

## A Guided Tour of The Rise of the Luftwaffe

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### Part Two: The Advanced Game – from Pilots to Target Flak

#### The Campaign Game

Another name for this section might be The Advanced Game. Particularly since Part One was called The Basic Game (*Part One appeared in C3i Nr.4*). There are just enough differences (not even counting Medium Bombers, Bombing, Strafing, and Flak) that this section needs to be checked out a little closer than a cursory glance. (This is particularly true for me. There were a number of last minute changes that I didn't notice for about a month after I got the final product. Just some of the problems that come from playtesting a game for over a year.)

#### Pilots



This should probably be included in the Basic Game because Pilots are mentioned as a method of play balance. Use of Pilots is pretty reasonable. They

add another dimension to play and can be used as soon as everyone feels comfortable with the main Dogfight rules. The additional card, or burst, or the free Ace card can change the feel of an aircraft or dogfight, and it can be gut wrenching when you lose a Fighter with one of those pilots on-board.

#### Light Bombers:

Four points of difference were listed for Light Bombers (Only *Stukas* in Rise of the Luftwaffe, but sure to be more in the future, especially when the Pacific Modules are produced) as opposed to Fighters. But in reality only number 2 is of any consequence. Any unengaged Leader at the same level as a Light Bomber can respond to a position attack against that Bomber. This simulates the main mission of escorting Fighters - protect the Bombers. This also allows Light Bombers to support each other.

Figure 1 – Sequence of Play

Each Player's Turn

- △ Jettison Decision
- ▲ Wingman Attacks
- ▲ Adjust Altitude
- △ Bomb or Strafe
- ▲ Play Cards
- ▲ Discard
- ▲ Draw
- △ Loaded Penalty
  - Become Neutral if Advantaged or Tailing
  - Wingmen: -1 Offensive card

△ = Advanced Game Only

#### Medium Bombers

Following are a few reminders about Bombers. Medium and the soon to be available Heavy Bombers (in 8th Air Force) are referred together as just Bombers (unless the design/development team change something between this game and the next module).

Bombers can't change altitude. Be sure to keep this in mind at the start of a Mission. It might seem like a good move to put your Bombers at High Altitude where enemy fighters will get fewer cards due to lower Horsepower. And sometimes it is. Unfortunately that neat idea might backfire. A Do-17 only has a Bombing Rating of 1 and if a He-11 Ic is damaged, it too only has a Rating of 1. If you're at High altitude, the minus 1 card penalty just ensured that you can't harm the target.

Bombers attack ground targets. The only way they can damage another aircraft is with their defensive, return

fire. And they work in pairs. That Support rating is pretty important for the Bombers that have it. The additional card(s) drawn due to support can make a big difference.

Don't forget to use your escorting Fighters to negate the attacker's target selection position card. If you let that attacking Fighter play a Maneuver or Half Loop card, it not only gets to choose which Bomber to attack (a big advantage once they start to take damage), it also gets the bonus bursts for the card played as well. Fighters aren't the only ones who can help your Bomber. Don't forget that Light Bomber Leaders can also respond to that initial attack on your Bombers.

Parenthetically, this brings up a tactic for the Defending Fighters. If there is no particularly good reason to attack a specific Bomber, then forego the initial Maneuver or Half Loop attack. Use it later in the attack, when the escort Fighters can't respond. Thus you get your bonus bursts without having to waste response cards.

One of the major things to remember about Bombers is actually a Fighter benefit. I'm talking about the additional bonus bursts a Fighter gets when it attacks a Bomber. Leaders start with an automatic +2 bonus. Wingmen get to draw a mini-hand equal to the *total* of their Offensive and Defensive ratings. This makes things pretty tough on the Bombers. If this isn't bad enough, there's always *Flugabwehrkanone* (I've seen this spelled different ways but the abbreviation always comes out FLAK) which can definitely put the finishing touch on a Bomber's career.

While a Bomber can put hits on an attacking fighter, the only way he can ward off the damage of the attack is with the Spoiled Attack cards. (The Bomber didn't dodge the attack, but Her gunners caused the attacking Fighter to

jink enough to screw up the shot. A glance at the last column of *Table 1* shows how unlikely that is. But it's not impossible. Remember that you play the Bomber's defensive as a mini-hand. That means that if you draw a Spoiled Attack, you might want to be judicious in its use. Keep track of burst available, and don't necessarily waste it on the first attack thrown your way. (Of course if you've had your eyes open, you know if the Fuel Tank Hit card is still out.)

## Campaign Sheets, Target Sheets



These are the components that you will require to play a campaign game. The Campaign Sheets have all the information necessary to define the

Missions in a campaign. These sheets are nicely done (in mood setting black and white, as are the Target Sheets). Important items include a map of the area of operations, a list of the resources available to each side, and a table used to determine each Mission's target. Each Target Sheet has FLAK values, a table of bombing damage results (which equates Bombing results like Hit and Direct to actual damage values) and Damage Level Panels which correlate the amount of damage done to the Target with victory points. One thing that GMT might consider in future Campaigns is to use the Campaign Sheets to specify campaign specific steps or variances in the Target Sheet values. For instance, the FLAK defense values for a Factory Complex might not be realistic in all campaigns (or areas). The Campaign sheet might say that all FLAK for a given Target be reduced by 1. This is not a problem, but could be used to add a little additional flavor to specific Campaigns. To be fair, this is done in some cases via resources.

## Sequence of Play

*Figure 1* shows the modified sequence of play for Advanced games. Note that the new steps are highlighted. The Jettison Decision step allows your Fighters and Light Bombers to dump bombs if the going gets too hot. Note also that when a Fighter or Light Bomber is damaged, any bombs they're carrying are automatically jettisoned. (GMT, how about some bomb load chits in a future module?) The Bomb and/or Strafe step

**Table 1: General Card Breakdowns**

Card Type	Total in Deck	Bombing		Results		Strafing		Spoiled Aim	% of Deck
		Miss	Hit	Dir	Vital	Miss	Hit		
Half Loop	2	0	1	1	0	0	2	1	2.6
Ace Pilot	3	0	2	1	0	1	2	1	3.9
Out of the Sun	3	0	0	3	0	2	1	0	3.9
1 Burst	1	0	0	1	0	1	0	0	1.3
2 Burst	1	0	0	1	0	1	0	0	1.3
3 Burst	1	0	0	1	0	0	1	0	1.3
Vertical Roll	4	0	1	2	1	3	1	0	5.3
Scissors	5	2	2	1	0	2	3	1	6.6
Tight Turn	9	3	5	1	0	4	5	1	11.8
Barrel Roll	10	1	6	3	0	4	6	1	13.2
Maneuvering	15	4	9	1	1	7	8	3	19.7
In My Sights	25	10	10	3	2	10	15	3	32.9
1 Burst	13	6	7	0	0	4	9	1	17.1
2 Bursts	9	4	2	2	1	5	4	1	11.8
3 Bursts	3	0	1	1	1	1	2	1	3.9
<b>Totals</b>	76	20	36	16	4	33	43	11	

The values listed are the number of cards in each category of the specific Card Type. The percentage values do not add to exactly 100 due to rounding error.

only takes place during one turn in the Mission (more on this later). The FLAK steps and sub-steps allow the target some defensive fire, and only happen when Over-Target. Finally penalties for Fighters and Light Bombers with bomb loads take effect during the Loaded Penalty Enforced step. Any loaded Leaders who have position over another Leader lose that position and become neutral during this phase. The Wingmen's penalty is that their offensive rating is 1 less while loaded. This is assessed during the Wingman Attacks step.

The next few sections in the rule book talk about selecting your campaign and who plays what side. This is pretty basic stuff so I'll skip over it.

## Selecting Mission Target

Each Campaign sheet has a table that you use to determine Mission Targets. You draw a card from the deck, and match the card type to the Mission table. You can use Table 1 to determine the probability of each Mission. Once selected, you find the target of the Mission on the map. This tells you;

- 1) which target type is being attacked,
- 2) how far away the target is, and 3) what aircraft each side gets to start with.

## Resource Options

This is where you exercise your strategic capabilities. Each side in a Campaign (exception: *Crete*, which is a short solitaire Campaign to introduce bombing and Campaign rules) has a number of resources available to them equal to the number of Missions to be played. These resources include things like additional aircraft, FLAK value changes, skilled Pilots, Russian ramming tactics, and more. Each resource can be used only once per Campaign, and it is selected without the knowledge of the opposing player after the target has been chosen. Careful attention to the value of the target and the current Campaign score should be given to help select the appropriate resource. You might also take a peek at what resources your opponent has left. You can sometimes guess what he might be looking for, and set up a resource ambush. **Fighters Carrying Bombs:** Note that fighters have the option of carrying bombs only when the resource

## Down in Flames Flight Log

option selected says so.

### Selecting Pilots

Most Missions allow the possibility of having skilled pilots. They are sometimes part of a selected resource. In other situations, you randomly draw from the available pilot chits (there are also a number of chits that have pilots with no additional skills) to see if you receive a skilled pilot. Note that the more elements in a Mission, the better the chance for a skilled pilot. To make it easier to keep track of this, it helps to place each pilot chit drawn on the Leader aircraft that he was drawn for, even the unskilled ones.

### Mission Phases/Target-Bound Mission Phase/Home-Bound Mission Phase

There are three main phases to a Mission. The Target-Bound and Home-Bound Phases are basically the same thing as a normal dogfight, with the addition of Bombers. Sandwiched in between these is the Over Target Phase (more later). The length of the *Bound* phases depends on the range to the target. This is specified on the Campaign map as a number. All Fighters and Light Bombers have a speed rating of 6. Bombers may have a slower rating, and these can be further lowered if the Bomber is damaged. The number of turns that a Bound phase lasts equals the range to the target minus the speed rating of the slowest aircraft enroute. The length of the phase may also be modified by certain resources. Check these resources (and your opponent's) closely, they can be very important.

### Aborting a Mission:

If you are the attacker and in serious trouble, or don't think that you will be able to survive the FLAK at the target, you might want to cut bait. At the very beginning of any Target-Bound turn, you can declare that you are aborting the Mission. You immediately start the Home-Bound Phase. The bad news is that you lose some points. The worse news is that you still have to make it through the entire Home-Bound Phase. Fighters and Light Bombers can also disengage (as in the Dogfight rules) but that will give your enemy additional points. Only you can decide if it's worth it. One way to limit your point loss (at least until they plug this hole) is to disengage your Fighters first. Once

they're gone, you can then Abort the Mission. Your Fighters will lose points for disengaging, but not for Aborting. Of course your Bombers will be unprotected from the long flight home.

### Over Target Mission Phase:

If Positioning is the meat of the Dogfight rules, then we've just gotten to the potatoes of the Campaign rules. There are three turns to this phase. Break-Off Decision: Prior to the start of the Over Target Phase each side, beginning with the bombing side, declares if any or all of their Fighter elements will break-off. If any aircraft break-off, they stay to one side, away from the target. All such aircraft can still dogfight against each other, but not versus any aircraft who have gone into the target area. Note that if you are the attacker and only have Fighters and Light Bombers but did not send any of your aircraft Over Target, it is the same as if you had Aborted the Mission. You might be tempted to do this if you have enough points to win the Mission due to shooting down enemy aircraft. You need to remember that except for dogfights, the primary objective of a Mission is to attack a specific Target, not just shoot down planes.

### The Ingress Turn/The Egress Turn

The first and third turns of the Over Target Phase are played almost like any normal dogfight phase. The main differences are; 1) you might have two separate groups if some aircraft broke-off prior to the phase and 2) all aircraft in the target area are attacked by Area FLAK during the appropriate step of the turn. The Egress Turn has a couple of other special points that we'll mention later.

### The Bomb Turn

This is when the attacker gets to drop bombs on and strafe the target (pretty obvious, huh?). Fighter and Light Bomber Elements that are Over Target perform regular turns, but with some differences. If your Fighters plan to Bomb or Strafe, the first thing to remember is that you have to be at Low altitude. If you're currently High, too late, you should have thought of this before. If you're at the wrong altitude, remember to use your altitude adjust phase to get into position. If your Leader or Wingman plans to Bomb or

Strafe, you can't use the Play Cards or Wingman Attacks phase respectively.

### Position Check/ Vulnerability While Bombing

No matter what your position, if you plan to Bomb, it's not as good as you think. If you have position on an enemy, you have to give it up. If you're attacked, your Leader can only respond once per attack card played - no responding to a response. Your Wingman's mini-hand is smaller and your Bombers are on their own, they don't get support from their partners. Keep this in mind when deciding if you really want to Bomb or Strafe with your Fighters. If you're in a bad position, and your enemy has a fist full of cards, it might be worthwhile to just send the Wingman in, allowing your Leader to respond normally to an attack. Note that this rule might force you to decide whether to Bomb and/or Strafe early in the turn. If your enemy attacks you prior to your turn, you will need to decide and state what you plan to do (or at least limit your responses to keep your options open). Once you respond to a response, you've lost your chance to Bomb.

### Dropping Bombs/Bombing Modes

Pretty straight forward right? Draw the card(s) based on your bomb rating and see how well you hit the target (miss, hit, direct, or vital). But each bombing mode is different, so I'll make a few remarks and reiterate a point or two. And don't forget FLAK. We'll get to that in a minute.

### Level Bombing

Last reminder; you have to be at Low altitude to perform level bombing. If you're not there now, tough break.

### Dive Bombing

These guys must start their bombing run at Medium altitude. After the attack they end up at Low level (but Light Bombers don't get to draw an extra card). Note that at the end of the Egress Turn Medium Bombers climb back to Medium altitude, but Light Bombers don't. During Egress, the Medium Dive Bombers can thus be attacked only by Enemy Fighters at Low altitude. Keep that in mind if you're defending.

## Saturation Bombing

This one is a little weird. You only draw one card no matter what your Rating. But the results of this may be applied multiple times. It makes sense if you think about it. All the bombs were dropped pretty much together. So if any missed, they'd all miss, and if you hit dead center, most of the bombs would all do tremendous damage. Pay attention to the penalty for attacking naval targets. You reduce the bombing result by one, so a hit becomes a miss, a direct is a hit, and a vital is a direct. Taking a quick look at *Table 1*, we see that only 20 cards are either a direct or vital. That means that a Saturation Bombing run against a naval target has only a 26% chance of doing any damage. Keep that in mind when allocating resources to a naval target.

One last note on bombing. A bomb rating of zero is not the same as a bomb rating of "cannot". In particular, the Do-17 has an undamaged bomb rating of 1 and a damaged rating of 0. This means that if at High altitude, the Do-17 can't hit the broad roof of a factory (to paraphrase) due to the -1 for High altitude. On the other hand, if a *Flying Pencil* is damaged, it can still do damage even with the 0 rating if it's at Low altitude (+1 for Low altitude). Thus you never want to fly Do-17s at High altitude, but there's at least one good reason for flying them Low.

## Strafing

All Fighters and Light Bombers who are at Low level and who didn't play cards during their turn can Strafe. An interesting point is that these aircraft can Strafe even if they also Bombed that turn. The bad news is that if they both Bomb and Strafe, they also have to undergo Target Flak twice.

*Notice that there is a mistake in the Extended Example of Bombing and Flak:* (hey, nobody's perfect). At the very end it states that the attacker can decide to Strafe after all bombing is completed. This is incorrect. You have to decide whether or not to Strafe during the Bomb and/or Strafe step of the turn. After you finished Bombing, you immediately decide if you wish to Strafe as well. Of course, if you don't have any Bombs to drop, Strafing is an option for Fighters and Light Bombers if you've followed the prerequisites of not

playing cards, and only playing one response card to any attack.

## FLAK



Anti-Aircraft fire is often the great equalizer in a campaign (and sometimes even the great unequalizer). The big point targets usually have a lot of guns protecting them. Nothing's more frustrating than having a walk to the target, then getting chewed up by FLAK. You might score big with your bombing runs, but have all those points essentially erased due to lost or damaged Bombers.

## Area Flak

While not as dense as what you'll run into during the bombing turn, it can be just as devastating because you can't respond to it. Every damage card drawn is applied with no recourse. Remember that all aircraft resolve Area Flak at the end of the completed Ingress or Egress turn.

## Target Flak

This is the heavy stuff (usually). Note that Fighters and Light Bombers have Target Flak resolved during the Bomb and/or Strafe portion of their turn, even if they didn't actually Bomb or Strafe the target. Bombers wait until all elements have completed their turns. As with Area Flak, Bombers again can't respond to Flak damage, but Fighters and Light Bombers can. But with only one card. Be sure to check all the Flak results before deciding which one to respond to. Unfortunately, a Spoiled Attack card will cancel your best bombing result, even if it's part of an IMS or OOTS card that you responded to. That jog you took to get out of the way must have messed up your aim.

The primary reason to Break-off prior to the Over Target Phase is usually Flak. Another reason may be to maintain position with enemy Fighters who have already decided to Break-off. Of course the reasons to continue to the target depend on whether you're the attacker or the defender. As the attacker, be sure to judge the potential points for attacking the target against the amount of Flak you will be going up against. As the defender, consider if you really have a chance at doing damage to the enemy aircraft before they drop their bombs. If

not, you might be better served staying out and maximizing your hand. That last point is important. If you find your element alone, whether over the target or not, be sure to use your discard and draw phases to get the best hand you can for the return trip. You might consider diving to get more cards and increase your draw. Then return to the altitude you feel is best for your position. As stated before, Medium Dive Bombers (Ju-88s) return to Medium altitude at the end of the Egress Turn.

There's really not a lot to say about the Ground Targets. This is pretty straight forward. Note the value of the target and your initial aircraft allocation in order to determine what resources to apply. Don't waste good resources against low value targets unless necessary (or if you think you might be able to ambush your enemy). Likewise, there isn't much else to say about the Home-Bound Mission Phase that we didn't mention before. Check to see if your overall speed may have slowed due to damage to your bombers, or conversely your speed may have increased if all of those slow planes have been shot down.

Finally there are the Mission Victory Points and Campaign Victory sections. The main point here is to choose your resources to fit the target in order to maximize your points (pretty obvious huh?). Remember to use the percentages in *Table 1* to try to anticipate your future missions. If your current mission is a low point affair, what are the odds that a future one will be worth a lot more. If it looks like you will get some plums later, save the good resources.

I hope that the preceding has given you some insight into this fun and playable game. If you've never played it before I hope your appetite has been whetted. I'm not going to say that if you follow all of my suggestions that you'll become a master *Down In Flames* player. I'm definitely not a master - but then again, I don't always follow my own suggestions (hmm, maybe I should follow my own advice some day). Experiment and have fun.

