

BERLIN



Air attacks on Berlin during World War 2 were always risky and costly, but Allies were determined to carry these missions on. German losses were big and, even more, their morale was lowered thanks to these attacks.

Mighty, as Goering claimed, Luftwaffe was about to get rid of anyone who'd dare to fly above Germany. At the 1 September, 1944 Allies launched their biggest bomber mission. About 2.00 AM first British Liberators reached Berlin, while American B-17s were next in line to attack the city at dawn.

Luftwaffe, being in the state of emergency, launched its air forces and ground detection systems to seek for enemy bombers. First British plane was detected at 2.15 AM. Liberators hadn't fighter's cover, but even alone were far from being defenseless....

ALLIES:	TURN:	GERMANS:
 x 6 A, B	1	x 6 
	2	E, F x 1 
	3	
	4	E, F x 1 
 x 6 A, B	5	
	6	E, F x 2 
	7	
	8	E, F x 1 
	9	
	10	
	11	
	12	
	13	

Victory Conditions:

ALLIES:

- For every plane that reached Berlin +1 VP

1	2	3	4	5	6	7	8	9	10	11	12
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- For every plane that leaves the board through A or B edges +3 VP

3	6	9	12	15	18	21	24	27	30	33	36
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- For every destroyed German plane +1 VP

1	2	3	4	5
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Total

GERMANS :

- For every destroyed Allied plane +1 VP

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

Player with more VPs at the end of the scenario wins the game.

- FOOTNOTES:**
- Allied planes are placed on the board first.
 - Scenario ends when there's no Allied bombers on board.
 - Each Allied bomber must move through at least one hex of Berlin.
 - Board B is used.

- Solitaire variant:

Allied player only: place all the FLAK counters randomly in the one hex distance from Berlin hexes, reverse up. FLAK counters can't be placed next to each other. German fighters are entering the board and moving in the way to attack nearest Allied bombers.

German player only: place all the FLAK counters on the board as you like. Allied bombers are moving on their shortest route to Berlin and then on their shortest route to leave the board.

DOGFIGHT



Western Europe was an arena of very large-scale air battle. It wasn't a battle of Britain anymore, but this time the Allies were bombing Germany, even in the farthest corners. There were also fights, in which from 1944 also participated new German jet aircraft Me-262. These fighters were faster than allied machines and could be deadly if piloted well. However, there was not enough of these to gain an advantage in the air. The lack of experienced pilots and losses suffered by the Germans every day caused even more problems.

The inability to manufacture the proper amount of machines and the lack of pilots had to lead to the total destruction of the Luftwaffe, but before this happened, the Germans were still very dangerous on the European sky.

This scenarios shows an expedition of Allied fighters over the North Sea. 24 Allied machines met on their route 12 jet Me-262. There was a violent clash. Fast Messerschmitts tried to break the Allied formation and destroy the enemy machines with quick and devastating attacks.

ALLIES:	TURN:	GERMANS:
 x 5 A, B	1	E, F x 4 
 x 4 A, B	2	E, F x 4 
 x 3 A, B	3	E, F x 4 
 x 5 A, B	4	
 x 4 A, B	5	
 x 3 A, B	6	
	7	
	8	
	9	
	10	
	11	
	12	
	13	

Victory Conditions:

ALLIES:

- For every destroyed German plane +2 VP

2 4 6 8 10 12 14 16 18 20 22 24

- For every damaged German plane +1 VP

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

Total

GERMANS:

- For every destroyed Allied plane +2 VP

2 4 6 8 10 12 14 16 18 20 22 24

- For every damaged Allied plane +1 VP

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

Total

Player with more VPs at the end of the scenario wins the game

FOOTNOTES :

- Allied planes are entering the game and moving first.
- Scenario ends with turn 13. If there is a draw, players should play one more turn.
- Board A is used.

- Solitaire variant:

Allied player only: German planes are always attacking nearest Allied plane.

German player only: Allied planes are always attacking nearest Allied plane.

COVER



Bomber missions on German cities were extremely risky. German anti-aircraft artillery and fighter planes did everything to destroy the Allied machines.

This scenario shows the operation of US aircraft cover in the last days of the war. Their task is to keep German fighters away of Allied bombers. The task is difficult because Americans do not have numerical superiority. Covering bombers is therefore very difficult, and the Germans are trying to pull Americans away from the bombing expedition.

Unprotected bombers were easy prey for fast German fighters, and, although they had several machine guns to protect themselves, they could not cope with numerous opponents.

Allied losses in air missions on Germany counted hundreds of machines, thousands of crews, but the attacks continued. The German war machine was literally bombed from the war. Every major city and every factory had to be destroyed.

ALLIES:	TURN:	GERMANS:
 x 4 B	1	x 6 
 x 2 A, B	2	E, F x 3 
 x 2 B	3	E, F x 2 
 x 2 A, B	4	E, F x 3 
 x 4 A, B	5	E, F x 2 
 x 2 A, B	6	E, F x 2 
 x 2 A, B	7	
 x 2 A, B	8	
 x 2 A, B	9	
	10	
	11	
	12	
	13	

Victory Conditions:

ALLIES:	
- For every plane that reaches Berlin	+1 VP
<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12	
- For every plane that leaves the board through F edge	+2 VP
<input type="checkbox"/> 2 <input type="checkbox"/> 4 <input type="checkbox"/> 6 <input type="checkbox"/> 8 <input type="checkbox"/> 10 <input type="checkbox"/> 12 <input type="checkbox"/> 14 <input type="checkbox"/> 16 <input type="checkbox"/> 18 <input type="checkbox"/> 20 <input type="checkbox"/> 22 <input type="checkbox"/> 24	
- For every destroyed German plane	+1 VP
<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12	
Total	<input type="text"/>

GERMANS:	
- For every destroyed Allied bomber	+2 VP
<input type="checkbox"/> 2 <input type="checkbox"/> 4 <input type="checkbox"/> 6 <input type="checkbox"/> 8 <input type="checkbox"/> 10 <input type="checkbox"/> 12 <input type="checkbox"/> 14 <input type="checkbox"/> 16 <input type="checkbox"/> 18 <input type="checkbox"/> 20 <input type="checkbox"/> 22 <input type="checkbox"/> 24	
- For every destroyed Allied fighter	+1 VP
<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12	
Total	<input type="text"/>

Player with more VPs at the end of the scenario wins the game.

FOOTNOTES:

- Allied planes are moving first.
- Scenario ends when there's no Allied bombers on board.
- Each Allied bomber must move through at last one Berlin hex.
- Board B is used.

- Solitaire variant:

Allied player only: place all the FLAK counters randomly in the one hex distance from Berlin hexes, reverse up. FLAK counters can't be placed next to each other. German fighters are entering the board and moving in the way to attack nearest Allied bombers.

German player only: place all the FLAK counters on the board as you like. Allied bombers are moving on their shortest route to Berlin and on their shortest route to leave the board. Allied fighter must attack nearest German planes.

BLUE LINE



German Messerschmitts had to break through the British cover lines at all costs. Spitfires occupied the sector on the right wing of the expedition and patrolled the sky in search for the enemy.

Shortly after dawn, high in the sky, 12 jet Me-262s were spotted. They were lined up on a high altitude. Their speed gave them an advantage, but the British pilots did not remain passive, they immediately began the attack and

pursuit. There were violent clashes, followed by the chases for the damaged machines. However, the Germans did not intend to get into the fight and using the advantage of speed they intended to approach the bombers. Even damaged machines tried to avoid fighting.

Spitfires maneuvered, trying to bind the Germans in a fight. Several planes were even destroyed, but the Germans bitten off very effectively.

ALLIES:	TURN:	GERMANS:
 x 12	1	A, B x 12 
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	

Victory Conditions:

ALLIES:

– For every destroyed German plane +1 VP

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

Total

GERMANS :

– For every destroyed Allied plane +1 VP

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

– For every plane that leaves the board through E or F edges +2 VP

2 4 6 8 10 12 14 16 18 20 22 24

Total

Player with more VPs at the end of the scenario wins the game.

FOOTNOTES:

- Allied planes are set up freely on the board. German planes are set up next.
- Scenario ends when there's no German planes on board.
- Board A is used.

Explanations:

	x 6	A, B	6 bomber planes (Liberator) flying from zone A and B.
	x 6		6 Flak counters any on map

	B-24 Liberator		Me-262 (Messerschmitt)
	B-17 Flying Fortres		Spitfire Mk IX
			P-51 Mustang