

Scenarios for Down in Flames Supplemental Rules

The RAF in France. While the RAF held its Spitfire squadrons back for the defense of Great Britain, it did send some Hurricane squadrons to France. This is a typical small dogfight from the spring of 1940.

Aircraft: Bf 109E-3 (late) Leader and Wingman versus 3 Hurricane 1A (early).

Scenario rules:

1. The Hurricanes begin at altitude level 12, the Bf 109s at level 13.
 2. The Hurricanes are in a tight “vic” formation, with a Leader and 2 Wingmen. Use the “vic” rules for these formations. They are:
 - a. Wingmen can only attack aircraft that their Leader is Tailing or has Advantaged.
 - b. Only 1 Wingmen in a vic may attack in a turn.
 - c. Both Wingman in a “vic” draw 1 card in defense, rather than 2 cards.
 - d. These restrictions continue even if 1 of the aircraft in the “vic” is shot down.
 3. The Hurricanes have a defense of 6, while the Bf 109s have a defense of 5.
 4. All pilots are regulars.
 5. Normal victory conditions apply.
 6. The game lasts 6 turns.
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Belgian Hurricanes. On 12 May 1940, Adolf Galland and his wingman bounced 6 Belgian Hurricanes. Galland downed 2, the first of many kills for this German ace.

Aircraft: Bf 109E-3 (late) Leader and Wingman versus 6 Hurricane 1A (early).

Scenario Rules:

1. The Hurricanes begin at altitude level 4, the Bf 109s at level 5.
2. The Bf 109s have surprised the Hurricanes. They will always move first. On turn 1, the Hurricanes cannot play any cards in response to the Bf 109 cards and do not take a turn.
3. The Hurricanes are in two tight “vic” formations, each with a Leader and 2 Wingmen. Use the “vic” rules for these formations. These are:
 - a. Wingmen can only attack aircraft that their Leader is currently Tailing or has Disadvantaged.
 - b. Only 1 Wingman in a vic can attack in a turn.
 - c. Both Wingman in a “vic” draw 1 card in defense, rather than 2 cards.

- d. These restrictions continue even if 1 of the aircraft in the “vic” is shot down.
 4. The Hurricanes and Bf 109s have a defense of 5.
 5. The Bf 109 Leader (Galland) is a veteran pilot and a crack shot. The Bf 109 Wingman is a regular. One Hurricane leader is a regular and the other is a regular and a crack shot. Three of the Hurricane Wingmen are green, while the fourth is a regular.
 6. Normal victory conditions apply.
 7. The game lasts 6 turns.
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Raid on Rabaul. (Solitaire.) The USN’s February 1942 plans for a quick carrier raid on the newly acquired Japanese base at Rabaul were cancelled when the USN carrier task force was spotted by Japanese seaplanes. Before the force could withdraw, the Japanese sent an unescorted bomber group against it. Defending Wildcat fighters savaged the bombers.

Aircraft: Two F4F-3 Leaders and 2 F4F-3 Wingmen versus 9 G4M1.

Scenario Rules:

1. The G4M1s begin at altitude level 5, while the F4F-3s begin at level 6.
2. The G4M1 crews are all regulars. The F4F-3 pilots are all regulars with beam attack gunnery training. Use the optional “Angle of Attack” rule when attacking bombers. Side attacks give a +3 modifier to the F4Fs’ basic Burst Rating rather than +2.
3. The G4M1s are in three formations of 3 bombers each. The USN player can always select the formation to be attacked by a Leader or Wingman, but must still play a MANEUVER or HALF LOOP card to select a specific bomber to attack. Alternatively, the USN player may decide to have a Leader or Wingman attack a damaged bomber not in formation.
4. If a MANEUVER or HALF LOOP card is not being played, dice to randomly determine which bomber in a formation (or among the damaged bombers not in formation) is being attacked.
5. A bomber is “damaged” for these purposes when it has sustained 6 or more hits.
6. Bomber turret defense cards are always played against the first IN MY SIGHTS or OUT OF THE SUN card played by a Leader or Wingman. A Leader or Wingman must play these cards against a bomber starting with the card scoring the most hits.

7. Score 1 point for each G4M1 damaged and 2 points for each G4M1 shot down. Subtract 1 point for each F4F-3 damaged and 2 points for each F4F-3 shot down. The USN player must have a 6 point margin to win.
 8. The game lasts for 6 turns.
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Get the Kates! May of 1942 saw the first great naval battles between Japanese and US carrier forces. Here, A mixed force of F4F-3s and SBD-3s defend the US carrier force from a torpedo attack by B5N2s.

Aircraft: F4F-3 Leader, F4F-3 Wingman, SBD-3 Leader and SBD-3 Wingman versus A6M2 Leader, A6M2 Wingman, 2 B5N2 Leaders and 2 B5N2 Wingmen.

Scenario Rules.

1. The B5Ns, A6Ms and SBDs begin at altitude level 1. The F4Fs begin at level 2.
 2. The B5Ns are loaded and may not jettison their loads unless damaged. If damaged, they jettison their loads automatically.
 3. The SBDs may maneuver freely, as if they were fighters. The F4Fs may not assist them as if they were light bombers.
 4. The A6M pilots are veterans. All other pilots are regulars. The F4F pilots are trained in beam attacks.
 5. Normal victory conditions apply. The SBDs and B5Ns are each worth 3 points if damaged and 6 if shot down.
 6. The game lasts 6 turns.
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Tip and Run. Starting in 1943, RAF Mosquitos mounted a series of low level “tip and run” raids against targets in France. This scenario has the Germans intercepting a Mosquito raid.

Aircraft: Two Mosquito VI Leaders and 2 Mosquito VI Wingmen versus 2 Bf 109G-2 Leaders and 2 Bf 109G-2 Wingmen.

Scenario Rules:

1. Both sides begin at altitude level 1.
2. One Bf 109 Leader is a veteran and the other is a regular. One Bf 109 Wingman is a regular and the other is green. Both Mosquito Leaders are regulars and both Mosquito wingmen are green.
3. Normal victory conditions apply.
4. The game lasts 6 turns.

The New Guys. The Japanese Army Air Force first came to the Southwest Pacific early in 1943. By July, they had introduced their latest fighter to the theatre. This was the Ki.61 Tony, powered by a derivative of the engine powering the Bf 109. Mixed groups of Ki.61s and Ki.43s tangled with P-38 Lightnings throughout the summer of 1943. The Lightning pilots reported frequent contact with new Japanese “Me 109s.”

Aircraft: Two P-38G-10 Leaders and 2 P-38G-10 Wingmen versus 1 Ki.61-lb Leader, 2 Ki.61-lb Wingmen, 1 Ki.43-lc Leader and 1 Ki.43-lc Wingman.

Scenario Rules:

1. The Ki.61s are at altitude level 7, the P-38s are at level 8, and the Ki.43s are at level 9.
2. The Ki.61s are flying in a 3 aircraft formation, with 1 Leader and 2 Wingmen. Each Wingman follows the normal rules for Wingmen. Both can attack during a player turn.
3. Both P-38 Leaders are veterans, while their Wingmen are regulars. All of the Ki.61 pilots are regulars. The Ki.43 Leader is an ace and a crack shot. His Wingman is green.
4. Normal victory conditions apply.
5. The game lasts 6 turns.

Thunderbolt to the Rescue. In October 1943, a Thunderbolt pilot flying withdrawal escort for an 8th Air Force raid into Germany spotted a lone B-17 being harassed by an Fw 190. The pilot, Capt. Leroy Schreiber, managed to down the Focke-Wulf before it could shoot down the straggling bomber.

Aircraft: One P-47D-5 Leader and 1 B-17F versus 1 Fw 190A-6 Leader.

Scenario Rules:

1. The B-17 and the Fw 190 are at altitude level 5. The P-47 is at level 6.
2. The B-17 has taken 6 hits before the start of the scenario. Due to damage, its Turret Defense is 1 rather than 2.
3. The P-47 Leader is a regular, while the Fw 190 Leader is a veteran.
4. The German player wins if the Fw 190 shoots down the B-17 without being shot down itself, or inflicts at least 12 additional hits on the B-17 without being damaged or shot down. Any other result is a victory for the American player.
5. The game lasts 6 turns.

Cats and Dogs. As the USAAF daylight bomber raids began to reach further into Germany, the Luftwaffe sent their heavy fighters up to attack the big bombers. In this scenario, a pair of Lightnings pounce on a Ju-88 day fighter just as a Bf 109 enters the fray. In the actual event (in November 1943), the Lightning leader, Lt. Joe Myer, shot down both German aircraft.

Aircraft: One P-38J-15 Leader and 1 P-38J-15 Wingman versus 1 Ju 88C-6 Leader and 1 Me 109G-6 Leader.

Scenario Rules:

1. The P-38s and the Ju 88 are at altitude level 13. The Bf 109 is at altitude level 14.
2. Treat the Ju 88 as a Medium Bomber for damage purposes.
3. The Bf 109 pilot is a veteran crack shot. All of the other pilots are regulars.
4. Regular victory conditions apply. The Ju 88 is worth 4 victory points damaged and 8 victory points shot down.
5. The game lasts 6 turns.

The Long Duel. In February 1944, Lt. Frank Kibbe got into an unusually long fight with a tough Fw 190 pilot. Neither could score, but the 190 pilot got in several shots before Kibbe could break away.

Aircraft: One P-47D-10 Leader versus 1 Fw 190A-8 Leader.

Scenario Rules:

1. Both Leaders begin at altitude level 4.
2. The Fw 190 moves first.
3. Both pilots are regular.
4. Normal victory conditions apply.
5. The game lasts 12 turns.

Teamwork Prevails. March 1944 saw Mustang escorts over Berlin. One Mustang duo, Don Gentile and his wingman John Godfrey, rapidly gained a reputation for excellent teamwork. Here, they take on 3 Bf 109s and down all of them.

Aircraft: One P-51C-10 Leader and 1 P-51C-10 Wingman versus 2 Bf 109G-6 Leaders and 1 Bf 109G-6 Wingman.

Scenario Rules:

1. Both P-51s, 1 Bf 109 Leader and 1 Bf 109 Wingman begin at altitude level 10. The other Bf 109 Leader begins at level 11.
 2. The Mustangs move first.
 3. The P-51 Leader is an ace and a crack shot. The P-51 Wingman draws 3 offense cards and 3 defense cards, rather than 2 and 3. Two of the Bf 109 pilots are green and the third is a regular. The regular pilot must be 1 of the Leaders.
 4. Normal victory conditions apply.
 5. The game lasts 6 turns.
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Franks in the Mix. November 1944 saw fierce battles in the skies over the Philippines. The Japanese Army Air Force had committed their best fighter to the battle: the Ki.84 Hayate, known to the Allies as the “Frank.” When USN fighters swept into Manila as part of a massive carrier strike, they faced surprisingly determined opposition.

Aircraft: Three F6F-5 Leaders and 3 F6F-5 Wingmen versus 2 Ki.84-1a Leaders and 2 Ki.84-1a Wingmen.

Scenario Rules:

1. The F6Fs are at altitude level 5, the Ki.84s are at level 4.
2. The F6F Leaders are veterans, while the Wingmen are regulars. One Ki.84 Leader is a veteran, while the rest of the Ki.84 pilots are all green.
3. Normal victory points apply, but the USN player must win by at least 3 points if any F6F is damaged or shot down.
4. The game lasts 6 turns.