

Bombs Away!

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This is a paper and pencil game which attempts to simulate UK Bomber Command's night bombing campaign over Germany during World War 2. To play the game you will need the aforementioned paper and pencil, and you will also need a normal pack of playing cards (take the Jokers out). A tour of duty consists of 30 missions (turns). Each mission has 3 phases:

Phase 1 Mission preparation

Phase 2 Over the target

Phase 3 Coming home

Phase 1 Mission Preparation

Crew Ratings

Each Lancaster Bomber has seven crew members, a pilot, bomb aimer/front gunner, a flight engineer, a mid upper gunner, a navigator, a wireless operator and a rear gunner. Draw a playing card for each of them and rate them accordingly.

2-4	Poor
5-Jack	Competent
Queen-Ace	Good

Weather

Draw six cards	J Q K of Spades	headwinds
	Ace of Spades	other bad weather

Fuel

Your Lancaster starts the mission with 24 fuel points

Bad weather	lose 3 fuel points
Headwinds	lose 3 fuel points
Poor navigator	lose 6 fuel points
Fuel tank hit	lose 3 fuel points
Engine hit	lose 3 fuel points

Phase 2 Over the Target

Flak

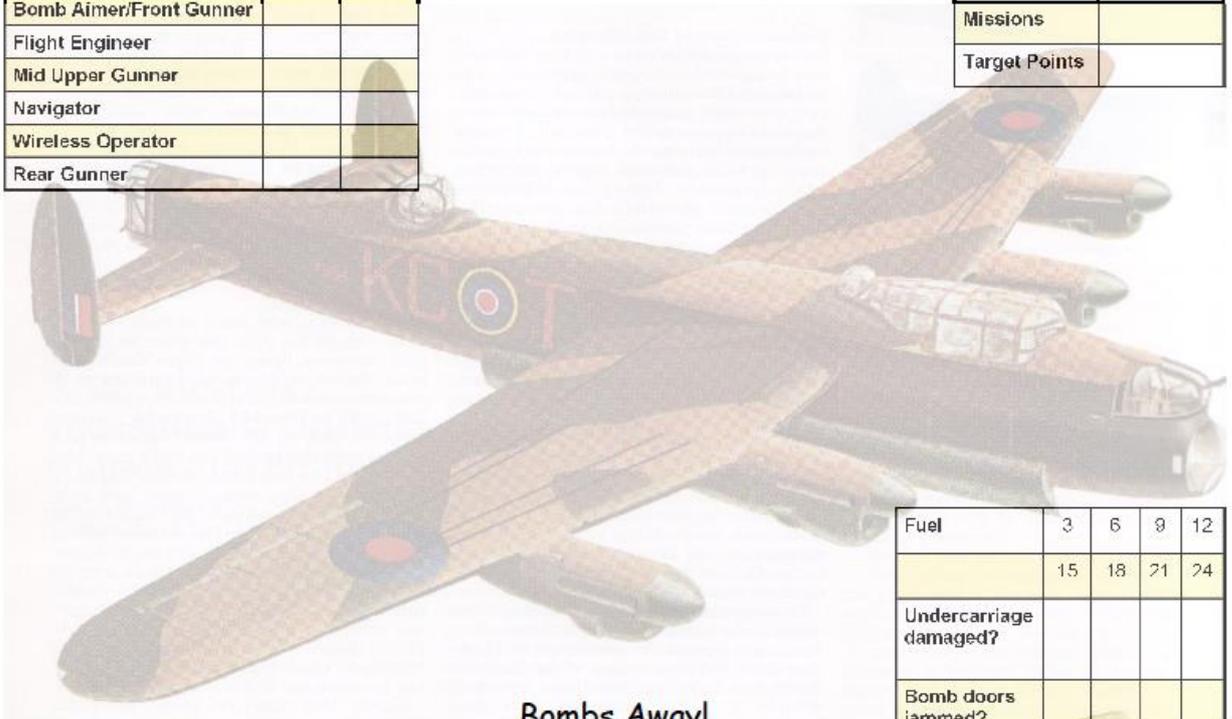
Deal out twelve cards. Any Clubs count as hits. For each hit deal one card and check for damage.

Clubs	J Q K A	Undercarriage
Diamonds	J Q K A	Fuel tank
Hearts	J Q K A	Engine
Clubs, Diamonds, Hearts	10	Bomb doors jam closed
Spades	Ace	Pilot wounded
	King	Bomb aimer/front gunner wounded
	Queen	Flight engineer wounded
	Jack	Mid upper gunner wounded
	10	Navigator wounded
	9	Wireless operator wounded
	8	Rear gunner wounded

Air crew can receive up to two wounds, any more and they will die.

Pilot		
Bomb Aimer/Front Gunner		
Flight Engineer		
Mid Upper Gunner		
Navigator		
Wireless Operator		
Rear Gunner		

Aircraft ID	
Missions	
Target Points	



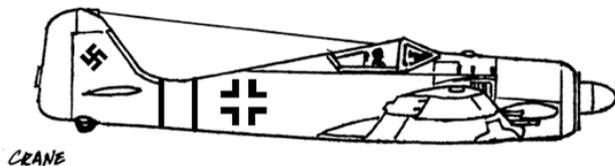
Bombs Away!

Fuel	3	6	9	12
	15	18	21	24
Undercarriage damaged?				
Bomb doors jammed?				
Engines	1	2	3	4

Enemy Fighters

Draw a card for the direction from which enemy fighters are approaching. Jacks count as eleven and Queens as 12 (discard Kings and draw again). Consider a clock face with your aircraft's nose pointing at 12, your tail at six and your wings pointing to 9 and 3 respectively.

The front gunner will deal with any fighters approaching from 11, 12 or 1 o'clock. The rear gunner will deal with anything approaching from 5, 6 or 7 o'clock. The mid upper gunner will deal with everything else.



A club indicates one attacking fighter, a diamond two, a heart three and a spade four. So, if you draw the Jack of diamonds there are two fighters approaching from your 11 o'clock position. They will be dealt with by the front gunner.

Good gunner draws 5 cards
 Competent gunner draws 4 cards
 Poor gunner draws 3 cards

Lay out the correct number of cards face up for the approaching fighters (in this case two) and the relevant number of cards for your gunner face down. Let's assume we have a competent gunner so he has four attempts to defeat the incoming fighters. The **highest** card wins. The two fighters draw an Ace and a Jack.

Aces are high for this phase and cannot be beaten so at least one fighter will get a shot at you. Turn over your cards one at a time and seek to beat the enemy fighters – a three (no good), a 2 (no good), a six (no good) and a King (one fighter shot down). The surviving enemy fighter pulls a card and checks to see what damage it has inflicted upon the bomber (use the Flak damage table).

Cloud cover

Once the flak and fighters are out of the way check for cloud cover over the target. Draw three cards

All red, all clear

1 black and 2 red, 1/3 target covered, lose 1/3 of your cards

2 black and 1 red, 2/3 target covered, lose 2/3 of your cards

3 black means the target is completely covered and no bombing is possible

Good bomb aimer gets 15 cards

Competent bomb aimer gets 12 cards

Poor bomb aimer gets 6 cards

Turn up your cards and count the damage points to the target.

Ace 5 points

JQK 3 points

Other 1 point

Phase 3 Coming Home

Good pilot 3 cards

Competent pilot 4 cards

Poor pilot 5 cards

Final approach: check for crosswinds. Deal out six cards.

JQKA Spades indicates a crosswind + 1 card

Check your aircraft status and add accordingly

1 engine lost + 1 card

2 engines lost + 2 cards

Undercarriage damaged + 4 cards

Still carrying bomb load + 2 cards

Less than half fuel + 1 card

Less than quarter fuel + 2 cards

Any JQK means the aircraft crashes on landing. If that happens turn over a card for each crew member. On **JQK Hearts** the crew member dies.

Victory Conditions

If you finish the tour with the same crew you have won a resounding victory. Bomber Command paid a huge toll in terms of lost aircrew which is reflected in the game. It is very unlikely that you will come through unscathed.

Having said that we should have some measure of how we have done. If you scored

over 400 points good tour

200 - 400 points OK tour

less than 200 points poor tour

Happy landings!