

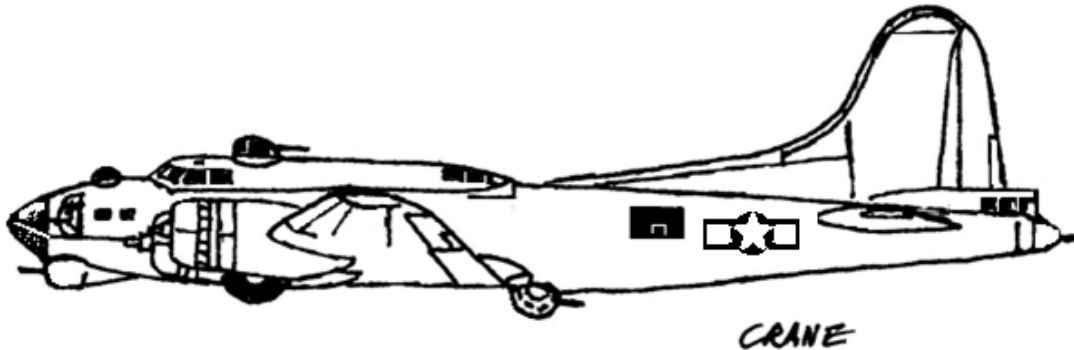
BOMBERS AND FIGHTERS OVER EUROPE

By Mike Crane

(Originally published in Lone Warrior 191)

PURPOSE: This is a quick, solitaire game involving US bombing missions over Europe near the end of WWII. The side that wins three of five missions wins the game. The game is totally driven and determined by the roll of dice. You could flip a coin to determine a winner, but this game is far more interesting.

EQUIPMENT NEEDED: Counters, rules, dice: 1d8, 1d12, 2d6 (differently colored, e.g. red and black)



HITS REQUIRED TO SHOOT DOWN PLANES

Hits from another plane or from flak are needed to shoot down an airplane. A fighter is removed from play after 1 hit. A bomber counter is turned over after 1 hit and is removed from play after 2 hits.

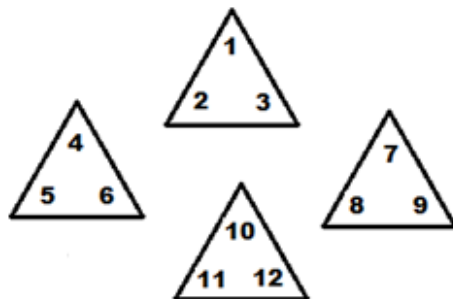
PREPARING COUNTERS

The counters should be printed on good card stock. The fighters' counters are one sided and the bombers' counters have two sides joined together. Bomber counters should be scored on the black line between the "unhit" and the "hit" silhouettes. When folded, the sides of the bomber counters can be glued together or cellophane tape can be wrapped around the entire counter.

ORGANIZING THE COUNTERS

The German and US fighters should be placed in lines facing one another. The bombers should be placed behind the American fighters. The bombers are placed in a small squadron of 12 airplanes with four triangles of three. At the beginning of a mission the counters should be placed in these positions:

German fighters: 1 2 3 4 5 6 7 8
American fighters: 1 2 3 4 5 6 7 8
American bombers:

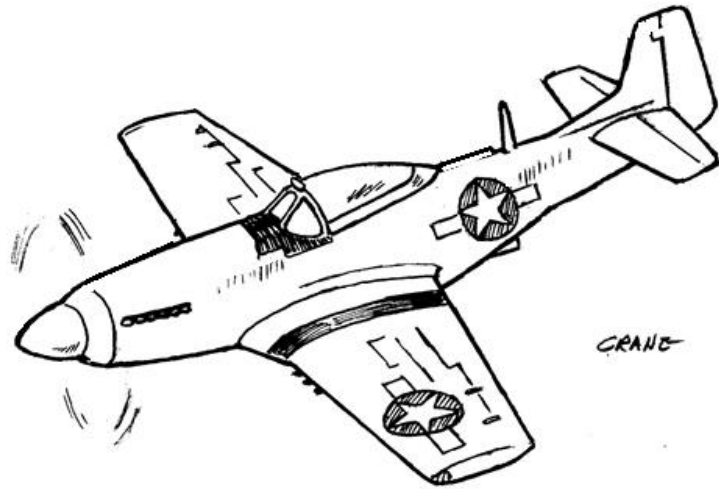


OPENING ENCOUNTER

The airplanes will not move across a playing board to fight, but each German fighter will be moved into a group to show if it is attacking a fighter or bomber. When a German fighter has identified its specific target it will be moved to a position touching the counter of the fighter or bomber it is attacking. Planes will be removed when they receive the appropriate number of hits.

The numbers on the counters of the US fighters and bombers are very important in identifying which plane will be attacked, but the numbers on the German fighters are not important at all. Each German fighter will roll 1d6 to determine which type of airplane it will attack: 1-3 = fighter; 4-6 = bomber. As they roll, the German fighters will be placed immediately into two groups--Fighter vs. Fighter and Fighter vs. Bomber. Fighter vs. Fighter combat will be resolved first and then Fighter vs. Bomber combat will be resolved.

When the types of targets have been determined, each German fighter that will attack a US fighter will roll 1d8 to determine the identifying number of the US fighter to be attacked. The number rolled on 1d8 will correspond to the identifying number of the US fighter's counter. Then the German fighter's counter will be moved into contact with the front of the US fighter's counter. If another German fighter rolls the same number,



its counter will be placed directly behind the first fighter. If the first German fighter is unsuccessful in its attack, the second will attack. If the first succeeds in downing the US fighter, the second German fighter does not attack another target. The same applies to any other fighter in the line.

Each German fighter in the Fighter vs. Bomber group will roll 1d12 to determine the target bomber and the German fighter's counter will be moved into contact with the bomber's counter. If a bomber is attacked by more than one German fighter, place the fighters around the bomber's counter. If the first fighter does not shoot the bomber down, the second may try. If the first succeeds in downing the bomber, the second fighter will not get a chance to attack another airplane. The same applies to any other fighter attacking the bomber.

FIGHTER VS. FIGHTER COMBAT

In combat both fighters roll 1d6 simultaneously. Since most of the FW 190 pilots were poorly trained by the end of the war, the German fighter hits on a roll of 5 or 6. By this time most of the P-51 pilots were well trained and the US fighter hits on a roll of 4, 5, or 6. It is possible for both planes to shoot each other down at the same time. A fighter that is hit is removed from play.

FIGHTER VS. BOMBER COMBAT

Fw190s that evade the P-51s' fighter cover will attack the bombers. Both planes roll 1d6 simultaneously. The German fighter scores as follows: 1, 2 = miss; 3-4 = 1 hit; 5-6 = 2 hits. The US bomber's defensive fire hits on the roll of 6. If the bomber receives 1 hit, flip the counter over to show a damaged plane with

a smoking engine. The bomber will be shot down if it receives 2 hits. It is possible for both planes to shoot each other down at the same time.

FLAK ATTACK

For the flak attack, roll 1d12 for each bomber on the board. A score of 10-11 is 1 hit; 12 is 2 hits. A bomber that has already received 1 hit during the fighter attack will be shot down if receiving 1 flak hit.

BOMBING SCORE

Roll 1d12 for each bomber surviving the German fighter and flak attacks. Place the number rolled on the Bombing Chart in the box beside the number of the bomber. Leave the boxes of the downed bombers empty. Add the scores of the bombers to get the total Bombing Score for that mission.

VICTORY POINTS

Each airplane that is shot down counts as 5 points. Place the downed German planes and American planes into two separate groups as they are destroyed. After the Bombing Score has been figured, total the points for the Germans and then for the Americans. Subtract the lower number from the higher to get the difference. If the Germans shot down more US airplanes, subtract the difference from the Bombing Score. If the Americans shot down more German planes, add the difference to the Bombing Score. The Bombing Score computed with the + or - Difference will be the Victory Points for the mission. If the bombers score 50 or more Victory Points, the Americans win the mission. If not, the Germans win. Use the same procedures to play each of the missions. The side that wins 3 of 5 missions wins the game.

BOMBING CHART

1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				



Bombing Score
(+ or -)
Victory Points

