

The Rise of the Luftwaffe: Malta Campaign

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Background

The Malta Campaign is the first addition to the *Down In Flames* series. We selected Malta due to its pivotal role in the war in North Africa. Briefly, Malta is an island (17x9 miles) located in the Mediterranean Sea south of Italy. Its strategic position was taken advantage of by the British as a base for aircraft and naval units. These forces were in the perfect position to raid German freighters and air transports heading south to supply Rommel and the *Afrika Korps* in North Africa. Malta first came under attack by the Italians in 1940, and later by the Germans and Italians in 1941-42. Although severely battered, the island never fell.

Malta Campaign Rules

One change has been made to the normal Campaign rules. The Malta Campaign spans several years, and a great deal of change takes place during those years. Because of this, we have listed specific Options for each Phase of the Campaign. For example, if you play the 1940 Phase, the Campaign will last for four battles, using only those Options listed under 1940.

New Target Type

Malta introduces a new Target type, Air Transports. Air Transport missions are conducted much like Dogfight missions, with the following changes.

An Air Transport mission has a duration equal to six turns, minus the Formation Speed of the Transports. In the case of Malta battles, the duration is four turns (6 - 2, the Formation Speed of Ju-52s). The duration of the mission is not adjusted for Transports which become Damaged during the battle.

Both sides score Victory Points (VP's) for Damaged and Destroyed Fighters as normal. Air Transport missions score VP's much like Medium Bombers would if they were part of a Dogfight mission.

The Defender scores 10 VP's for each Destroyed Transport and 5 VP's for each Damaged Transport. The Attacker scores 5 VP's for each Transport that survives the mission Undamaged. The attacker also scores the Cargo rating of surviving Transports. The Cargo value is slightly reduced for Damaged Transports to reflect damage inflicted to the cargo area of the aircraft.

Transports are not permitted to Abort the mission.

Additional Game Rules

Malta opens up several new areas not previously covered in **The Rise of the Luftwaffe:**

Torpedo Bombers

The Swordfish and Sparviero are Torpedo Bombers. Torpedo Bombers are capable of using Level, Saturation or Torpedo Bombing, as indicated on their cards. Torpedo Bombers always carry Level or Saturation Bombs when attacking a Land Target. They are assumed to carry Torpedoes when attacking Naval Targets, unless the owning player specifically states that they are carrying Level or Saturation Bombs just before the first turn of the battle is about to start.

Torpedo Bombers conduct Level or Saturation Bombing as normal.

As indicated on the Damaged side of their cards, Light Bombers lose their Bombing/Torpedoing capability when Damaged and Medium Bombers have reduced Bombing and normal Torpedoing capability when Damaged.

Torpedo Bombing

A Torpedo attack is conducted much like the normal Bombing attacks detailed in **Rise of the Luftwaffe**.

Aircraft wishing to Torpedo Bomb suffer Altitude restrictions. A Medium Bomber must begin the mission at Low Altitude and remain at Low altitude throughout the mission. A Light Bomber must be at Low Altitude by the

end of its Ingress turn, and remain at Low Altitude throughout the Bomb and Egress turns. The Light Bomber is free to change Altitude during the first Home-Bound turn.

Light Bombers conduct Torpedo attacks during their turn, as normal. Medium Bombers conduct Torpedo attacks at the end of the Bomb turn, as normal.

In order to conduct a Torpedo attack, draw one Action card and reference its Bombing section. If the result is a Miss, the attack scores no damage to the target. If the result is a Hit, Direct or Vital, you hit the target. A Torpedo attack scores twice the normal number of Damage Points. *Example:* A Direct hit against a Destroyer would normally score 4 Damage Points. A Direct hit from a Torpedo attack would score 8 Damage Points.

Transports

The German Ju-52 is a Transport. The Transport is a new type of aircraft added to the game. Transports are in all ways treated as Medium Bombers. Use the Medium Bombers section in the **Luftwaffe** rules.

Transports have a new rating on their cards referred to as Cargo. This reflects the cargo carrying capacity of the aircraft. This Cargo rating is added to the Victory Points gained by the Attacker during Air Transport missions.

Transports are restricted to Low and Medium Altitudes. This is also noted on their cards.

Point Values for New Fighters

Here are the point values for the new types of Fighters introduced in this module. These are used in the same manner as described in the **Luftwaffe** rules for Balancing a Dogfight.

| Aircraft Type | Leader/Wingman Point Value | Leader Only Point Value |
|-----------------|----------------------------|-------------------------|
| M.C. 200 Saetta | 4 | 3 |
| C.R. 42 Falco | 2 | 1 |
| Hurricane II | 9 | 6 |
| Gladiator Mk.II | 2 | 1 |