

WW2 ETO Bombing Campaign

(Aug 1942 to April 1945)

The Eighth Air Force started flying operational missions in August 1942 and continued until April 1945. This Campaign will take you through the entire USAAF Bombing Campaign. It ends when the ETO Theater marker reaches Berlin (Hex 16). You earn additional VPs if you complete the Campaign prior to April '45.

Initial Groups:

Recruit (2), Green (1*), Average (1)

Special Rules:

- Replace Secondary Mission Cards at the start of each Year, and in June '44
- When the Luftwaffe Commander has the trait "Construct new Aircraft Factory", draw another Aircraft Factory card. **Limit Aircraft Factories to the following maximums: 1942 - 3, 1943 - 4, 1944 - 5, 1945 - 5.**
- Use all Bomber and Fighter Groups before reusing Groups that have been Reassigned. You can only use the B-29A and B-25C once in the Campaign. If no Bomber or Fighter Groups can be purchased due to some groups not being available, then you can reuse a Reassigned Group.
- If all Aircraft Factory targets have been destroyed, then shuffle the deck and restart.
- When rolling for War Front Adjustments (16.1), do not subtract 1 from the die for each Luftwaffe Squadron in theater.
- You can upgrade a Fighter Group to a new Aircraft. You receive half of the SO cost for the old unit (round down), and the new Fighter Group starts at two skill levels below the old unit's skill level.



Initial Luftwaffe Squadrons
8

Initial Luftwaffe Airfields
3

Initial Aircraft Factories
4

Initial Med. Theater
Torch

Initial USSR Theater
Stalingrad

Use Secondary Missions?
Yes

Available Technologies
None

Year	Weekly SO Points	Monthly Replacement Points	New Technologies	Notes
1942	15	12	None	No Targets in Germany. Ignore Special Weapon Tactics. Luftwaffe Response -2
1943	20	16	March (Chaff, APT-2 Jammer, H2X Radar, YB-40, Chin Turret). October (Azon Bomb, GB-4 Bomb)	Shuffle German targets back into the deck.
1944	25	18	January (Disney Bomb, Drop Tanks), October (P-40 Shooting Star)	June - Place ETO Theater Marker in Hex 10, Update Secondary Mission cards.
1945	28	18		Complete when the ETO Theater reaches Berlin (Hex 16) or April '45 is reached. When complete, gain 30 VPs for each remaining month through April '45.

Evaluation (VPs):

Great: 300+ Good: 250-299 Adequate: 200-249 Poor: 150-199 Dismal: 149-

Eastern Front Campaign

(March 1945 to April 1945)

As the Allies are advancing into Germany, the Soviets requested the Allies to aid in the Soviet Advance by bombing Eastern Germany. Bombing in March and April was often cloudy, which necessitated the use of H2X radar to do area bombing. Area bombing is was notoriously inaccurate. The use of incendiary bombs to destroy city blocks was used to impact industries and to disrupt factory workers.



Initial Groups:

Recruit (1), Green (2*), Average (1), Skilled (1), Veteran (1)

Campaign Info:

Initial SO Points: 120 Weekly SO Points: 28
 Monthly Replacement Points: 22 (10- B-17s, 12 - Any)

Initial Luftwaffe Squadrons

16

Initial Luftwaffe Airfields

3

Initial Aircraft Factories

4

Initial Med. Theater

Tunis

Initial USSR Theater

West Poland

Use Secondary Missions?

No

Available Technologies

All

Special Rules:

- Use the Berlin and Dresden City Maps and City Bombing Rules.
- Each city must be attacked at least once per month, with a city being attacked every week with at least 3 bombers.
- Each City Mission must have an H2X Radar in the Lead Bomber (purchase as normal) regardless of weather. The H2X Radar may not be used depending on the current cloud conditions over the city.
- Put the ME-262 (J) counters into the Bandit cup.
- When placing Luftwaffe Squadrons, put 1 Luftwaffe Squadrons in hexes 12, 13, 14, 15, 16, & 18. Add another Luftwaffe Squadron in hexes 16 & 18.
- Roll for placement for the remaining Luftwaffe Squadrons. Re-roll if squadrons are placed in hexes 5, 6, 7, 8, 9, 10, & 11.
- Remove non-German targets from the Aircraft Factory and Airfield target deck.

Weekly Objective (Optional Rule) Add 12 Initial SO Points

Roll 2 d10's and use tables on right to determine the week's objective. If the objective has already been destroyed, re-roll. If the objective is met, move the Soviet Political Track right one space. If not, move it left one space. Earn 6 SO points if the objective has been met.

- 1) Roll d10
 1-3: Dresden
 4-6: Berlin
 7-10: Choice
- 2) Roll d10
 1-3: Destroy 2 City Blocks
 4: Destroy Rail Yard Target
 5: Destroy Airfield
 6: Destroy A/C Factory
 7-10: Heavy+ Damage to any Tgt

If the track reaches Hostile, the Campaign is over with a Dismal rating. At the end of the Campaign, add the current track VPs to the evaluation. Ignore city attack rule above.

Soviet Political Track

Game Over	-6 VPs	-4 VPs	-2 VPs	0 VPs	+1 VPs	+3 VPs	+3 VPs	+4 VPs	+5 VPs
Hostile		Poor	Start	Weak		Good			Great

Evaluation (VPs):

Great: 38+ Good: 32-37 Adequate: 26-31 Poor: 20-25 Dismal: 19-