

AFTER ACTION REPORT

The Rise of the Luftwaffe and 8th Air Force

BY DAN VERSEN

Two After Action Reports detailing the flow of air combat in the first two volumes of the Down in Flames Series plus Designer's Notes.

The following battle report shows in detail the tactical combat system of the **Rise of the Luftwaffe**. Please note that **RoL** did not include Very High and Very Low Altitudes. Because of this, Strafing was conducted at Low Altitude. If you do not own **8th Air Force**, this example is correct. If you do own **8th AF**, this example would be altered to have Strafing attacks take place at Very Low Altitude.

After Action Report Nr.1 The Rise of the Luftwaffe: Spitfire I vs. Bf-109E

In this historical scenario, the British commander of Squadron 74 has been shot down over France, but managed to land safely at a small airfield. A small rescue operation was then mounted for his recovery on May 23, 1940. One two-seat Miles Master aircraft was dispatched to recover the commander. Two Spitfires were sent as an escort

should the Master encounter German fighters during the mission. As the Master was landing, two German Bf-109Es were spotted by the Spitfires and a dogfight ensued.

This was one of the first times in history that the Spitfire I and Bf-109E, legendary fighters of the Battle of Britain, were to meet in combat.

Scenario

This is a two player game. The British player receives one Spitfire I Leader and Wingman, and the German player receives one Bf-109E Leader and Wingman. The Miles Master is treated as a Ground Target. The Bf-109s are not carrying bombs, but are permitted to Strafe.

The escape or destruction of the Master is of serious morale importance to both the British and German squadrons involved. The damage status of the Master at the end of the battle modifies victory. The scenario has a duration of five turns.

Due to the fragile nature of the Ground Target (the Miles Master), each Bf-109E is given two Strafing attempts, instead of the normal one attempt.

Set-Up

The Spitfires begin at Low Altitude and the Bf-109Es at High Altitude. The players place the appropriate

Altitude counters on each of their Leader aircraft cards. Pilot counters are not used in this battle.

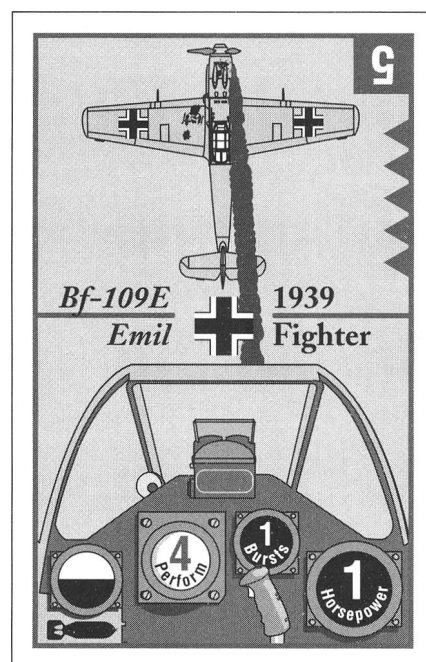
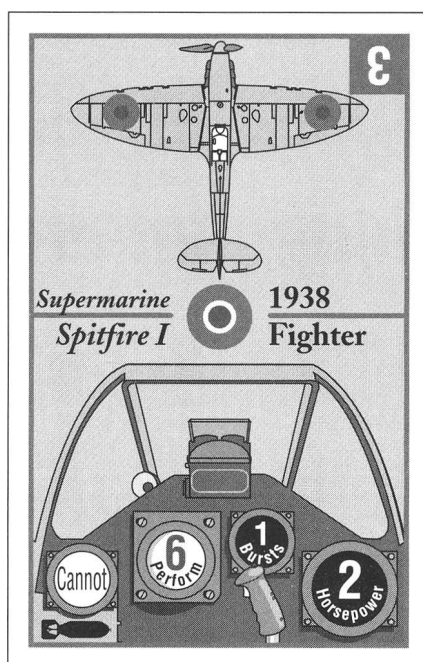
The Spitfire I and the Bf-109E both have a Performance rating of six. As such, each player draws six cards to form their initial hand of cards.

A counter is randomly flipped and indicates that the 109s will go first each turn.

The Battle

The German player is dealt the following cards: Barrel Roll, Half Loop, In My Sights (2 Bursts for 2 Damage), Out of the Sun (1 Burst/2 Damage), Tight Turn, and Maneuvering.

The British player (me) is dealt the following cards: In My Sights (1/2), In My Sights (1/1), Barrel Roll, In My Sights (1/1), Maneuvering, and Barrel Roll.



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Turn #1

German Actions:

Wingman: No enemy aircraft at High, his action is skipped.

Adjust Altitude: They dive down to Medium altitude. In doing so, the leader draws one card, a Barrel Roll, to represent the increase in speed.

Drop Bombs or Strafe: Must be at Low, skipped.

Play Cards: Decides to play none.

Discard: Discards none.

Draw: Hand at maximum, skipped.

British Actions:

Wingman: No enemy aircraft at Low, his action is skipped.

Adjust Altitude: I choose to have my aircraft climb to Medium. This will force me to discard a card, for the loss in speed. I choose to discard an In My Sights (1/1).

Drop Bombs or Strafe: Skipped.

Play Cards: The best defense is a good offense. So I go on the offensive by playing a Maneuvering card against the 109 Leader. The 109 does not Respond, and my Spitfire moves into an Advantaged position. I then fire an In My Sights (1/1). The 109 attempts to Barrel Roll out of the attack, but I Barrel Roll with him, and the shots strike home for one point of damage. I press home the attack with another In My Sights (1/1), but he successfully Barrel Rolls out of the way.

Discard: Discards none.

Draw: In My Sights (1/2) and a Maneuvering.

End of Turn Summary: So far, the battle is going well. I have a superior position, and have inflicted a small amount of damage.

Turn #2

German Actions:

Wingman: Attempts to attack my aircraft, the Spitfire Leader. He plays an In My Sights (1/1) and I don't Respond, taking the damage. He then plays a second In My Sights (1/1) and again I don't Respond. Two points will not make my Spitfire Damaged, and I think I'll need my defense cards for his Leader.

Adjust Altitude: They dive down to Low altitude. In doing so, the leader draws one card, a Maneuvering, to represent the increase in speed. My Leader has the option to also dive and

maintain his Advantaged position.

Doing so forces me to discard a card, I choose a Maneuvering. Since my aircraft has also gone into a dive, I draw one card, a Maneuvering.

Drop Bombs or Strafe: The Leader chooses to Strafe, and Misses.

Play Cards: Skipped because the Leader attempted to Strafe.

Discard: Maneuvering and In My Sights (2/2).

Draw: Vertical Roll and Maneuvering.

British Actions:

Wingman: I call in my Wingman to help out with the 109 Leader. He draws an In My Sights (1/1) and a Maneuvering. I decide to play the In My Sights first, and the 109 Leader counters it with a Vertical Roll. Next, I play the Maneuvering card and my Wingman herds the 109 into a better position, the 109 does not Respond. My Spitfire Leader is moved into a Tailing position.

Adjust Altitude: I choose to remain at Medium.

Drop Bombs or Strafe: Skipped.

Play Cards: Unfortunately, I'm not able to take advantage of the excellent positioning as fully as I would like. I line up a weak shot and let fly with an In My Sights (1/2), which he avoids with a Tight Turn.

Discard: Discards none.

Draw: Vertical Roll, Maneuvering, Ace Pilot. Being at Low altitude improves my Spitfire's Horsepower from two to three, giving me that third draw.

End of Turn Summary: The battle is starting to get away from us. They are at Low altitude and can Strafe at will. Not being better able to take better advantage of Tailing the 109 also hurt.

Turn #3

German Actions:

Wingman: He targets the Spitfire Leader. Plays a Maneuvering, and I don't Respond. So he weakens my position to Advantaged. Next he starts Scissoring me, distracted by the Wingman, I suddenly find myself Disadvantaged by the 109 Leader.

Adjust Altitude: Remains at Low.

Drop Bombs or Strafe: Skipped. Looks like he's coming in for the kill on my Spitfire.

Play Cards: He tries to Maneuver into a Tailing position, but I've had enough of this, and show him some Ace Piloting

skills which negate his attempt. He then comes right back with a different Maneuver and succeeds, placing him on my Tail.

Discard: Discards none.

Draw: In My Sights (Fuel Tank), Ace Pilot, and Barrel Roll.

British Actions:

Wingman: I tell my Wingman to take a shot at the 109 Wingman before he starts Strafing the Master. He draws a Half Loop and an Out of the Sun (2/3). I play the Out of the Sun, and the 109 doesn't Respond. The 109 Wingman takes three damage points and is Damaged. My Half Loop will have no effect so I discard it.

Adjust Altitude: I stay at Low.

Drop Bombs or Strafe: Skipped.

Play Cards: I've got a few tricks of my own. I Maneuver and he fails to Respond. I Maneuver a second time, and again no Response. With a cool head and excellent reflexes, I have battled back to a Neutral position.

Discard: Discards none.

Draw: In My Sights (2/2), In My Sights (3/3), Barrel Roll.

End of Turn Summary: Things are looking up again. I think we've got them on the run. The fuel gauges are starting to run low, this battle doesn't have long to go.

Turn #4

German Actions:

Wingman: Chooses to do nothing and set up for a Strafing run on the Master.

Adjust Altitude: Remains at Low.

Drop Bombs or Strafe: The Leader attempts to Strafe and Misses. The Wingman, however, puts a burst through the Master's left wing. The Miles Master looks damaged, but still able to fly.

Play Cards: Skipped.

Discard: Discards none.

Draw: Tight Turn, In My Sights (3/3).

British Actions:

Wingman: "You take the wingman, I'll take the leader", I tell my wingman. Smooth as silk, my Wingman comes in on 109 Wingman with a Tight Turn and In My Sights (1/2). The 109 doesn't Respond to the In My Sights. He takes the burst across the fuselage and engine, and goes down in flames.

Adjust Altitude: With that shot, it's

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time to regroup. We climb up to Medium altitude and I discard an In My Sights (3/3) to perform the climb.

Drop Bombs or Strafe: Skipped.

Play Cards: Skipped.

Draw: Vertical Roll and Scissors.

End of Turn Summary: I think we've got this one. It's now a two against one battle, and he's already taken some damage. The fuel gauges, however, have almost reached the red line. We're going to have to make this quick.

Turn #5

German Actions:

Wingman: Skipped.

Adjust Altitude: Climbs to Medium while discarding a Barrel Roll. Looks like he's coming in for the kill, but I'm ready for him

Drop Bombs or Strafe: Skipped.

Play Cards: He comes up from under my tail in a perfect Half Loop maneuver. before I know it, he's on my tail, and I'm yelling for my wingman to help. Next, he lets go with an In My Sights (2/3), which I narrowly avoid with a Barrel Roll. So much for avoiding the anvil, here comes the hammer. He fires off an In My Sights and bullet holes start tearing along my fuselage towards the Fuel Tank. I pull the Spitfire up and around with a perfect Vertical Roll. With inhuman skill, he follows my maneuver with the skills of an Ace Pilot, and my engine explodes.

At that point the Spitfire Leaders' action cards and damage counters are discarded. The Spitfire Wingman card is removed from the game, and moves into the Leader role. Six cards are drawn for his initial hand of cards (In My Sights (1/1), Tight Turn, Ace Pilot, vertical Roll, In My Sights (1/2), and Barrel Roll) and he begins with a Neutral position at Medium altitude.

Discard: Discards none.

Draw: Tight Turn and Out of the Sun (3/3).

British Actions:

Wingman: Skipped.

Adjust Altitude: I'm lucky to be alive. I barely managed to get out when the fireball reached the cockpit. As it is, I got pretty scrapped up get out of the burning wreck. It looks like my partner is staying at Medium altitude and going in for one more attack before breaking off.

Drop Bombs or Strafe: Skipped.

Play Cards: As I drift down under a parachute, I see the Spitfire fire off a small burst. The 109 attempts to Tight Turn away, but the Spitfire stays with him with his own Tight Turn and the attack hits. A second burst is then fired off. Again the 109 tries a Tight Turn, and again he is caught, this time with a move up to Ace Pilot standards. The 109 is hit again and begins trailing smoke. It looks like he's Damaged.

Discard: None.

Draw: Skipped. No reason to draw, the battle is over.

End of Turn Summary: So much for having that one in the bag. As I reach the ground my wingman flies over and waggles the wings to let me know that he'll report my position to base. Hope there are some friendly people on the ground to get me back to England.

Result of Battle

The British player scores five points for the Destroyed 109, and two points for the Damaged 109.

The German play scores five points for the Destroyed Spitfire.

The Miles Master ended the game Damaged, which according the scenario, does not affect victory for either player.

The British, therefore, score a *marginal victory*.

After Action Report Nr.2

8th Air Force: 1944 Bomber Mission

This mission represents an average deep penetration bomber mission flown against Germany in late 1944.

Scenario

This mission is generated using the Daylight 1944 (Late) Campaign Sheet included in **Eighth Air Force**. Both players select Options from those listed on the Campaign Sheet, as detailed below.

Set-Up

It is the first Mission, of six, in the Daylight 1944 Campaign. The 1944 Campaign Sheet includes two mini Campaigns, one for Early 1944, and one for Late 1944. The players have decided to play the Late 1944 version.

To begin the mission a random Action card is drawn to determine the first target. The card drawn is a Maneuvering. This indicates that the target will be the Industrial Center near Berlin. The Target Circle on the map indicates the following: The Allied player receives 3 B-17Fs and 3 B-17Gs to fly the mission. The bombers must fly the entire mission at Medium Altitude. There will be 19 Target-Bound turns and 16 Home-Bound turns. This is modified to 14 Target-Bound turns and 11 Home-Bound turns due to the bomber's Formation Speed of 5.


Both players then simultaneously record which, if any, of their Condition Options to expend for the mission. Once both players have decided, their choices are revealed. The German player chose to expend none of his Options, and the US player chose to expend his Vital Target Option.

Both players then simultaneously record which, if any, of their Aircraft Options, Target-Bound Options, and Over-Target Options to expend during the mission. These Options are not revealed until the appropriate time during the mission.

The German player has selected to use the following Options: Fw-190D (scheduled to arrive on Target-Bound Turn #1), Fw-190A with Aerial Rockets (scheduled to arrive on Target-Bound turn #8) and Late Arrival.

The Rise of the Luftwaffe

Down in Flames Series 1939-42 (Vol. I)
Published: 1993 **Nominee:** Origins Awards
Game Design: Dan Verssen
Developers: Gene Billingsley, Rodger MacGowan
Art Director: Rodger B. MacGowan

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Contents: 132 Playing Cards; 48 die-cut Counters; Six Campaign Displays – *Invasion of Poland, Invasion of the West, Battle of Britain, Assault on Crete, Army Group North and Last Stand in North Africa*; 32-page Rulebook; Twelve Target Displays; One 10-sided die; Bookcase Box

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The US player has elected to expend the following Options: P-47D & P-47D (the first element is scheduled to arrive on Target-Bound turn #1 and the second element is scheduled to arrive on Home-Bound Turn #1) and Incendiary Bombs.

The Mission

The US player lays out two formations of three B-17s. Group #1 contains 2 B-17Fs and 1 B-17G, Group #2 contains 1 B-17F and 2 B-17Gs.

Before the start of the mission, the German player informs the US player of his Late Arrival Option. An Action card is drawn to determine how late the first Escorts will be. A Tight Turn is drawn. The first set of P-47s will arrive on turn #3, not turn #1.

The Fw-190D element chooses to begin at Medium Altitude and receives Player Order counter #1. The Fw-190D Leader is dealt the following initial hand of action cards: Maneuvering, Maneuvering, In My Sights (hereafter referred to as IMS) (1/1), IMS (1/2), IMS (2/2), Vertical Roll, Barrel Roll, Barrel Roll.

Turn #1

German Actions:

Jettison Decision: Elect to keep their Drop Tanks.

Wingman: The player declares that the element will attack from the Side, then draws 6 Action cards for the Wingman: Maneuvering, Out of the Sun (1/2), IMS

(1/2), Full Throttle, Tight Turn, Barrel Roll. The Wingman pays his Maneuvering card and selects the B-17G in Group #1 as his target. The US player then draws 4 cards to defend his bomber, they are: Maneuvering (Spoiled Attack), Maneuvering, Vertical Roll, and IMS (3/3). The Wingman plays his IMS (1/2), and the B-17 responds with his IMS (3/3). The B-17 takes 2 Damage Points (DPs), and the Wingman responds with his Tight Turn, negating the bomber's attack. The Wingman then plays his Out of the Sun (1/2). The bomber cannot respond (Spoiled Attacks do not effect Out of the Sun cards), and the B-17 takes 2 more DPs. This concludes the Wingman's attack. All Wingman and bomber cards are discarded.

Adjust Altitude: Remain at Medium.

Drop Bombs or Strafe: Skipped.

Play Cards: The Fw-190D Leader plays a Maneuvering card to select the B-17G in Group #1 as his target. Playing this card also gives him one additional Burst. The Leader now has four Bursts (one inherently, two for attacking a Formation Aircraft, and one for the Maneuvering card). The Allied player then draws four cards to defend: IMS (1/1) Spoiled Attack, IMS (1/2), IMS (2/2), IMS (3/3). The Leader plays an IMS (1/2) and the bomber responds with an IMS (1/1) Spoiled Attack. The Leader responds with a Barrel Roll. Neither plane suffers damage. The Leader then plays an IMS (1/1) and the bomber responds with an IMS (1/2), to which the Leader responds with another Barrel Roll. The bomber suffers one DP. The Leader presses the attack with an IMS (2/2) and the bomber responds with and IMS (3/3) and the Leader responds with a Vertical Roll. The bomber takes 2 DP, bringing its total to 7 DP. This concludes the Leader's attack, and the bomber discards its last card.

Discard: Discards none.

Draw: The Leader draws 3 cards: Scissors, IMS (3/3), and Barrel Roll.

US Actions:

None.

End of Turn Actions:

Fuel Expenditure: The Fw-190Ds began with 5 Fuel Points in their Drop Tanks, and 10 Fuel Points carried Internally. They now expend 3 Fuel Points from their Drop Tanks.

Turn #2

German Actions:

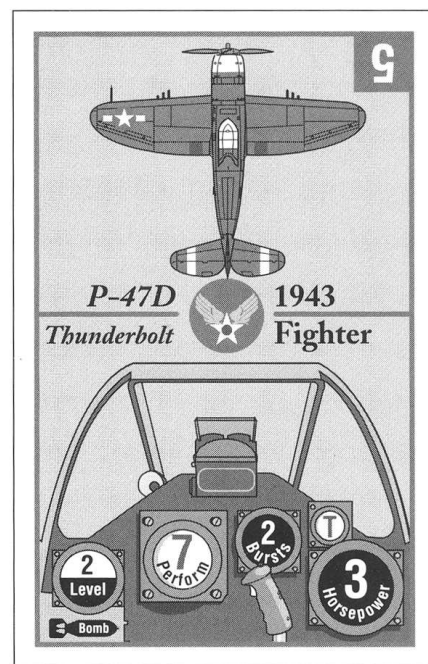
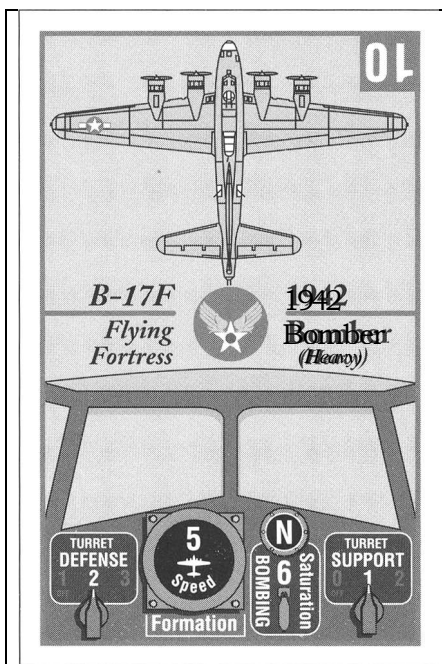
Jettison Decision: Elect to keep their Drop Tanks.

Wingman: The player declares that the element will attack from the Front and draws 5 cards for the Wingman: IMS (1/1), IMS (2/2), Vertical Roll, Ace Pilot, and Ace Pilot. Being unable to play a Maneuvering or Half Loop card, the target is selected by the defender, and he chooses the B-17F in Group #2, and draws 5 (normally 6, but less one for being aless onefrom the Front) cards to defend: Maneuvering, IMS (1/2), IMS (2/3), Tight Turn, and Ace Pilot Spoiled Attack. The Wingman plays his IMS (1/1), the bomber takes the DP and responds with an IMS (2/3) and the Wingman responds with an Ace Pilot. The Wingman then plays an IMS (2/2) and the bomber responds with an Ace Pilot Spoiled Attack. Neither plane suffers damage and the Wingman's attack is concluded. All Wingman and bomber cards are discarded.

Adjust Altitude: Remain at Medium.

Drop Bombs or Strafe: Skipped.

Play Cards: The Fw-190D Leader plays a Maneuvering card to select the B-17G in Group #1 as his target. Playing this card also gives him one additional Burst. The Leader now has three Bursts (one inherently, two for attacking a Formation Aircraft, one for the Maneuvering card, and minus one card for attacking from the Front). The bombers



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draw 3 defensive cards: Maneuvering, Out of the Sun (2/3), and Full Throttle. The Leader plays his IMS (3/3), the bomber plays an Out of the Sun (2/3) and the Leader cannot respond. The bomber takes 3 DP and the Leader takes 3 DP. This concludes the Leader's attack and the bomber discards. Discard: Discards none.

Draw: The Leader draws 3 cards: IMS (1/1), IMS (1/1), and Tight Turn.

US Actions:
None

End of Turn Actions:

Fuel Expenditure: The Fw-190Ds expend the last 2 Fuel Points from their Drop Tanks and 1 Internal Fuel Point.

Turn #3

German Actions:

Jettison Decision: Elect to Jettison their empty Drop Tanks.

Wingman: The player declares that the element will attack from the Side and draws 6 cards: IMS (2/3), Scissors, Full Throttle, Vertical Roll, Barrel Roll, and Tight Turn. The wingman is unable to select a target and the defender selects the B-17F in Group #2 and the bomber draws 6 cards: Maneuvering, Maneuvering, IMS (1/1), IMS (Fuel Tank), Half Loop, and Tight Turn. The Wingman plays an IMS (2/3), the bomber responds with IMS (Fuel Tank), the Sample Aircraft Cards from 8th Air Force

Wingman responds with Barrel Roll. The bomber takes 3 DP. The attack is 4 concluded, all cards are discarded.

Adjust Altitude: Remain at Medium.

Drop Bombs or Strafe: Skipped.

Play Cards: The Fw-190D Leader cannot select a target, so the defender selects one of the B-17Fs in Group #1 and draws 5 cards: IMS (1/1), IMS (1/1), Maneuvering, Tight Turn, and Barrel Roll. The Leader plays an IMS (1/1), the bomber responds with IMS (1/1), and the Leader responds with a Tight Turn. The bomber takes 1 DP. The Leader then plays another IMS (1/1), the bomber plays an IMS (1/1) and the Leader plays a Barrel Roll. Again, the bomber takes 1 DP. The attack is concluded and the bomber discards.

Discard: Discards none.

Draw: The Leader draws 3 cards: Out of the Sun (3/4), Barrel Roll, and Tight Turn.

US Actions:

An element of P-47Ds arrive to join the battle. They choose to be at Medium Altitude and are assigned Player Order counter #2. The P-47s began with 17 Fuel Points in Drop Tanks and 20 Fuel Points Internally. They were forced to expend 2 Points to reach the battle (since the bombers have flown for 2 turns), and choose to expend it from their Drop Tanks. The Leader draws the following initial Action cards: Maneuvering, IMS

(2/2), IMS (2/2), Scissors, Full Throttle, Tight Turn, and Tight Turn.

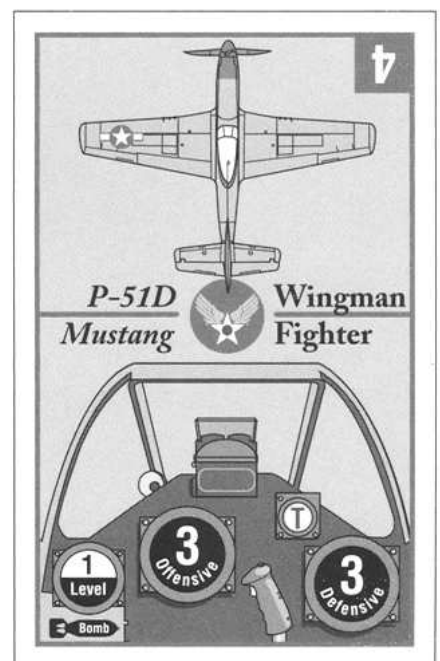
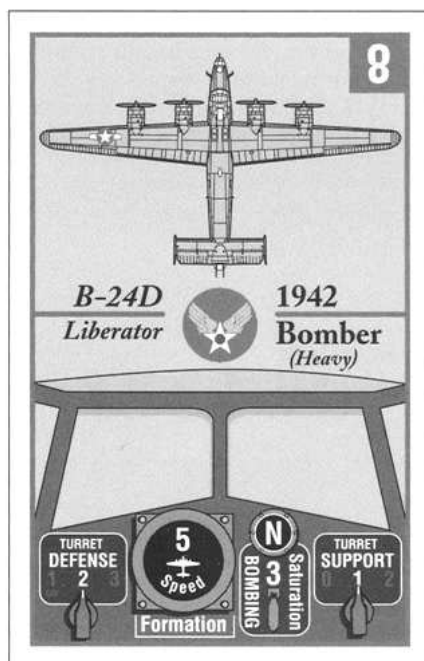
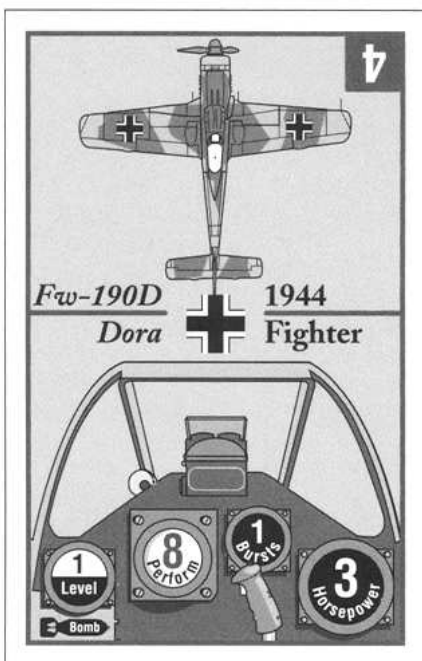
Jettison Decision: Elect to Jettison their Drop Tanks and go on the attack.

Wingman: The player declares the Fw-190D Leader as his target and draws 3 cards: Maneuvering, Maneuvering, IMS (1/1), and Barrel Roll. The Wingman plays a Maneuvering, The German responds with a Tight Turn. The Wingman then plays another Maneuvering to which the German cannot respond. The German Leader is now Disadvantaged to the P-47 Leader. The Wingman then plays an IMS (1/1), the German plays a Barrel Roll, the Wingman plays a Barrel Roll. The German takes 1 DP and is flipped to Damaged. This concludes the Wingman attacks and his cards are discarded.

Adjust Altitude: Remain at Medium.

Drop Bombs or Strafe: Skipped.

Play Cards: The P-47 Leader selects the German Leader as a target and plays a Maneuvering. The German cannot respond and is moved to being Tailed by the P-47 Leader. The P-47 is entitled to 5 Bursts (2 inherently and 3 for Tailing). The P-47 then plays an IMS (2/2), the German cannot respond, and takes 2 DP. The P-47 then plays another IMS (2/2), the German cannot respond. This brings its DP to 8, which sends him down in flames. This concludes the P-47's attack. With his Leader destroyed, the German player does the



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following: discards his cards, removes his Wingman card from the game, flips his Leader card back to Undamaged and with a Neutral Position, removes all damage from the Leader card (as the Wingman was undamaged), draws 7 cards for the Leader (normally it would be eight, but when drawing cards due to a destroyed Leader, one less card is drawn): Half Loop, Maneuvering, IMS (2/2), Scissors, Scissors, Barrel Roll, Barrel Roll. Basically, what has happened here is that the Leader was destroyed and the player now takes control of the Wingman, treating him as a Leader.

Discard: Discards none.

Draw: The Leader draws 3 cards: Maneuvering, which depletes the deck. The discards are then shuffled and the P-47 gets the top two cards from the new deck: IMS (2/2) and IMS (1/1).

End of Turn Actions:

Fuel Expenditure: The Fw-190D expends 3 Internal Fuel Points, lowering its total to 6. The P-47s must expend 5 Fuel Points, reducing their total to 15.

Turn #4

Summary of the Turn:

The Fw-190 Leader unsuccessfully attacks a bomber. The Fw-190 is then destroyed through the combined fire power of the 2 P-47s.

End of Turn Actions:

Fuel Expenditure: The P-47s must expend 5 Fuel Points, reducing their total to 10. With no enemy aircraft present, the P-47 Leader discards his hand of cards. Note that the discards remain in the discarded pile, the deck is not reshuffled.

Turn #5, #6, and #7

Summary of the Turns:

No actions take place during these turns, and the bombers fly toward the Industrial Center.

End of Turn Actions:

Fuel Expenditure: The P-47s must expend 2 Fuel Points for each of the 3 turns, reducing their total to 4 Fuel Points.

Turn #8

US Actions:

None.

German Actions:

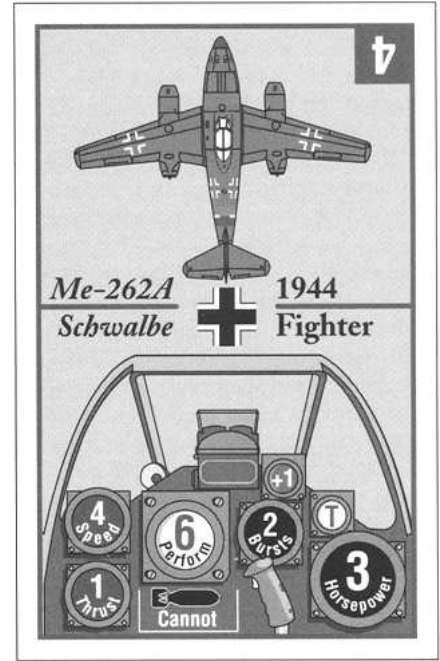
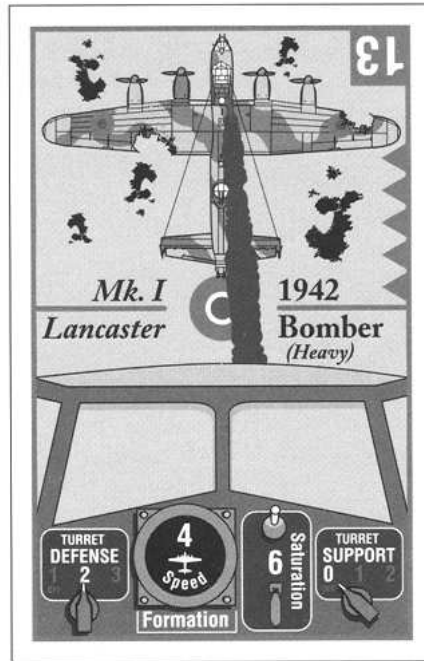
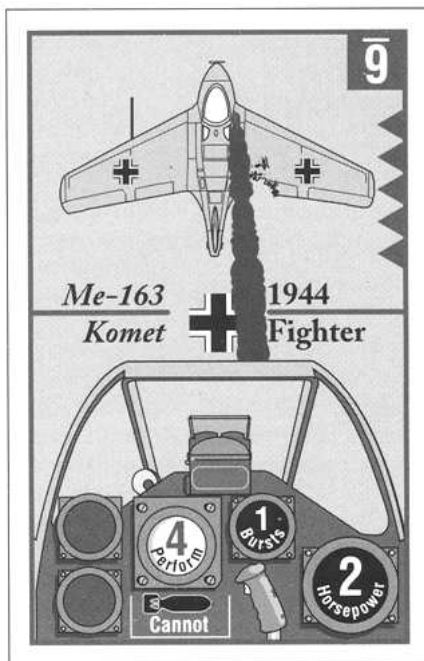
An element of Fw-190As arrive to join the battle. They choose to be at Medium Altitude and are assigned Player Order counter #3. The 190As began with 12 Fuel Points Internally, they may not carry Drop Tanks as they are carrying Aerial Rockets. Note that being Interceptors, they are not required to expend Fuel (as an Escort would) to

Now that there are enemy aircraft present, the P-47s draw a new hand of cards: Maneuvering, Tight Turn, Scissors, Vertical Roll, IMS (1/1), IMS (1/2), and IMS (2/2).

The Fw-190As also receive a hand: Maneuvering, Tight Turn, IMS (1/1), Ace Pilot, IMS (2/3), Tight Turn, and Out of the Sun (1/2).

Jettison Decision: Elect to keep their Aerial Rockets.

Wingman: The player declares that the element will attack from the Rear. Before drawing his mini-hand, the Wingman declares his intention to fire Aerial Rockets. He then draws his mini-hand: IMS (3/3), IMS (1/2), Maneuvering, Full Throttle, Vertical Roll, and Scissors. He plays the Maneuvering card to select Group #1 as his target. The Aerial Rockets counter is discarded and three cards are drawn, one for each aircraft in the targeted Formation. The Aerial Rockets option on the Resource Sheet is used to determine the damage to the bombers. The card draws are: IMS-2 Bursts against the B-17F with 1 DP, so it takes 4 more DP. IMS-2 Bursts against the B-17G, so it takes 4 DP, bringing it up to 14 DP (flipping it to its Damaged side and taking it Out of Formation). IMS-1 Burst against the undamaged B-17F for no damage. In all three attacks, the bomber also suffered a



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No Support effect. This means that for the remainder of the turn the bombers cannot give Support cards to the other bombers in the Formation.

By playing the Maneuvering card for the Aerial Rockets, the Wingman is allowed to select the bomber within the Formation to come under attack, and he chooses the B-17G. The bomber is allowed two card draws (2 for Turret Defense), and draws: Ace Pilot-Spoiled Attack. IMS (3/3)-Spoiled Attack. Note that in being Out of Formation, the bomber will no longer receive Support from its old Group. The Wingman plays an IMS (1/2), the bomber responds with IMS (3/3)-Spoiled Attack, the Wingman responds with Full Throttle. No damage is scored by either side. The Wingman then plays an IMS (3/3), the B-17 responds with Ace Pilot-Spoiled Attack, and again no damage is scored. This concludes the Wingman's attack, and both mini-hands are discarded.

Adjust Altitude: Remain at Medium.

Drop Bombs or Strafe: Skipped.

Fire Aerial Rockets: The Leader elects to fire his Rockets and plays a Maneuvering card to select Group #2. His Rocket draws are: IMS-3 Bursts against the first B-17G and scores 7 DP and a No Support. Barrel Roll against the B-17F for no effect. Tight Turn against the other B-17G for no effect. The Rocket counter is discarded.

Play Cards: The Fw-190D Leader elects to attack the B-17G with 7 DP. The B-17G receives a mini-hand of seven cards (2 for Turret Defense, 1 for Support from the B-17F, 2 for Support from the B-17G, and 2 for the Rear Attack Angle): IMS (1/1), IMS (Fuel Tank), Maneuvering, Maneuvering, IMS (2/2), Ace Pilot, and Barrel Roll. The Leader is entitled to up to 6 Bursts (2 for Bursts, 2 for Formation Aircraft, 1 for the Maneuvering card, and 1 for the Rear attack). The Leader plays his Out of the Sun (1/2), the bomber responds with IMS (2/2), the Leader responds with Tight Turn. The bomber takes 2 DP. The Leader then plays an IMS (2/3), the bomber plays an IMS (1/1), the Leader plays a Tight Turn. The bomber takes 3 DP, bringing it to 12 DP and taking it Out of Formation. The Leader then plays an IMS (1/1), the bomber plays an IMS (2/Fuel Tank), the Leader plays an Ace Pilot. The bomber takes 1 DP. This concludes the Leader's attack and the bomber discards its mini-hand.

Discard: Discards none.

Draw: The Leader draws 3 cards: IMS (2/3), IMS (1/1), and Maneuvering.

End of Turn Actions:

Fuel Expenditure: The P-47s must expend their 4 remaining Fuel Points. As this leaves them with zero or fewer Fuel Points, they must perform a Fuel Disengagement. The Disengagement Table is used to determine their fate. The Leader is Neutral (no adjustment, performing a Fuel Disengagement (up 1), and is on Target-Bound turn 6 or higher (up 1). The card drawn for the Leader is Barrel Roll, which is then moved up two levels on the Result column, and the Leader Safely Escapes. The card draw for the Wingman is In My Sights 1 Burst, which is also moved up 2 levels and the result is Destroyed. I guess the moral here is, don't run out of fuel while in a dogfight and deep in enemy territory.

The Fw-190s expend three Fuel, reducing them to 9.

The two Damaged B-17Gs attempt to Disengage. The bomber from Group #1 makes a Safe Escape, the bomber from Group #2 is Destroyed.

Turn #9, #10, and #11

Summary of the Turns:

The Fw-190s continue to attack the bombers. At the end of the 11th turn, the Wingman has been destroyed, the undamaged B-17F in Group #1 has taken 3 DP, the B-17F in Group #2 has been hit for a total of 7 DP, and the B-17G in Group #2 has been hit for 2 DP.

The Fw-190 Leader is then forced to Fuel Disengage, and does so Safely.

Turn #12, #13, and #14

Summary of the Turns:

No actions take place and the bombers fly towards the target.

Ingress Turn

Summary of the Turn:

2 Flak cards are drawn against each bomber. The B-17F in Group #1 with 5 DP, takes 3 more DP. The B-17G in Group #2 takes 2 more DP.

Bomb Turn

Summary of the Turn:

4 Flak cards are drawn against each bomber. The B-17F in Group #1 with 3

DP, takes 2 more DP (and one Spoiled Attack). The B-17G in Group #2 takes 3 more DP. The B-17F in Group #2 takes 2 DP (and 2 Spoiled Attacks).

Each B-17 draws 8 Bomb cards, 6 for bombs, plus 2 for the Norden bomb sights. The first B-17 in Group #1 draws: Miss, Miss, Hit, Hit, Hit, Hit, Direct. These score 9 Damage Points to the target. The Incendiary option adds 6 DP, for a total of 15 damage. The second B-17 draws: Miss, Miss, Miss, Miss, Hit, Hit, Hit, Direct. The Direct is Spoiled and the remaining bombs do 6 DP, bring the total to 21. The first B-17 in Group #2 draws: Miss, Miss, Hit, Hit, Hit, Hit, Hit, Direct. The Direct and one Hit are Spoiled. The other bombs score 8 DP, bring the total to 29. The last bomber draws: Miss, Miss, Miss, Miss, Miss, Hit, Direct, Vital. Its bombs score 14 DP. The total damage to the Target is 43 Damage Points. The Industrial Center has been Heavily Damaged.

Egress Turn

Summary of the Turn:

2 Flak cards are drawn against each bomber. The B-17F in Group #1 with 8 DP, takes 2 more DP and is flipped to Damaged. The other B-17F in Group #1 takes 3 DP, bring it up to 8 DP. The B-17F in Group #2 takes 2 DP, bring it to 11 and flipping it. The B-17G takes 1 DP, bring it up to 8 DP.

HomeBound Turn #1

Summary of the Turn:

An element of P-47Ds arrive for escort. They began with 17 Fuel in Tanks, and 20 Internally. Since they have 11 turn to fly until the end of the mission, they are forced to expend 11 Fuel to join the mission. They therefore begin with 6 Fuel in their Tanks and 20 Internal.

HomeBound Turns #2 through #11

Summary of the Turn:

The P-47s must expend 2 Fuel per turn with the bombers. Their Drop Tanks are drained on turn #4 and are jettisoned. They end the game with 4 Fuel remaining Internally.

Mission Outcome

The Allies score points for damaged and destroyed enemy aircraft and for damage inflicted to the target, and the return of Undamaged Bombers:

The Rise of the Luftwaffe and 8th Air Force

Fw-190D Destroyed..... 5 points
 Fw-190D Destroyed..... 5 points
 Fw-190A Destroyed..... 5 points
 Target Heavy Damaged40 points
 Vital Target40 points
 B-17F returned Undamaged.. 7 points
 B-17F returned Undamaged.. 7 points
Total..... 109 points

The Axis scores points for damaged and destroyed Allied aircraft:

P47D Destroyed (Fuel Disengage)..5 points
 B17G Damaged (Disengage) 10 points
 B-17G Destroyed (Disengage).....20 points
 B-17F Damaged..... 10 points
 B-17F Damaged 10 points
Total 55 points

The US player's score is subtracted from the German's to calculate the Campaign Victory Points. This brings the net outcome to -54 points. Should this trend continue through the next five missions, the US player will end up with a *Good* outcome, while the German player will receive a *Poor* result.

8th Air Force Designer's Notes

The first thing that comes to mind is how *easy* a project **8th Air Force** was suppose to be. Gene said something along the lines of, "Dan, this will be easy. We include more aircraft, a few more rules, some late war campaigns, and we're done." And he was right. That's how it went, for the first month. Interesting problems then started cropping up, like jets, bombers with really large bomb loads, night missions, aerial rockets, that damn Lone Leader rule, you get the idea...

Far and away the most difficult problem to overcome were the Jet (and Rocket) rules. The first solution was to deal with them by giving them reasonable Performances (6 or 7) and a good Horsepower (3 or 4), with special rules. Jets could, for example, automatically adjust their Position by one at the start of their turn. Also, aircraft were always at a Burst or Offensive card penalty when attacking a Jet. This all sounds fine in theory, but in practice nobody could remember to take into account the special rules until one or two player turns later. The next idea was to simply treat Jets as being really good aircraft, with no special rules. So we gave them a

Performance of 12 and a Horsepower of 4. This was a very short-lived idea, due to the fact that Jets may have been really fast compared to propeller fighters, but they were not extremely agile, as the large hand size would suggest. As a side note, J.D. Webster hated this version. Then about six months and two conventions later, we came up with the Full Throttle counter idea. As a finishing touch, Full Throttle cards were included in the game for play balance, and to avoid the feeling of a rule "exception" when dealing with Jets.

Another problem came along in the form of B-17 bomb loads. B-17s carried several times the bomb load of any aircraft seen in Rise of the Luftwaffe. We didn't foresee this as being a problem because it sat several layers deep within the rules. Because of their large bomb loads, we needed new, larger, targets for them to bomb. These targets, naturally had to be defended by heavier Flak defenses. Which meant that when a Formation of B-17s flew over a target, several Spoiled Attack cards would be drawn by the Flak defenses, which under the old Saturation Bombing rules, would negate about half the bomb damage. That was bad. So in the end, we basically said, "Well, remember the old Saturation rules, forget them. You pretty much treat Saturation Bombing like Level Bombing, but you get more card draws."

Night missions were also a problem. In the research that I have done on the subject (and yes, there are people who know far more about it than I do. Thank you for your letters bring that up, over,

and over...), night raids lacked the classic feel of day missions. During the daylight, you could see the bad guys coming in and you could do something about it. At night, a bomber would be peacefully flying along, when suddenly a night fighter would appear 200 feet off his tail, and blow the bomber to bits before anybody on the bomber could so much as say, "uh oh." In one version of the game, I had made a separate "Night Deck" where planes would search for each other using radar, moonlight, etc. That didn't work out, and in the end we went with the solitaire campaigns.

Aerial Rockets were not that big of a problem. They were just one more thing to think about. And at the time, with Me-262s performing like F-16Cs and B-17s not being able to bomb a target, we didn't need one more thing to think about.

Every game has "that one rule" which sucks. For **Rise of the Luftwaffe**, that rule was the Lone Leader rule. The solution turned out to be quick and simple. During one phone conversation, Gene or I mentioned that we really hated that rule, the other person said, "so let's get rid of it." The other person said, "okay." And that, was that.

One other thing. Working out the Fuel system for long range escort missions took some time.

When all was said and done, the game ended up taking about two years to design and develop.

As always, there are people to thank. Holly, my wife, played through an endless number of bomber missions until the words *Bomber Mission* soon came to be uttered as more of a swear word than anything else. As a side note, the words, "that Gene guy", were also part of many of those sentences.

Additionally, Paul Phillabaum helped with both **Luftwaffe** and **8th Air Force** and did not receive credit, not that he's mentioned it even once. And finally, thanks to all you guys at the game conventions at the LAX Hilton who were willing to sit through "just one more version" of the Jet rules, instead of eating your lunches.

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8th Air Force

Down in Flames Series 1942-45 (Vol. II)
Published: 1995
Game Design: Dan Verssen
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Zemke
APBU



Memphis Belle
B-17F
Morgan



Gibson AC
Lancaster

Contents: 132 Playing Cards; 128 die-cut
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 Operations including - *British Dambusters Raid*
 and *The Schweinfurt Raids of 1943*; One
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