

Agile Aircraft New Official Down in Flames Rule

By Dan Verssen
and Chris Robinson

The publication of *ZERO!*, the latest game in the *Down in Flames* series, brings with it a new aircraft rating designed to highlight the nimbleness of certain aircraft. The new rating is appropriately called the 'Agile Ability' and functions as follows:

A Leader with 'Agile' listed on its card may, during the card play segment of its own turn, play one card and declare it to be a "Scissors" card. The card may be played either to maneuver or to respond to a response. This ability may be used only once per turn. It is not used by Wingmen.

Besides certain aircraft included in *ZERO!*, the new rating also applies to a number of previously published aircraft from the European theatre. For those of you who do not intend to purchase the Pacific theatre games, we present here a list of ETO aircraft with the Agile Ability and provide in this issue's countersheet four counters to use as markers. If you are also using the aircraft from *C3i Nr. 10's* Flying Tigers campaign, please note that the Ki-27 Nate and Ki-43 Oscar are also considered Agile aircraft. Other than allowing the aircraft the Agile Ability, no further modification is made to their ratings.

Agile ETO Aircraft:

Gladiator Mk.II
Swordfish
CR.42
I-153
Yak-3

Feedback Questions, Results and Reader Comments Issue Nr.14, 2002

How to use the Feedback Response Card:

After you've finished reading this issue, read the Feedback questions below, and send me your answers and comments on the enclosed Feedback Card or on a separate sheet of paper. Please send your Feedback Card/Comments to:

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QUESTIONS

Questions 1 through 17 ask you to rate this issue, its articles and graphics (0=no opinion; 1=poor to 5=excellent).

1. From the Editor's Desk (RBM)
 2. Why Castiglione?
 3. La loi du plus or: Castiglione (battle report)
 4. Lonato Game Insert for Triumph & Glory
 5. A Primer for Simple GBoH
 6. Timeline for the Mediterranean
 7. Pyrrhus in Sicily (SPQR/WG scenarios)
 8. Overshadowed by a Phrase
 9. Operation Southern Watch for Hornet Leader
 10. The Army without a General (Caesar scenarios)
 11. A Central Powers Victory for Paths of Glory
 12. Battle Line variant
 13. Army Group South (battle report)
 14. INSERT: DiF Game — *Netherlands East Indies*
 15. Agile Aircraft DIE Rules
 16. This Issue Overall
 17. Graphic Design of this Issue Overall
18. On the basis of this issue only would you be inclined to resubscribe (Y/N)?

C3i READER COMMENTS

"...The GBoH Series Centerfold in Nr.13 was excellent. Are there plans to fill in the timeline gap between the Caesar games and Cataphract?..."
— David Sprouse, Hazel Park, MI

"...Hi Rodger & Friends, You're the best. I feel my comments are really listened to. I sent a feedback card for Nr.11 and not only did you print a section of my comments but also (a) stopped splitting-up articles; (b) made requested GBoH leader counters in Nr.12 & 13. Please keen LID the areat job you're

doing...I loved the GBoH Centerfold in Nr. 13!..."

— Andy St. Clair, New Sharon, ME

"...Make doubles of charts with games. I live 50 miles from the nearest store of any kind. It is hard for me to make photocopies. I own 28 of your games. Thanks..."

— Ray Emmons, Brownville, Maine

"...More Falcon Leader type variants in C3i..."

— Theodore Barnett, Mission, KS

"...Please publish at least one solitaire game a year (any topic). My gaming dollars are well spent on your games. I'm eagerly looking forward to future releases on the World War One period...Keep up the great work!..."

— Mike Stearnes, Venice, CA

"...Caesar in Alexandria is welcome, but we are waiting for Alesia too!..."

— Fabrizio Caldarelli, Roma Italy



Issue Nr.13 – Feedback Results

1. Inside GMT	3.58
2. WAR GALLEY: <i>Sapriportis, 210 BC</i>	4.00
3. Air Leader Module: Falcon Leader	3.12
4. For the People: Capital Offense	3.72
5. For the People: April 1861 scenario	3.90
6. Philip the Great: Alexander module	4.33
7. DiF: Experten of the Luftwaffe	3.83
8. INSERT: C3i Nr.13 Countersheet	4.83
9. INDEX: Issues 1-12 & SPQR Guide	3.75
10. Triumph & Glory: Austrian Survival	3.25
11. Cherbourg in June 6	3.27
12. Paths of Glory for Beginners	3.54
13. Ukraine'43: Scenario 4	3.00
14. Revised Swordfish cards	2.77
15. The Problem with Gustav	2.77
16. This Issue Overall	4.04
17. Graphic Design of this Issue Overall	4.75

DiF Target Cards Insert

The recent release of *ZERO!* has sparked a renewed interest in the first two games of the *Down in Flames* series, *RISE OF THE LUFTWAFFE* and *EIGHTH AIR FORCE*. Unfortunately, *RISE OF THE LUFTWAFFE* is no longer available. Even more unfortunately, *EIGHTH AIR FORCE* is not a stand-alone game; it requires a copy of *RISE OF THE LUFTWAFFE* to play—or rather, it requires three components of the earlier game: the Action cards, the aircraft cards and eight of the targets. The first two items can be acquired by buying a

duplicate *RISE OF THE LUFTWAFFE* deck from GMT (quantities are limited, though). The targets are being included as in insert in this issue of *C3i*.

Owners of *EIGHTH AIR FORCE* will note that these target cards look quite different from those in their game. They use the new format designed for the target cards in *ZERO!*. The information is the same on both; it is just organized differently.

With these target cards and the duplicate *RISE OF THE LUFTWAFFE* deck anyone who owns *EIGHTH AIR FORCE* will be able to play all of the campaigns and operations in the game. Enjoy the games.