

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.

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.



Fighter Battle #1



Fighter Battle #2



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.

Bomber Battle



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.



Apply the indicated Performance (P), Horsepower (H), and Burst (B) adjustments throughout the battle.

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.

2-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.

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.

Turns

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

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

German Bandit Turn

BANDIT CARD SETUP

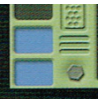
- Draw Pre-Turn Horsepower cards up to the Bandit's modified Performance + 6.
- Shuffle Bandit Action cards.

ALTITUDE

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

MANEUVERING

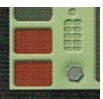
- If Disadvantaged or Tailed, play Barrel Roll or Scissors if available.
- Use Speed difference to Maneuver to **Best Position** – see below (Allied Fighters can React). If Bandit Profile is **DOUBLE MANEUVER**, then 2 Maneuvering points are required to maneuver one position. The card sequence can go 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.
- Place 6 Bandit Action cards face down, then place Action cards face up left to right (up to Modified Performance maximum).
- 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)



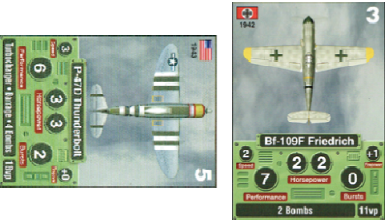
Attack Cards (2 Red Bars)

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 less than 2 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.

ATTACK

- 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.
- If the Bandit profile has **INEXPERIENCED**, then don't use any Bandit Ace Pilot cards.
- 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).
- Play Tactic: Score +1 card if available.
- 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)

- If you are damaged, apply the appropriate Damage counter to your Fighter/Bomber.
- If a Bandit cannot attack, then the turn is over.
- If more Bandit cards are available, repeat steps 3-6 until all cards are used.



Bandit #1

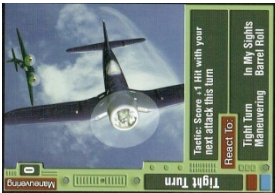


EXAMPLE

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 Performance cards plus 2 Turret Defense 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



Bomber 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.

BANDIT CARD DRAW

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

American Fighter Bandit Turn

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.

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.

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.

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

Fighter Action Cards

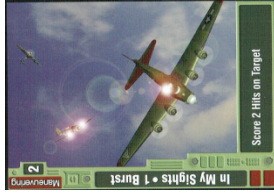


Advantaged to use your card. You decide to play your Redline card as a Maneuver card.

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



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..

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



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.