

NEW VARIANTS, UNITS & RULES

Optional Rules for Down in Flames Series

BY SCOTT JOHNSON

9.3 Wingman Gunner Attacks

9.3.1 When a wingman draws it's defensive mini-hand in response to an attack by an enemy fighter or light bomber and the wingman's aircraft is equipped with a gunner (the wingman's leader will display this...rule 5.2.6), 'then the defending wingman may possibly make use of it's gunner by playing one one-burst *In My Sights* or *Out of the Sun* card that it has drawn in the wingman's defensive mini-hand.

9.3.2 Wingman gunner attacks are limited to playing just one one-burst *In My Sights* or one one-burst *Out of the Sun* card.

9.3.3 This wingman gunner attack must be announced before the attacking opponent begins to play his cards against the wingman.

9.3.4 The attacking opponent may respond to this wingman gunner attack like it would a normal gunner attack (rule 9.2.6). If the wingman was attacked by another wingman and he responded by playing a wingman gunner attack, the first attacking wingman may respond to this by playing an appropriate response card from his offensive mini-hand (rule 10.1.1), he may not draw his defensive mini-hand because he is suddenly under gunner attack during his own turn.

9.3.5 If the attacking opponent responded to the wingman .gunner attack, the wingman may not respond to the response and may not play any further wingman gunner attacks this step.

9.3.6 If a wingman is attacked by two or more separate attackers in a turn, the wingman may play one wingman gunner attack against each attacker, once every time he draws his defensive mini-hand (if he can).



18.8 Air-to-Ground Rockets

18.8.1 Air-to-ground rockets are used to destroy ground targets during the strafing step of the turn. Place a Rockets counter on each aircraft equipped with air-to-ground rockets. A list of these aircraft are found below.

18.8.2 A fighter or light bomber equipped with air-to-ground rockets may use those rockets to increase the amount of cards drawn during the strafing phase by three extra cards along with the cards drawn for the aircraft's burst rating.

18.8.3 After the air-to-ground rocket strafing attacks are made, the rockets are expended and the Rockets counter is removed.

18.8.4 If an aircraft loaded with air-to-ground rockets becomes crippled it must jettison the rockets.

18.8.5 The following aircraft can be loaded with air-to-ground rockets:

German
Bf-109G, Fw-190A, Fw-190D,
Me-262A, Bf-110C, Me-410

U.S.A.
P-47D, P-51D

U.S.S.R.
IL-2 Sturmovik

36.0 Down in Flames Critical Hit

36.0 When any aircraft has sustained damage, greater than one damage point, from air combat, gunner attacks, turret defense, or flak, the player who inflicted that damage draws the top action card from the deck. If the bombing result on the drawn card is a *direct* or *vital* hit (consider nothing else on the card) then the damaged aircraft has recieved one or two critical hits.

36.1 If the bombing result drawn is *direct* then one critical hit is to be drawn on the critical hit table. If the result is *vital*, then two separate critical hits are drawn on the table.

36.2 If an aircraft has recieved one or two critical hits, then look on *Critical Hit Table One* if the aircraft which is receiving the damage is either a fighter, night fighter, or light bomber. If the aircraft is either a medium bomber, heavy bomber, or a patrol plane, then refer to *Critical Hit Table Two* for the critical hit(s) result.

36.3 If the critical hit refers to something which is not carried by this aircraft (such as gunners, ordnance, cargo, etc.), then ignore the result and the lucky aircraft receives no effect from this critical hit.

36.4 Critical hits cannot be responded to. If the player didn't play a response card to the attack which now generated the critical hit, it's now too late.

36.5 Each time an aircraft is damaged by an attack and the result was two or more damage points received, a critical hit check is made.

36.6 If an aircraft receives a critical hit that modifies it's values (such as -1 performance, -1 bursts, etc.) then find the appropriate critical hit and place it on the aircraft card. These informa-

The Rise of the Luftwaffe and 8th Air Force

tion counters remain with the aircraft throughout the mission, even if the aircraft becomes crippled and their printed values decrease, the counters will stay with the blighted aircraft and reduce their crippled values further.

36.7 If the Performance value is

reduced to zero or below, then the aircraft is eliminated.

36.8 If the Horsepower value is reduced to zero or below, then the aircraft may only draw cards by decreasing altitude or by being at low or very low altitude, it may, then, draw only one card. It may never

increase altitude, not even by playing a Vertical Roll card, which can, now only be played to decrease altitude.

36.9 If the Bursts value is reduced below zero, then it may not fire its guns (it may use its gunner normally, if it has one.)

CRITICAL HIT TABLES

TABLE 1

<i>Fighters, Night Fighters and Light Bombers</i>		
Card Drawn	Result (Wingman Result)	
In My Sights	+1 Damage	(+1 Damage)
Full Throttle	+2 Damage	(+2 Damage)
Maneuvering	-1 Performance	(-1 Offensive)
Barrel Roll	-1 Horsepower	(-1 Defensive)
Vertical Roll	-1 Bursts	(-1 Defensive) [1]
Tight Turn	Gunner Killed	(Gunner Killed) [2]
Out of the Sun	Dive!	(Dive!) [3]
Ace Pilot	Disengage	(Disengage) [4]
Scissors	Ordnance Hit	(Ordnance Hit) [5]
Half Loop	Destroyed	(Destroyed)

TABLE 2

<i>Medium & Heavy Bombers, Transports & Patrol Planes</i>	
Card Drawn	Result
In My Sights	+2 Damage
Full Throttle	+3 Damage
Barrel Roll	-1 Speed
Maneuvering	-1 Turret Defense and -1 Turret Support
Tight Turn	-2 Cargo Points [6]
Vertical Roll	Dive! [3]
Scissors	Disengage [4]
Half Loop	-1 Bomb [7]
Out of the Sun	Ordnance Hit [5]
Ace Pilot	Destroyed

Critical Hit Explanations:

[1] Also, the aircraft has lost the Turbocharger (rule 5.2.4) and Thrust benefits (rule 5.3.2), if the plane is so equipped. Discard all remaining Full Throttle counters and draw no more for this aircraft. This aircraft may play Full Throttle cards normally, though.

[2] The Gunner is incapacitated or killed. This aircraft may play no Gunner attacks (rule 9.0).

[3] Engine fire! You must place this aircraft in a nose dive in hopes of extinguishing the flames. This aircraft must decrease altitude at the next Adjust Altitude phase and draw a card for the extinguishing result. If the card is blue-bordered, then the engine fire is out and the player may play the aircraft normally. If the card is red-bordered, then the fire continues and the player must skip his Play Cards phase for this aircraft and dive next turn (unless he

has a Vertical Roll card to play to further decrease his altitude and draw another card for the extinguishing result). If the card is white-bordered, then the aircraft explodes from the engine fire spreading.

[4] The aircraft has received a fuel leak or an oil leak (or both) and must break off the fight and head home. The aircraft must play a Fuel Disengagement (rule 27.6) next turn.

[5] Ordnance Hit: If the aircraft is carrying 30mm Gun Pods (rule 18.5) or Anti-Tank Guns (rule 18.7), then they are ruined and the aircraft may not use them. If the aircraft is carrying drop tanks, rockets, bombs, or torpedoes, then draw a card. If the card is red-bordered, then the aircraft is destroyed. If the card is blue- or white-bordered, then the ordnance must be dropped now and not be used as an attack. If

the aircraft is carrying cargo, then two points of cargo has been lost. If the aircraft is carrying cargo bomb canisters, then they are all lost.

[6] If the aircraft is carrying cargo, then two points of cargo has been lost. This does not effect cargo bomb canisters or any other carried ordnance.

[7] Bombing sights damaged or the bombardier might be hit. Bombing done by this aircraft is made by drawing one card less than the aircraft's printed value. The Norden bomb sight (rule 18.6), if carried, is also lost.