2nd Edition Playbook (June 2017)

1 Playbook Introduction

This Playbook contains the following information relevant to the B-17 Flying Fortress Leader.

- B-17 FFL Example of Play
- Single Bomber Variant
- B-17 Mini-game
- B-17 FFL/Down In Flames Crossover

The B-17 FFL Example of Play walks through the start of a Campaign, and an example of a Mission. Use this in conjunction with the rules to learn how to play the game.

The Single Bomber Variant allows you to fly and manage the crew of a single B-17 Bomber that is attached to one of your B-17 Bomb Groups. As that Bomb Group gets attacked by Bandits or Flak, you will determine if YOUR bomber was attacked as well, and resolve those attacks. Your goal is to keep your Bomber flying and your crew safe.

The B-17 Mini-game is a standalone game where you try to fly your Bomber for 25 missions. You are NOT playing B-17 FFL. You need a B-17 Mini-game Log Sheet and the Mini-game counters.

The B-17 FFL/Down in Flames Crossover allows you to use the Down in Flames system to resolve all air-to-air combat between Bandits and Fighters or Bandits and Bombers. You can play the system solitaire or with 2 players.
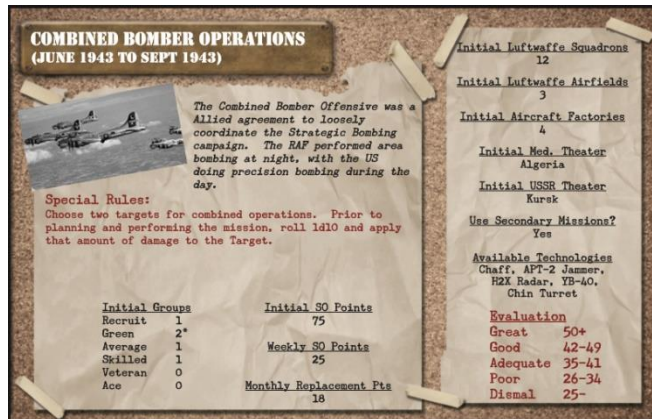
2 Sample Mission

The following provides a Sample Mission.

2.1 Campaign Setup

Below is the setup for a sample mission from the B-17 Flying Fortress Leader. Following the setup, we will be ready to execute the mission.

I am playing the Combined Operations Campaign (June 1943 – Sept. 1943) shown below.

I have 75 SO points to purchase my starting Bomber and Fighter groups, special Noteworthy Commanders, and Recon assets (optional rule). I can save some of my Weekly SO point allocation to purchase additional groups throughout the Campaign.

I spent 62 SO points on the Fighter and Bomber Groups shown below, leaving me 13 SO Points. I have 1 Recruit, 3 Green, 1 Average, and 1 Skilled Group.
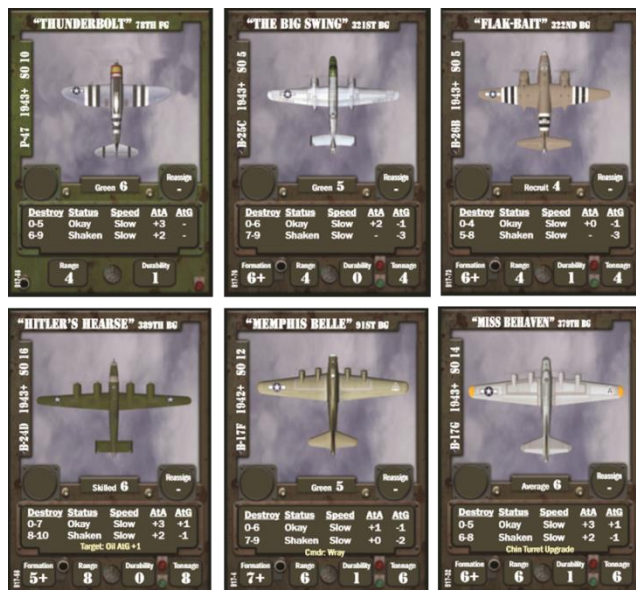
Since I'm playing with the optional intelligence rules, I purchased a Recon unit. I also purchased two Renowned Commanders. Raper is assigned to the 379th Bomber Group, and Alkire is assigned to the 389th Bomber Group. All of my initial SO Points are now spent.

Next I have to place 12 Luftwaffe Squadrons (per the Campaign) on the map. I rolled 2d10, added the numbers, and placed them on the designated hex number on the map.
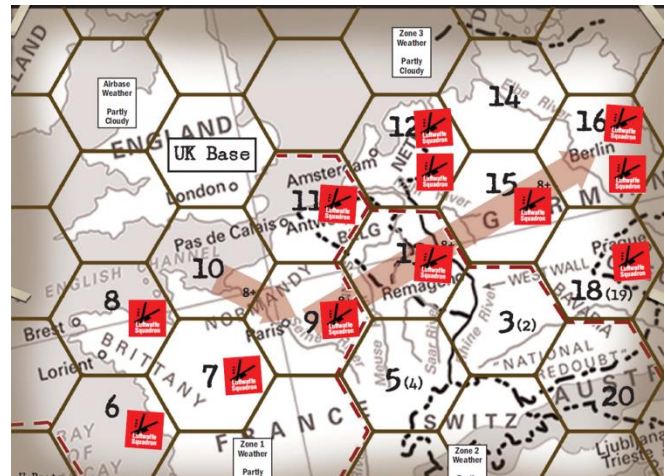
Now I need to draw the initial set of Targets. All Campaigns start with 3 Airfield Targets (AF04, AF07, AF0) and each Campaign specifies the number of starting Aircraft Factory Targets (AC05, AC17, AC21, AC25).

Airfield Targets have a number of Luftwaffe aircraft (Bandits) based there (which is the same as the VP value) in the top right corner. The Luftwaffe ground aircraft are destroyed if the Airfield is destroyed. If 5 Bandits are destroyed during a mission (including Bandits destroyed by the Fighter and Bomber Groups), then one Luftwaffe Squadron gets taken from the map.

Aircraft Factory targets have a Supply Point value (which is the same as the VP value) in the top right corner. At the end of each month, each Supply Point from the remaining Aircraft Factories generates a new Luftwaffe Squadron. Some may be assigned to other Theaters or reserve, but the remaining counters go back onto the map. For each Aircraft Factory target, I put the associated Supply Point value counter on the Aircraft Factory track on the Tactical Display.

Some Campaigns (including this one) have Secondary Missions assigned between March and November, with each Secondary Mission lasting two months. While the primary objective of the Eighth Air Force in Europe was to destroy the Luftwaffe, they were also assigned other objectives to attack. I drew the Transportation II Secondary Mission.
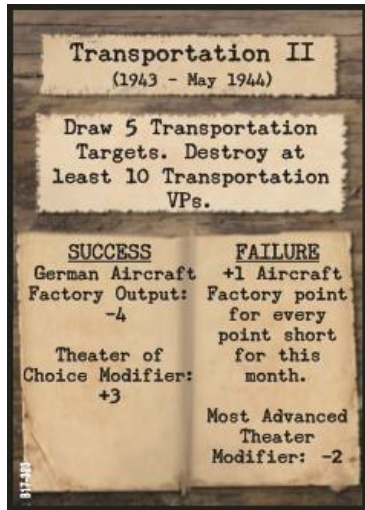
The Secondary Missions primarily affect one of three Theaters of War (Med, USSR, or ETO). As the Med and USSR Theaters advance, they soak up more Luftwaffe Squadrons, keeping them off of the European map. But there are also other benefits or penalties applied depending on the success or failure of the mission. Based on this Secondary Mission, I draw 5 Transportation targets (T04, T08, T19, T25, T31). Each target has the Transportation points (also the VP worth) on the top right corner of the card.

I draw the German Defense Commander that is responsible for Defending the Reich. I draw Schmidt.

The German Defense Commanders determine how the Luftwaffe Squadrons will respond (All Out, High, Average, or Poor) and the tactics used by the Bandits. They also determine the technologies to research.

Schmidt enables the Bombs and Rockets Tactics, which will be used for Bandits with that Tactic on the counter.

Finally, the Time Tracker is setup with the Campaign start year and month. The Campaign starts on Week 1. Two primary missions can be performed each week.

2.2 Week Start

At the beginning of each week, I receive my weekly allocation of 25 SO points. I can decide to buy another group, recon unit, or Commander. I want to save some of my SO points this week to roll over into future weeks, where I will then purchase an additional Bomber Group.

2.3 Intelligence

Note: The Intel aspect is optional. If not using the Intel option, then ignore the Low Intel penalties on all targets.

I can now perform a Recon mission against a selected target. All targets start off at a Low Intel level, which includes various Air-to-Ground bombing penalties and flak improvements.

I decide to run a Recon mission against Aircraft Factory AC21 (Hex 14). I roll a 6, which increases the Intel level to Medium. I place a Medium Intel counter on the target.

2.4 Morning Briefing

If I was playing with the Weather option, I would roll for weather in each sector.

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I now choose which targets to attack. I will attack Aircraft Factory AC21 for the first mission (3 hexes away), and Transportation target T04 for the second mission (2 hexes away).

I am assigning the 379th BG, 91st BG, and 369th BG, along with the 78th FG to attack AC21. All of these Bomber Groups must have a range of 6 to get to the target and back. I am assigning A b-26 Marauder group (322nd BG) and a B-25 Mitchell (321st BG) to T04. They probably won't destroy it, but hopefully inflict a lot of damage.

2.5 Mission #1 – Pre-Flight

Each target has 4 damage levels; Light, Medium, Heavy, and Destroyed. The Damage numbers reflect how many hits it takes to achieve each damage level. For example, Target AC21 has damage numbers of 4/7/9/13. It takes 13+ hits to destroy the target, while 7 or 8 hits would inflict Medium damage. A damaged target can be attacked again later in the game, and starts with the number of hits associated with the current damage level. Because Target AC21 has the Bandits: 2 trait, I place the Bandits 2 counter on the target (or in the Target hex) as a reminder to draw two additional Bandits when the Mission group reaches the Target hex.

It's now time to arm my Bomber Groups. There are a bunch of different bomb types available. The Attack numbers requirements the maximum amount of damage that each bomb can inflict on the target. For example, the M44 has attack numbers of 4/6/8. If a 5 is rolled, then only 1 damage point is inflicted on the target (only greater than one number), but if a 9 is rolled, then 3 damage points are inflicted (greater than all three numbers).
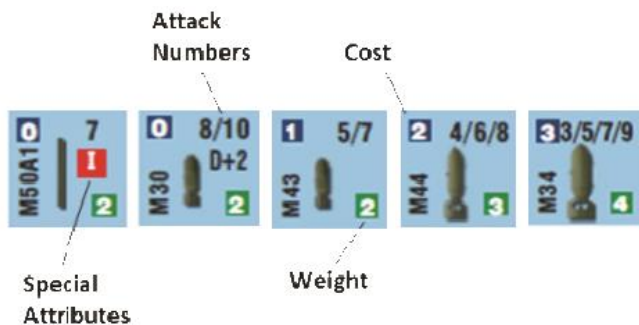
The B-17 Groups can carry a maximum bomb weight of 6, and the B-24 Groups can carry a maximum bomb weight of 8.

The target has the Incendiary trait, which means that Incendiary bomb hits can increase the bomb damage level after the mission. I decide to spend 10 SO points (out of my 18 total) on bombs for this mission. I would like to have more bombs, but I'm confident that I can cause at least Heavy Damage and hopefully get an incendiary hit, so then an incendiary damage roll of 6 or higher will destroy the target. I still have another mission, plus I want to save a few SO points for next week.

I now pick my mission path to the target and back from the UK Base. The hope is that the Luftwaffe Response will be Poor or Average, which means that I won't face any Bandits to and from the target. But if the Luftwaffe Response is High or All Out, then Bandits from the Luftwaffe Squadrons in hexes 11, 12, 15, and 16 will attack my mission group. My Fighter Escort only has a range of 4 (out and back), so they will have to return after the second hex out.

I now put my Group counters onto the Mission Display in the order they will approach and bomb the target. I place my Escort as High Escort to avoid the -1 AtA penalty on the first attack. But if I have more than 2 Bandits, I need to roll a 5+ to allow me to choose which Bandits to intercept. Otherwise, I get the Bandits starting Right to Left.

Ok... the final step before the Mission starts is to determine the Luftwaffe Response to my mission. I roll... and get a 7. The Luftwaffe Response is High, which means I'm going to be fighting my way to the target and back. I place the appropriate Response level counter on the German Commander.

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Commander
Schmidt

Response **HIGH**
Range +1
Max 5

Replace: 7+

2.6 Mission #1 – Target-Bound Flight

Occupation Resistance
Change any desired non-German Target Intelligence Level to High.

Fewer Bandits
Reduce Bandit Interceptions by 1.

The first step is to draw the Target-Bound Mission Event Card. I look at the top half for the Target-Bound event, and it's Occupation Resistance. It doesn't affect this current mission, but I can increase the Intelligence level of my other target T04 from Low to High. That will make it easier to destroy.

I advance my Mission #1 counter to the first hex on the path. Because the Response level is High, the Luftwaffe Squadrons in hexes 11 and 12 (3 total squadrons) will attack the group this turn.

I draw three counters from the Bandit cup. I draw a No Bandit, FW-190, and another FW-190. Because all of the Luftwaffe Squadrons are in adjacent hexes, I place the Bandits with the turn number in the White box. I return the No Bandit counter back to the cup, and then choose to intercept the two bandits with my Fighter Escort. I can intercept both since my Fighter Group is at full strength (16).

I move the Bandit counters underneath my Fighter Group on the Mission Display. The one FW-190 has the Frontal Attack tactic (F+4), but the current Luftwaffe Defense Commander Schmidt has Bombs and Rockets tactic, not Frontal. So the Frontal Attack tactic would be ignored even if the Bandit was attacking a Bomber group.

It's now time to resolve the combat. The Thunderbolt Fighter Groups have a Durability of

1, which means that I can subtract 1 from all of the bandit attacks. My Fighter Group is slow, so the Bandits attack first, starting from the top.

The first Bandit (5/7/9) rolls a 4 (4 – 1 =3, miss) and the second Bandit (5/7/10) rolls a 9 (9 – 1 = 8, two hits). I place a Destroyed -2 counter on my Fighter Group.

Now it's my turn. I need a modified 10+ to destroy the Bandits, and my current Air-to-Air (AtA) modifier is +3. Plus each bandit has a Defense modifier of 1 (blue box) which is subtracted from my roll, so I need an 8+ to destroy the Bandits.

I roll a 6 and a 9, missing the first Bandit, but hitting the second, destroying it. I advance the Bandits Destroyed counter from 0 to 1.
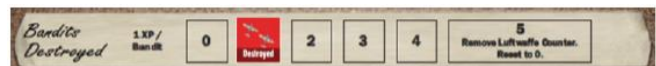
The remaining Bandit only has a turn of 1, so the battle is over. Both Bandit counters are returned to the Bandit cup.

The Luftwaffe Squadrons in adjacent hexes cannot immediately re-attack, they need several turns to replenish. I flip over the Luftwaffe Squadrons and place the Rearm side with the number 3 face up. Each turn the numbers rotate down until 0 is reached, which flips the Luftwaffe Squadrons back to their active side.

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I advance My Mission counter to the second hex. There are no active Luftwaffe Squadrons in the current or adjacent hexes, so no attacks this turn. My Fighter group has reached its maximum range though, and must turn back. No more escorts for the remainder of the mission. I rotate the Rearm Squadrons from 3 to 2.

I advance my Mission counter into the Target hex. I will be facing three adjacent Luftwaffe Squadrons in hexes 15 and 16, and also 2 additional Bandits due to the AC21 Bandits: 2 trait.

I draw 5 Bandit counters from the cup, with the first 2 drawn being in the current hex and the remainder for the adjacent hex. I draw a BF-109 with Rockets, a ME-410, two No Bandits, and another BF-109. I put the No Bandit counters back in the cup. The box following the last Bomber group (389th BG in this case) is used to determine which Bomber Group each Bandit attacks. A die is rolled for each Bandit, and based on the die roll it attacks the associated Bomber group.
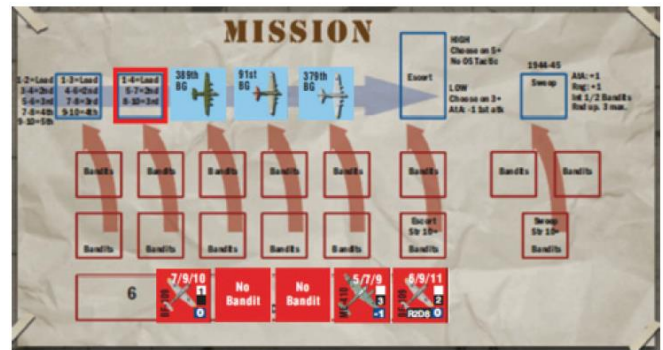
The rightmost BF-109 rolls a 5, attacking the 2nd Bomber Group (91st BG). The ME-410 rolls a 2, attacking the Lead Bomber (379th BG). The leftmost BF-109 rolls a 4, attacking the Lead Bomber (379th BG). I place the Bandit Attack Turn 0 counter on the Mission group.

Because the Rocket tactic is active due to Schmidt, the BF-109 will attack first with Rockets (R2D8) against the 91st BG. The Bandit rolls 2 dice, and hits on an 8 or higher. All of the B-17 Bomber groups have a Durability of 1, which means that 1 is subtracted from all attacks.

The Bandit rolls a 10 and a 4. One hit! I place a Destroyed -1 counter on the 91st BG. Also, since it was attacked by a tactic, it must roll to see if the Bomber group stays in Formation, or is Dispersed (applies a -2 modifier to all air and ground attacks). The 91st BG Formation value is 7+. I roll a 7, so the Bomber group stays in formation.

The following summarizes the three turns of Bandit attacks made against the Bomber groups. Since all of the Bomber groups are slow, the Bandits attack first. The 379th BG has Commander Alkire, and uses the Concentrate Fire tactic on the second Bandit. The Concentrate Fire tactic counter is removed after use.

Turn #1 Rolls

379th BG: ME-410 Bandit rolls – 8 (8-1=7, 2 hits) and the BF-109 Bandit rolls – 2 (miss), BG rolls – 3 (3 + 3 AtA +1 Defense = 7, miss) and 8 (8 + 3 AtA – 0 Defense +2 Concentrate Fire tactic, hit)

91st BG: Bandit roll – 6 (6 – 1 = 5, miss), BG roll – 7 (7 + 3 AtA + 0 Defense = 10, hit)

Only the ME-410 Bandit remains.

Turn #2 Rolls

379th BG: Bandit roll – 1 (1 – 1 = 0, miss), BG roll – 3 (3 + 3 AtA + 1 Defense = 7, miss)

Turn #3 Rolls

379th BG: Bandit roll – 6 (6 – 1 = 5, 1 hit), BG roll – 5 (5 + 3 AtA + 1 Defense = 9, miss)

Two Bandits are destroyed, and the last one returns to the base after 3 turns. The 379th BG suffered 3 hits, and I place a Destroyed -3 counter on it.

The three Luftwaffe Squadrons are flipped to the Rearm 3 side, and the three Luftwaffe Squadrons in hexes 11 and 12 are rotated to the 1 side.

2.7   Mission #1 – Over Target Resolution

The Bombers are now over the target, and begin their bombing run. Each Bomber is attacked by Flak from the Flak guns surrounding the Target, and then it drops its bombs on the target and checks for damage.

First up is the 379th Bomber Group. The 379th BG has a Durability of 1, which subtracts 1 from all Flak attack rolls. Plus, Commander Raper adds a +2 Air-to-Ground (AtG) modifier on the Bomb attacks. The AC21 Target rolls 2 attack dice for the flak attacks, and has a +1 AtG modifier used by the Bombers. Because the Intel level is Medium, there are no additional Flak or AtG modifiers.

379th BG Flak Attack rolls: 4 (4 – 1 = 3, miss) and 6 (6 – 1 = 5, miss).

379th BG Bomb rolls: M34 – 10 (10 + 1 AtG (Tgt) + 1 AtG (Group) + 2 AtG (Raper)) = 14 or 4 hits, M43 – 6 (6 + 1 AtG + 1 AtG + 2 AtG) = 10 or 2 hits.

The Target suffers 6 hits already (currently Light Damage). I place the 6 damage counter on the target.
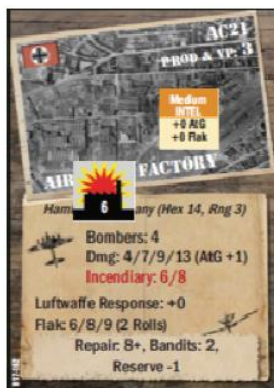
Next up is the 91st Bomber Group. The 91st BG also has a Durability of 1. It is carrying 3 Incendiary bombs.

91st BG Flak Attack rolls: 3 (3 – 1 = 2, miss) and 8 (8 – 1 = 7, 1 hit). I place a -1 Destroyed counter on the 91st BG card.

91st BG Bomb rolls: 2 (2 + 1 AtG (Tgt) – 1 AtG (Group) = 2 or no hit, 3 (3 + 1 AtG – 1 AtG = 3 or no hit, 8 (8 + 1 AtG – 1 AtG = 8 or 1 hit.

The Target suffers 1 hit. I place the 7 damage counter on the Target, and I also place the Incendiary counter on the target to indicate it has been hit by an Incendiary.

I also remove a Supply 3 counter from the Aircraft Factory track, and I place a Build Factory counter on the July month space to remind me to replace the Aircraft Factory target when the next month starts.

Next is the 389th BG. Because of Commander Alkire, the 389th gets a -1 Flak Defense modifier.

389th BG Flak Attack rolls: 8 (8 – 1 = 7, 1 hit) and 3 (3 – 1 = 2, miss). The 389th suffers 1 hit, and I place a -1 Destroyed counter on the card.

389th BG rolls: M34 – 8 (8 + 1 AtG (Tgt) + 1 AtG (Group)) = 10 or 4 hits, M34 – 3 (3 + 1 AtG + 1 AtG) = 5 or 2 hits.

The Targets suffers a total of 13 hits and is Destroyed (just barely)!

2.8   Mission #1 – Home-bound Flight

The first step is to draw the Home-Bound Event card. I look at the bottom half of the card and it's German Radar System Down.

I do want to attempt to lower the Luftwaffe Response, and I roll a 5 for a final Response value of 3 – Poor. Because there are no Bandits on the mission path home, I do not face any additional Bandit attacks and arrive safely back at the base.

2.9   Mission #1 – Debriefing

The target was destroyed. I get 3 Victory Points (VPs) for destroying the target, and each participating group gets 2 Experience Points (XPs), one extra, since the target was destroyed.

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3 Single Bomber Variant

3.1 Introduction

The B-17 FFL Single Bomber Variant is played with B-17 FFL, and allows you to manage a single bomber that is attached to one of your B-17 Bomber Groups.

You will need a new copy of the B-17 Single Bomber Variant Log Page. Use a pencil when marking the log sheet.

Use the following counters when playing the Single Bomber Variant.

The goal of the variant is to fly your B-17 FFL Campaign missions without your Bomber being destroyed.

3.2 Terms

AtA (Air-to-Air): the number that must be rolled or higher to get a hit on the Bandit (Bomber attacking) or Bomber (Bandit attacking).

AtG (Air-to-Ground): the number that modifies your bombing attack on the Target during the Bombing Run (BR).

Fast: If the Bomber is Fast, the Bomber attacks the Bandit before the Bandit attacks. Otherwise, the Bomber is Slow and attacks after the Bandit attacks the Bomber.

DRM (Die Roll Modifier): a modifier applied to your die roll.

XP (Experience Point): Earned for successful missions, used to adjust DRMs or replace crew.

3.3 Game Start

Write the year of your B-17 FFL Campaign (1942 – 1944). Name your Bomber and Crew (if desired).

The Mission track at the top indicates the crew Skill Level and Skill Modifiers (Recruit (-2), Green (-1), Average (0), Skilled (+1), Veteran (+2), and Ace (+3)). As you execute missions, you will be checking boxes in the Mission Track. Your current mission number is the first unchecked Mission box.

Your Bomber is assigned to one of your B-17 FFL Bomber Groups (B-17). Place one of the Bomber counters on the Group.

You will be using the default AtA values, Lead AtG value, and Mechanic Fix Damage value.

3.4 Mission Start

When the Bomber Group your Bomber is assigned to is executing a B-17 FFL Mission, then perform these steps.

1. If your Bomber is Damaged (Frame or Engine), roll for the Mechanic Fix Damage. If the roll >= Mechanic Fix DRM, then remove the Damage counter. If not, then your Bomber cannot fly on the current B-17 FFL mission.

2. If your Bomber is not Damaged (no Damage counter), roll on the **Bomber Position** chart to determine the Bomber position in the Group. Apply the Bomber Skill Level modifier. Place your Bomber counter on the indicated position.

Example: I am flying my first mission as a Recruit, which means I have a -2 modifier. I roll to place my Bomber position. I roll a 7. With the -2 modifier, my roll is a 5, which means I put the Bomber marker in the Middle position.

3.5 Mission Execution

As the assigned Bomber Group executes a mission, certain events will cause you to return to your Single Bomber Variant Log page.

3.5.1 Bandit Attack

If the Bomber Group is attacked by a Bandit, resolve the Bandit attack in B-17 FFL. After that, execute the following steps to see if a Bandit attacks your Bomber, and if so, resolve the Bandit Attack.

1. Roll on the **Bandit Attacks Bomber** chart to determine if a Bandit attacks your Bomber in the Group. If No, then end Bandit Attack.
2. If a Bandit Attacks, select the Bandit Type that matches the Bandit type attacking the Bomber Group.
3. Roll on the **Bandit Attack Direction** chart to determine the attack direction. Place the Bandit counter in the appropriate attack position.
4. Roll on the **Fast** chart to determine if the Bomber is Fast.
5. If the Bomber is Fast, roll for the AtA attack using the appropriate AtA box based on the Bandit position. Use the **Concentrate Fire** tactic if desired prior to the roll. If the modified die roll is >= the Bomber

position AtA value, the Bandit is Destroyed. Remove the Bandit counter and earn 1 XP.
6. Roll for the Bandit attack. Use the **Evasion** tactic if desired prior to the roll (roll twice and use lowest value). Modify the roll based on the **Bandit Attack Modifier** chart. If the Bandit attack die roll is >= the Bandit AtA value, the Bandit hits the Bomber.
7. If the Bandit hits the Bomber, then execute the Bomber Damage steps (3.5.4)
8. If the Bomber is slow (i.e. not Fast), do step 5.
9. The Attack is complete. Remove the Bandit.

Example: In B-17 FFL, a Bandit attacks my Bomber Group. My Single Bomber is currently Skilled and in the Rear position. I roll to see if a Bandit attacks my Bomber. I roll an 8, which is modified to 9 (Rear position). The Bandit attacks my Bomber. I roll to see which Bandit attacks. I roll a 9, which is a ME-410. I roll to see what direction it attacks from. I roll a 7, which is modified to 5 (Rear position). It attacks my Port side. I roll to see if my Bomber is Fast. I roll a 5, which is modified to 6 (Skilled +1). I'm Slow. I now roll to see if the Bandit hits. I roll an 8 that is modified to 7 (Year = 1944), which is a hit (Bandit AtA is 7+). I roll for damage. I roll a 6, which is a Crew Member killed. I roll a 5, which means my Engineer is killed. I change the Front AtA value from 6+ to 7+. It's now my turn to attack. I roll a 4, which is less than my Port AtA value of 7+. So I miss. The Bandit Attack is now complete.

3.5.2 Flak Attack

If the Bomber Group suffers Flak Damage in B-17 FFL from the Target, execute the following steps to see if the Bomber suffers Flak Damage.

1. Roll on the **Flak Damage** chart to determine if the Bomber is hit by Flak.
2. If the Bomber is hit, then execute the Bomber Damage steps (3.5.4).

3.5.3 Leader Bomber – Bombing

If the Single Bomber is in the Lead Position, then use the Single Bomber Lead AtG modifier instead of the Bomber Group AtG modifier when the Bomber Group bombs the target.

3.5.4 Bomber Damage

If your Bomber suffers damage due to a Bandit attack or Flak, roll on the **Hit Damage** chart to determine the Damage.

1. If Superficial Damage, no damage is applied.
2. If Crew Member Killed, roll a die and compare the die roll to the Crew Position number. That crew member is KIA. Apply any AtA penalties. Reset AtA means the original AtA values are used again.

3. If Frame or Engine damage, place the
    appropriate Damage counter in the Damage box.
    If the Bomber is already damaged, then the
    Bomber is Destroyed. If the Bomber suffers
    Engine damage, then flip the B-17 FFL Group
    counter to Dispersed.
4. If the Bomber is destroyed, then stop
    tracking your bomber.

Example: The Ball Gunner crew member was killed
due to a Bandit attack. The Port AtA value is 6+
and the Starboard AtA value is 7+. Because the
Ball Gunner was killed, adjust the Port AtA value
to 7+ and the Starboard AtA value to 8+.

3.6   Post Mission

After the Bomber Group completes the mission,
perform the following steps.

1. Check the next box on the Mission track.
2. Earn XPs per the XP Earned by Position chart.
    Record the XPs in the XP Pool box.
3. If the Bomber is Damaged, roll for the
    Mechanic to Fix Damage. If the die roll is
    equal to or greater than the Mechanic Fix
    Damage number, then remove the Damage. If
    NOT successful, the Bomber retains the Damage
    and cannot fly the next mission. Roll again
    after the next Group mission.
4. If a Crew Member was killed, pay SO points to
    replace and/or reset modifiers, or use XPs
    from the XP Pool.
5. If desired, use unspent XPs in the XP Pool to
    adjust the AtA value or Mechanic value (ex:
    Rear AtA 7+ to 6+), or purchase a Tactic
    (Concentrate Fire or Evasion).

Example: I just completed Mission #4, so I check
the box under #4. For my next mission (#5), my
Group is now Green and has a -1 Skill Modifier.

I was in the Rear
position, so I earn 2 XPs,
increasing my total to 6
XPs. My Front AtA value
is currently set to the
default of 9+, so I spend
3 XPs to change my Front
AtA value from 9+ to 8+.
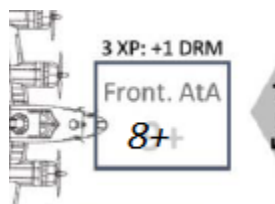
3.7   Missions Complete

If your Bomber survives all of the B-17 FFL
Campaign missions, congratulations!!!!

4   B-17 Bomber Mini-Game

4.1   Introduction

The B-17 Bomber Mini-game is a standalone game that is played without B-17 FFL.

You will need a new copy of the B-17 Bomber Mini-game Log Page.

Use the following counters when playing the Single Bomber Variant.

The goal of the mini-game is to fly your B-17 for 25 missions.

4.2   Terms

AtA (Air-to-Air): the number that must be rolled or higher to get a hit on the Bandit (Bomber attacking) or Bomber (Bandit attacking).

AtG (Air-to-Ground): the number that modifies your bombing attack on the Target during the Bombing Run (BR).

Fast: If the Bomber is Fast, the Bomber attacks the Bandit before the Bandit attacks. Otherwise, the Bomber is Slow and attacks after the Bandit attacks the Bomber.

DRM (Die Roll Modifier): a modifier applied to your die roll.

XP (Experience Point): Earned for successful missions, used to adjust DRMs or replace crew.

4.3   Game Start

Select the year of your game (1942 – 1944). Name your Bomber and Crew (if desired).

The Mission track at the top indicates the crew Skill Level and Skill Modifiers (Recruit (-2), Green (-1), Average (0), Skilled (+1), Veteran (+2), and Ace (+3)). As you execute missions, you will be checking boxes in the Mission Track. Your current mission number is the first unchecked Mission box.

You will be using the default AtA values, Lead AtG value, and Mechanic Fix Damage value.

4.4   Mission Start

1. If your Bomber is Damaged (Frame or Engine), roll for the Mechanic Fix Damage. If the roll >= Mechanic Fix DRM, then remove the Damage counter. If not, then reduce a selected AtA box by 1 DRM (Ex: Change Rear AtA from 8+ to 9+) and repeat this step.

2. If your Bomber is not Damaged (no Damage counter), roll on the Bomber Position chart to determine the Bomber position in the Group. Apply the Bomber Skill Level modifier. Place your Bomber counter on the indicated position.

Bomber Position

6-	Middle
7-8	Rear
9-10	Front
11+	Lead
Skill Modifier	-2/+3

XP Earned by Position

1	Middle
2	Rear
3	Front
4	Lead
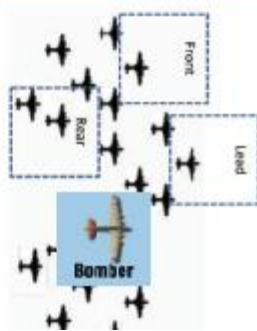
3. Roll on the ***Mission Encounter*** chart to determine the Mission Encounter for this mission. The Mission Encounter determines the possible number of Bandit Attacks (Bandits), Flak Attacks (Flak), and the Bombing Run (BR), where the Lead Bomber bombs the target.

   Record the Mission Encounter number in the Mission Encounter/Event box.

Mission Encounter	
1	Bandit, Flak, BR
2	Flak, BR
3	Bandit, BR
4	Bandit, BR
5	Bandit, Flak, BR, Bandit
6	Bandit, Flak, BR, Bandit
7	Flak, BR
8	Flak, BR, Bandit
9	Bandit, Flak, BR, 2 Bandits
10	Bandit, Flak, BR
11	Flak, BR, 2 Bandits
12	2 Bandits, BR, Bandit
13	2 Bandits, Flak, BR, 2 Bandits
14	Flak, BR, Flak
15	Bandit, Flak, BR, Flak, Bandit
16	Bandit, Flak, BR, Flak
1943: +3, 1944: +6	

Mission Encounter/Event

4. Roll on the ***Events*** chart to determine the current mission Event. Record the Event number in the Mission Encounter/Event box. Apply the Event throughout the mission.

Events (Current Mission Only)

1	Bandit Attack -1 AtA
2	Clear Weather: Bomber +1 AtA, +1 AtG
3	Bandit Rear Attacks Only
4	Bumped to Lead Position
5	Crew Wounded Only
6	*Hit Damage* +1
7	Bomber is Fast
8	*Flak Damage* -1
9	Replacement Ball Gunner
10	Bandit Attacks 2 Turns

Special Notes:

a. Crew Wounded Only (Temporary Penalty) – Crew members aren't killed, but any modified DRMs apply for the remainder of the mission. The Crew member returns to duty the next mission with the original DRM.

b. Replacement Ball Gunner – The Ball Gunner is permanently replaced. Apply DRM changes to Port & Starboard AtA.

c. Bandit Attacks 2 Turns – If the Bandit isn't destroyed after the first attack, roll on the Bandit Attack Direction chart to determine the new attack direction, and have the Bandit attack again.

4.5 Mission Encounter

Based on the Mission Encounter, execute Bandit Attacks, Flak Attacks, and Bombing Runs (BR) in the order given. At the end of the Encounter, the Bomber has returned to Base.

Example: For Mission Encounter #9, execute a Bandit Attack, Flak Attack, Bombing Run (BR), Bandit Attack, and Bandit Attack.

4.6 Bandit Attack

1. Roll on the ***Bandit Attacks Bomber*** chart to determine if a Bandit attacks your Bomber in the Group.

   If No, then end Bandit Attack.

Bandit Attacks Bomber

1-7	No
8+	Yes
Position: Lead	+3
Position: Front	+2
Position: Rear	+1
Damaged	+4
Year 1942	-2
Year 1944	-1

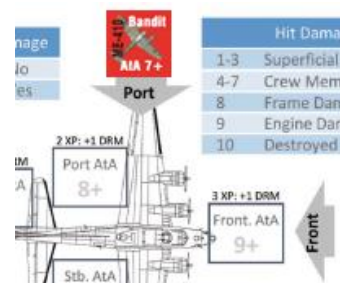2. If a Bandit Attacks, roll on the ***Bandit Type*** chart to determine the Bandit type attacking your Bomber.

Bandit Type

1-3	BF-109
4-6	FW-190
7-8	BF-110
9-10	ME-410

3. Roll on the ***Bandit Attack Direction*** chart to determine the attack direction. Place the Bandit counter in the appropriate attack position.

Bandit Attack Direction

3-	Rear
4-5	Port Side
6-7	Starboard Side
8+	Front
Position: Front	+2
Position: Lead	+3
Position: Rear	-2

Example: My Bomber is flying in the Rear position when it gets attacked. I roll a 7, which is modified to a 5. The Bandit attacks on the Port side.

4. Roll on the ***Fast*** chart to determine if the Bomber is Fast.

Fast

<= 7	No
8+	Yes
Skill Modifier	-2/+3

5. If the Bomber is Fast, the Bomber attacks the Bandit first. Roll for the Bomber AtA attack using the appropriate AtA box based on the Bandit position.

   Use the ***Concentrate Fire*** tactic if desired prior to the roll.

Concen. Fire +2 AtA

   If the modified die roll is >= the Bomber position AtA value, the Bandit is Destroyed. Removed the Bandit counter and earn 1 XP.

6. The Bandit attacks the Bomber. Roll for the Bandit attack.

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Use the *Evasion* tactic if desired prior to the roll (roll twice and use the lowest value).

Evasion
2 Rolls
No Attack

Modify the Bandit Attack roll based on the *Bandit Attack Modifier* chart. If the modified Bandit attack die roll is >= to the Bandit AtA value, the Bandit hits the Bomber.

Bandit Attack Modifier

1942	+1
1944	-1

7. If the Bandit hits the Bomber, roll on the Hit Damage chart to determine the Damage.

Hit Damage

1-3	Superficial Damage
4-7	Crew Member Killed
8	Frame Damage
9	Engine Damage
10	Destroyed

   a. If Superficial Damage, then no damage is applied.
   b. If a Crew Member is Killed, roll a die and compare the die roll to the Crew Position number. That crew member is KIA. Apply any AtA penalties (right side of Crew Position). Reset AtA means the original AtA value is used again.
   c. If Frame Damage or Engine Damage, place the appropriate Damage counter in the Damage box. If the Bomber is already damaged, then the Bomber is Destroyed and the game is over.
8. If the Bomber is Slow (i.e. not Fast), then the Bomber attacks the Bandit per step 5.
9. The Attack is complete. Remove the Bandit counter.

Example: The next step in the Mission Encounter is Bandit. I am currently Skilled and in the Rear position. I roll to see if a Bandit attacks my Bomber. I roll an 8, which is modified to 9 (Rear position). The Bandit attacks my Bomber. I roll to see which Bandit attacks. I roll a 9, which is a ME-410. I roll to see what direction it attacks from. I roll a 7, which is modified to 5 (Rear position). It attacks my Port side. I roll to see if my Bomber is Fast. I roll a 5, which is modified to 6 (Skilled +1). I'm Slow. I now roll to see if the Bandit hits. I roll an 8 that is modified to 7 (Year = 1944), which is a hit (Bandit AtA is 7+). I roll for damage. I roll a 6, which is a Crew Member killed. I roll a 5, which means my Engineer is killed. I change the Front AtA value from 6+ to 7+. It's now my turn to attack. I roll a 4, which is less than my Port AtA value of 7+. So I miss. The Bandit Attack is now complete.

4.7 Flak Attack

If the Mission Encounter is a Flak Attack, perform the following steps to resolve.

1. Roll on the Flak Damage chart to determine if the Bomber is hit by Flak (could be modified by Event #8).

Flak Damage

1-8	No
9+	Yes

2. If the Bomber suffers damage, roll on the Hit Damage chart to determine damage (see Bandit Attack step 7 for details).

4.8 Bombing Run (BR)

Perform the following steps to execute the Bombing Run.

1. If you are not in the Lead Bomber Position, then don't perform the next step.
2. If you are in the Lead Bomber Position, then roll a die, modify it by the Lead AtG modifier, and compare it to the Target Hit number (6+). If your modified die roll is >= 6, then earn 4 XPs for the mission. If your modified die roll is < 6, then you earn no Mission XPs.

4.9 Post Mission

Perform the following once all of the Mission Encounters are complete.

1. Check the next open Mission box.
2. Earn XPs per the XP Earned by Position chart. If you were the Lead Bomber and missed the Target, then you do not earn any XPs. Add your XP count to the XP Pool box.
3. If a Crew Member was killed, pay XPs to replace him (if applicable). If you don't have enough XPs, then the Game is over.
4. Use unspent XPs from the XP Pool (if desired) to adjust any AtA value, AtG value, or Mechanic value.
5. Use unspent XPs to purchase a Tactic (if desired and Average + Skill level).

Example: I just completed Mission #4, so I check the box under #4. For my next mission (#5), my group is now Green and has a -1 Skill Modifier.

Mission	1	2	3	4	5	6	7	8
Skill Modifier	✗	Red (+1) ✗	✗	✗	Green (-1)			

I was in the Rear position, so I earn 2 XPs, increasing my total to 6 XPs. My Front AtA value is current set to the default of 9+, so I spend 3 XPs to change my Front AtA value from 9+ to 8+.

4.10 Destroyed/Missions Complete

Determine your outcome based on the number of Missions completed by your Bomber:

- 25 Missions Complete: Great!
- 20-24 Missions Complete: Good
- 10-19 Missions Complete: Average
- 9 or less Missions Complete: Poor

5 Down in Flames Crossover

5.1 Introduction

The B-17 Flying Fortress Leader/Down in Flames Crossover lets you use Down in Flames to resolve the battles between Bandits and the Fighter/Bomber Groups. Once the DiF battle is complete, the results of the battle get reflected back into the B-17 FFL game.

5.2 DiF Setup – B-17 FFL Status

Whenever a Fighter Group and/or Bomber Group is attacked by a Bandit, the B-17 FFL Mission display defines the DiF Setup.

For Fighter-to-Fighter attacks, pull a DiF German Aircraft card that matches the Bandit type and year and a DiF American Aircraft card that matches the Fighter Escort type to oppose each Bandit.
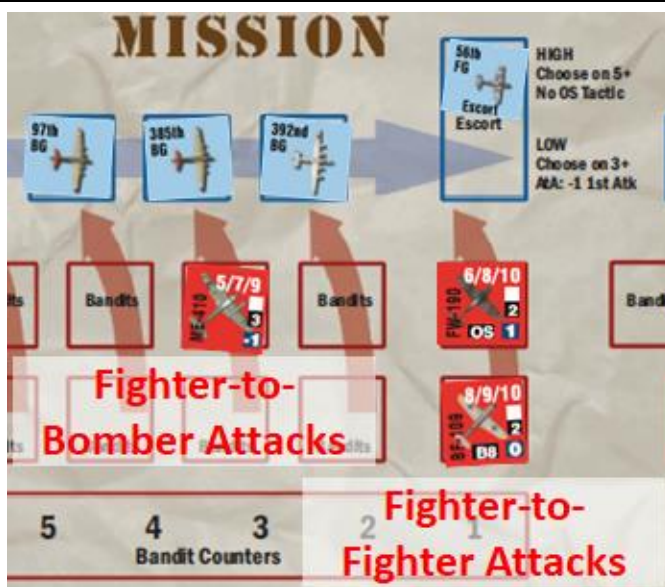
For Fighter-to-Bomber Attacks, pull two DiF German Aircraft cards matching the Bandit type, and two DiF American Bomber cards matching the Bomber type.
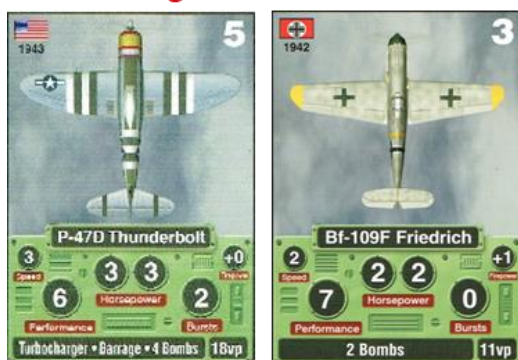
For Fighter-to-Bomber Attacks, pull two DiF German Aircraft cards matching the Bandit type, and two DiF American Bomber cards matching the Bomber type.

Place all of the Bandit Profile counters into a cup. Randomly draw a counter and place it next to the Bandit's card.

For your Fighter or Bomber, find the appropriate Skill counter and place it next to your card.

For both Bandits and Fighters/Bombers, apply the indicated Performance (P), Horsepower (H), and Burst (B) adjustments throughout the battle.

Recruit	Green	Skilled
P -2	P -1	P +1
H -1/-1	H +0/-1	H +0/+1

You can play with 2 players (one person German and one American), or you can play solitaire with you playing the Americans. If playing solitaire, resolve all German Bandit movements per the instructions below.

5.3   Two-Player Resolution

Play 6 turns and resolve the battle per the DiF Rules. If there are multiple attacks on the current turn, draw all of the aircraft cards relevant to the attack. Opposing aircraft are paired together as they are on the B-17 FFL Mission box. If an aircraft is Destroyed, the opposing aircraft can attack any remaining enemy aircraft on the next turn.

EXAMPLE

Per the diagram on the left, draw a German FW-190, BF-109, and 2 ME-410 cards, plus two P-47 and two B-17 cards. Pair the aircraft as follows: FW-190 & P-47, BF-109 & P-47, and two ME-410s & 2 B-17s.

5.4   Solitaire Resolution

For German Aircraft, draw Action cards up to the modified Performance + 6 Additional Cards. For American Aircraft, draw Action cards up to the modified Performance based on the Group skill level. Perform the Turns section below.

5.5   Turns

Start all Aircraft at High Altitude. Play 3 Turns with Fighter/Fighter and 6 Turns with Fighter/Bombers. Bandits always Maneuver first (if possible), then Attack.

1. If the Fighter Group is Fast or the German aircraft is *VERY SLOW*, perform the **American Fighter Turn**.

2. Perform the **German Bandit Turn**.

3. If the Fighter hasn't had a turn, perform the **American Fighter Turn**.

Bandit Aircraft Action Card Reactions:

When you play a card (either when initiating a Maneuver or Attack or reacting to a Bandit Aircraft Action card), always look left to right for a Bandit Aircraft reaction card. If the Bandit can react, then always play the left-most reaction card.

5.6   German Bandit Turn

5.6.1   Bandit Card Setup

1. Draw Pre-Turn Horsepower cars up to the Bandit's modified Performance + 6.
2. Shuffle Bandit Action cards

5.6.2   Altitude

1. If Disadvantaged and the Bandit Profile has ALTITUDE CHANGE, decrease the altitude by one level. Allied Fighter can react to Altitude Change

5.6.3   Maneuvering

1. If Disadvantaged or Tailed, play Barrel Roll or Scissors if available.

2. Place 6 Bandit Action cards face down, then place Action cards face up left to right (up to Modified Performance maximum).

3. Use Speed difference to Maneuver to *Best Position* – see below (Allied Fighters can React). If Bandit Profile is *DOUBLE MANEUVER*, then 2 Maneuvering points are required to maneuver one position. The card sequence can go back and forth as you play reaction cards and the Bandit plays reaction cards. Play any available Bandit reaction card, starting from left to right.

4. Use Bandit Maneuvering cards to Maneuver Bandit to Best Position. Maneuver with Reaction Cards left to right, then Attack/Reaction Cards left to right, then Attack Cards left to right.
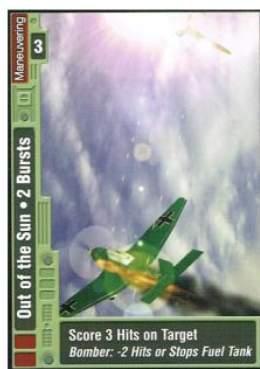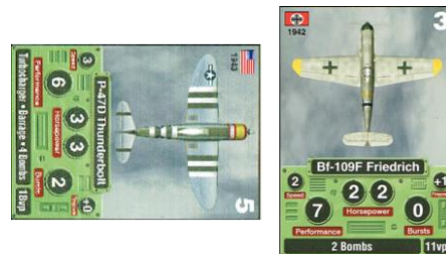

Reaction Cards
(2 Blue Bars)

Attack & Reaction Cards
(1 Red & 1 Blue Bar)

Attack Cards
(2 Red Bars)

Best Position:

- If Bandit Profile is **NEUTRAL MAX,** the Bandits can only maneuver to Neutral position (not Advantaged or Tailing).
- If Bandit Profile is **ADVANTAGE MAX,** the Bandits can only maneuver to Advantaged position (not Tailing).
- Otherwise, maneuver to Tailing position (unless 2 or less Actions cards are left).

EXAMPLE

The German Bf-109F Friedrich starts its turn as disadvantaged. The current Bandit Profile allows Tailing. The Bandit has 6 cards face down (not playable) and 5 cards face up. The German Bandit will attempt to maneuver to a Tailing position.

For the Bandit, play the Redline (Reaction) card first as a Maneuver card. You play a Barrel Roll card. The Bandit must react with Yo-Yo (left to right). You cannot react to Yo-Yo, so the Bandit maneuvers to Neutral position. There are 3 cards remaining. For the Bandit, play the In My Sights (Attack/Reaction) card as a Maneuver card. You cannot react to a Maneuver card, so the Bandit maneuvers to Advantaged. Because there are only 2 cards left, the Bandit ends Maneuvering.

5.6.4 Attack

1. If the Bandit profile has **OUT OF THE SUN,** then have the Bandit play the equivalent of an Out of the Sun card (2 Bursts, 3 Hits). You can react to Out of the Sun.

2. If the Bandit profile has **INEXPERIENCED,** then don't use any Bandit Ace Pilot cards.

3. Group all German Action cards together, shuffle them, place 6 cards face down , then place Action cards face up left to right (up to Modified Performance maximum).

4. Play Tactic: Score +1 card if available.

5. Use Burst cards that fit within the remaining Bursts. Start with Attack cards from left to right, then Attack/Reaction cards from left to right. You can react to Bandit cards, playing until card play ends. Apply damage if applicable (including Bandit card damage due to Bomber cards).

Attack Cards
(2 Red Bars)

Attack & Reaction Cards
(1 Red & 1 Blue Bar)

6. If you are damaged, apply the appropriate Damage counter to your Fighter/Bomber.

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7. If a Bandit cannot attack, then the turn is over.

8. If more Bandit cards are available, repeat steps 3-6 until all cards are used.

Bandit #1

Bandit #2

EXAMPLE

Two German ME-410s are attacking one of the B-17 Bombers. Each Bandit has a set of Action cards. For the B-17 getting attacked by Bandit #1, draw 7 cards (5 Turret Defense cards plus 2 Turret Support cards).

Bandit #1 counter gives it an extra Burst, giving it a total of 2 Bursts (one for being Advantaged). Bandit #1 has a total of 10 Action cards. Place 6 cards face down and the remaining 4 (below Performance max) face up left to right.

Bandit #1 Face Up Action Cards

Bandit #1 can't play the first card because it only has 2 Bursts. But it can play the second card with 1 Burst, attempting to apply 1 Hit. You play your In My Sights card to reduce the Bomber damage by 1 Hit. No damage is applied to your Bomber. Bandit #1 has one more Burst, but doesn't have any cards remaining with 1 Burst.

Bomber Action Cards

5.6.5 Bandit Card Draw

1. Draw Post-turn Horsepower cards up to the Bandit's modified Performance + 6.

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5.7   American Fighter Bandit Turn

5.7.1   American Fighter Card Draw

1. Draw Pre-Turn Horsepower cards up to the your modified Performance.

2. Adjust your starting number of Bursts based on your Fighter Group's AtA value.

5.7.2   Altitude

1. If changing your Fighter's altitude, change the Bandit aircraft altitude and if discarding, then discard card using left-most Reaction card (blue/blue), then left-most Attack/Reaction card (red/blue), then left-most Attack card (red/red).

You can choose to maneuver and/or attack in any order.

5.7.3   Maneuvering

1. Choose which card to use to Maneuver.

2. Shuffle Bandit Action Cards. Place 6 Bandit Action cards face down, then place Action cards face up left to right (up to Modified Performance maximum).

3. If possible, react with Bandit Action cards per the **Bandit Aircraft Action Card Reactions** note until card play ends. If successful, maneuver your Fighter card appropriately.


Fighter Action Cards

EXAMPLE

Your Average P-47 is in a Neutral position against a Fw-190. You have 4 Action cards. You have a 3 Burst In My Sights card, but currently only have 2 Bursts. You need to maneuver to Advantaged to use your card. You decide to play your Redline card as a Maneuver card.

Shuffle the Fw-190 Action cards, place 6 cards face down, and place the remaining 3 cards face up left to right.

Bandit Face Up Action Cards
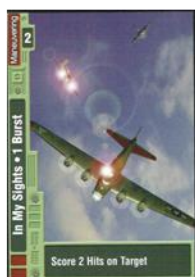
The Bandit plays the Tight Turn card in response to your card. You decide to play your Tight Turn card. The Bandit has nothing to react to your card, so you maneuver your Fighter card to Advantaged.

5.7.4   Attack

1. Assuming you have Bursts, choose which card to use to Attack.

2. Shuffle Bandit Action Cards. Place 6 Bandit Action cards face down, then place Action cards face up left to right (up to Modified Performance maximum).

3. If possible, react with Bandit Action cards per the **Bandit Aircraft Action Card Reactions** note until card play ends. If successful, apply appropriate Damage counter to the Bandit card.

5.7.5   Fighter Card Draw

1. Draw Post-Turn Horsepower cards up to your Fighter's modified Performance.

EXAMPLE

Your Average P-47 is in an Advantaged position after Maneuvering against a Fw-190. You have 2 Action cards remaining. You have a 3 Burst In My Sights card and a Yo-Yo card. You currently have 3 Bursts available. You decide to play your In My Sights (Fuel Tank) card.

Shuffle the Fw-190 Action cards, place 6 cards face down, and place the remaining 2 cards face up left to right.

The Bandit doesn't have any response to your card, so it is Destroyed.

Fighter Action Cards

Bandit Face Up Action Cards

5.8   B-17 FFL Game Updates

After all DiF Turns are complete, reflect the results of your attack back into the B-17 FFL game.

1. If you destroyed the Bandit, then remove the Bandit counter from the B-17 FFL Mission display and increase the Bandit Destroyed counter by one.

2. If a Bomber was Damaged, then apply one Destroyed marker to your Bomber Group card. If a Bomber was Destroyed, then apply two Destroyed markers to your Bomber Group.

3. If your Fighter was Damaged, then apply one Destroyed marker to your Fighter Group card. If your Fighter was Destroyed, then apply two Destroyed markers to your Fighter Group.