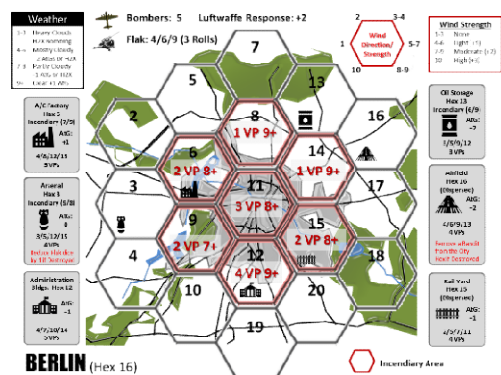


Eastern Front Campaign – City Bombing

1.1 Overview

The Eastern Front Campaign includes the use of City Maps (Berlin and Dresden) that contains various targets and incendiary areas.

To support the Soviet Advance into Eastern Germany, the Allies (RAF and USAAF) did precision and area bombing to inflict damage to reduce the morale and resistance of the German population.



Due to the urgency of the Campaign, bombing was done regardless of weather conditions over the city, including the use of the H2X Radar system to bomb the city by radar. Due to the inaccuracies of bombing solely with radar, bombs can fall in different areas of the city.

1.2 Campaign Special Rules

When placing Luftwaffe Squadrons at the beginning of the Campaign, place Luftwaffe Squadrons in hexes 12, 13, 14, 15, 16, & 18. Add additional Luftwaffe Squadrons in hexes 16 and 18. Roll for placement for the remaining Luftwaffe Squadrons.

Per the Campaign, you need to attack a City each week, with a minimum Bomber count of 3. Each City must be attacked at least once per month. Assign the Bombers and assign Bomb Types.

When getting Monthly Replacement Points, 10 must be assigned to B-17 Bomber Groups, and 12 can be assigned to any Bomber or Fighter Group, including B-17 Groups if desired.

If bombing using the H2X radar, ignore Event Card AtG effects based on weather or visual impacts (like Smoke Pots).

1.3 Optional Weekly Objective Rule

If desired, play with the Weekly Objective optional rule to randomly determine the target objective for the week as identified by the Soviets. This rule also uses the Soviet Political Track to evaluate how well you are meeting their objectives.

1.4 City Bombing Procedure

Use the following procedure to perform City Bombing.

1.4.1 Flak Attack

Using the Flak Attack numbers on the City Map, perform Flak Attacks against each Bomber in the Mission Group.

1.4.2 Weather Determination

Roll a d10 and reference the Weather table on the City map to determine the current weather.

If the Weather is Clear, then select a target to bomb from the targets identified on the City map, and perform the normal bombing procedure with a +1 AtG.

If the Weather is Partly Cloudy, then you can choose to perform the normal bombing procedure at a -1 AtG modifier, or you can perform H2X Radar bombing.

If the Weather is Mostly Cloudy, then you can choose to perform the normal bombing procedure at a -2 AtG modifier, or you can perform H2X Radar bombing.

If the Weather is Cloudy, then perform H2X Bombing.

1.4.3 H2X Bombing

Note: To use H2X for bombing, the H2X technology must be purchased for the lead bombing group.

Perform the following steps for each Group when doing H2X Bombing.

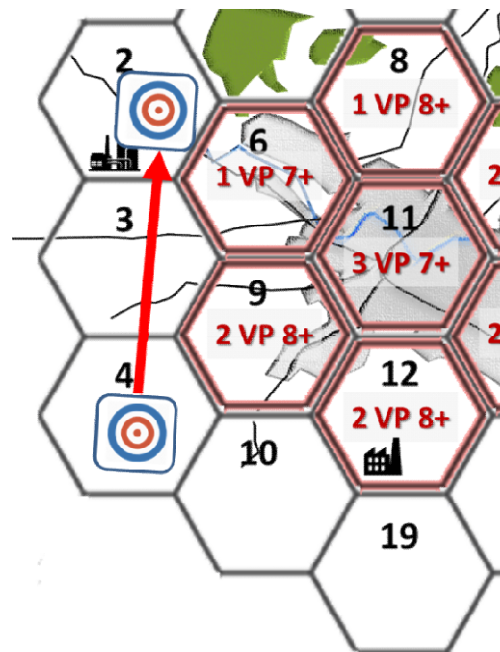
1. Roll 2d10 and sum the two die rolls. Place the Target counter in the corresponding hex.
2. If the Group's AtG modifier (including Commander modifiers) is +1, then you can move the Target counter 1 hex. If the Group's AtG modifier (including Commander modifiers) is +2 or greater, then you can move the Target counter 2 hexes.

Do NOT apply the H2X -2 ATG Modifier when performing a City bombing.

3. If there is a target in the hex, then perform the normal bombing procedure against that target. Use the indicated AtG modifier in the Target description.

The Veteran 97th BG has a +2 AtG and is carrying a M34 bomb and an Incendiary Bomb. The Weather is Heavy Clouds, which means that I am using my H2X Radar.

I roll to see what hex I am targeting and I roll a 1 and 3. I place the Target counter in hex 4. Because I have a +2 AtG modifier, I can move the Target counter up to two hexes. I choose to move the Target counter to hex 2 so I can attack the Oil Production facility.



1.4.4 Incendiary Bombing

1. If the hex is an Incendiary Area, and you have Incendiary bombs, roll a die. On a hit for each Incendiary bomb, place the Bomb counter in the hex.
2. Once all bombing is complete, roll a die to determine the Wind Strength.
3. Roll a die to determine the Wind Direction.
4. Place the appropriate Wind Strength counter and point the arrow in the Wind Direction.
5. Starting with the hexes with Incendiary hits opposite to the Wind direction, determine if the Incendiary Area is destroyed. Roll a die, add +1 for each Incendiary bomb, and add the Wind Strength modifier (ex: +2 for Moderate). If the modified die roll is equal to or greater than the number in the hex, that area is destroyed. Earn the indicated VPs for the hex.



I rolled a 5 for the Wind Strength (Light) and a 3 for Wind Direction. I place the Light counter with the arrow pointing in the Wind Direction

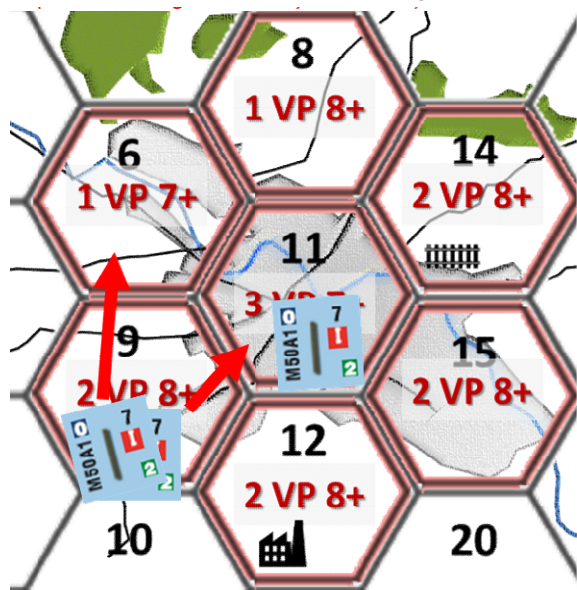
to or greater than the number in the hex, that area is destroyed. Earn the indicated VPs for the hex.

NOTE: If an Incendiary bomb hits a hex already destroyed, do NOT check to see if fire spreads.

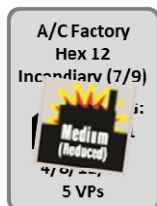
6. If the hex is Destroyed, split the Incendiary bombs in the hex between the two hexes in the Wind Direction (choose how to split remaining bombs).

7. Continue checking the remaining hexes to see if the area is Destroyed.

Given the Wind Direction show in the above example, I start in hex 9. There are two Incendiary bombs in the hex, and the Wind Strength is Light (+1). I roll a 5, and add +2 (Incendiary Bombs) and +1 (Light Strength) to get an 8, destroying the area and earning 2 VPs. I place a Destroyed counter in hex 9. Because of the wind direction, I move one Incendiary bomb to hex 6 and one to hex 11 (with existing Incendiary in hex 11).



1.4.5 Target Damage/Destroyed



I inflicted 10 points of Damage against the Aircraft Factory. I place a Medium Damage counter on the A/C Factory box.

If a Target is Damaged, then place the appropriate Damage Level counter on the Target box.

If the Target or Incendiary Area is Destroyed, place a Destroyed counter on the Target or hex.



1.5 Playtesters

Thanks to Elan Gelbart, Ben Bowman, Joshua Danley, and Greg Amos for providing feedback and playtesting the Campaign.

Fighter Group Strafing

1.6 Overview

During the war, US Fighter Groups escorting bombers would break off and search for ground targets to strafe and destroy with their guns and cannon. Typical strafing targets include airfields, trains, military convoys, ships, and staff cars.

Often, strafing targets were dangerous due to many targets were protected with AA guns or had bandits in the area.

1.7 Strafing Targets

1.7.1 Overview



Fighters perform strafing attacks against Strafing Targets. The objective is to destroy the target by performing AtG attacks against it. If destroyed, the Fighter Group earns an XP and Victory Points.

1.7.2 Keywords

The following keywords are used on Strafing Targets:

Bandits—Prior to attacking the Strafing Target, the indicated number of Bandits attacks the Fighter Group. The number in parentheses identifies the number of Bandits. Some targets have a different number of Bandits depending on the current Campaign year.

Staff – Indicates that a member of the German Staff is with the Target. If the Target is destroyed, the Staff member is

killed. Randomly draw a Staff counter to see which Staff member died and the effect on the Campaign.



1.8 Finding Strafing Targets

A Fighter Group can decide to leave escorting or sweep duties at any point in the mission. As the Fighter Group returns to base, a Strafing Target is drawn for each hex entered.

1.9 Strafing Target Procedure

Use the following procedure to perform Fighter Group Strafing.

1.9.1 Strafing Target Decision

Once a Strafing target is revealed, decide if the Fighter Group wants to attack it. If not, continue moving.

1.9.2 Bandit Attack

If the Strafing Target has the keyword Bandits, then the fighter group gets intercepted by bandits. The number of Bandits may vary depending on the Campaign Year.

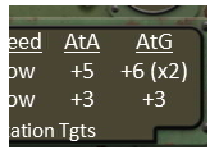
Resolve Bandit attacks per rules section 8.5. All Bandit attacks are against the Fighter Group. Use the Bandit side assuming the bandit is in the current hex.

The Fighter Group can decide to break off attacking the Strafing Target after the Bandit attacks have been resolved.

1.9.3 Anti-Aircraft (AA) Attack

The Strafing Target performs an AA attack on the Fighter group. Roll a d10. If the die roll is equal to or greater than the AA number, the Fighter Group suffers a hit.

1.9.4 Fighter Group Attack



Unit	AtA	AtG
DW	+5	+6 (x2)
DW	+3	+3
ation Tgts		

Use the Fighter Group AtG modifier to attack the target. Some AtG values have x2 or x3 value, which indicates additional dice are rolled.

Roll the indicated number of dice, and add the AtG modifier. **Any modified values greater than or equal to 10 is a hit (damage) against the target.** If the damage total is greater than or equal to the target damage (Dmg) value, the target is destroyed.

If the target is destroyed, the Fighter Group earns an XP and the VPs associated with the target.

1.9.5 Additional Strafing Runs

The Fighter Group can perform up to 3 strafing runs against the target. Repeat steps 1.9.3 and 1.9.4.

1.10 Attack Run Option

When performing a Fighter Group Strafing run, you can choose to execute a specific Attack Run that could impact the Strafing Attack, for better or worse.

Perform the following steps:

1. Prior to the Bandit Attack, choose the desired Attack Run to make. If Normal Attack is selected, then perform the normal Strafing Run procedure.
2. Roll a d10 and add the Fighter Group AtG modifier. Based on the modified die roll, use the Attack Run chart to determine the Attack Run modification.
3. Perform the Strafing attack with the Attack Run modification.

<h1>Attack Run</h1>				
<u>Attack Run</u>	<u>2-</u> NE	<u>3-5</u> NE	<u>6-8</u> NE	<u>9+</u> NE
Normal Attack				
Level Laydown	AA +2	AA +1	+1 AtG	+2 AtG
Offset Attack	+1 Bandit	+1 Bandit	-1 Bandit	-2 Bandit
Press the Attack	+2 FG Damage	+1 FG Damage	+1 AtG	+3 AtG
Bombard	-2 AtG No Tgt. Damage	-1 AtG	+1 AtG +1 Tgt Damage	+2 AtG +2 Tgt Damage
Precision Delivery	+1 Bandit -1 AtG	-1 AtG	-1 Bandit +1 AtG	-1 Bandit +3 AtG
On the Wire	AA +3	AA +1	AA -1	AA -3

*** Add FG AtG modifier to die roll

Notes:

- AA +/-X: Modify the AA attack against the Fighter Group
- +/- X AtG: Modify the Fighter Group AtG Attack against the Strafing Target
- +/- X Bandit: Add or remove the number of Bandits that are attacking the FG
- +X Target Damage: If the target is hit, apply additional Target Damage.
- +X FG Damage: Apply the indicated damage to the Fighter Group

Group Skills

1.11 Overview

Group Skills represent group capabilities that are applied to the corresponding Fighter or Bomber group, and provide benefits to that group.

Groups with Group Skills cost extra SOs to purchase for the Campaign.

1.12 Skilled Groups

1.12.1 Description



Fighter and Bomber Groups with a medal on the card are Skilled groups. Skills may not be available for use at lower group skill levels. The Group Skill is written on the group card.

See the Group Skills for a description of each Group Skill.

1.12.2 SO Cost

When purchasing groups with Group Skills, pay the normal SO cost for the group, plus add 5 SO points for the skill.

1.13 Using Skills

The Skill Description identifies when the skill can be used during the mission.

1.13.1 Expend Keyword



Some Group Skills have the Expend keyword, which means that the skill can only be used once per mission. Place the matching Skill counter on the Group card at the start of each mission.

