may strafe. In either case, they:

- ▶ Must give up their position at the beginning of the *Wingman Step* if Advantaged or Tailing;
- Cannot play cards during their *Wingman* and *Leader Steps*; and
- May play only one card from their hand or mini-hand in response to each enemy Attack card (i.e., they may not respond to a Response).

Whether they strike the Mission Target or not, all *Leaders*, *Wingmen*, and *Section aircraft* of both sides *Over Target* must suffer *Target Flak attacks* during the *Air Strike Step*.

▶ Formation aircraft strike the Mission Target and suffer *Target Flak attacks* during the *Final Step* after all player-turns are complete. All aircraft *Over Target* then also suffer *Area Flak attacks* during this step.

In *Air Drop*, *Mine Laying*, and *Reconnaissance Missions*, the strike aircraft do not actually attack Mission targets during this Turn. They determine success or failure by other means instead, as described in the special rules for these Missions [21.8.4/6-7].

23.3.2 Rejoining

After *Area Flak* is resolved, *Fighters* that Broke Off now rejoin the rest of the aircraft:

- Opposing units that are Engaged retain their relative positions;
 - All other rejoining units are Neutral.
- ▶ Remove all *Over Target* markers.

23.4 Home-Bound Phase

► Skip the Home-Bound Phase if there are no defending aircraft or if all Mission aircraft have disengaged or been shot down. Otherwise, play the calculated number of Home-Bound Turns. At the conclusion of the last Home-Bound Turn, remove all Undamaged Mission aircraft (they return to base safely) and play one additional “Straggler” Turn if any Damaged strike aircraft remain [23.4.2]. The Mission is then complete.

► 23.4.1 Duration Recalculation (Optional)

If all of the slowest Mission aircraft have disengaged or been shot down, recalculate the number of Home-Bound Turns at the start of this Phase based on the Undamaged Speed of the slowest remaining strike aircraft [23.1.1] and adjust the *Last HB* marker if necessary.

► 23.4.2 Stragglers

If any strike aircraft (Mission or Escort) are Damaged at the end of the Last Home-Bound Turn (even if the Phase would otherwise be skipped), they must remain in play for one additional “Straggler” Game-Turn. Any Undamaged Escorts or Interceptors may choose to remain with them (Strike player chooses first).

23.5 Night Missions

Flying at night imposes several changes to the normal rules and ratings. During a Night Mission:

- a) Do not use Wingmen.
- b) Include a Search Step at the beginning of each Player-Turn [16.1].
- c) ► Fighters without a Night Combat rating (“Day Fighters”)
 - have an intrinsic Night Combat Rating of 1 while Undamaged (0 when Damaged);
 - succeed during Search on a White result rather than Blue;
 - halve their Performance ratings (rounded up); and
 - must Disengage at the end of the mission [12.1].
- d) All Formation aircraft are Out of Formation.
- e) Reduce all Area and Target Flak values by one (–1).
- f) ► Dive Bombing is not allowed. All Dive Bombers use Level Bombing instead.
- g) Reduce Direct and Vital Bomb results one level (i.e., Vitals become Directs and Directs become Hits, but Hits remain Hits).

23.5.1 Night Turn Order

When determining the Player Order [4.7], Night Fighters [17.1.1] take their turns before all other Fighters and Light Bombers. This may mean two or more Leaders of one side take their turns before any of their opponents.

24.0 LAND CAMPAIGNS

Each Land Campaign includes a representative series of Missions that took place in one of the famous battles of World War II. The players are air element commanders, utilizing a variety of aircraft and other resources to successfully execute their assignments.

24.1 Campaign Cards

Each Campaign card provides the information needed to play the campaign. Most cards include:

- The Campaign Name
- A brief historical summary
- A map of the campaign area
- A Campaign Sequence of Play [SoP]
- Lists of the Resources for both sides
- The Mission Table
- The Mission Target Matrix
- The Campaign Performance (Victory) Chart

► Space limitations may preclude inclusion of some items. If there is no SoP, the basic Land Campaign Sequence of Play [24.3] applies. Resource lists may be found on the specific Campaign Logs.

24.2 Campaign Logs

On the generic Land Campaign Log, players keep track of the Missions conducted, Resources used, and Victory Points scored during the campaign. Each player will need his own Log. *GMT Games, LLC, grants permission for players to copy these sheets for personal use.*

24.3 Land Campaign Sequence of Play

Most Land Campaigns in *Wild Blue Yonder* use an identical Sequence of Play. Any exceptions are described in the Special Rules for that campaign below.

- A. Select the Campaign and Stage of that campaign you wish to play [24.4].
- B. Choose who will be the Allied and Axis players.
- C. Play the Campaign Missions. For each:
 - 1) Draw one Action card to determine the Mission target and aircraft [24.5].
 - 2) Each player secretly selects, then they simultaneously reveal, one Resource [24.6].
 - 3) Determine Mission Duration [23.1.1].
 - 4) Select (additional) Aircrews [19.4].
 - 5) Conduct the Mission [23.0]
 - 6) Calculate Mission Victory Points [24.7]
- D. Determine Campaign Performance (Victory) after the last Mission [24.8].

24.4 Starting a Campaign

Select the Campaign you desire to play and consult its Campaign card. Most campaigns give you a choice of two or more Stages, each with different Missions and Resources. Select the Stage you will play.

Example: In the 8th Air Force 1943 Campaign, choose either the Early 43 or POINTBLANK Stage.

24.4.1 Campaign Length

► The Stage chosen will determine the number of Missions to be flown in this campaign, either equal to the number of Resources available or as otherwise indicated in the Campaign specific rules.

Example: In the Rommel Attacks Campaign, Phase I has 3 Missions, Phase II has 4, and Phase III has 6.

24.4.2 Choosing Sides

Players choose which side they will play, either Allied or Axis. Teams may have an unequal number of players.

Many Missions require only one player to participate on each side. In rare instances—where one side has no Fighters present—one team will control only Bombers or Flak.

24.5 Mission Determination

The player listed first on the Performance Chart draws one Action card and cross-indexes the card drawn with the Campaign Stage on the Mission Table of the Campaign card (the “1B”, “2B”, and “3B” notations following IN MY SIGHTS refers to the Burst cost of the card). The resulting number is the Target Number to be used on the Mission Target Matrix of the Campaign card. The Mission location is shown in a small, numbered circle on the Campaign card’s map (for historical interest only).

Play Note: Players desiring more variety may agree to draw again for a different target when a draw would result in a “repeat” Mission.

24.5.1 Mission Card

The Mission Target Matrix indicates the Mission type and the number of the Mission card to be used. Place this Mission card on the table in full view of all players.

24.5.2 Mission Aircraft

► Each Target lists the number and type of the striking Mission aircraft (except Dogfights; see Rule 24.5.3 below). The actual number of planes is listed for Medium and Heavy Bombers. Fighters and Light Bombers use either the notation “L/W,” which stands for Leader and Wingman (i.e., an Element), “Sec” for Section [17.6], or “L,” indicating a Leader only. If a number precedes the “L/W” notation, the side receives that number of Elements.

Except for Dogfight and Reconnaissance Missions, if the Mission aircraft are Fighters with a Bomb rating, each Fighter begins the Mission Loaded with a Bomb counter. This does *not* apply to Fighters added to the Mission by Resource selection.

Example: The players decide to play Stage III of the Rommel Attacks Campaign. The Axis player draws a card to determine the first Mission: an OUT OF THE SUN (2B/3H). Cross-indexing the OUT OF THE SUN line with Phase III on the Missions Table yields a result of “14.” According to the Mission Target Matrix, Target #14 is the Docks at Tobruk, so the Axis player places the sheet with the Docks Mission card (2A) on the table. The Axis player also places his Mission aircraft in front of him, two Elements of Ju87Bs and an Element of Bf110Es (all with Bomb markers).

24.5.3 Dogfight Aircraft

If the Mission is a Dogfight, the Mission Target Matrix lists the opposing aircraft of both sides. As in other Missions, these forces may be augmented by Resources.

Example: In the Rommel Attacks Campaign, Target #5 pits two Hurricane Is (a Leader and his Wingman) against a L/W Element of Bf110Cs.

24.5.4 Mission Altitude

The Mission Target Matrix prescribes the starting altitude of the Mission aircraft. If they are Formation aircraft, they must remain at that altitude throughout the Mission, while Fighters and Light Bombers may change altitude normally.

► This starting altitude applies only to the Mission aircraft. Aircraft added through Resource selection may start the Mission at any altitude allowed for that type.

24.5.5 Mission Duration

Finally, the Mission Target Matrix gives information for Mission duration in the Turns column. If only a single number is listed, that is the number of Game-Turns the Mission lasts. If two numbers are separated by a slash, those are the base numbers of Target-Bound/Home-Bound Turns for the Mission [23.1.1].

► 24.5.6 Target Complexes

Certain results on a Mission Target Matrix are printed in ALL CAPS. These are Target Complexes, indicating a group of possible targets rather than an individual target. Whenever a Target Complex is selected, immediately draw one Action card and consult the Target Complex Chart on the Land Campaign Log. The Index Number of the card drawn will indicate the actual target of the Mission.

Example: In Stage III of the Malta 1940-41 Campaign, Mission #15 (HARBOR) is selected. Since the Target Type is in all caps, players know it is a Target Complex. The Axis player draws an Action card (Index #11) and looks at the Harbor line of the Target Complex Chart. The target of the Mission is the Docks.

24.5.7 Special Missions

Certain results on a Mission Target Matrix are listed as “Special.” When a Special Mission is selected, refer to the Special Missions Chart (located on the Player Aid) and, if indicated, check the Index # of the Mission Determination Action card drawn to determine what Mission is flown. Do not choose Resources; the Chart will list the Resource aircraft each player receives.

Play Note: This means that if one or more Special Missions occur, players may have “leftover” Resources at the end of the Campaign.

24.6 Resources

Resources represent additional aircraft and/or special effects allotted to a Mission. All Resources are listed and explained on the 11"x17" Campaign Resources card.

24.6.1 Resource Selection

After the Mission Target is determined, each player secretly chooses one numbered Resource from the list of those available for the selected Stage. Each Resource may only be used once per Campaign. Once both sides have recorded the numbers of the Resources chosen on their Campaign Logs, simultaneously reveal the choices and place any Aircraft cards added thereby in front of them.

Example: Continuing with Stage III of the Rommel Attacks Campaign, the Axis player chooses Resource #4 (L/W Bf109E-7, Schroer), and the Allied player chooses #5 (L/W Hurricane I, No Retreat). Referring to the Campaign Resources card, the players receive:

Axis

- One Element of Bf109E-7 Fighters; and
- The Skilled Pilot Schroer with the Bf109E Leader.

Allies

- One Element of Hurricane I Fighters; and
- Allied aircraft may not Voluntarily Disengage, but will earn double Victory Points for Destroying enemy aircraft during this Mission.

▶ 24.6.2 Mission Restrictions

In some campaigns, certain numbered Resources are only available during earlier or later Missions in the campaign.

- Resources with a “(≤X)” notation may be chosen only on or before Mission #X.
- Resources with a “(≥Y)” notation may be chosen only on or after Mission #Y.

These Mission restrictions apply to all the individual resources in that numbered Resource.

Example: In the Early 1943 Stage of the 8th Air Force 1943 Campaign, the Allied player may choose Aircraft Resource #1 (L/W Spitfire V (USAAF) (≤3)) only during Mission 1, 2, or 3. He may choose Aircraft Resource #5 (2 L/W P-47C and the Skilled pilot Zemke (≥4)) only during Mission 4, 5, or 6.

24.7 Mission Victory Points

Players gain Victory Points (VPs) for accomplishments during the Mission as summarized on the Campaign Display. Both players receive VPs for:

- Damaged and Destroyed enemy aircraft [4.9.3];
 - ▶ Enemy aircraft voluntarily disengaged during a Dogfight only [12.0]; and
 - Enemy Skilled Aircrews shot down [19.5].
- ▶ The defending side also gains VPs for each enemy aircraft that voluntarily jettisons its ordnance [18.1.2].

The striking side also gains VPs for:

- The Mission Success Level attained [21.8]; and
- ▶ Bombers and Fighters that flew Over Target and returned Undamaged [5.2.1 Note]. In order to claim these VPs, an aircraft must either conduct a Reconnaissance draw or strike the target, even if previous strikes already inflicted enough Damage Points to achieve Success Level 3.

Each side totals its VPs for the Mission and records them on its Campaign Log.

Example: By the end of the Rommel Attacks Mission described in 24.5.2, the Axis had scored 8 Damage Points on the Docks, leaving them Heavily Damaged (Level 2). During the battle, both Hurricanes were destroyed, while one Ju87 was Destroyed and one Damaged. The total VPs for this Mission are:

Axis

10 (Hurricanes) + 6 (Undamaged Ju87s Over Target) + 6 (Docks) = 22

Allies

9 (Ju87s) x2 (No Retreat) = 18

24.8 Campaign Victory

After the last Mission of the Campaign is completed, sum up the Victory Points scored by each side in all Missions. Consult the Performance Chart on the Campaign card and subtract one side's total from the other to determine each side's level of Performance for the Campaign (Victory or Defeat).

24.9 Fuel Expenditure (Optional)

Design Note: During the running air battles waged by the 8th and 15th Air Forces when attacking targets in Europe, fuel determined how long fighters of both sides could remain engaged. Since these rules add bookkeeping complications and lengthen the game, use them only if all players agree.

Measure fuel expenditure for Fighters by tracking Fuel Points (FPs). Campaigns where these rules may be used (8th Air Force 1943 and Battle of Berlin in *Wild Blue Yonder*) include a Fighter Fuel Endurance chart on their Campaign cards. The chart lists the starting FPs for each Fighter type, including both Internal Fuel and in Drop Tanks (if carried [18.5]).

24.9.1 Fighters and Fuel

Use the Campaign Log to maintain Fuel Point data for *each* Fighter unit assigned to a Mission.

- a) After determining Mission duration and selecting Aircrews but before starting the Target-Bound Phase, record the Mission number, the type of Fighter, and the Target- or Home-Bound Turn it will join the Mission (Fighters are not allowed to join the Mission during the Over-Target Phase).
- b) Record the number of Fuel Points carried at the start of the Mission in the Internal Fuel and Drop Tank columns as appropriate.
- c) ▶ Once a unit joins the Mission, record its Turn Order # (to help keep track of which unit has how much fuel).

24.9.2 Escort Fuel

Escorts are Fighters protecting the Bombers. Those that do not begin the Mission on the first Target-Bound or the last Home-Bound Turn must expend Fuel Points in order to join the aircraft flying the Mission.

- a) If an Escort is to join the Mission before the Over-Target Phase, the unit expends 1 FP for each Turn the Mission aircraft flew before being joined by the Escort.

Example: An Escort Element scheduled to join the Mission on Target-Bound Turn 5 (TB5) when the first turn is TB9 would expend 4 FPs before joining the Bombers (1 FP per Turn for each of the first four Turns of the Mission).

- b) If an Escort is to join the Mission *after* the Over-Target Phase, the unit expends 1 FP for each Turn the Mission aircraft must fly before the *originally planned* end of the Mission.

NOTE: Although the actual aircraft coming off target may change the number of Home-Bound Turns [23.4.1], *do not* change this calculation.

Example: An Escort Element scheduled to join the Mission on Home-Bound Turn 2 (HB2) of a Mission scheduled to end after HB9 would expend 8 FPs before joining the Bombers (HB9 – HB1 = 8).

- c) Once an Escort joins the Mission, the amount of fuel expended each Turn is determined by the presence or absence of enemy aircraft.
 - If any enemy aircraft are present during any part of a Turn, all Escorts are considered to have been in combat during that Turn and expend 5 FPs each.
 - If no enemy aircraft are present during any part of a Turn, all Escorts are considered to have not been in combat during that Turn and expend only 2 FPs each.

24.9.3 Interceptor Fuel

Interceptors are Fighters attacking the Bombers or their Escorts. Unlike Escorts, Interceptors never expend fuel to join the Mission. Once they join, Interceptors always expend 3 Fuel Points per Turn.

24.9.4 Tracking Fuel Expenditure

After all other activities are completed during the Final Step of every Turn (including Home-Bound Turns), record the Fuel Points expended by every Fighter unit still in the Mission. Fighters *automatically* expend FPs from Drop Tanks (if any) before expending Internal Fuel.

24.9.5 Fuel Disengagement

▶ All Fighter units reduced to 0 or less Fuel Points must simultaneously perform a Fuel Disengagement at the end of the Final Step. The procedure is the same as for a Voluntary Disengagement [12.1], except there is an additional adverse Level Modifier. There is no automatic VP loss for the act of Fuel Disengagement.

Extended Fuel Example: In the POINTBLANK Stage of the 8th Air Force 1943 Campaign, an *IN MY SIGHTS 2B* card is drawn to determine the first Mission: the Port Facilities [2A] at Kiel. This target has a base of 16 Target-Bound and 14 Home-Bound Turns, reduced to 10 and 8 due to the B-17 Mission aircraft's Formation Speed of 6.

The Allied player secretly chooses Resources #5 (an Element of Spitfire IXs and two Elements of P-47Cs). He would like the Spitfires to begin escorting the Bombers on the first Target-Bound Turn (TB10) and the P-47s to meet the bombers on the fifth Target-Bound Turn (TB6) and the first Home-Bound Turn (HB1). He makes the following entries in the Fuel Log:

Mission #1, Spit IX, TB10, (Drop Tank Fuel) 10 – 0 = 10, (Internal Fuel) 8

Mission #1, P-47C, TB6, (Drop Tank Fuel) 8 – 2 = 6, (Internal Fuel) 20

Mission #1, P-47C, HB1, (Drop Tank Fuel) 8 – 8 = 0, (Internal Fuel) 20

Mission #	Unit	1st Mission		
		Turn	Drop Tanks	Internal Fuel
1	Spit IX	T10	10	8
1	P47C #1	T6	8-6	20
1	P47C #2	H1	8	20

The Spitfires' Drop Tanks begin with 10 FPs per the Fighter Fuel Endurance chart on the Campaign card, and since they join on the first Target-Bound Turn, they expend no fuel in doing so.

The first P-47 Element is to join the Mission on the fifth Target-Bound Turn, so they use 1 FP on each of the first four Turns, reducing their Drop Tank Fuel to 4 FPs. They have not used any Internal Fuel, and it remains at 20 FPs.

At the time the second P-47 Element meets the Bombers, the initial planning showed 8 Home-Bound Turns to fly, so the P-47s use 8 FPs getting to the rendezvous (1 FP per Turn for eight Turns), reducing their Drop Tank Fuel to 0 FP.

Meanwhile, the Axis player has selected Resource 4 (two Elements of Bf109G-6 and one of Fw190A-5). He designates them to join the fight on TB10 (the first Target-Bound turn), HB6, and TB4 respectively.

Mission #	Unit	1st Mission Turn	Drop Tanks	Internal Fuel
1	109G #1	T10	5	10
1	190A	T4	10	12
1	109G #2	H6	5	10

On the first turn, both the Spitfires and the 109s jettison their Drop Tanks, leaving only their Internal Fuel. The Spits expend 5 Fuel Points and the Gustavs 3, leaving them with

Spitfire IX $8 - 5 = 3$

Bf109G #1 $10 - 3 = 7$

1	Spit IX	T10	10	8 3
1	109G #1	T10	5	10 7

At the end of TB9, the Spitfires have expended all their remaining FP and must conduct a Fuel Disengagement during the Final Step. They will suffer an “Up 1 Level” penalty on their Disengagement draws for doing so.

The 109s have 4 FPs remaining and continue the fight for another two turns before they, too, must Disengage. To avoid the penalty, they choose to voluntarily Disengage during their Leader Step of TB7.

On TB6 the first P-47 unit joins. With no opposition, they retain their Drop Tanks and so expend:

P-47C #1 (Drop Tank Fuel) $6 - 2 = 4$

Their Internal Fuel remains at 20.

The Thunderbolts expend another 2 FP from their Drop Tanks on TB5, and jettison them on TB4 when the Fw190s arrive and jettison their tanks as well. At the end of TB4, Internal Fuel status is:

P-47C #1 $20 - 5 = 15$

Fw190A $12 - 3 = 9$

1	P47C #1	T6	8 4 2	20 15
1	190A	T4	10	12 9

24.10 Barbarossa Special Rules

Design Note: This Campaign ignores the opening days of the offensive, when Soviet activity consisted mostly of flak and unescorted bombers—neither of which make for a very satisfying game for the Allied player. It also excludes both the Romanian attack and siege of Odessa and Operation TYPHOON, which are best handled as separate campaigns.

The Stages of this campaign depict Luftwaffe support and Soviet opposition over the three German Army Groups North, Center, and South.

24.10.1 Sequence of Play

Design Note: The SoP for this campaign is pretty standard. Because there is no room for it on the Campaign card, we provide it here.

- Draw one Action card to determine Mission
- Each Player secretly selects one Resource
- Players reveal Resources selected and draw for aircrews
- Conduct Mission
- Determine Victory Points
- Determine Campaign Performance at the end of the final Mission

24.10.2 Sections

Soviet Fighters use the Section rules [17.6] for this campaign.

Play Note: Don't overlook Note 1 of the Mission Target Matrix. Airfield anti-aircraft defenses during this campaign were much less robust than later in the war and have been reduced accordingly.

24.11 Battle of Berlin Special Rules

Instead of distinct time intervals, this campaign gives you the choice of Daylight (8th Air Force) or Night (Bomber Command) Stages covering the same span of time. In addition to these 6-Mission campaigns, you may also play an 8-Mission Combined campaign [24.11.6].

24.11.1 Resources

Instead of one Resource list for each Stage, each side has multiple categories. During each Mission, you may select one Resource from each category except for the other Stage's Aircraft list. Note that most categories have fewer than six Resources, and since each Resource may only be selected once [24.6.1], you will not be able to select a Resource from every category for every Mission.

Where a Resource # has two or more Resources separated by a “→” symbol, the Resource(s) listed before the symbol are available in the Day Stage, while the Resource(s) after the symbol are available in the Night Stage.

Do not reveal the Target-Bound and Over-Target Resources selected until the beginning of those Phases.

24.11.2 Planning and Endurance

Players must secretly record the arrival Turns and altitudes for all Fighters on their Logs. *Do not plan for more than one of your Fighter units to arrive on the same Game-Turn* unless allowed by a Resource or Leadership Skill, and never more than two. If a Resource includes more than one aircraft unit, they need not arrive on the same Game-Turn.

The number of aircraft of the same type in the Mission during any given Game-Turn cannot exceed the number supplied in the game (e.g., no more than one Element of Bf110G-2 Fighters). However, you may have more Fighters of a given type in the Mission by spreading out their arrival turns. You must voluntarily disengage a unit already present the turn an arriving unit would cause the aircraft limit to be exceeded (see Arrivals below).

Unless using the Fuel Expenditure Optional Rules [24.9]:

- Spitfires must arrive on either the first Target-Bound Turn or Home-Bound Turn (# -2). For example, if there are 6 Home-Bound Turns, a Spitfire Element could arrive on HB4.
- P-47Cs must arrive either by the fifth Target-Bound Turn or not earlier than HB (# -4).
- Other Fighters may arrive on any Target- or Home-Bound Turn.
- Fighters may only be present for the following number of Game-Turns:

Bf109, Spitfire	3 Turns
P-51B	6 Turns
All other aircraft	4 Turns

If there are no enemy aircraft present when a Fighter unit arrives, count each Game-Turn prior to the arrival of enemy aircraft as only ½, rounded down. Each Fighter unit still in play must conduct a Fuel Disengagement during the Final Step of its last turn.

Example 1: A Bf109G Element arrives on TB5. Regardless of whether any escorts are present, if enemy Bombers are in play on TB5, the Bf109s must conduct a Fuel Disengagement at the end of TB3.

Example 2: A P-47C Element arrives on TB8. No German Fighters are present until an Fw190A-6 Element arrives on TB5. Since there were no interceptors present for its first three turns in play, the P-47s expend (3x ½ rounded down = 1) turn of their allowed 4-turn endurance before any Germans arrive. The P-47s must conduct a Fuel Disengagement at the end of TB3.

Play Note: *Players may wish to use a die next to an Element to indicate its turns since enemy presence.*

24.11.3 Aircraft Arrivals

At the beginning of each Game-Turn, players must announce if any Fighters are scheduled to arrive this turn. After the first turn (even if all Bombers are eliminated), draw an Action card for each arriving unit to determine when to place it on the table (Blue- or White-bordered immediately, Red-bordered after all other Fighters including those placed immediately have completed their turns). Units whose arrival would cause the aircraft limit to be exceeded [24.11.2] are never placed immediately.

As each unit arrives (alternating between Escorts and Interceptors, Escorts first), add it to the play order. Units arriving at the same time (e.g., both drawing a Red card) may attack one another.

24.11.4 Unopposed Escorts

If no Interceptors are present, skip an Escort Leader's Discard Step (i.e., you can't pad your hand!).

24.11.5 Night Stage

All Missions are Night Missions [23.5].

24.11.6 Combined Campaign

Alternately fly Missions 2-5 of both the Day and Night Stages, Night Mission first, for a total of eight Missions. Except for the Aircraft lists, each numbered Resource is available in both Stages (e.g., the Allied Player could choose #15 **Flak Guns** for both a Day and a Night Mission).

24.12 8th Air Force 1943 Special Rules

Choose to play either the Early 1943 or POINTBLANK Stages, each 6 Missions.

24.12.1 Resources

Instead of one Resource list for each Stage, each side has multiple categories. During each Mission, you may select *one* Resource from *each* category except for the other Stage's Aircraft (i.e., do not select POINTBLANK aircraft during the Early 1943 Stage or vice-versa). Note that some categories have fewer than six Resources, and since each Resource may only be selected once [24.6.1], you will not be able to select a Resource from every category for every Mission.

Where a Resource # has two or more Resources separated by a "→" symbol, the Resource(s) listed before the symbol are available in the Early 1943 Stage, while the Resource(s) after the symbol are available in the POINTBLANK Stage.

Do not reveal the Target-Bound and Over-Target Resources selected until the beginning of those Phases.

24.12.2 Planning and Endurance

Players must secretly record the arrival Turns and altitudes for all Fighters on their 8th Air Force 1943 Campaign Logs. *Do not plan for more than one of your Fighter units to arrive on the same Game-Turn* unless allowed by a Resource or Leadership Skill, and never more than two. If a Resource includes more than one aircraft unit, they need not arrive on the same Game-Turn.

The number of aircraft of the same type in the Mission during any given Game-Turn cannot exceed the number supplied in the game (e.g., no more than one Element of Spitfire IX Fighters). However, you may have more Fighters of a given type in the Mission by spreading out their arrival Turns. You must voluntarily disengage a unit already present the turn an arriving unit would cause the aircraft limit to be exceeded (see Arrivals below).

Unless using the Fuel Expenditure Optional Rules [24.9]:

- Spitfires must arrive on either the first Target-Bound Turn or Home-Bound Turn (# -2). For example, if there are 6 Home-Bound Turns, a Spitfire Element could arrive on HB4.
- P-47Cs must arrive either by the fifth Target-Bound Turn or not earlier than HB (# -4).
- Other Fighters may arrive on any Target- or Home-Bound Turn.
- Fighters may only be present for the following number of Game-Turns:

Bf109, Spitfire	3 Turns
All other aircraft	4 Turns

If there are no enemy aircraft present when a Fighter unit arrives, count each Game-Turn prior to the arrival of enemy aircraft as only ½, rounded down. Each Fighter unit still in play must conduct a Fuel Disengagement during the Final Step of its last turn.

Example 1: A Bf109G-4 Element arrives on TB5. Regardless of whether any escorts are present, if enemy Bombers are in play on TB5, the Bf109s must conduct a Fuel Disengagement at the end of TB3.

Example 2: A P-47C Element arrives on TB7. No German Fighters are present until an Fw190A-5 Element arrives on TB4. Since there were no interceptors present for its first three turns in play, the P-47s expend (3x ½ rounded down = 1) turn of their allowed 4-turn endurance before any Germans arrive. The P-47s must conduct a Fuel Disengagement at the end of TB2.

Play Note: Players may wish to use a die or other marker next to a unit to indicate its turns remaining.

24.12.3 Aircraft Arrivals

At the beginning of each Game-Turn, players must announce if any Fighters are scheduled to arrive this turn. After the first turn (even if all Bombers are eliminated), draw an Action card for each arriving unit to determine when to place it on the table (Blue- or White-bordered immediately, Red-bordered *after* all other Fighters including those placed immediately have completed their turns). Units whose arrival would cause the aircraft limit to be exceeded [24.12.2] are never placed immediately.

As each unit arrives (alternating between Escorts and Interceptors, Escorts first), add it to the play order. Units arriving at the same time (e.g., both drawing a Red-bordered card) may attack one another.

24.12.4 Unopposed Escorts

If no Interceptors are present, skip an Escort Leader's Discard Step (i.e., you can't pad your hand!).

24.13 Into Egypt 1942 Special Rules

Choose to play either the Operation VENIZIA (6 Missions) or Alam Halfa (4 Missions) Stage.

In some cases, the Mission Table gives the location of a numbered Mission for which two locations are listed in the Mission Target Matrix.

24.14 Malta 1940-41 Special Rules

Choose to play one of the three Stages, which are progressively shorter:

Stage I: 6 Missions

Stage II: 5 Missions

Stage III: 4 Missions

Play Note: Don't overlook Note 1 of the Mission Target Matrix. Airfield anti-aircraft defenses during this campaign were much less robust at the beginning of the campaign but grew rapidly.

24.15 Malta 1941-42 Special Rules

Choose to play one of the six-Mission Stages.

If playing Stage VI, be aware that *Operation PEDESTAL* is a lengthy undertaking.

24.16 Rommel Attacks Special Rules

Choose to play one of the three Stages, which are progressively longer:

Stage I: 3 Missions

Stage II: 4 Missions

Stage III: 6 Missions

Play Note: Don't overlook Note 1 of the Mission Target Matrix. Airfield anti-aircraft defenses during this campaign were much less robust than later in the war and have been reduced accordingly.

25.0 OPERATIONS

An Operation is a set of Missions that depict one or a few days of air combat. As such, it is intermediate between a Dogfight and a Campaign. Each Operation will have its own Special Rules (see below).

Some Operations are listed as part of a larger Campaign (e.g., *Schweinfurt Raids* is shown as a "Mission" in the *8th Air Force 1943 Campaign*). When this occurs:

- The Operation counts as only one Mission for Campaign purposes.
- Do not allocate Campaign Resources to the Operation.
- When you finish the Operation, use the Operation's final Campaign Victory Point total as Victory Points for that "Mission."

25.1 Operation Cards

A campaign card for an Operation includes much of the same information as for Land Campaigns [24.1]. Instead of a Mission Table, a Mission Target Matrix, and Resource lists, however, the card will give other information needed for the Missions and Resources of the Operation.

25.2 Operation Logs

While most Operations do not require a Log, some have their own unique Logs (e.g., *Operation PEDESTAL*). The Special Rules for each Operation will describe Log usage, if any.

25.3 Operation PEDESTAL Special Rules

25.3.1 Outline of Play

The operation consists of 3 game-days:

Day 1 (11 August) – In the Western Mediterranean;

Day 2 (12 August) – Through the Sardinia-Tunisia channel;

Day 3 (13 August) – The Approach to Malta.

Play one or more Missions each day.

25.3.2 Sequence of Play

Execute these steps each Day:

1. Axis player lists his available aircraft in Raids on his log sheet
2. Allied player simultaneously lists his available Fighters on his CAP Duty Lineup
3. Play each Mission:
 - a. Pick and reveal an Action card to determine the number of Raids in the Mission
 - b. Secretly pick Action cards to determine British CAP Status
 - c. Players secretly select and cross off up to 2 Resources each (cannot be the same)
 - d. Reveal Raids, Resources, and British CAP
 - e. Draw for aircrews
 - f. Play the Mission and record losses
4. Play additional Missions (not on Day 1) until all Raids have occurred
5. Check the status of damaged aircraft and ships

Determine victory after completing Day 3.

25.3.3 Participating Aircraft

Each box in the roster of the log sheet represents one aircraft for game purposes (historically 4-6 operational aircraft). Aircraft must fly in Elements or Formations of the same type, but if there is an odd number of any aircraft type remaining, one is allowed to fly alone. Damaged aircraft may not fly but may be repaired [25.3.6]; Destroyed aircraft are crossed off and permanently removed from the game. If Resource and Mission aircraft of the same type are present, consider the Resource aircraft to be lost or Damaged first.

a. Axis Raids

At the start of each Day, list some or all of your remaining Undamaged aircraft in a sequential “Raid List” on the log sheet. Each Raid must consist of aircraft of a single type at a single base, exactly the number listed next to that type on the roster if possible and never more. Raids of the same type must be separated by at least five other Raids made of different type aircraft.

Example: If 2 SM.79-II bombers from Sardinia form Raid 1, the next Raid that could be formed from SM.79s is 2 in Raid 7.

He111, SM.79, and SM.84 aircraft (including Resources) may carry torpedoes and should be listed with a circled “T” if they will do so; Ju88s may not. Fighters capable of carrying Bombs should be listed with a circled “B” if they will do so.

Each Day has different restrictions:

- Day 1: A maximum of three Raids from Sicily (Medium Bombers only) may participate. **Due to the range, Ju88s have their Bomb rating reduced to 2.**
- Day 2: All aircraft may participate. Three Raids from Sardinia must be listed before any Fighters or Light Bombers from Sicily.
- Day 3: Only aircraft from Sicily may participate. No more than 12 Raids are allowed, **no more than two aircraft per Raid.**

At the beginning of each Mission, draw one Action card to determine the number of Axis Raids in that mission:

Action Card	# of Raids
Blue-bordered	3*
Red-bordered	2
White-bordered	1

* 1 on Day 3

Cross off the indicated number of Raids (not aircraft or Elements) remaining at the top of the list; these will be the aircraft for this Mission.

IMPORTANT: If the card shows a Spoiled Attack or Special Spoiled symbol, the Raid(s) participating cannot find their target and return to base—the Mission is over and they may not be used again the same day. If the Mission aircraft include only Fighters without bombs, you must abort the Mission as if you had drawn a Spoiled Attack unless Resource bombers are added. Otherwise, play the Mission per 25.3.4

NOTE: Any aircraft assigned by Resources are not Roster aircraft and are not checked off if lost. Sardinian Raid resources cannot be chosen unless at least one Raid from Sardinia is in the Mission.

Except on Day 1, repeat this process for each Mission until all Raids have been crossed off, completing the Day’s Missions. On Day 2, you must inform the Allied player immediately when the card drawn determines it is the last Mission of the day.

b. British Air Cover

At the start of each Day, list your remaining undamaged Fighters in a sequential CAP Duty Lineup on your log sheet by Elements of the same type. Elements of the same type must be separated by at least two other Elements of different type aircraft, except two Elements of Sea Hurricanes or Spitfires may be listed consecutively.

Each Day has different restrictions:

- Day 1: Only list three Elements from Force Z.
- Day 2: Only list aircraft from Force Z.
Exception: For the last Mission, instead use only one Element (L/W) of Beaufighter IC Fighters from Malta.
- Day 3: Only list aircraft from Malta.

After the number of Raids is revealed, draw one Action card for each unit on the list in turn, up to three:

Action Card	CAP Status
Red-bordered	Airborne On Station—participate in this Mission normally
White-bordered	On Alert—ready to launch (see below)
Blue-bordered	Refueling/Rearming or In Transit—not available for this Mission

As each Red-bordered card is drawn, cross off the corresponding Element on the list. When a Mission is completed, surviving Undamaged Elements/Lone Leaders may be listed in any order desired on the second half of the list, below the arrow.

You may launch any aircraft On Alert on any Game-Turn during the Mission, one Element per Turn. If from Force Z, it begins at Very Low altitude. If Malta-based, delay its entry 1-3 turns as if it is affected by a **Late Arrival** Resource. Place the arriving Element at the beginning of the arrival Game-Turn, last in the turn order, and cross it off the list.

25.3.4 Mission Execution

a. Duration

All missions have 3 Target-Bound and 1 Home-Bound Turns, regardless of aircraft Speed ratings.

b. Altitude

Players select altitudes normally, including for Bombers [4.5, 23.1.3].

c. Initiative

The Allied player decides whether to play first or second until after the Submarine Attack [25.3.7a].

d. Axis Targets

Unless using the Snoopers Resource, the Axis player determines the actual target for each Bomber unit/Formation at the beginning of the Air Strike Step by drawing a card and matching the index # to the numbers listed next to each ship on the Campaign Log. If the matching ship is already sunk or a Straggler from a *previous* Mission, draw again.

As long as they are not Stragglers, each target has an Area Flak value of 1 and Target Flak of 2, and *Special Spoiled Flak results count as regular Spoiled Attacks when resolving Target Flak.*

Use the Freighter or Tanker targets to determine Bomb results, checking off one box per Damage Point on a targeted ship as it is scored. When the last box is checked, the ship is sunk.

25.3.5 Stragglers

Ships which are Crippled (at least one box of that section checked off) cannot keep up with the convoy and become Stragglers. The Axis player may only target Stragglers using the **Snoopers** Resource. If **Snoopers** applies, designate aircraft attacking Stragglers during the Final Step of Target-Bound Turn 1 during Break-Off determination [23.2.1]. These aircraft are not considered Over Target, but they (and any Fighters that attack them) will face no Area Flak and Target Flak of 1 during the Over-Target Turn.

Surviving Stragglers are assumed to reach Malta at the end of the game and *do* count for victory determination.

25.3.6 Repairs

Both players check Damaged aircraft, ships, and Stragglers at the end of each day. Draw one Action card for each and consult the Repairs table on the Log sheet.

Damaged aircraft may not fly. Repaired aircraft are available the next day; aircraft Written Off are Destroyed. A Straggler that is no longer Crippled rejoins the convoy.

25.3.7 Axis Naval Attacks

Although an expected attack by Italian cruisers and destroyers never materialized, attacks by Axis submarines and motor torpedo boats had a major impact on the battle.

a. Submarine Attack

Design Note: The evening of 12 August, Italian submarine Axum made one of the most successful single attacks of the war, sinking cruiser Cairo, crippling cruiser Nigeria, and damaging tanker Ohio.

Before playing the last Mission of Day 2:

- Randomly select one merchant ship in the convoy (not a Straggler) and score 2 Damage Points on it.
- Special Spoiled Target Flak results *no longer count* as Spoiled Attacks for ships in the convoy.
- The Allied player loses the option to decide play order [25.3.4c]. Henceforth, determine the first player in each Mission randomly [4.7].
- The Allied player may no longer select the **Fighter Direction** Resource.

b. MTB Attacks

Design Note: During the night of 12-13 August, German and Italian MTBs attacked repeatedly, sinking cruiser Manchester and freighters Almeria Lykes, Glenorchy, and Santa Elisa while crippling Waimarama.

Before checking repair status at the end of Day 2, conduct torpedo attacks on five randomly-selected merchant ships in the convoy (not Stragglers):

- Draw 1 bomb result card for each ship.
- Because these represent torpedoes, *double* the number of Damage Points scored per 21.6.2.

25.3.8 Victory

Normal VP totals are not kept. Victory is determined solely by the number of Merchant Ship boxes unchecked at the end of the game (after the final check for Repairs). Count each of *Ohio*'s remaining boxes as four.

25.3.9 Optional Rules

A. **Pre-emptive Strike** (Allied Advantage): During Day 1, the Allied player may attack an Airfield with one Element (L/W) of Beaufighter IC aircraft. Draw a card to see what Italian Fighters are defending:

- Red-bordered L/W *CR.42*
- Blue-bordered L/W *G.50bis*
- White-bordered None

The Beaufighters are Roster aircraft, the Italian Fighters are not. Resources may *not* be used.

Play one Target-Bound and one Home-Bound turn. For each Hit scored on the Airfield target, check off one box of Italian Bombers on Sardinia, alternating between SM.79 (first) and SM.84.

B. **Knock Out the Carriers** (Axis Advantage): During Day 1 or Day 2, when using the **Snoopers** Resource, the Axis player may designate any Raid(s) as attacking an Aircraft Carrier target. For every 3 Damage Points scored (round down), check off one box of FAA Fighters not currently airborne (Allied player's choice).

C. **Distant Intercept** (Neutral): When a Special Spoiled result would cancel a Mission [25.3.3], the Allied player *may* choose to intercept. If so, he may not launch White (On Alert) CAP Status Elements. Play 2 Home-Bound Turns only (plus the extra Straggler Turn if applicable [23.4.2]).

D. **14 August** (Axis Advantage): If any ship uses **Heroic Damage Control** and is Crippled at the end of Day 3, conduct one more Mission before determining victory. All surviving MC.202 and Ju87B aircraft from Sicily attack the target, now a Straggler for Flak purposes and defended by a maximum of 4 surviving Spitfire V Fighters.

25.4 Schweinfurt Raids Special Rules


Rules for this campaign are summarized on the campaign card. Treat each of the five Segments as a separate Mission in terms of setting up and disengaging Fighters. The Bombers carry over any Hits from one Segment to the next.

26.0 CARRIER OPERATIONS

(Reserved for future use)

27.0 PROGRESSIVE CAMPAIGNS

There are three major differences between Land Campaigns and Progressive Campaigns.

- 1) Progressive Campaigns do not specify Mission aircraft, and some do not have Resources. Instead, players begin the Campaign with a pool of available aircraft, and choose which planes participate in each Mission. As these aircraft are lost, they are no longer available for future Missions.
- 2)  There is no set number of Missions in a Progressive Campaign. Depending upon Mission results, a *Progress* marker moves left or right along a Campaign Track. The Campaign ends when the marker reaches a specified point on the Track.
- 3) Players do not win or lose a Progressive Campaign based on cumulative Victory Points, but on where the *Progress* marker is on the Track when the Campaign ends.

Progressive Campaigns are played in repeating cycles representing Days or Weeks of historical operations. Each cycle consists of one or more Missions as specified in the Campaign Special Rules.

27.1 Progressive Campaign Cards

A Progressive Campaign card includes much of the same information as for Land Campaigns [24.1]. It will include a unique Campaign Sequence of Play, and may or may not include Resource lists. Instead of a Mission Table, a Mission Target Matrix, and a Performance Chart, the card will include a Campaign Progress Track, instructions for adjusting the Campaign marker, and information needed for the Missions.

27.2 Progressive Campaign Logs

Each Progressive Campaign has a unique Log, and each player will need his own copy. Players use these sheets to track the Missions conducted, Victory Points scored, Weather, Events, Resources available and used, and (most importantly) aircraft available and lost during the campaign. *GMT Games, LLC, grants permission for players to copy these sheets for personal use.*

27.3 Aircraft Allocation

Players in Progressive Campaigns choose each Mission's aircraft from the rosters on that Campaign's Log. Aircraft availability is restricted in up to three ways:

- The number of each type remaining;
- The number of each type that can be used in a given Mission, Day, or Week; and
- The total number of aircraft that can be used that Mission, Day, or Week, usually determined by Weather.

27.3.1 Aircraft Rosters

The Campaign Log contains rosters of all of the aircraft available to each side. The boxes shown after each type's name represent the total number of that type that the player has for use in the campaign. Some aircraft types have both shaded and unshaded

boxes; any shaded boxes represent reinforcement aircraft (see the Campaign Special Rules). Each time an aircraft is Destroyed during a Mission, check off one box of the appropriate type. If all boxes of a type are checked off, aircraft of that type may no longer be used in the campaign.

Each aircraft type's name may have one number (or two numbers separated by a slash) in parentheses after it. This number (the second number if there are two) is the maximum number of aircraft of that type that can be assigned to Missions during that Day or Week. If there are two numbers, the first number is the maximum number of aircraft of that type that can be assigned to any one Mission.

Any aircraft assigned by Resources do not count against the Mission/Daily/Weekly limits and are not checked off if lost. If Resource and roster aircraft of the same type are present, consider the Resource aircraft to be lost or Damaged first.

27.3.2 Weather

At the beginning of each Day or Week, the side listed first on the Performance Chart draws an Action card to determine the Weather for that Day or Week. Consult the Weather Table located on the Campaign card to get the Weather Condition and the total number of aircraft that each side may assign to Missions that Day or Week.

NOTE: Any aircraft assigned by Resources are over and above these limits.

27.3.3 Assigning Aircraft

Within the limits described above, players may assign aircraft to Missions as they wish. Assign aircraft one Mission at a time—you do not have to assign aircraft to all Missions at the beginning of the Day or Week, and do not have to assign any aircraft at all to any given Mission. Aircraft assigned to one Mission may not fly in a subsequent Mission the same Day or Week unless allowed by campaign specific rules.

IMPORTANT: When assigning aircraft of the same class to a Mission, you must use Elements, Sections (when mandated), or Formations of the same type and maximum size [17.3.1c] whenever possible.

Example: In a Kursk North campaign, the Soviet player has 1 La-5, 3 Yak-1s, and 1 P-39D remaining. If he wishes to assign 2 Fighters to a Mission, he would have to assign an Element of Yak-1s. If he chooses to fly only 1 Fighter, he could assign a lone Leader of any of the three types.

Fighters capable of carrying Bombs may do so.

27.4 Campaign Progress Track

Each Progressive Campaign card includes a Campaign Progress Track that is used to determine victory in the campaign, as well as the occurrence of certain special Events [27.4.3].

27.4.1 Campaign Start

Place the *Progress* marker on the track in the indicated Campaign Start space.

27.4.2 Campaign Marker Movement

Upon completion of each Mission (or Day/Week), consult the Adjustments to Marker section of the Campaign card. Campaign Victory Points (CVPs) determine how many spaces (if any) and which direction the *Progress* marker moves on the track.

27.4.3 Campaign Track Consequences

Some spaces on the track have Consequences listed. Whenever the *Progress* marker ends a Day/Week in (or in some cases farther away from the start space than) one of these spaces, one or more Consequences occur during the next Day/Week as described in the Campaign Special Rules.

NOTE: The marker's position only causes a Consequence during the succeeding Day/Week. If the action during that cycle causes the marker to shift out of the space that triggered it, that Consequence will not occur again until the marker ends another Day/Week in the appropriate space.

27.4.4 Campaign Victory

A Progressive Campaign ends when the *Progress* marker moves into or ends in a specified space as described in the Campaign Special Rules.

27.5 Battle of Britain Special Rules

This campaign is conducted in three Phases, each consisting of one or more Weeks. Consequences determine when one Phase ends and the next begins.

27.5.1 Campaign Phases

- I. **Kanalkampf:** At start until *Adlertag* is declared. Play one Attack Mission each Week.
- II. **Adlerangriff:** *Adlertag* is automatically declared as a consequence of **Reserves Depleted?**. Before that, the Axis player may declare *Adlertag* on Week 4 if the Weather Forecast is Partly Cloudy or better, or on Week 5 or later regardless of the weather. When *Adlertag* is declared, *Kanalkampf* ends and *Adlerangriff* begins.
Play one Air Superiority Mission as well as one Attack Mission each Week, albeit with the *Adlertag* Raid in lieu of the first Air Superiority Mission.
As a consequence of “**The Last 50 Spitfires**”, play the Great London Raid in lieu of the next Attack Mission, after which *Adlerangriff* ends.
- III. **The Blitz:** Begins after the Great London Raid and ends at the end of Week 11 or as a consequence of **SEELÖWE Initiated**.

Never return to a previous Phase.

27.5.2 Weather Forecast

Draw an action card and apply the modifier from the previous Week's Forecast to the card's index # to determine the Week's Weather Forecast. The starting weather when drawing for Week 1's Forecast is Scattered Clouds (apply a + 10 modifier to the Card #).

Example: In Week 1, the Forecast draw is 38, modified by +10 to 48. Week 1's Weather Forecast will be Partly Cloudy. The modifier for the Week 2 Forecast draw will be 0.

The Forecast will apply when determining each Mission's Weather Resource.

27.5.3 Conducting Missions

Follow a slightly different procedure than normal for each Mission.

- 1) **Axis Planning:** The Axis player secretly assigns his Mission aircraft and chooses their starting altitude(s). The maximum number of aircraft that may be assigned is: *Kanalkampf* 4, *Adlerangriff* 8, The Blitz 10. If 4 Bf109 Fighters are assigned, slash one box on the log as if Damaged. Assigned German Bombers must start at Low, Medium, or High altitude. Then reveal the number (not types or altitudes) of aircraft assigned.

Design Note: The Damaged Bf109 represents operational losses and wear and tear due to high sortie rate.

- 2) **Radar Effects:** Players bid to determine the effects of radar detection and deception.
 - a) Each side has 3 to 5 Radar Points to secretly distribute among three categories: Altitude, Initiative, and Warning. The number of Radar Points depends on the size of the Axis Strike:

3 or less: RAF 3, Luft 4	4 to 6: RAF 4, Luft 4
7 or 8: RAF 5, Luft 4	9 or more: RAF 5, Luft 3
 - b) Players reveal their bids, subtract *Luftwaffe* Points from RAF Points in each category, and refer to the Radar Effects Table on the BoB Mission Procedure card to determine the results.
- 3) **Resources:** Each player may secretly choose one Resource.
- 4) **Allied Planning:** The Allied player assigns Fighters (maximum *Kanalkampf* 3, *Adlerangriff* 4, and The Blitz 6) and their altitude(s). Allied Fighters must fly in Sections on Day missions [17.6] or as Lone Leaders unless a Resource allows otherwise.

NOTE: Both players' Resource aircraft (if any) *do* count against the maximum # of each type available (but *not* the total # assigned) and *are* checked off the roster if lost.

- 5) **Mission Weather:** Draw an Action card and consult the Mission Weather Table on the BoB Mission Procedure card.
- 6) **Aircrews:** Draw for Skilled and Green aircrews [19.4.1, 19.6.4].
- 7) **Duration:** Base duration is determined by the Mission drawn and calculated normally [23.1.1].

- 8) **Disengagement:** Undamaged Bombers may not Disengage.
- 9) **Fighter Fuel:** At the end of each Mission Phase (Target-Bound even if skipped, Over-Target, and Home-Bound), the Allied player must draw one Action card for each Spitfire or Hurricane unit. If the card is White, those Fighters must immediately perform a Fuel Disengagement [24.9.5].

If the base number of Target-Bound Turns was 9, 10, or L (or at the end of some Dogfights during The Blitz), the Axis player must draw one Action card for each Bf109 unit at the end of each Mission Phase. If the card is Red, those Fighters must immediately perform a Fuel Disengagement with a down 2 modifier if the base number is 9, and a down 1 modifier if the number is 10.

Design Note: Although range was a problem for the Bf109s in the Battle of Britain, the actual distances involved were very short compared to the 8th Air Force missions later in the war.

- 10) **Losses:** Cross off one box of the appropriate type on your Campaign Log when one of your aircraft (including Resources) is Destroyed. If an aircraft ends a Mission Damaged, mark one box with a single slash; it is not available for later Missions until repaired at the beginning of a subsequent Week.

Optional: If a Skilled Pilot is shot down, draw an Action card after the Mission to see if that pilot is removed from the campaign: if German, lost if Red; if Allied, lost if Blue.

27.5.4 Key Missions

Several Missions on the Mission Target Matrix and the Special Missions Table are noted as Key Missions. These Missions have additional effects beyond scoring normal Campaign Victory Points as described on the Mission Procedure card.

27.5.5 Campaign Progress

Score CVPs as described on the Campaign card. After each Mission, subtract Allied from Axis CVPs and move the *Progress* marker a number of spaces after each Mission or Raid depending upon the CVP result. If the marker is placed in or passes a space with a Consequence, apply that Consequence.

27.5.6 Raids

Play these Raids in lieu of the regular Air Superiority (*Adlertag*) or Attack (The Great London Raid) Mission, using only the indicated aircraft. If fewer aircraft of a given type are available than indicated, you must accept the shortfall—no substitutions.

Adlertag Raid	
WAVE A	L/W Bf110C, 2 Do17Z
WAVE B	4 Ju88A-1
WAVE C	4 Ju87B
ESCORT D	L/W Bf109E-3
ESCORT E	L/W Bf109E-3, L/W Bf110C
Mission 1	Airfield * – 3A
Mission 2	(Sector) Airfield * – 3A
Mission 3	(Aircraft) Factory Complex * – 1B
Mission 4	Radar Station * – 1A
INTERCEPTOR X	Sec Hurricane I
INTERCEPTOR Y	Sec Spitfire I
* Key Mission [27.5.4].	

The Great London Raid	
WAVE A	2 Do17Z, 3 He111H-3
WAVE B	2 Do17Z, 2 He111H-3, 2 Ju88A-1
WAVE C	4 He111H-3
ESCORT D	2 L/W Bf109E-3
ESCORT E	L/W Bf109E-3, L/W Bf110C
Mission 1	Docks – 2A
Mission 2	Factory Complex – 1B
Mission 3	Rail Yard – 2B
Mission 4	Tank Farm – 3A
INTERCEPTOR X	2 Sec Hurricane I, L Spitfire I
INTERCEPTOR Y	Sec Hurricane I, Sec Spitfire I

Instead of applying Radar Effects and selecting aircraft and Resources, follow this procedure:

- The Axis player secretly assigns two of his three Waves (A, B, and C) to two different Missions (1, 2, 3, or 4), and secretly assigns his Escorts (D and E) to each protect one of these two Waves. Record the initial altitude for each Element and Formation (which may be different within a Wave and Escort).
- Simultaneously, the Allied player secretly assigns each of his two Interceptors to a different Mission and records their initial altitudes (which may be different for each unit).
- Both players reveal all of their assignments.
- If the Allied player assigned Interceptors to a Mission that will not take place (because no Wave was assigned), he may reassign those Interceptors to one of the other two Missions without assigned Interceptors.
- First play the Mission to which Interceptor X is assigned, followed by the Mission to which Interceptor Y is assigned. These Missions each have 3 (*Adlertag*) or 4 (London) Target-Bound Turns unless an Interceptor was reassigned, in which case it has 1 less Target-Bound Turn. There are 0 Home-Bound Turns, but Stragglers are possible [23.4.2]. For Bf109 Fuel Purposes [27.5.3(9)], Base Durations are (9) for *Adlertag* and (L) for The Great London Raid. *Weather Resources do apply*.

- Record aircraft Damaged and Destroyed normally. Shift the *Progress* marker according to the cumulative CVP result of both Missions (*not* each Mission individually).

27.5.7 Luftflotte 5 Strike (Optional Reserves Depleted? Consequence)

Luftflotte 5 Strike			
Mission	Mission Aircraft	Altitude	Turns
Airfield – 3A	4 He111H-3, 2 Ju88A-1	Medium	4/3

Play this mission with the Weather automatically Clear and without Radar Effects or Fuel rules. The Bombers are escorted by 2 L/W Bf110D and intercepted by Sec Hurricane I and Sec Spitfire I. Set up each Bf110 with 2 Hits, do not choose Resources, and do not cross off aircraft Destroyed by either player on the Campaign Log.

Exception: if Axis CVPs exceed Allied VPs and the Success Level is at least 2, cross off 1 Hurricane and/or 1 Spitfire if they were Destroyed. Do not move the Campaign Progress marker.

Design Note: The historical raid was disastrous for the Germans, who optimistically hoped it would force the RAF to retain more fresh squadrons in the North (represented by the permanent loss of campaign Fighters). The Bf110s were D-0 models with bulky prototype external fuel tanks they could not jettison that made them extremely vulnerable. Axis players who try this mission will find success highly unlikely.

27.5.8 Campaign Victory

The Campaign ends in an Axis Decisive Victory if the *Progress* marker is in the **SEELÖWE Initiated** space at the end of a Week. Otherwise, the game ends if either side runs out of aircraft of any one type on the log (e.g., if all 10 Ju88s are crossed off; the Allied side wins an Operational Victory) or at the end of Week 11 (*SEELÖWE* Canceled – Allied Strategic Victory).

27.6 Kursk Special Rules

Choose to play either the North, South, or KUTUZOV Stage (the latter will be published separately).

After Day 1, each Campaign Day represents two historical days.

27.6.1 Determining Missions

On Day 1, always fly a German strike on a Ground Forces target, followed by a Soviet strike on Ground Forces. In the South, add 2 Axis and 6 Soviet aircraft to the Day's aircraft available and assign at least these aircraft to a Soviet strike on an Airfield target before the two Ground Forces missions. Instead of scoring CVPs for this Mission, permanently check off 0-3 Axis aircraft losses (one Ju87 first, then Axis player's choice) equal to the Success Level achieved [21.8.1]. In the North, deduct 2 Soviet aircraft from the Day's aircraft available.

Every subsequent Day, fly a German and a Soviet Strike Mission as determined by the Mission Draw unless the Event is **Axis Interdiction**.

27.6.2 Conducting Missions

For each Mission, players may choose one Resource and assign aircraft secretly before revealing them. The number of aircraft of the same type in a Mission (including Resources) cannot exceed the number supplied in the game. *Except for Undamaged German Fighters*, aircraft may not participate in more than one Mission per Day.

Unless modified by a Resource, each Mission consists of three Target-Bound, one Over Target, and one Home-Bound Turns (add one Target-Bound and one Home-Bound Turn to Airfield and Supply Depot Missions).

Do *not* check off boxes for Resource, Reconnaissance, or 15 VA Event aircraft destroyed.

27.6.3 Campaign Progress

The *Progress* marker begins the campaign in the Soviet Main Belt space. Score CVPs according to the Mission Success Levels achieved per the Mission CVP table on the Campaign card. Move the *Progress* marker one space to the right at the end of a Day if the day's CVPs total 3-5; move two spaces right if the Day's total is 6. Move one space to the left at the end of a Day if the CVPs are less than 0 (**Exception**: *do not move the marker left of the Soviet Main Belt space unless playing the KUTUZOV Stage*). Apply any consequences:

- Forest**: Subtract 3 Damage Points from results of a Ground Forces Mission before determining the Success Level.
- German Defenses**: When the Soviets strike a German Ground Forces target, halve the total Damage Points inflicted on the Target (round result down).
- Second Belt**: When the Axis strikes a Soviet Ground Forces target, halve the total Damage Points inflicted on the Target (round result up).
- Soviet Main Belt**: When the Axis strikes a Soviet Ground Forces target, the target cannot be strafed, and halve the total Damage Points inflicted on the Target (round result down in North, up in South).

27.6.4 Campaign Victory

The Campaign ends immediately in Axis Decisive Victory if the *Progress* marker moves into the **Kursk Encircled** space, or in Soviet Decisive Victory if the marker moves into the **Orel Encircled** space. Otherwise, the Campaign ends at the end of any Day in which the Day # is equal to or greater than the number at the bottom of the space, with the Day on which the Campaign ends determining the level of performance per the Campaign Performance Chart.

Example: *If the marker is in the Second Belt space at the end of Day 4 in a South campaign, the campaign ends in Dismal Axis and Excellent Soviet performance.*

27.7 Stalingrad Airlift Special Rules

Players fly two Missions (Strike and Supply) each Week, plus an extra Ground Forces Mission when an Offensive event occurs.

For each Mission, players may choose one Resource and assign aircraft secretly before revealing them. The number of aircraft of the same type in a Mission cannot exceed the number supplied in the game. Aircraft may not participate in more than one Mission per Week.

27.7.1 Campaign Progress

The *Progress* marker begins in the **Stalingrad Encircled** space of the Campaign Track. Move the marker a number of spaces after each Week's Missions equal to the cumulative results for that Week. Apply any Consequences:

- Corridor Opened**: Increase Axis Cargo Points delivered per Week by 6.
- Near Airfields Overrun**: Increase Air Transport Mission base duration to 9 Turns. *Fw200C-4* Resource available. Axis single-engine Fighters must conduct a Fuel Disengagement at the end of the fourth Turn of a Supply Mission.
- Pitomnik Overrun**: Same as **Near Airfields Overrun**. Also, in Snow or Fog, a White draw after an Air Transport Mission equals Destroyed in addition to the regular results.
- Gumrak Overrun**: Same as **Pitomnik Overrun**. Also, Supply Missions are Air Drop instead of Air Transport.

27.7.2 Campaign Victory

The Campaign ends if the *Progress* marker is in the **Stalingrad Relieved** (Axis Decisive Victory) or **Stalingrad Surrenders** (see Campaign Performance Chart) space at the end of a Week. Otherwise, the game ends in an Axis Minor Victory at the end of Week 14.

28.0 SOLITAIRE CAMPAIGN

Buzz Bomb is a solitaire campaign, with only an Allied player. You fly an RAF fighter attempting to intercept a German V-1 flying bomb, playing the game on a special area of the campaign card. Your Fighter may shoot the V-1 down or use a tip-over maneuver to force it to crash. Normal positioning and altitude rules [6.0 & 7.0] do not apply. Instead, new Action card definitions and special rules are in effect. Time is limited – the game length is variable and unknown.

28.1 Set-up

Use the special playing area on the campaign card with 10 spaces for your Aircraft card in 2 columns of 5 each. This shows the relative position of the V-1 and your Fighter as it chases the missile towards its target. Fighters which may be used are: Tempest V, Spitfire XIV, Mosquito XIII, Mustang III*, or Meteor I; no Wingman is used. Set up your Fighter as indicated (in Box I) facing the top of the diagram. Deal yourself a normal Leader hand of cards.

* Use US P-51B/C aircraft card.

28.2 Sequence of Play

The V-1 acts first each turn. Instead of keeping a hand for it, draw and reveal 4 cards each turn, one at a time. Apply the new action card rules as described below [28.4] to each card as it is played.

You play second, using the new Action card rules described below. Skip the Altitude Step but otherwise maintain a hand and play normally, ignoring altitude. At the end of the turn, you may discard and draw cards as usual (but see 28.8).

V-1 Turn

Draw and reveal 4 cards in turn:

- If a card has a Spoiled Attack symbol, play as described in 28.4.1.
- If a card is an IMS or OOTS, adjust the *Target Countdown* marker as described in 28.4.3.
- Otherwise play as described on the campaign card.
- Whatever the card is, discard it after use.

You may never respond to V-1 cards.

Fighter Turn

Play cards as described in 28.5.2. Then discard and draw normally.

28.3 Mission End & Victory Conditions

The Mission ends when either the V-1 or your Fighter is Destroyed, you break off pursuit, or the

V-1 dives on its target.

You win if the V-1 is shot down, explodes, or is knocked off course by a successful “tip-over.” But if in the process of destroying the V-1 your Fighter ends the Mission Damaged, the Mission is a Draw instead. You lose if the V-1 reaches its target and goes into its final dive, if it is still flying when your Fighter has broken off the pursuit, or if your Fighter is Destroyed (even if the V-1 is Destroyed also).

28.4 V-1 Actions

All Blue-bordered cards have no effect when played by the V-1. Red- and White-bordered cards have the special meanings shown on the *Buzz Bomb* campaign card when played as an attack.

28.4.1 Spoiled Attack Cards

Any standard Spoiled Attack (not Special Spoiled) cards turned over by the V-1 have a special effect which supersedes their normal function. You must immediately discard from your hand a card which most closely matches the spoiled attack card in terms of type and color (in that order).

Example: *If the card with the Spoiled Attack symbol is a 1 Burst/1 Hit IN MY SIGHTS, you must discard in order of preference 1) a 1 Burst/1 Hit IMS, 2) a 1 Burst/2 Hit or Cockpit Hit IMS, 3) any other IMS, 4) any other Red card, 5) any Blue or White card.*

Where two or more cards in your hand are equal priority according to these rules, you decide which to discard. The spoiled attack card counts as one of the V-1’s four cards but loses its normal function (if any, including Target Countdown).

28.4.2 Fighter Fuel Warning

A HALF LOOP card turned over by the V-1 indicates a low fuel warning for the Fighter. You may voluntarily end the game at the end of the present turn and return safely to base. However, you may instead continue to play after a Fuel Warning. At the end of each subsequent turn, draw a card from the deck and, without looking at it, place it to one side. At the end of the game, add the total Hits from IMS and OOTS cards in this pile to any previously accumulated by the Fighter.

If a second HALF LOOP card is turned over by the V-1 before the Mission ends, the Fighter immediately runs out of fuel, crashes, and is Destroyed.

28.4.3 V-1 Target Range Countdown



OOTS and IMS cards (without Spoiled Attack symbols) turned over by the V-1 indicate the distance to its target decreases. Move the *Target Countdown* marker one Box for each Burst (not Hit) on these cards.

- AA Defense Zone:** Once the *Target Countdown* marker reaches “3,” the V-1 has flown out of the fighter defense zone and into the London AA defense zone. Your Fighter must Voluntarily Disengage [12.1] or risk being shot down by flak or hitting a barrage balloon cable. If you choose to continue, your Fighter is attacked by Strength 4 Target Flak every turn [22.1.2]. You may respond normally.
- V-1 Terminal Dive:** Once the *Target Countdown* marker reaches “0,” the missile’s ranging device activates, it dives onto the target, and you have lost the Mission.

28.5 Leader Step

Instead of playing normally, your Fighter’s maneuvering relative to the V-1 is shown on the special display of the campaign card.

28.5.1 Position

If the Fighter is in any of the positions in the left-hand column of the board (boxes marked A – E, directly behind the V-1) it is said to be in “Trail” position. If it is in any position in the right-hand column (boxes F – J) it is in “Lead Pursuit” and its Burst rating is reduced by 2. The Fighter may not move off the play area—ignore any card results which would call for this.

28.5.2 Cards played by the Fighter

Action cards played by your Fighter as an attack have the special meanings shown on the campaign card.

28.6 Firing on the V-1

The V-1 is a very small target. For each Hit scored or Engine Hit or Fuel Tank result when you play an IMS or OOTS card, you must draw another card and check the Bomb result to confirm success. The result required depends on the range between the V-1 and the Fighter, and must be exactly as shown on the table – ignore the Hit with any other result.

Example: *At Range 2 (box C or H), you must draw a Direct Bomb result for a Hit to apply.*

If a Hit is confirmed and the confirmation card is White-bordered or the attack is an IMS/Fuel Tank, the V-1 explodes and may cause damage to your Fighter.

- Discard as many Blue-bordered cards from your hand as you wish to reduce the chance of damage.
- If your Fighter is in Trail position, draw 8 cards at Range 1, 4 cards at Range 2, and 2 cards at Range 3; if in Lead Pursuit position, halve the number of cards drawn. Reduce the number of cards drawn by one for each *blue* card you discarded in Step (a).
- Apply any results on OOTS or IMS cards drawn to your Fighter.

The V-1 is Destroyed by 3 Hits or if it explodes.

28.6.1 Meteor Mk. I

The Meteor I's 20mm cannons were prone to jamming. If a confirmation card drawn has a Spoiled Attack, reduce the Meteor's Burst allowance by 1 for the rest of the game. If reduced again (to 0), no further firing is allowed.

28.7 Tip-Over Attack

If the Fighter enters the V-1 box (Box A), no firing is allowed, but you may attempt a “tip-over” by playing a HALF LOOP card. Draw one card: if the border is Red, the V-1 is tipped over and crashes and you win; if the border is White, the Fighter is also Damaged and the game is a draw. If the card is Blue-bordered, the attempt fails and the game continues; place the Fighter at Range 1 in Lead Pursuit position (Box G).

28.8 Over-Boosting

During the Discard Step of the Fighter Turn, you may decrease range 1 box as if playing a FULL THROTTLE card or move sideways one box as if playing a SCISSORS or VERTICAL ROLL by discarding three MANEUVER or Blue-bordered cards from your hand in any combination. Your Fighter incurs 1 Hit every time you reduce the range in this fashion.

28.9 Buzz Bomb Campaign

Play a series of Missions with the same pilot and aircraft and see how many “kills” you can score and awards you can achieve. Play as many Missions as you like, but the campaign ends and your pilot is retired from operations if the Fighter is Destroyed a second time.

Game Result or Event	CVPs
V-1 Destroyed or tipped over	+2
V-1 dives onto its target	-1
Fighter Damaged	-2
Fighter Destroyed	-3

Pilot Total CVPs	Consequences
12	DSO (Distinguished Service Order)
8	DFC (Distinguished Flying Cross)
4	V-1 “Ace” (Mentioned in Dispatches)
0	Continue on duty
-4	CO's Admonishment
-5 or less	Transfer to Training Establishment

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Dedication

This game is dedicated to my friend and former shipmate Mike Lam. Besides the credit he richly deserves above, his tireless efforts and ideas for almost twenty years have been an inspiration and have helped keep GMT's *Down in Flames* alive and growing at conventions, GMT gatherings, and among the hobby at large. Thanks for the T-shirts, Mike—and for all of my aircraft you've cheerfully shot down!

DESIGNER'S NOTES

Originally envisioned as an update of the out-of-print first two volumes in the *Down in Flames* Series, *Wild Blue Yonder* was to incorporate later advances in the system, European campaigns published in C3i magazine, and more modern graphics. Unfortunately, the original team was unable to make much progress, so this long-time *DiF* player and contributor agreed to take over.

Throughout this project, the one thing I always kept in mind was that it should not render all the previously published aircraft cards, targets, and campaigns obsolete. Where changes have been made, the intent is to improve either realism, play experience, or both. Still, players should be able to apply these rules to any previously-published campaign using its original components, or play a game with any mix of legacy and *WBY* cards and enjoy the experience with negligible compatibility problems.

Aircraft Cards

From the outset, more modern and better sources allowed me to derive much more accurate orders of battle for the campaigns, and that drove the numbers and types of aircraft cards in the game. Despite GMT generously agreeing to include 300, the desire to include all major types (and some interesting minor ones) in each campaign meant that I had to limit which campaigns would be included. Exit the Poles and the French (hey, my heritage is Polish, so no partisan complaints, please!). The growing numerical disparity in the last year of the war also made it easy to eliminate any campaigns after Spring 1944, so no P-51D Mustangs, Me262s, or Yak-3s. Instead, all the important aircraft of the mid-war period 1941-43 are included, particularly the Soviets and Italians. I encourage anyone who wants to see the absent early and late war aircraft to get busy on campaigns incorporating them for future expansions; I already have one by Mike Nagel on the Polish campaign of 1939 and another by Toby Pilling on the Romanian 1941 Bessarabian offensive.

Having accumulated statistics for over 20 years on more than 750 aircraft models, it was a no-brainer to review and where appropriate revise the ratings on all aircraft included in the game. That included breaking down some types by models and variants. For example, the “Focke-Wulf 190A” originally published in *RotL* would now be represented by four different cards with slightly different ratings: the A-1, A-2, A-3 to A-7 (the only one included in *WBY*), and the A-8. I tried to include all models that would be rated identically on the same card, but no doubt missed some—finding reliable data on different models is challenging. Like the refinement of the service dates to month rather than year, this isn’t necessary for game play. But if you’re designing a dogfight or campaign of your own and want to know, say, which card to use to represent the Bf109G-14 model your source tells you was flown, the card itself now has that information.

In several cases, rather than having a generic type, we differentiate between pure fighter and fighter-bomber aircraft models. This happens where one or more campaigns call for multiple Elements

of that type. Rather than include three identical Elements, we split them to show the difference (and make life a little easier for campaign designers who sometimes have to limit when aircraft may or may not carry bombs).

There is only one new rating on the cards, which has appeared in various forms before. The concept of Ceiling first appeared with the Ju52 in the *Malta* campaign in C3i magazine, and has been applied to other aircraft over the years as a Special Rating. It was a simple exercise to extend this to all aircraft types. Still, all the previously-published cards remain perfectly compatible as explained by the Play Note in the rules.

Toby Pilling introduced the concept of “Methanol Boost” to differentiate the Bf109G from the earlier F models in a C3i article. This is now a standard Special Rating in the form of Power Boost, and has been added to other aircraft with similar systems such as the P-47s.

As a consequence of all that research, players will notice changes (mostly minor) in the ratings on a number of aircraft. Not surprisingly, this generated lots of discussion during development and testing, as players have debated unit ratings as long as there have been wargames. I use mostly objective numbers such as speed and horsepower-to-weight ratio, and hope to publish an article with detailed information on this rating system in a magazine and/or online. But I will address two of the most significant changes here.

The Hurricane IIb Leader has had its Performance reduced from 6 to 5. Statistically this is valid, but that change should also have reduced the Wingman Offense rating to 1. By leaving it at 2, the Hurri IIb Wingman is now unique, as *DiF* Wingman ratings have been rigidly formulaic: if the Leader ratings are X, the Wingman ratings are Y. But given the granularity of *DiF* ratings, it’s the only good way I could devise of showing this aircraft as better than a Hurricane I but still not as good as a Bf109E.

The most contentious change is reducing the P-47 Burst Rating from 2 to 1. Burst ratings are now based on Williams & Gustin’s Gun Effectiveness calculations, and though this is one of those “corner cases,” the numbers clearly suggest the lower rating is appropriate. I have always felt subjectively the “Jugs” were *too* effective in *DiF*—the generally-acknowledged superiority of the P-51 was nowhere to be seen—and this change rectifies that. Thunderbolt fans should note that the rightful addition of Power Boost somewhat offsets this downgrading.

Action Cards

Way back during the testing of *Zero!*, I suggested adding several new Action card types to the mix. Dan Verssen nixed that, but you finally get to see a refined version of them here in *WBY*.

The new CHOP THROTTLE cards have been a bit controversial in that they can respond to a FULL THROTTLE when Neutral. In reality, this tactic can work—once!—because reducing your speed allows you to make a tighter turn for the same g-loading. More prosaically, testing revealed that with the expansion of the Power Boost Special rating to additional aircraft, players needed more opportunities to counter the more frequent play of FULL THROTTLE responses. I had been leaning towards *not*

allowing CT to respond to FT when Neutral, but the testing tipped the balance.

The CLOUDS card is sort of a defensive equivalent of the HALF LOOP, but with penalties. When played as an action, it is very hard to counter and immediately restores your Element to Neutral. But it also takes your Element out of play until your next Altitude Step, during which time you can neither attack nor be attacked while “in the clouds.” And as in real life, while you’re in the clouds you can’t see what other aircraft are doing, so you must pre-designate the altitude at which you will emerge. One player (a superb game designer in his own right) asserted this mechanism is “too fiddly” for a card game of this sort. Obviously I don’t agree, but if you share his opinion, feel free to ignore this bit when you play.

The new cards are included in an expanded 110-card deck that has been carefully crafted to retain as closely as practical the same color and type proportions as the old 80-card decks. This is important when playing legacy campaigns that call for results to be determined by an Action card draw. If you prefer to use the older decks for whatever reason, cards 1-80 of these new decks are exactly equivalent to those previously published.

Throughout much of the development process, only one 110-card deck was envisioned. But for years at conventions, Mike Lam and I have been using separate, identical decks for each side. Why? Giving each side its own deck eliminates the luck factor of one side getting the preponderance of the best cards, and as anyone who has played much knows, this can skew the results and lead to unseemly whining. Also, giving each side its own, larger deck greatly reduces the need for reshuffling during a mission. So I asked GMT if we could produce two otherwise-identical decks with different backs, allowing players to purchase a second deck if they desired. The different backs are important, as they make for easy sorting when one side’s card inadvertently ends up in the other side’s discard pile (as sometimes happens in the heat of battle). I was pleasantly surprised when GMT quickly said sure, and why not just include two decks in the box? The reason, of course, is cost, but somehow they found a way to make it happen. An added benefit is we have different art in the two decks, so we get more of Antonis Karidis’s beautiful work.

Rules

The *Zero!* and *Corsairs & Hellcats* rules with clarifications and errata incorporated provided the basis for the rules in *WBY*. The Dogfight Rules have scarcely changed, but those playing the campaigns will notice significant differences.

Disengagement – Players have often complained about losing Victory Points for Fighters that go down as a result of running out of fuel in missions where that is possible (no matter how many times you remind them they can avoid this fate by voluntarily disengaging first!). The Disengagement Table is now a little less punitive, and Disengagement VPs are awarded only for Voluntary Disengagement during a Dogfight.

Jettisoning – In previous volumes, players with fighter-bombers were incentivized to jettison their bombs and engage in air-to-air combat with the interceptors rather than trying to strike

the target. To remedy this, players are now awarded 1 VP for each enemy aircraft that voluntarily jettisons its ordnance. In combination with the inability to know the contents of your hand before deciding to jettison, this shifts the calculus towards continuing with the mission.

Strikes – Over the years, many players have noted that the Bomber most definitely does *not* “always get through,” and even less frequently gets home. This is particularly true for early war Medium Bombers with their feeble Turret Support ratings. So a number of changes have been made to make bombers at least a little more survivable.

Intercepting Fighters are now limited in when they may follow the bombers Over Target. This is much more realistic, and results in fewer turns when bombers are attacked by fighters.

Escorts now have greater ability to intervene when interceptors attempt to attack bombers, including the ability to play FULL THROTTLE as well as MANEUVER and HALF LOOP cards to divert attacks onto themselves instead of the bombers. And escorts may intervene similarly to protect fighter-bombers and Light Bombers as well as Formation aircraft.

The two-part hand draws for Wingmen reduce their ability to single out a bomber, and also limit their unwarranted extra deadliness when diverted from attacking a bomber to an intervening escort.

Having Formation aircraft always considered In Formation unless they are knocked out by being Damaged or taking a Cockpit Hit, plus the addition of the “Special Spoiled Attack” symbols, improves the survival rate of all those Medium Bombers with Turret Support ratings of 0.

My favorite new mechanic is the random discard penalty for interceptors dodging return fire from bombers. Not only does it help the bombers by sometimes taking a key card from an enemy fighter, but it can make a tough choice for an attacker: should I counter those 2 Hits from the bomber at the risk of losing that IMS card I need to flip it? As a designer, I love forcing players to make decisions, even though some of the testers (particularly those attacking B-17s) were not so enthusiastic!

Taken together, these changes improve the chances of bombers reaching their targets and returning to base afterwards. Even those wretched Blenheims are more likely to get through, though it’s still a dicey proposition.

Flak – Area Flak has been reduced against aircraft using Level or Saturation Bombing at Very Low altitude, eliminating the previous disincentive to use Saturation Bombing there. And OoTS cards no longer score Hits as Target Flak results at Very Low altitude except against Torpedo Bombers. Both these changes are based on a generalization that Area Flak represents mostly heavy AA guns while Target Flak is mostly light automatic weapons. Heavy guns aren’t very useful against aircraft coming in fast “on the deck,” while light weapons are less likely to score a single devastating hit.

Bombing VPs – One thing I didn’t change, despite justifiable pressure to do so, are the VP awards for bombing targets. In practice, few targets are worth the cost in lost and damaged

bombers to attack them. But since I could not alter this without rendering all those previously-published target and campaign cards obsolete, I resisted. I hope this decision meets with most players' approval, and that the new campaigns are still adequately balanced.

Campaign Play Time – Perceived lengthy play times have discouraged players from attempting campaigns in the past. That's why the Over-Target Phase of a strike or reconnaissance mission has been cut from three turns to one, with the Ingress and Egress Turns eliminated. Where an average mission in previous volumes had 2 Target-Bound, 3 Over-Target, and 1 Home-Bound Turns, an average *WBY* mission has 3, 1, and 1 and thus one less turn in total. So each campaign bombing mission now plays more quickly.

Testing showed the VP results are roughly the same for an otherwise-identical "old style" mission compared to one of these new missions. Those wanting to use this new system to play older campaigns simply have to add one Target-Bound Turn and eliminate the Ingress and Egress Turns from each mission to achieve comparable results—in less time.

Overall, the combination of one less turn per mission, less-frequent addition of an extra Home-Bound turn, virtually no decision-making on Fighters going Over Target, and not having to resolve flak for all the Fighters that no longer do so speeds completion of each mission by about 20%.

Mission Targets

Strafing – Only those targets that are appropriate strafing targets are so marked: no more strafing Cities and Factories. Some have questioned the validity of causing damage to a battleship through strafing. In this case, it represents the improvement in bombing accuracy resulting from flak suppression without adding complex rules. Just ask the crew of *Yamato*...

Reconnaissance – Previously known as Patrol, the VP awards for this mission are now smaller. Since the result is determined by the draw of a single bomb card, this reduces the extreme luck factor and also brings the results into line with other missions.

Tank Farm – One of two new targets, this is akin to the **Oil Refinery** target but suited for smaller strikes (just as the **Factory Complex** is a smaller version of the **Industrial Center**).

Tanker – This new target is similar to the **Freighter**, but reflects the ability of oil tankers to sustain more damage and still remain afloat.

Campaign Design

Through careful research, the campaigns in *WBY* include only missions that actually took place. The frequency of a mission within a given Land campaign is proportional to what actually occurred as far as is known and within the limits of the mission determination mechanism. Forces are scaled to those that participated, and the aircraft are the correct types and models for those missions.

Unlike the Guadalcanal Campaign in *Corsairs & Hellcats*, *WBY* Progressive campaigns feature Resources and often include random events as well. These increase replay value and allow the inclusion of aircraft and circumstances that otherwise would not be represented.

Mission Accomplished?

Completing *Wild Blue Yonder* has taken much longer than anyone anticipated. When I took over, I thought it would be a relatively simple process of homogenizing the rules of all four previous volumes, asking the campaign designers to update their work, and tying the package up with a bow. Ha!

As I started researching the various campaigns and found only one original designer who agreed to help, it soon became clear that this project would require much more work than I had anticipated. That and prolonged testing of the campaigns meant that more than six years—longer than World War II lasted!—passed before the game was complete.

I hope it proves worth the wait, and that both veteran and new players enjoy this latest volume of GMT's *Down in Flames* series for many years to come.

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CAMPAIGN SEQUENCE OF PLAY

► Search Step (Night Mission only)

Draw cards equal to your Fighter's Night Combat rating. Unless one or more of these cards are Blue-bordered*, skip all remaining steps this turn except the Air Strike and Draw Steps, or Voluntarily Disengage.

* White vice Blue if not a Night Fighter [17.1.1]

Jettison Step

► A Fighter or Light Bomber unit may voluntarily jettison its load by removing the marker [18.0]. All aircraft of a unit must jettison if any does. Your opponent receives 1 VP per aircraft that jettisons its ordnance.

Wingman Step

If you are at the same Altitude as an enemy unit or Formation, choose and announce a target for your Wingman. Draw a "mini-hand" equal to the Offensive Rating and resolve the attack.

EXCEPTIONS:

- a. On the first Game-Turn, the first unit (only) skips this step unless the opposing force consists entirely of Formation aircraft [17.3].
- b. ► During the Over-Target Turn, skip this step if the Wingman will strike a target.

Altitude Step

► Remove *Clouds* marker, if any, and adjust your altitude to match that selected. Otherwise, your unit may change altitude up or down to an adjacent level.

► Air Strike Step (Over-Target Turn only)

Fighters or Light Bombers carrying bombs, air-to-ground rockets, or torpedoes strike the Mission Target [21.0]. Fighters or Light Bombers at Very Low Altitude may also strafe, whether they expend ordnance or not [21.7]. Give up your position if Advantaged or Tailing, become Neutral, and skip your Leader Step.

► Your unit is now attacked by Target Flak (Wingman first) unless it Broke Off [22.2, 23.2.1].

Leader Step

Target an enemy aircraft at the same altitude and play cards one at a time from your Leader's hand. The enemy player has the opportunity to respond immediately to each card as it is played against him. You may then respond to his card, and so on, until one of you elects not to respond further. You may then play a card to initiate a new action against the same target.

Instead of playing cards, you may choose to voluntarily Disengage at this time [12.1] unless Over Target.

Discard Step

Discard as many cards from your Leader's hand as you like.

Draw Step

You may draw cards to refill your Leader's hand [5.2.3].

► Final Step

(Only once per Game-Turn, after the completion of all player-turns)

In a Target-Bound Turn, any of your Formation aircraft may voluntarily Disengage [12.1].

► In the last Target-Bound Turn (TB1), Fighters determine whether they will break off or continue Over Target [23.2.1]. Then all aircraft going Over Target suffer Area Flak [22.1].

► In the Over-Target Turn, every surviving Formation aircraft strikes the Mission Target and is subject to Target Flak [21.0, 22.2]. Then attack *every* aircraft Over Target with Area Flak [22.1]. Remove any *Over Target* markers [23.3.2]. Determine results for each surviving Reconnaissance Mission aircraft [21.8.7].

If using Aerial Rockets [18.3], remove all *No Support* markers placed this Turn.

If using the optional Fuel Expenditure Rules, as the last action of *every* Turn (including Home-Bound Turns), record Fuel Points expended by each Fighter unit remaining with the Mission [24.9.4]. Any units completing their last turn or with 0 or less Fuel Points must *simultaneously* perform a Fuel Disengagement [24.9.5].

After all other activities, advance the *Turn* marker one space.

