Corsairs and Hellcats rules 01/10/2002 draft

1.0 Introduction

Corsairs and Hellcats is the fourth game in the Down in Flames series, and the second (after Zero!) to cover the Pacific Theatre of World War II. This time the action begins with the struggle for Guadalcanal. It then moves up the Solomon Islands chain, on to the Philippines, shifts to the early B-29 raids against Japan and climaxes with the invasion of Okinawa. C&H uses all of the Basic and Campaign rules from Zero!, but adds more aircraft, targets, mission types, campaigns and special rules to recreate the Pacific air war from mid-1942 to 1945.

A copy of Zero! is required to play Corsairs and Hellcats.

A note on the numbering of these rules: the Corsairs and Hellcats rules are designed to mesh with those of Zero!. As a result, those items that are continuations of rules found in the earlier game (i.e., new types of Ordnance) appear as additional subsections of the relevant Zero! rules. New rules sections, such as the Kamikaze rules, are numbered beginning after the last section of the Zero! Campaign book.

2.0 Components

Corsairs and Hellcats contains the following components:

120 Aircraft cards

4 additional Action cards

88 Counters

3 Double-sided Target Sheets

3 Double-sided and 1 single-sided Campaign Sheets

4 Campaign Log Sheets

1 Double-sided 11" x 17" Resource Sheet/Player Aid Card

1 Rules book

If any components are damaged or missing, please contact us, and we'll replace them.

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2.6 New Counter Types

In addition to more of the counter types found in Zero!, Corsairs and Hellcats contains the following: Green pilot/crew counters, Kamikaze markers, passenger markers, MXY7 Ohka counters, and a track marker for the Guadalcanal campaign.

17.0 Campaign Game Aircraft

Corsairs and Hellcats adds three new types of Campaign Game aircraft: Transports, Night Fighters and Attack Bombers.

17.4 Transport Aircraft

Note: There are no "true" Transport aircraft in Corsairs and Hellcats. However, in some of the campaigns other types of formation aircraft function as Transports in the Air Transport and Air Drop Missions.

17.41 Transport aircraft have a Cargo rating, which is either on the aircraft card or listed with the information for the mission. This rating indicates how much cargo they can carry and is used to determine VP scored during Air Transport and Air Drop Missions. It may also affect conditions within a campaign.

17.42 Transport aircraft are treated as Medium Bombers for the purposes of all rules. (Exception: Light Bombers used a Transports follow the normal rules for their aircraft type [17.1]. Light Bomber Transports are Loaded [17.15] while carrying cargo.)

17.5 Night Fighters

17.51 Night Fighters are usually present only during Night missions.

17.52 Night Fighters do not have Wingmen.

17.53 Special rules are used for Night missions. See 27.3.

17.6 Attack Bombers

Attack Bombers are formation aircraft specialized for low-level attacks on ground targets. In the US Army Air Force the type included both modified Medium Bombers (the B-25C-1 included in Corsairs and Hellcats) and purpose-built aircraft such as the A-20 and A-26.

17.61 Attack Bombers have a Ground Attack (Strafing) Rating in addition to the normal ratings for a Medium Bomber. This Rating is used only to attack ground targets; it has no effect on air-to-air combat. The Ground Attack Rating is used as per 21.7, **except** that the Attack Bomber does not undergo a second round of Target Flak (in essence, it strafes while bombing).

> **Example:** A B-25C-1 is attacking a Freighter at Very Low altitude. The Bomber first draws two (2) Action cards (one for its Level Bombing rating of 1 plus one additional card for being at Very Low) and reads the Bomb Results, then two more cards, reading the Strafe Results. The Freighter then draws 2 card for Target Flak, applying damage and Spoiled Attack results normally. Any Spoiled Attacks may be used to negate either Bomb or Strafe results.

17.62 Attack Bombers carrying Air-to-Ground Rockets [18.4] may Bomb AND fire Rockets AND use their Ground Attack Rating while still undergoing only a single round of Target Flak. (Note: there are no Rocket-capable Attack Bombers in Corsairs and Hellcats. This rule is included to cover aircraft such as the B-25H and A-26B, which may appear in future modules.)

17.63 The B-25C-1 is the only Attack Bomber included in Corsairs and Hellcats. However, 17.61 also applies to Medium Bombers in Zero! that are allowed to Strafe through the use of the "Package Guns" resource.

17.64 Except as noted above, Attack Bombers are treated as Medium Bombers for the purposes of all rules.

18.0 Ordnance

Corsairs and Hellcats introduces a number of new types of ordnance. Fighters and Light Bombers carrying any of them are considered to be Loaded [17.15].

18.4 Air-to-Ground Rockets

18.41 Certain aircraft (see the individual aircraft cards) are capable of carrying Air-to-Ground Rockets in place of or in addition to Bombs. (Note: the TBF Avenger may carry Bombs and Rockets but not Torpedoes and Rockets.) When allowed (through the selection of the Bombs/Rockets resource) the attacking player may place a Rocket counter on these aircraft.

18.42 Air-to-Ground Rocket attacks are made during the Bomb or Strafe Step of the player turn **instead** of a Strafing attack by that aircraft. The attack is conducted like a Strafing attack, with the following exceptions:

- Regardless of the attacking plane's Burst rating only one (1) card is drawn (**exception**: an aircraft with a Skilled pilot [19.2] with the S (Strafe) skill draws one additional card).

- The Air-to-Ground Rocket attack may be conducted from Very Low OR Low altitude. An attack from Very Low does not draw additional cards.

- If a hit results it does two (2) points of damage to the target.

- The defending player draws one less Target Flak card than he normally would against the attacking aircraft. (This represents the "standoff" capability of the Rockets.)

 Example: An F4U with Rockets is at Low altitude during the Bomb Turn of an attack on an Airfield. Normally the plane would be unable to Strafe from that altitude, but it can make an Air-to-Ground Rocket attack. The player draws one card and consults the Strafe Result. If it is a Hit he scores two points of damage against the Airfield. The defending player then draws for Target Flak. Looking at the Level Bombing section of the Bombing Display he sees that he can draw the Base number of Target Flak cards (in this case, 3) against a plane at Low altitude. However, since this is a Rocket attack he may only draw 2 cards.

18.43 Aircraft carrying both Air-to-Ground Rockets and Bombs make two separate attacks, undergoing Target Flak for each.

18.5 Napalm

18.51 When allowed by Resource selection Fighters and Light Bombers may carry Napalm instead of Bombs. When using Napalm draw the same number of cards as if carrying Bombs.

18.52 Napalm negates the effects of fortified targets (see the Campaign Sheets for these effects). Against other targets each Hit, Direct or Vital scored inflicts one additional point of damage.

18.53 Aircraft carrying Napalm **must** use Level Bombing (even Dive Bombers).

18.54 Napalm may not be used against Naval Targets.

18.6 Mines

18.61 Aircraft carry mines instead of bombs during the Mine Laying mission. Level Bombers carry a number of mines equal to twice their

Level Bombing rating. Saturation Bombers carry a number of mines equal to their Saturation Bombing rating. See the Target Sheet (6A) for this mission and 27.6 for details on the use of this Ordnance.

18.7 Depth Charges

18.71 Aircraft are assumed to be carrying Depth Charges whenever attacking a Submarine (see 27.4 for details on this Target type). Aircraft rated for Level or Torpedo Bombing carry two (2) depth charges per Bomb or Torpedo (use the higher rating if an aircraft can carry either Bombs or Torpedoes). Saturation and Dive Bombers carry one (1) Depth Charge per point of Bomb Rating.

18.72 See 27.44 for the effects of Depth Charges.

18.8 MXY7 Ohka

18.81 The MXY7 is a piloted, rocket-powered suicide bomb. It was carried aboard a Medium Bomber and launched when within range of its target. Because of its speed and small size it was very difficult to shoot down. However, it was also not very effective (the Allied codename for it was "Baka", the Japanese word for "fool"). The MXY7 is represented by a counter, not a card.

18.82 A Bomber may carry only one MXY7, regardless of its Saturation Rating. The Bomber may not carry regular bombs in combination with the MXY7.

18.83 A Bomber carrying an MXY7 releases it at the end of the Search Phase [28.4]. The Bomber is not considered to have continued over the Target and thus cannot be attacked by Flak or by Fighters that have continued. Enemy fighters that have not continued over the Target may attack it. At the end of the Ingress Turn the bomber automatically Disengages [12.0].

18.84 A Fighter which attacks a Bomber carrying an MXY7 receives an additional +1 to its Burst Rating (if a Leader) or draws one additional card for its mini-hand (if a Wingman).

18.85 The MXY7, unlike normal ordnance, is subject to Flak (it may not, however, be attacked by enemy aircraft). Use the printed Area and Target Flak Ratings minus one (-1) against an MXY7. The MXY7 is destroyed if it incurs two or more points of damage from Flak. It automatically misses if a Target Flak card with a Spoiled Attack symbol is drawn or it is destroyed by Area and/or Target Flak.

18.86 The player controlling the MXY7 draws one Bomb card for it. The MXY7 does the same amount of damage as a normal bomb.

19.0 Pilots and Crews

19.2 Pilots

Corsairs and Hellcats introduces a new method of Skilled pilot (and Crew) selection. The procedure detailed in 19.24 and 19.34 below is used only in Corsairs and Hellcats. Players should continue to use the Zero! pilot selection rules for that game. (A future article in C3I – GMT's gaming magazine – will provide the necessary information to extend this method to Zero!.) However, players are free to combine Skilled pilots from both games.

This change was made for two reasons: first, to model the large shifts in overall aircrew skill that occurred on both sides during the war. Second, to incorporate the rules for Japanese Green pilots [19.4]. Players should note that this new method will considerably reduce the number of skilled pilots that will appear in a campaign.

19.24 Selecting Pilots: Before beginning a Campaign Mission or Strike, each side determines whether any Skilled pilots will be flying the Mission/Strike. This is done in the following manner.

1. Draw one Action card for each Fighter or Light Bomber (including Wingmen) flying the Mission or Strike. Player may draw in either order and may, if they wish, reshuffle the deck after the first player to draw has finished doing so.

2. Cross-index the card drawn with the proper line on the Pilot/Crew Selection Table on the Player Aid Card.

3. If the card drawn is listed on the chart, randomly select a Skilled pilot able to fly that aircraft type. Some US aircraft types have both Navy and Marine Corps Skilled pilots. When selecting Skilled pilots for one of those types in a given mission use one group or the other, not both. Use the following guidelines for selecting a group:
   Guadalcanal: either
   Eastern Solomons: Navy
   Santa Cruz: Navy
   Solomon Islands: Draw one action card. If the card is blue-bordered, Navy, otherwise USMC.
   Philippines 1944: Marine if Mission aircraft are USMC; otherwise, Navy
   Okinawa: Marine if Mission aircraft are USMC; otherwise, Navy

4. Assign each Skilled pilot selected to an aircraft. Skilled pilots must be assigned to Leader aircraft if possible. If a Skilled pilot is assigned to a Wingman consult the Skilled Wingman Table (also on the Player Aid Card) to determine how his skills are used. A Skilled Wingman who is "promoted" due to his Leader being shot down uses his skills normally.

The number of skilled pilots is limited by the counter mix and by any special rules for the campaign being played. (For example, in the Santa Cruz campaign the Japanese player may not have more than one Skilled

pilot per Strike.) In addition, if an aircraft type that is part of a Mission/Strike has no Skilled pilots (i.e., the Ki-30) do not draw for that aircraft type (**Exception**: if using the Green Pilot/Crew rules [19.4] draw for all aircraft). Finally, Japanese pilots with an aircraft type of A6M may **not** be used with the A6M2-N Rufe. However, skilled A6M2 pilots (from Zero!) may by used to fly the A6M3 and A6M5 (exceptions to 19.23).

19.26 (Optional) Historical Pilots: The Pilot/Crew Selection Table has a column listing the Skilled Pilots who historically were present in each campaign. If players wish they may limit their Skilled pilot selections to only those pilots.

19.3 Crews

19.34 Selecting Crews: Crews are selected using the same system as is used for Skilled Pilots [19.24]. However, unlike Pilots, there may never be more than one Skilled Crew per formation. Note that Corsairs and Hellcats includes Skilled Crews for both Medium and Heavy Bombers.

19.4 (Optional) Green Pilots/Crews

In December of 1941 Japan had, arguably, the finest combat pilots in the world. By mid-1944 Japanese aircrew skill had deteriorated so badly that Kamikaze attacks were instituted in part because they were the only way that the barely-trained pilots could be effective. What happened? Ironically, the very methods that produced the superb early war flyers were the Japanese downfall. The training program was so rigorous that it was incapable of producing more than a trickle of pilots. When large numbers of the pre-war pilots and crews were lost at Midway and in the battles around Guadalcanal they could not be replaced.

These rules are optional, because using them will make it very difficult for the Japanese player to win the campaigns in which Green Pilots are present in any numbers. However, they do reflect the handicap that the late-war IJN and IJA operated under.

19.41 Selecting Green Pilots/Crews: The Pilot/Crew Selection Table has listings for Green Pilots and Crews as well as Skilled ones. The same Action card draw is used to determine which type (if any) is chosen.

 Example: In the Santa Cruz campaign the Japanese player is drawing for an A6M2. If he draws a SCISSORS or HALF LOOP card he receives a Skilled Pilot, if the draw is a VERTICAL ROLL card he gets a Green Pilot. On any other draw he receives no Pilot of either type.

19.42 Green Pilots and Crews are assigned in the same way as Skilled ones. However, Green Pilots are assigned to Wingmen first, then Leaders. Green Pilots/Crews are assigned to aircraft after Skilled Pilots/Crews. There **may** be more than one Green Crew per formation.

19.43 Green Pilots/Crews Effects: Green Pilots and Crews have the following effects:

- Green Pilots reduce their aircraft's Burst Rating by one (-1).

- Green Wingmen reduce their aircraft's Attack Rating by one (-1). This reduction is cumulative with those for being Loaded [17.15] and for being at Very High altitude [5.32].

- Both Green Pilots and Green Wingmen are limited in their ability to respond to enemy card play. A Green Pilot/Wingman may play a maximum of one Response card (i.e. a Blue-bordered card or a White-bordered card used to Respond) per Wingman Attack or Play Cards Step. **Example:** A Japanese A6M5 with a Green Pilot is attacked by an American F6F. The aircraft are Neutral, and the Japanese player's hand includes a MANEUVERING and two TIGHT TURN cards. The US player plays an IN MY SIGHTS (1B/2D) card. The Japanese player responds with one of his TIGHT TURNS. The American responds with a TIGHT TURN of his own. Because the Japanese pilot is Green the Japanese player may not respond with his other TIGHT TURN and must take the two points of Damage. In addition, the Japanese player will be unable to respond at all to any further Attack cards that the F6F plays during **that** Play Cards Step. During the ensuing Japanese player turn, the A6M5 plays its MANEUVERING card. The US player responds with yet another TIGHT TURN. The Green pilot may use his own TIGHT TURN card at this point, but if the US player responds to it he will be unable to play any further response cards.

- Green Crews have a Turret Support Rating of Zero (0).

- All Green Pilots and Crews reduce the effect of their bombing by one level (**exception:** this does not apply to Kamikaze attacks). This reduction is cumulative with the reduction for Saturation Bombing against a Naval Target. So, for example, a Ki-49 attacking a Naval Target would have to draw a Vital result to have any effect on the target.

- The Allied player receives one (1) less VP than usual for shooting down or Damaging an aircraft with a Green Pilot and two (2) less VP for shooting down or Damaging an aircraft with a Green Crew.

19.44 When using this rule all Kamikazes [28.0] have Green Pilots/Crews.

21.0 Bombing

21.6 Saturation Bombing

21.64 Skip Bombing. Beginning in March of 1943 (this includes the Early 1943 Phase of the Solomon Islands campaign) Allied Saturation Bombers at Very Low altitude may employ Skip Bombing against Naval Targets.

Skip Bombing aircraft resolve attacks using Level Bombing [21.3] instead of Saturation Bombing. As a result, 21.63 does **not** apply. However, the Norden Bombsight bonus [18.32] may still not be used.

27.0 New Mission and Target Types

27.1 Target Systems

27.11 Certain results on the Mission Targets tables on the Campaign Sheets indicate a Target System (i.e., a group of possible targets) rather than an individual target. These results are printed in CAPITAL letters on the table.

27.12 Whenever a Target System is selected draw one card and consult the Target Systems chart on the Land Campaign Log. The card drawn will indicate the actual target of the mission. This draw is made **before** choosing Resources [24.5] for the mission.

 Example: In the Okinawa campaign Mission #2 (SHIPPING) is selected. Since the Target Type is capitalized the players know that it is a Target System. The attacking player draws one Action card and looks at the Shipping line on the Target Systems Chart. If the card drawn was Red-Bordered the target of the mission is a Freighter.

27.2 Special Missions

27.21 Certain Missions on the Mission Targets tables have a Location of "Special". When a mission of this type is selected, flip the allied/axis turn marker to determine the time of day of the mission. The Japanese (Rising Sun) side indicates a Day mission, the Allied (Star-in-a-Circle) side indicates a Night mission. The players then consult the Special Mission Chart (located on the Player Aid Card) for that campaign. There is one Day and one Night mission per phase in each campaign. Play the appropriate mission for time of day, phase, and campaign.

27.22 When a Special Mission is selected the players do **not** choose Resources (exception to 24.52). Instead, the Special Missions Chart lists the Resource aircraft each player receives. Note: this means that if one or more Special Missions occur in a campaign both players will have "left over" resources at the end of the campaign.

27.3 Night Missions

Note: These rules differ from those in 8th Air Force. This is mainly because in Corsairs and Hellcats night Missions are two-player rather than solitaire. If players wish, they may use these rules to devise two-player night missions and campaigns for the earlier games in the series.

27.31 Flying at night has several effects on the game rules. They are detailed below.

a. All Formation Aircraft in a Night Mission have a Turret Support Rating of zero (0).

b. Bombing at night is less accurate than daylight bombing. The Night Bombing Table on the Player Aid Card details how Bomb Results are reduced.

c. Flak is also less effective at night. Reduce all Target and Area Flak values by one (1).

d. Wingmen are not used in Night Missions.

e. At the beginning of each player turn of each turn of a Night Mission the player controlling that Leader aircraft draws one or more Action Cards to see if it locates the enemy aircraft. Fighters with a Night Combat Rating draw a number of cards equal to the rating; all other Fighters draw one card. If any of the cards drawn is Blue-bordered that player turn proceeds normally. Otherwise that Fighter may do nothing that player turn. (**Exception:** if the Leader has fewer cards in his hand than his Performance Rating allows he may draw cards normally. He may not, however, discard.)

Example: It is the beginning of the Early 1943 Night Special Mission of the Solomon Islands campaign. On the first Target-Bound turn the P-38F Leader draws one card at the beginning of his player-turn. The card is blue-bordered, so he will be able to attack the Japanese bombers that turn. He does so, playing one MANEUVERING and two IN MY SIGHTS against one of the bombers. He then draws two new cards, based on his HP Rating of 2. At the beginning of his next player turn he draws a red-bordered card. He will thus not be able to conduct a player-turn. However, since he only has 5 cards in his hand and has a Performance Rating of 6 he can draw one more card. He could not, in this case, discard a card and draw two new cards into his hand. On the third Target-Bound turn he draws a white-bordered card. He can do nothing, not even draw. The mission proceeds to the next turn.

27.32 If a Night Mission involves both Night Fighters and non-Night Fighters the non-Night Fighters take their player turns after all Night Fighters. (Note: there are no such missions in Corsairs and Hellcats. This rule is included for players wishing to create their own Night Missions.)

27.4 Submarines

Submarines may submerge to avoid attack. The following rules represent that ability.

27.41 Aircraft attacking submarines are assumed to be carrying depth charges. An airplane's depth charge capacity is determined as per 18.71.

27.42 The attacking player must secretly designate his depth charge settings before the mission begins. Settings can be surface, shallow, or deep. All of the depth charges on a single airplane must be set to the same depth.

27.43 At the end of the Target-Bound Phase, the defending player draws an action card to determine his warning time. Warning time affects the depth to which his submarine may dive. The Defending player designates submarine depth immediately after the card draw.

Blue-bordered: ample warning; sub may be at surface, shallow, or deep.

Red-bordered: little warning; sub may be shallow or surface.

White-bordered: no warning; sub must remain on surface.

27.44 A depth charge that explodes at the same depth level as the submarine does damage of Miss=0, Hit=1, Direct=4, Vital=7. Depth charges set for a different depth do less damage: Miss=0, Hit=0, Direct=1, Vital=3.

27.45 Depth charge attacks must be made from Very Low altitude. The attacking player does not receive extra card draws for attacking from that altitude (a Skilled Pilot with the BM (Bomb) skill or a Skilled Crew with the BD (Bombardier) skill does draw an extra card). If the submarine is shallow or deep it does not draw for Target Flak. If it is on the surface it draws one Target Flak card per attacking aircraft.

27.5 Air Drops

In an Air Drop Mission the attacking player is dropping supplies (i.e., Cargo) rather than bombs.

27.51 The Cargo rating of the Mission aircraft is either their printed Rating (in the case of Transports) or is listed on the Campaign Sheet.

27.52 During the Bomb turn the attacking player draws one card per point of Cargo Rating and looks at the Strafe Result. Each Hit delivers one supply point. Skilled Pilots with the BM (Bomb) or S (Strafe) skill and Skilled Crews with the BD (Bombardier) skill do **not** draw an extra card. In addition, the Norden Bombsight bonus [18.31] may not be used in an Air Drop.

27.53 Air Drops must be made from Very Low altitude.

27.6 Mine Laying

In a Mine Laying Mission the attacking player is delivering mines rather than bombing a target.

27.61 Mine Laying Missions are conducted according to the normal rules for Missions [23.0] with the following exceptions.

a. There is no Area Flak or Target Flak.

b. During the Bomb Turn attacking aircraft deliver their mines at the time they would normally Bomb. However, no bomb cards are drawn. Instead the attacking player simply scores one VP for each mine carried by that aircraft. Note that the Norden Bombsight bonus [18.32] is **not** used in this mission.

27.62 Mines must be delivered from Very Low altitude.

28.0 Kamikazes

Kamikaze means "divine wind", a reference to the typhoons that destroyed two attempted Mongol invasions of Japan. The Kamikazes were organized suicide pilots who attempted to destroy Allied ships by crashing their aircraft into them. This tactic came as a surprise to Allied planners, who were never able to develop truly effective countermeasures. Only the American skill at damage control and their numerical superiority in aircraft prevented the Kamikazes from being even more effective than they were.

28.1 General

Kamikaze Missions are conducted somewhat differently than those described in 23.0. Mission aircraft are determined randomly, and a special table is used for target damage. Most importantly, there is a Search Phase of variable length between the Target-Bound and Over Target Phases.

28.2 Aircraft Selection

28.21 Draw one Action card and cross-reference it with the Kamikaze Aircraft Table on the Player Aid Card. This determines the Mission aircraft. Resource aircraft are selected normally.

28.22 Only the Mission aircraft may make a Kamikaze attack [28.5]. Place a Kamikaze marker on these aircraft as a reminder.

28.23 Kamikaze Medium Bombers must begin the Mission at Very Low altitude, unless noted otherwise on the Kamikaze Aircraft Table. Kamikaze Fighters and Light Bombers may begin at any altitude except Very High, but must be at Very Low at the end of the Ingress Turn and remain at that altitude throughout the Bomb Turn.

28.24 All Kamikaze aircraft are considered to be carrying bombs (no separate Bomb counter is needed). Therefore, Kamikaze Fighters and Light Bombers suffer the Loaded Penalty [17.15]. Kamikazes may not voluntarily Jettison their Bombs. Kamikaze Fighters do not have to Jettison if they are Damaged (exception to 18.22).

28.25 Do not draw for Skilled Pilots or Crews for Kamikazes. In addition, when using the Green Pilot/Crew rules [19.4] all Kamikazes are considered to be Green. **Exception**: G4M2s carrying the MXY7 Ohka do draw for Skilled crews and are not automatically Green.

28.26 Kamikaze aircraft may not Disengage [12.0].

28.3 Target-Bound Phase

Determine the duration of the Target-Bound Phase normally [23.24].

28.4 Search Phase

28.41 After the last Target-Bound turn the Japanese player conducts a Search Phase.

28.42 At the beginning of each turn of the Search Phase the Japanese player draws one Action card and consults the Kamikaze Search Table on the Player Aid Card to see what target he has found that turn.

28.43 If the Japanese player decides to attack the target or he has made his third draw, the Search Phase ends. Begin the Over Target Phase **immediately**. Interceptors and escorts may decide to Break Off as per 23.51.

28.44 If the Japanese player decides not to attack the target he has found, play a normal turn. At the end of the turn each aircraft at Low or Very Low altitude takes one round of Area Flak from the target identified by the Action card draw. Make another Search Phase draw.

28.5 Over Target Phase

28.51 The Ingress and Egress Turns of the Over Target Phase are played as normal.

28.52 In order to make a Kamikaze attack a Kamikaze MUST begin the Bomb Turn at Very Low altitude.

28.53 Kamikaze attacks are resolved as follows.

1. The Japanese player draws one Action card for the Kamikaze and consults the Bomb Result.

2. The Allied player draws a number of cards equal to the target's printed Target Flak Rating. If the Kamikaze aircraft is destroyed, it automatically Misses. Spoiled Attack cards have no effect on a Kamikaze, however, Kamikazes may **not** respond to Target Flak [22.26].

3. If the Kamikaze gets a Hit or better result and the Kamikaze is not destroyed it does damage based on the Kamikaze Damage Table, **not** the Target Sheet (**exception:** the MXY7 [18.86]).

4. The Kamikaze is removed from play immediately after its attack, regardless of the result. Kamikazes may not Strafe.

28.54 The Egress Turn is still played even if all Japanese aircraft have already been destroyed. In that case the only thing that occurs during the Turn is that Area Flak [22.1] is resolved against any defending aircraft which continued Over Target [23.51].

28.6 Home-Bound Phase

Determine the duration of the Home-Bound Phase normally [23.24].

28.7 Mission Victory Points

These are awarded as usual, EXCEPT that the Allied player does not receive any Victory Points for Kamikazes that are shot down. (This does not include G4M2s carrying Ohkas, which score VP if damaged or destroyed normally.)

Example of a Kamikaze Mission: It is the March phase of the Okinawa campaign. Mission #14, the Kamikaze Mission, is selected. The Japanese player draws an IN MY SIGHTS (3B), which gives him eight Kamikaze aircraft: one element each of Ki-45s and Ki-61s and two elements of Ki-27s. The players then choose resources. The Allied player chooses Resource #1, giving him one element of F6Fs to defend against the Kamikazes. The Japanese player chooses Resource #3. Since the Japanese Mission aircraft are IJA, he receives an element of Ki-61s. As a result, the Ki-61 Mission aircraft are changed to Ki-43-IIs (see note 2 on the Kamikaze Aircraft Table).

The Mission then proceeds to the Target-Bound Phase. Because the Mission aircraft are Fighters this Phase lasts two turns. At the end of the second turn the Japanese player begins his Search Phase. His first Search draw is a Miss. Since he has found nothing he must play a turn. Then he makes a second draw. This one is a Hit, resulting in a Light Carrier being found. The Japanese player is after bigger game, so he elects not to attack it. Another turn is played, after which all aircraft at Low or Very Low altitude take one Flak card (the Light Carrier has an Area Flak Rating of one). The Japanese player then makes his third and last Search draw. He draws a Direct, a Battleship target. As this was his last Search draw, he must attack the Battleship. Play moves on to the Ingress Turn.

By the beginning of the Bomb turn the Japanese player has three Kamikazes left: the two Ki-45s and one Ki-27. The Ki-45s make their attack first. The Japanese player draws one card for each plane. He gets a Hit and a Vital. The Allied player then draws four Flak cards for each aircraft. He gets a Spoiled attack against the first Ki-45. However, Spoiled Attacks have no effect on Kamikazes, so the Japanese aircraft hits its target and causes 3 points of damage (it is a multi-engined aircraft). The Ki-45 is then removed from play. The second plane also survives the hail of flak and crashes into the battlewagon. It does 11 points of Damage and is also removed from play. The US player receives no VP for the destruction of the two Ki-45s.

Now the Ki-27 attacks. It draws a Direct. However, the Battleship's Flak does five points of Damage to it, destroying the Nate. It does no damage, but the US player again receives no VP for destroying it.

Finally, the surviving escorts and interceptors play out the Egress and Home-Bound turns.

29.0 The Guadalcanal Campaign

The Guadalcanal Campaign recreates the bitter struggle to secure that island. It is played out in weekly game turns, each of which contains two missions. Players must allocate their available aircraft in order to best succeed in both the individual missions and the campaign as a whole.

Note: *Eighth Air Force* players will recognize the similarities between this campaign and the Stalingrad Airlift operation in that game. However, there are also significant differences. Be sure to read these rules carefully.

29.1 Campaign Sequence of Play

• Draw a card to determine the weather for the week (**exception:** this is not done on the first week of the campaign).

• Draw a card to determine the Attack Mission target [29.42].

• Play the Attack Mission.

  ♦ Determine the Mission Duration [23.2].

  ♦ Secretly select, then reveal, aircraft participating in the mission and the ordnance they are carrying.

  ♦ Randomly select Pilots and Crews for the Mission [19.2 and 19.3].

  ♦ Conduct the Mission [23.0].

♦ Move the marker on the Campaign Track according to the results of the mission [29.63].

• The Japanese player determines the target of the Resupply Mission [29.43]. **Optional:** Play one of the Carrier Campaigns [29.7].

• Play the Resupply Mission.

  ♦ Determine the Mission Duration [23.2].

  ♦ Secretly select, then reveal, aircraft participating in the mission and the ordnance they are carrying.

  ♦ Randomly select Pilots and Crews for the Mission [19.2 and 19.3].

  ♦ Conduct the Mission [23.0].

  ♦ Move the marker on the Campaign Track according to the results of the mission [29.63].

• Check for victory. If the marker on the Campaign Track is in either the Americans Evacuate or Japanese Repulsed space the campaign ends. Otherwise, the US player draws an Action card to check for possible reinforcements [29.57] and any Events [29.65] listed in the space occupied by the marker are noted for the next week.

29.2 Campaign Sheet

The Guadalcanal Campaign Sheet provides information necessary to play the Campaign. The Campaign Sheet includes:

• The Campaign Name
• A Campaign Sequence of Play
• The Campaign Track
• A listing of adjustments to the marker on the Campaign Track
• A Weather Table
• An Attack Mission Targets Table
• A US Reinforcements Table
• A Campaign Map

29.3 Campaign Log Sheet

A Campaign Log Sheet for the Guadalcanal campaign is included in the game. Players use this sheet to keep track of the missions conducted, Victory Points scored, US reinforcements received and aircraft and Japanese shipping available for use in the Campaign. Each player will need a Log Sheet for each Campaign played. GMT Games grants permission for players to photocopy these sheets for personal use.

29.4 Missions

29.41 In each week of the campaign two missions are conducted: an Attack Mission and a Resupply Mission. The target and the attacking and defending players for the Attack Mission are determined randomly; the Japanese player chooses the target of the Resupply Mission and is always the defending player for that mission.

29.42 Selecting the Attack Mission Target. One of the players draws an Action card and cross-references the card drawn with the Attack Mission Targets table on the Campaign Sheet. The result determines both the Mission target and the attacking player.

29.43 Selecting the Resupply Mission Target. After the Attack Mission has been played the Japanese player announces whether the Resupply Mission will use a Destroyer or Freighter target. The Japanese player begins the campaign with five (5) Destroyers and three (3) Freighters available for use in the Resupply Mission. Each time one of them is sunk during the Mission cross off one box on the appropriate line of the Campaign Log. If all ships of one type have been sunk that type may no longer be selected as the Resupply Mission target. If all ships of both types have been sunk the Resupply Mission is no longer played. Instead, play only the Attack Mission and, after adjusting the marker based on its result, move the marker one space to the left. When using the optional Carrier Campaign rules [29.7] the Japanese player may **not** declare a Carrier Campaign if all of his ships have been sunk.

29.44 Altitude. Fighters and Light Bombers assigned to either Mission may start at any altitude except Very High. Japanese G4M1 Bombers and US PBY Patrol aircraft must start at Very Low, Low or Medium altitude. US B-17E Bombers must start at Medium or High altitude. As always, Formation aircraft may not change altitude during the Mission.

29.45 Mission Duration. All Missions have a base number of 8 Target-Bound and 7 Home-Bound turns. This numbers is reduced according to the speed of the mission aircraft as usual.

29.5 Aircraft Allocation

29.51 Unlike the usual Down in Flames campaign, players of the Guadalcanal campaign choose the aircraft that will fly in each Mission. Aircraft are restricted in three ways: the number of each type available, the number of each type that can be used in a given week, and the total number of aircraft that can be used that week.

29.52 Weather. At the beginning of each week one player draws an Action card to determine the Weather for that week. The card drawn is cross-indexed on the Weather Table located on the Campaign Sheet. The result gives the weather condition and the **total** number of aircraft that may be assigned to missions during that week (Note: the US total may be adjusted depending on the position of the marker on the Campaign Track

[29.65]). **Exception:** during the first week of the campaign do not draw for weather. Instead, each player may assign a total of four (4) aircraft to missions during that week.

29.53 The Campaign Log lists all of the aircraft available to each player. Each type's name has a parenthesized number after it. This number is the maximum number of aircraft of that **type** that can be assigned to a mission during any one week. Aircraft that are used in the Attack Mission cannot be used in the Resupply Mission, and vice versa.

29.54 The boxes shown after each type's name represent the total number of that type that the player has for use in the campaign. Some US aircraft types have both shaded and unshaded boxes; the shaded boxes represent reinforcement aircraft [29.57]. Each time an aircraft is destroyed during a mission check off one box of the appropriate type. If all boxes of a type are checked off, aircraft of that type may no longer be used in the campaign.

29.55 Within the limits of 29.52-29.54 players may assign aircraft to missions as they wish. Whenever possible the aircraft assigned to a mission must be grouped into elements or formations. Fighters capable of carrying bombs may do so.

29.56 Aircraft do not have to be assigned to the Resupply Mission until after the Attack Mission is played.

29.57 Reinforcements. Only the US player receives reinforcement aircraft. Reinforcement aircraft become available in groups. The US Reinforcements Table on the Campaign Sheet lists each group. At the end of each week he draws one Action card. If the card is Red-bordered the next group becomes available for use in the succeeding weeks. Reinforcement groups must be taken in numerical order.

29.6 The Campaign Track

29.61 The Campaign Sheet contains a Track that is used to determine victory in the campaign, as well as the occurrence of certain special Events [29.65]. A marker is provided to place on the track and this marker is moved depending on the results of each mission.

29.62 At the Beginning of the campaign place the marker in the Start Campaign space.

29.63 After the completion of each mission (or Carrier Campaign [29.7]), consult the Adjustments to Marker section of the Campaign Sheet to see how many spaces (if any) and in what direction the marker is moved. The VPs Scored column for the missions refers solely to the VP scored for damage to the target. In the Guadalcanal campaign VP are **not** scored for damaging/destroying aircraft, returning Undamaged, etc.

29.64 Victory or the occurrence of an Event is determined by the space occupied by the marker at the **end** of each week. Changes in the position of the marker during a week have no effect.

29.65 Events. Three of the spaces on the Campaign Track have special Events listed. Whenever the marker ends a week in one of these spaces one or more of the following Events occurs during the next week.

• Pistol Pete: When this Event is in effect any Japanese Attack Mission against the airfield target scores one additional point of Damage. ("Pistol Pete" was the nickname given by the Marines to a Japanese 75mm gun. Whenever they could get close enough to Henderson Field they would use the gun to shell the airfield.) This Event is in effect whenever the marker ends the week in either the Pistol Pete or Fighter One spaces.

• Fighter One: When this Event is in effect the US player has two (2) less aircraft available for the week than the Weather Table draw allows him. This Event is in effect whenever the marker ends the week in either the Fighter One or Henderson Field spaces.

• Henderson Field: When this Event is in effect any Japanese Attack Mission against the airfield target is changed to an Attack Mission against a ground forces target. The Japanese player is still the attacker. This Event is in effect whenever the marker ends the week in the Henderson Field space.

The position of the marker only causes an Event during the succeeding week. If the action during that week causes the marker to shift out of the spaces that trigger it, it will not occur again until the marker ends another week in the appropriate space.

29.7 (Optional) Carrier Campaigns

The Battles of Eastern Solomons and Santa Cruz were both fought as part of the Guadalcanal campaign. This option allows the players to recreate that aspect of the campaign. The rule is optional because playing the carrier battles will add considerably to the playing time of the campaign.

29.71 Starting with the third week of the campaign the Japanese player may declare the Battle of Eastern Solomons **instead** of his Resupply Mission.

29.72 Starting with the sixth week of the campaign the Japanese player may declare the Battle of Santa Cruz **instead** of his Resupply Mission.

29.73 Each carrier campaign can be fought only once. In addition, if the Japanese player declares Santa Cruz before declaring Eastern Solomons he may no longer declare Eastern Solomons.

29.74 The Japanese player may only declare a carrier campaign if he is the defending player in that week's Attack Mission.

29.75 If a carrier campaign is declared play the appropriate campaign, using the Campaign Sheet and the normal rules [25.0].

29.76 After the victor in the carrier battle is determined shift the marker as listed in the Adjustments to Marker section of the Campaign Sheet (if the battle ends in a tie, there is no change to the marker's position). In addition, if the US player wins a carrier battle he **automatically** receives his next reinforcement group at the end of that week.

29.8 Campaign Victory

The Campaign continues until the marker ends a week in either the Americans Evacuate space or the Japanese Repulsed space.

Extended Example: It is the beginning of the third week of the campaign. In the first two weeks the Japanese player has managed to move the marker one space to the right on the Campaign Track. So far the Japanese have lost 1 A6M2 Zero, 2 G4M1 Bettys and a destroyer. US losses have been 2 F4F Wildcats and 1 SBD Dauntless. The US player has not received any reinforcements [29.57]. The players are using the optional Carrier Campaign rule [29.7].

The turn begins with a draw for the week's weather. The card drawn is a TIGHT TURN, giving weather conditions of Scattered Storms. The US player will be able to use a total of 8 aircraft this week, the Japanese player 6. Now one of the players draws for the target of the Attack Mission. An IN MY SIGHTS is drawn. Cross-indexing it on the Attack Mission Table shows the Japanese player will be attacking the Airfield target.

Both players now secretly assign aircraft to the Attack Mission. The Japanese player decides to attack with 3 aircraft: 2 D3A1 Vals and a single Zero as escort. The US player chooses to defend with a pair of F4Fs. Despite the American's 2:1 advantage in fighters and the airfield's heavy Target Flak, the Japanese attack inflicts 8 points of Damage, good for 10 VP and a shift of two spaces to the right on the Campaign Track. The marker is thus moved into the Fighter One space (note, though, that the Event does not come into effect at this time). Worse yet for the US player, he loses another Wildcat, leaving him with only one. In return he shoots down one of the Vals.

Play moves to the Resupply Mission. As this is the third week of the campaign, the Japanese player has the ability to play the Eastern Solomons campaign instead of the Resupply Mission. However, since he was the attacker in the Attack Mission he may not do so this week. His only choice is whether the target will be a Destroyer or Freighter. He briefly considers going with a Freighter. If he can get it through the mission Undamaged he would move the marker two more

spaces to the right, enough to win the campaign. Given that the US player will be attacking with 6 aircraft, though, that seems unlikely. He instead chooses a Destroyer. He may guard it with up to 3 aircraft. Since he has already used one Zero this week he may only use one more. The other two planes are his pair of A6M2-N Rufes.

The US player assembles an attacking force of 2 P-400 Airacobras, 2 SBD Dauntlesses and 2 TBF Avengers. It sinks the Destroyer, moving the marker one space to the left. One Dauntless is lost.

Since no one has won the campaign the US player draws a card for reinforcements. He breathes a sigh of relief as an OUT OF THE SUN gives him two more Wildcats.

Finally, the players note that the marker has ended the week in the Pistol Pete space. If the Japanese player attacks the airfield again in Week 4 he will do one additional point of damage to it.

30.0 The B-29s in China Solitaire Campaign

The first attacks made by B-29 Superfortresses against Japan were launched from airfields in Nationalist-held China. These attacks were ineffective, and the B-29s were later relocated to bases in the Marianas.

B-29s in China is a solitaire campaign. The player controls three Superfortresses. During each weekly game turn he must balance their activities between flying bombing missions, training the crews in the use of their aircraft, repairing damage, and transporting the supplies necessary to conduct his air offensive against Japanese targets.

Note: B-29s in China, like all other Down in Flames campaigns, uses Action card draws to resolve various random occurrences. Unlike the other campaigns, though, the player does not check the card's type or color to get a result. Instead he looks at the index number, which is located on the left side of the card immediately above the "Attack" portion of the card.

30.1 Campaign Sequence of Play

• Draw one card to see if a Mission must occur during the following Week (Week 5 and later).

• Remove one point of damage from each B-29.

• Assign a Duty [30.3] to each B-29.

• If any B-29s are assigned the M Duty conduct a Mission [30.4].

   ♦ Expend 20 Supply Points for each B-29 that is going on the Mission.

   ♦ Determine Mission Duration [23.2] and choose an altitude [30.42].

♦ Draw one card and consult the Environment column on the Mission/Supply Transport Table. Explanations of the results on the column are found on the Campaign Game Resource Sheet.

♦ Draw one card and consult the Opposition column on the Mission/Supply Transport Table.

♦ Draw one card for each B-29 on the Mission and consult the Event column on the Mission/Supply Transport Table. Explanations of the results on the column are found on the Campaign Game Resource Sheet.

♦ Conduct the Mission [23.0].

♦ Record any VP gained or lost.

♦ Check to see if Training boxes may be checked off [30.65].

• If any B-29s are assigned the S Duty conduct a Supply Transport [30.5] for each B-29 assigned to the Duty.

♦ Draw one card and consult the Transport column on the Mission/Supply Transport Table. Note that this may require draws on the Event and/or Opposition columns as well.

♦ If the Transport is opposed determine the number of Turns of combat and the starting altitude of the opposing fighters. Conduct the combat [30.8].

♦ Record the number of Supply Points and VP (if any) gained, or, in the case of VP, lost.

• If any B-29s are assigned the T Duty check off one Training box of the player's choice for each of them.

• If any B-29s are assigned the R Duty remove 4 points of Damage from each of them.

• If the Follow Up Attack Event was drawn one or more times during the Week conduct the attack. Record any VP gained or lost and any damage caused to B-29s.

• Bring in Replacement B-29s, if desired [30.73].

• If a Mission was conducted during this Week or a Mandated Mission was not flown [30.47] draw one card to determine the next Mission target.

• If this is Week 12, determine Campaign Victory.

30.2 Campaign and Log Sheets

30.21 Campaign Sheet. The B-29s in China Campaign Sheet provides information necessary to play the Campaign. The Campaign Sheet includes:

- The Campaign Name

- A Campaign Sequence of Play

- A listing of Victory Point Awards

- A Mission Targets Table

- A Mission/Supply Transport Table

- An Opposition Combat Table

- A Random Aircraft Selection Table

- A Campaign Map

- A Victory Table

30.22 Campaign Log Sheet A Campaign Log Sheet for the campaign is included in the game. Players use this sheet to keep track of the Duties assigned, Missions conducted, Victory Points scored, Supply Points received and expended and the training status of each B-29. GMT Games grants permission for players to photocopy these sheets for personal use.

30.3 Duties

30.31 At the beginning of each Week of the campaign the player **must** assign a Duty to each of his B-29s. The possible Duties are:

M Assign the B-29 to a Bombing Mission [30.4].

S Transport Supplies [30.5].

T Conduct Training [30.6].

R Repair up to 4 points of damage to the B-29 [30.7].

30.32 A B-29 may be assigned only one Duty per Week. (However, more than one B-29 may be assigned the same Duty in a given Week.) The Duty assigned to a B-29 in any one Week has no effect on the possible Duties that can be assigned to that B-29 in succeeding Weeks.

30.33 B-29s may not be assigned the M Duty until Week 4.

30.34 Only B-29s on their Undamaged side may be assigned the M Duty. Damaged B-29s may be assigned the S, T or R Duties.

30.35 It costs 20 Supply Points to assign a B-29 the M Duty.

30.4 Missions

30.41 Beginning with Week 4 B-29s may be sent on a Bombing Mission by assigning them the M Duty. If more than one B-29 participates in the Mission they are all part of a single Formation [17.22].

30.42 The player may choose a starting altitude of Medium, High or Very High for the B-29s (exception: the Mine Laying Mission (target D) must be flown at Very Low altitude). Since the B-29s are Formation aircraft, they cannot change altitude during the Mission.

30.43 After choosing his starting altitude the player draws an Action card and cross-references the card's index number with the Environment column of the Mission/Supply table on the Campaign Sheet. Add one (1) to the index number of the card drawn for each unchecked training box [30.62] of **each** B-29 participating in the Mission. Next, the player draws another card and cross-references its index number with the Opposition Column of the same table to determine the number and type of Japanese fighters that will oppose the Mission (note that the number of opposing aircraft can change, depending on the Event draws). Finally, he draws one Action card for **each** B-29 participating in the Mission and cross-references that card's index number with the Event column of the Mission/Supply Transport table. Add five (5) to the index number for each unchecked training box of **that** B-29. Note that the event draw may require a further draw on the Opposition column. In that case the Japanese aircraft drawn for are added to those opposing the mission. If additional draws on the Opposition column exceed the card mix, substitute A6M5s for the aircraft drawn for.

30.44 Missions are conducted using the normal campaign game Mission rules [23.0]. Award VP for the Mission using the Victory Point Awards table located on the Campaign Sheet.

30.45 The Week 4 Mission is always a Mandatory Mission [30.47] against target B. In addition, Victory Point awards for damage to the target during this Mission are doubled, and the VP penalty for not flying the Mission is 10 VP **per** B-29 not participating. B-29s that have been destroyed and not replaced [30.73] do not count for this purpose, but B-29s that cannot be assigned the M Duty because they are on their Damaged side [30.14] or because the player has insufficient Supply Points [30.35] do.

31.46 Starting with Week 4, each Week that a Mission is conducted or a Mandatory Mission [30.47] is not flown the player must draw one card and cross-reference its index number with the Mission Targets table on the Campaign Sheet to determine his next target (write the target's letter in the Next Mission column of the Mission/Duty Track on the Campaign Log). He does **not** have to perform the mission during the next Week. However, starting with that Week he draws one Action Card at the beginning of the Week. Add 10 to the index number of the card drawn for each week that has passed since he last performed a Mission. If the modified index number is 50 or greater he must perform a Mandatory Mission during the **following** Week or suffer a VP penalty. Write the target's letter in the Mission column of the Mission/Duty Track.

Example: At the end of Week 4 the player draws a card to determine his next target. The index number of the card drawn is 23, so the target is the Docks at Taku, Japan. At the beginning of Week 5 he draws a card. The number on that card is 44, so he will not have a Mandatory Mission on Week 6. He could, however, voluntarily perform the Mission on Week 5. Assuming he does not, he draws again at the beginning of Week 6. This draw is card number 46. Since he has to add 10 to the number this time the modified number is 56, which means that there will be a Mandatory Mission on Week 7.

30.47 On the Week that a Mandatory Mission is scheduled the player must either assign one or more B-29s the M duty or take a 10 VP penalty. In either case he will draw for a new target at the end of the turn.

30.48 Whether the player draws a Mandatory Mission or not, he may always voluntarily perform a Mission against his current next target in any Week. Doing so cancels any Mandatory Mission for the next Week and causes another draw for a new target.

Continuing the Example: At the beginning of Week 7 the player elects to perform the Mandatory Mission rather than take the 10 VP penalty. He assigns the M Duty to two B-29s, paying 40 Supply Points [30.51] for doing so. One B-29 has two unchecked training boxes, the other has 4 unchecked boxes. He decides that the Mission will be flown at Very High altitude. Next, he draws an Action card and looks at the Environment column of the Mission/Supply Transport table. The card drawn has an index number of 10 to which he adds 6 for the unchecked training boxes of his mission aircraft. The modified total of 16 gives a Flak Guns (US) result. The player will reduce the Target Flak of the Docks by one (1). Note that, in combination with the reduction for being at Very High, this means the B-29s will take no Target or Area Flak on this Mission.

Now the player draws another card to determine the opposition for the Mission. Card number 24 is drawn. Since the target is located in Japan the B-29s will face one element of Ki-84-Ia fighters.

The player then draws one card for each B-29 and consults the Event column of the table. The first card (for the B-29 with two unchecked training boxes) is number 14. The player adds 10 for the unchecked boxes, giving a total of 24, NO EVENT. The second card is number 74. Adding 20 for the four unchecked boxes on that B-29 gives 94, thus forcing another draw on the Opposition column. This draw is card number 39. Since there is only one element of Ki-84-Ia fighters in the game the player adds an element of A6M5 fighters to the opposing force instead.

The Mission is then played through. At the end of it the Docks target takes 12 points of damage (+10 VP). One B-29 is Damaged (-10 VP), the other went over target and returned Undamaged (+7 VP). One Japanese fighter is Destroyed (+5 VP) and one other is Damaged (+2 VP). The player gains a net total of 14 VP.

Since the player conducted a Mission, he must draw for a new target at the end the Week.

30.5 Supply Transport

In order to perform Missions the player must pay a cost of 20 Supply Points for each B-29 that is assigned the M Duty. Supply Points are gained by assigning aircraft to the S Duty or by drawing the Tail Winds Event during a Mission or Supply Transport.

30.51 In any Week in which one or more B-29s are assigned the S Duty the player draws one Action Card for each aircraft and cross-references the card's index number with the Supply column of the Mission/Supply Transport table. Add five (5) to the index number for each unchecked training box that that aircraft has. The modified result gives the number of Supply Points that the aircraft has carried over "the Hump" and may also mandate an additional draw on either the Event or Opposition column of the table. Any draw on the Event column uses only the modifier listed on the Supply column result, **not** the modifier for unchecked training boxes.

30.52 Each aircraft performs a Supply Transport separately. This means that, if the Transport is opposed, **only** the aircraft that drew the opposition result is involved in the combat, even if more than one B-29 is assigned the S Duty. See 31.8 for procedures when a Supply Transport is opposed. Note that if an opposed B-29 is shot down no Supply Points are gained, regardless of the result drawn on the Supply column.

30.53 Supply Points gained and expended are recorded on the Supply Point Track located on the Campaign Log. Unused Supply Points **do** carry over from Week to Week.

Example: On Week 3 the player assigns the S duty to one of his B-29s. The B-29 has three unchecked training boxes. The player draws Action Card number 31 and consults the Transport column on the Mission/Supply Transport table. Adding 15 for the unchecked training boxes gives a modified result of 46: 20 SP, Event. The player then draws on the Event column, this time adding nothing to the index number of the card drawn. The card is 59, so the Supply Transport is opposed by a single Ki-45. During the ensuing combat the B-29 manages to destroy the Ki-45. He delivers 20 Supply Points to China and gets 5 VP for shooting down the Japanese fighter.

30.6 Training

At the beginning of the campaign the crews of all three B-29s have limited training with their new aircraft. This is represented in the game by a lowering of the printed ratings on the aircraft cards. The ratings are raised to their normal values by training and going on Missions.

30.61 Initially the following ratings are lowered: Saturation Bombing (-2), Turret Defense (-1), Turret Support (-1) and both Damage Capacities (-1). Therefore, a completely "untrained" B-29 has a Saturation Bombing rating of five (5), a Turret Defense rating of two (2), a Turret Support rating of one (1) and requires only 11 damage points to be flipped to its Damaged side and 17 damage points to be Destroyed. **Important Note:** B-29s in this campaign may **not** use the Norden bombsight bonus [18.32].

30.62 The training status of each B-29 is kept track of on the Training Tracks located on the Campaign Log. As the B-29 crew becomes better trained boxes are checked off on the track for that B-29. Only unchecked boxes affect the B-29's ratings.

30.63 In addition to lowering the printed ratings, each unchecked training box adds to the index number of cards drawn and cross-referenced on certain columns of the Mission/Supply Transport table. Add five (5) for **each** unchecked training box an aircraft currently has to the index number of any draws on the Transport and Event columns (**exception:** only add to the number on Event column draws during a Mission, **not** a Supply Transport). Add one (1) for each unchecked box of **all** aircraft on a Mission to the index number of a draw on the Environment column.

30.64 In each Week in which an aircraft is assigned the T Duty the player may check off any one box for that aircraft (exception: the −2 Saturation Bombing box must be checked off before the −1 Saturation Bombing box). Once a box is checked off it no longer has any effect on the relevant rating.

30.65 In addition, after the completion of any Mission in which at least one B-29 survived and went Over Target the player draws an Action card. If the card's index number is from 1-45 he may check off one training box of **one** of the B-29s that went on the Mission, provided the B-29 went Over Target and survived the mission.

30.66 Any replacement B-29s [31.73] have all of their training boxes unchecked, unless the player chooses to "buy" training for them [30.74]. Erase any previously checked off boxes for that aircraft.

30.7 Damage, Repair and Replacement

Unlike other Down in Flames campaigns, damage done to B-29s remains on the aircraft until repaired.

30.71 B-29s can suffer damage due to any of the following: combat against Japanese fighters [30.8], the Engine Fire Event, a Japanese Follow up Attack, or Disengagement [12.0]. In the last case an Undamaged B-29 suffering a Damaged result on the Disengagement Table is flipped to its Damaged side and given exactly 12 points of Damage, even if the Damage Ratings training box is unchecked. The unchecked training

box does still affect the amount of repair necessary to flip the card back to its Undamaged side.

30.72 Damage is repaired in two ways:

1. At the beginning of each Week each B-29 with any damage has one point of damage removed.

2. Any B-29 assigned the R Duty has either 4 points of damage or the total amount of damage it has suffered (whichever is less) removed.

30.73 At the end of each Week the player **may** (not must) replace any B-29s which have been destroyed. A B-29 does not have to be replaced in the same Week in which it was shot down.

30.74 Replacement B-29 crews are normally untrained [30.61]. However, the player can check off up to two training boxes on a replacement B-29 at a cost of 5 VP per box.

30.8 Air Combat

As B-29s in China is a solitaire campaign most of the normal rules for air combat are not used. Whenever the rules in this section contradict those in the Basic and Campaign rulebooks these take precedence.

30.81 B-29s assigned to a Mission will almost always be opposed by Japanese Fighters. B-29s assigned to a Supply Transport will sometimes be opposed. In either case, after the player determines the number and type(s) of Japanese fighters involved he performs the following steps.

1. Draw for the length of the combat (Supply transport only). Draw one Action Card and cross-reference the index number with the Turns of Combat column on the Opposition Combat Table located on the Campaign Sheet.

2. Determine the starting altitude(s) of the Japanese fighters. Draw one Action Card for each element or Lone Leader and cross-reference the index number with the Starting Altitude column of the Opposition Combat Table. Note that the chosen altitude is lowered by one level when Mission D is being performed.

If a Mission is being performed the player has already chosen the starting altitude of the B-29s. When a Supply Transport is opposed the B-29 is always at High altitude.

30.82 Once the starting altitudes and length of combat have been determined begin playing turns. Use the following sequence of play rather than that given in 3.0 and 15.2.

1. Choose one fighter element or Lone Leader. If the element/Leader is at a different altitude from the B-29s change altitude towards them by one level.

2. If the element/Leader is now at the same altitude as the B-29s and has not chosen a B-29 to attack do so. Draw one Action Card and cross-reference the index number with the Random Aircraft Selection Table located on the Campaign Sheet. The element/Leader will continue to attack this B-29 until either it or the B-29 is shot down or Disengages [30.85]. If the B-29 is shot down or Disengages choose a new target aircraft in the same way.

3. If the element/Leader has chosen a B-29 it makes its attack. In this campaign both Leaders and Wingmen attack like Wingmen in a standard Down in Flames campaign. See 20.0 for the procedures involved. Draw cards for both the fighter and the B-29 and lay them out face up. Decide the order in which to play both sides' cards. If the fighter climbed an altitude level this turn draw one less card than normal. If the fighter dived an altitude level this turn draw one more card than normal. Also, remember to reduce the number of cards that the fighter draws based on its altitude [5.32]. If the element changed altitude this turn **only** the Leader may attack during the turn. Beginning the next turn both aircraft may   attack.
   Play Note: Obviously if the player can see all of the fighter's cards he can optimize his defensive play. This is intentional.

4. Choose the next element/Leader and perform steps 1-3. If all elements/Leaders have "gone" begin another turn.

Example: A B-29 performing a Supply Transport is opposed by a Ki-43-II Leader. The player first draws a card to determine the length of the combat. The card's index number is 51, which gives a length of 3 turns. He then draws another card to determine the fighter's starting altitude. Card number 72 means that the Ki-43-II will begin at Low altitude. Since this is a Supply Transport the B-29 is automatically at High altitude.

The player then begins the combat. On the first turn the Ki-43-II Leader climbs to Medium altitude. As he is still below the B-29 the turn ends there. On the second turn he climbs to High. He may now attack (since there is only one B-29 there is no need to use the Random Aircraft Selection Table). A Ki-43-II Wingman has an Offensive Rating of one (1) and a Defensive Rating of two (2). Normally that would allow the aircraft to draw three cards for its attack. However, since the Ki-43-II climbed a level this turn (-1 card) and is at high altitude (-1 card) he draws only one card. The B-29 draws two cards (its Turret Defense training box is still unchecked). The fighter draws an In My Sights (1B/1D). The B-29 draws an Ace Pilot (with a Spoiled Attack symbol) and a Tight Turn. The fighter's In My Sights is negated by the Spoiled Attack, so play proceeds to turn 3. This time the Ki-43-II can draw two cards. They are an In My Sights (1B/2D), and a Half Loop. The B-29 gets an Out of the Sun (2B/3D) and a Barrel Roll. The Fighter's In My Sights takes effect, but so does the B-29's Out of the Sun. Three points of damage is enough to flip the Ki-43-II, so if this was not the last turn of the combat it would

Disengage. The B-29 has taken 2 points of damage, but the player gets 2 VP for Damaging the Japanese fighter.

30.83 The Skilled Pilot [19.2] and Green Pilot [19.4] rules are not used in this campaign.

30.84 Fighters opposing a Mission will never continue Over Target [23.51].

30.85 Disengagement. B-29s performing a Mission may only Disengage [12.0] during the Target-Bound Phase. Follow the normal procedure for doing so. A B-29 opposed during a Supply Transport **cannot** Disengage. A Japanese Lone Leader will automatically Disengage if it is on its Damaged side at the end of a turn. A Japanese fighter element will automatically Disengage if both aircraft are on their Damaged side at the end of a turn. Japanese fighters which Disengage do **not** have to draw on the Disengagement Table, but the player still receives VP for damaging them.

30.9 Campaign Victory

At the end of Week 12 the player totals his accumulated Victory Points and consults the Campaign Victory Table on the Campaign Sheet to determine his level of victory.

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