

# *Bombs Away!*

## The Air Campaign Against the Reich, 1941-45

### I. Introduction

*Bombs Away!* is a card game for two players that recreates the Allied bombing campaign carried out against Nazi-occupied Europe during World War II.

One player or team directs the air forces of Britain and the United States. The other player or team controls the forces of Axis Germany. The Allies attempt to bomb Axis targets to destroy Nazi war production, the German civilian economy, and the Axis political will to continue the war. The Axis attempts to use deception, fighters, and flak to protect its cities from Allied bombers. The emphasis is on strategic planning, with quick resolution of half-a-year's worth of bombing raids over entire regions of Europe each turn.

All the playing pieces are on the cardstock sheets inserted in the magazine. Pry open the staples and remove the sheets, then carefully cut out the playing cards along the black lines. Next, cut out the triangular Devastated Target markers and the half-inch square markers. Finally, remove the map and reclose the staples. The game is now ready for play.

### A. Game Components

A complete game of *Bombs Away!* contains:

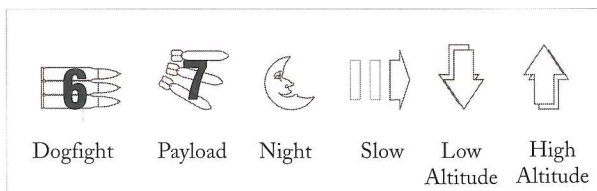
- one Target Display
- two sheets containing a total of 100 cards, 6 triangular markers, and 9 square markers

No dice, scratch paper, or pencils are required. Players may wish to substitute coins or thicker cardboard counters for the paper markers.

The **Target Display** contains a map of northern and central Europe, with nine city squares representing target sites of the type that the Allies sought to destroy throughout the war. Economic targets are colored green, Military targets are blue, and Political targets are red. One of each type is designated as a key target, indicated by the key symbol. Key targets are worth more for Allied victory purposes or impose stiffer penalties on the Axis than a normal target of the same type. However, they also have better defenses. The display also contains space for the card that indicates the current game turn, a Turn Sequence summary, a Record Track for Allied victory points and devastated target totals for optional variable victory rules, and a Bombing Effects table that explains what happens when a target is devastated by bombing.

**Aircraft cards** represent large portions of a country's entire air force, with the predominant aircraft type printed on the card.

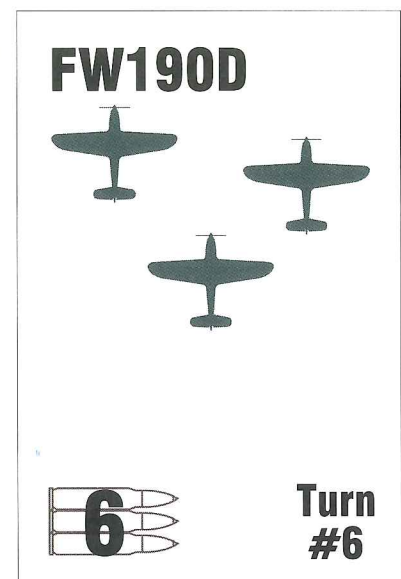
Symbols found on aircraft cards include:



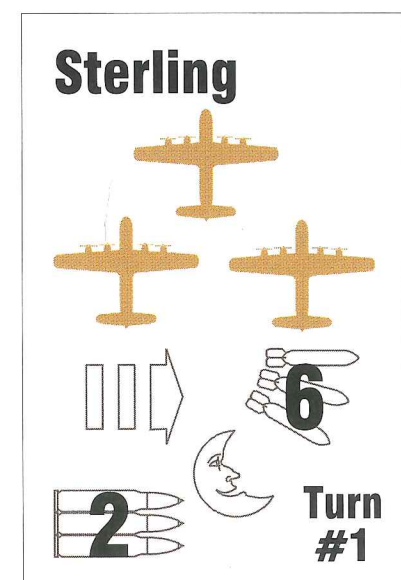
The Dogfight symbol indicates the ability to shoot down enemy bombers and fighters. The Payload symbol is used to bomb a target square on the map. The lower right corner of the card specifies on what game turn the aircraft is designed, permitting subsequent Build. Other symbols on the cards are used only with various op-

## Cards, Examples, and Tables

### German Interceptor card



### Allied Bomber card



tional rules.

**Flak cards** represent the strength of Axis antiaircraft guns, barrage balloons, and other ground-based air defenses at a particular target. No more than one Flak card can be placed in a single target square.

The number and size of Flak cards can be increased during the game. Successful Allied bombing reduces the strength of a Flak card in a target square by one point.

**Decoy cards** serve three purposes.

1. The Axis uses Decoys (and the Allies use their optional Decoy Raid card) to disguise the deployment of actual weapons. They can be placed by themselves or with real cards in any fashion the owner wishes.
2. Axis Decoys are also used to keep track of the current game turn. The Axis must give up the Decoy bearing the new game turn number at the beginning of the new turn. This progressively reduces the ability of the Axis to disguise his intentions, reflecting the cumulative effects of Allied intelligence gathering and experience.
3. Each aircraft listed under the word **Researched** on an Axis Decoy that becomes the new Turn card is immediately moved from its side's Unresearched Pile to the friendly Researched pile. If a card that is supposed to be moved is not in the Unresearched Pile, nothing happens. Only cards in a Researched pile can enter play by being constructed at the end of each game turn.

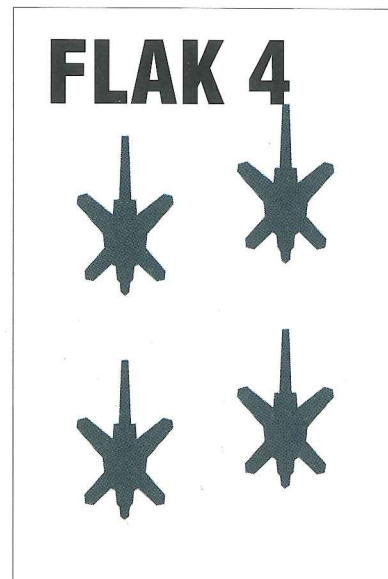
**Event cards**, which make up players hands, may be held indefinitely. Some game effects may force one or both players to discard one or more of their Event cards.

Whenever the Event deck runs out, all discarded Event cards are reshuffled into a new deck. Event cards serve three functions. Each card can be used only for a single function, of the player's choice, each time it is played.

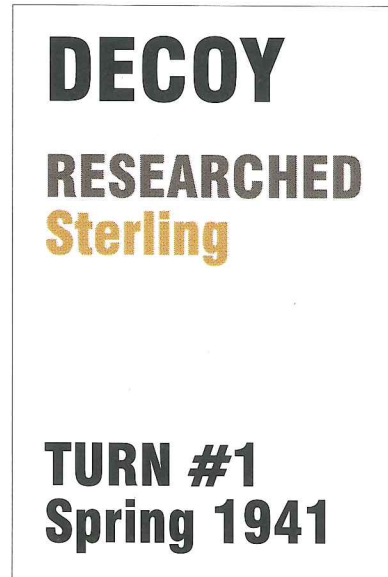
1. They introduce changes that actually occurred, or could have occurred, historically. This effect is described briefly beneath the headline. If the Allies play a card, use the tan text beneath the card's description. If the Axis plays an Event card, use the green text. If a side plays a card with the enemy's colored text, or plays a card at the wrong time, the card has no effect and is discarded. Various rules specify when and how most cards can be played, or the cards themselves do. Any cards with no such directions can be played at any time the owner chooses.
2. Each card also includes the names of an aircraft, printed in the appropriate colors for each side (tan for Allied, green for Axis). If the card is played during the holder's Build period, then the indicated aircraft types is taken from the cards available in the Researched pile and added to the friendly Available pile. Note that when a World War Heats Up card turns up, in addition to its other effects, it allows both sides to transfer any one Aircraft from the friendly Researched pile to the friendly Available pile.
3. The "Chance number" in the lower right corner of each card is used to resolve flak, Dogfight and bombing combat, plus settle any disputes between opponents. This is called a Chance draw. No dice are required. If the Chance number is equal to or less than the strength value printed on the firing aircraft or flak card, then a hit is scored against an enemy aircraft, flak, or target. Otherwise, it is a miss. The firing side may draw a card even in a situation where there is no chance of obtaining a success in order to run through the Event deck and cause a more rapid reshuffle.

**Devastated Target markers** are used to keep track of which target squares on the map are successfully bombed. The Allied side receives victory points for each square devastated, based on its value listed on the Bombing Effects table printed on the Target Display. Once the points are added to the total on the Victory Point Track at the end of the turn, the markers are removed and set aside for later use.

## Flak Card



## Decoy Card





Targets do not remain devastated between game turns. Every turn, the Allies can bomb each target anew and receive the full benefit for devastating it. Each target can be devastated a maximum of once per game turn.

The **Victory Point markers** are used to keep track of the current Allied victory point total on the Victory Point Track located on the Target Display. The "x1" marker is used in the lower row and the "x10" marker is used in the upper row.

The three **Variable Victory markers** marked E, M, and P affect the final outcome when the optional Variable Victory Conditions rules are used. (These rules will be printed in issue five and will be made available electronically on GENie, America Online, and the Conflict Simulation list on Internet.)

The three **Target markers** marked E, M, and P are used to keep track of the number of Economic (E), Military (M), and Political (P) targets devastated throughout the game when the optional Variable Victory Conditions rules are used. Flip them over to their "+10" side when the marker moves from the 9 space back to the 0 space on the Record Track.

## B. Preparing to Play

**1. Choosing Sides.** In the standard game, one side controls Axis (German) air defenses, and the other player controls the Allied (British and American) bombing forces. When playing the solitaire version, the single player or team takes the Axis side. (The solitaire rules will be printed in issue five and will also be made available electronically.)

**2. The Cards.** Separate the cards into five piles:

- Event cards (50)
- Allied Planes (11)
- Axis Planes (10)
- Axis Flak cards (20)
- Axis Decoy cards (9)

All Axis cards have identical backs, so that the Allied side cannot differentiate them until it launches a bombing raid.

**3. Receiving Event Cards.** One person shuffles the Event cards thoroughly, and deals each side two cards at the beginning of the game. Place the rest of the deck where both sides can easily draw from it during the course of play.

**4. Available Piles.** Each side has an Available pile. Cards in an Available pile may be used by the owning side to place on the Target Display each turn. To set up for play, each side then takes from its friendly aircraft pile all cards marked "Begin Game" (Spitfire I, B24D, and Wellington III for the Allies, and FW190A and Me109E for the Axis). The Axis takes all of the Decoy cards, plus four Flak 1 cards.

**5. Researched Piles.** Each side has a Researched pile. Cards in a Researched pile may be purchased by the owning side during that side's Build phase. To set up for play, place all remaining Axis Flak cards in the Axis Researched pile.

**6. Unresearched Piles.** Each side has an Unresearched pile. Cards in an Unresearched pile may not be placed on the Target Display nor may they be purchased. To set up for play, all other aircraft not yet located in a Available or Researched pile are placed in their respective owner's Unresearched piles. Cards are transferred from here to the Researched pile on the turn printed on each Aircraft card.

**7. The Markers.** Place the "x1" and "x10" markers on the "0" spaces of the Victory Point Track, located on the Target Display, and begin the game.

## II. How to Play the Game

The game is played in Game Turns, each representing about six months. Each

## Event Card

### *The London Times* **HUNS LAUNCH V-1 ATTACK!**

British coastal cities ablaze  
after vicious German buzz

Allied player loses two Victory  
Points.

Spitfire I

9

## Devastated Target markers



Game Turn is composed of a series of steps, which must be performed in the exact order indicated below. The rest of the rules describe these steps in detail.

## A. Using Event Cards

Event cards can be played at various times during a turn. Those that change the outcome of fighting should be played during combat. Cards that affect Victory Points ought to be used when adjusting Allied Victory Points. Ones that alter Build Points, Flak strength, and Aircraft development should be played during the affected side's Build period. Each card contains instructions. Any number of cards in a side's hand can be played at the same time, and the effects are added together. Two or more cards with identical instructions can be used together to magnify their impact.

## B. The Turn Sequence

Each game turn must be played in the following order:

1. **Axis Deploys Forces.** Axis Aircraft, Flak, and Decoy cards are placed face down at various targets on the Target Display
2. **Allied Deploys Forces.** Allied Aircraft cards are placed face down at various targets on the Target Display
3. **Both Players Execute Combat**
  - 3a. **Allies Select a Target Occupied by Friendly Aircraft**
  - 3b. **All Cards at the Selected Target are Revealed**
  - 3c. **Allied Player Dogfights.** Allied Aircraft shoot at Axis Aircraft
  - 3d. **Axis Flak Fire.** Axis Flak shoots at Allied Aircraft
  - 3e. **Axis Player Dogfights.** Surviving Axis Aircraft shoot at surviving Allied Aircraft
  - 3f. **Allied Bombing and Flak Adjustment.** Surviving Allied Aircraft drop bombs. If target is devastated, Axis flak is reduced
4. **Assess Target Devastation Effects.** Axis Player loses build points and event cards, Axis Player makes surrender draws, and Allied Player earns victory points
5. **Axis Builds Forces.** Surviving build points are spent on flak, event cards, and aircraft
6. **Allied Builds Forces.** Build points are spent on event cards and aircraft

## III. Deployment

### A. Axis

1. **The Turn Card.** The Axis player takes the Decoy card with the lowest Game Turn number from his or her Available pile, and places it face-up in the box to show which turn is now being played. Any Aircraft cards in players' Unresearched piles with the same game turn number as the current Decoy/Game Turn card are placed in their respective owner's Researched piles.
2. **Available Cards.** The Axis side takes any or all its aircraft, flak, and decoy cards from the Available Pile and places them face down in the various target boxes on the map. Any number of Aircraft and Decoys may be placed in a single square. Only one flak card may be placed in a given target square. There is no requirement to place all the cards on the map or cover every target square. (However, it will be obvious which targets are undefended!) All card assignments should be done to best mislead the Allied player as to what is being deployed where. The Allied player is permitted to know the quantity of Axis Armament cards in every square.

### B. Allies

## Victory Point markers

x10

x1



# Designer's Notes

by Mike Anderson

## Background

In my opinion, only three parlor games have ever been invented — Chess, Poker, and Rock-Paper-Scissors (RPS). Every other game is some derivation of these three. Chess is a game of strict movement and combat rules, showing an abstract conflict between two sides. Each side possesses various pieces, each piece possessing unique qualities. Poker is a game of options accepted or declined, risk, intelligence gathering, duplicity, and, sometimes, the better hand coming up the loser. RPS is a game of circular effect: A defeats B defeats C defeats A. *Bombs Away!* is an even mix of RPS and Poker.

Most approaches to subject matter like this take great steps to avoid the realities of the action represented. These games focus on the interaction of hardware rather than the interaction of objectives. Exploring the interaction of objectives, even in the abstract medium of this game, was far more interesting than evaluating the firing arc coverages of various bomber formations, or gun calibres versus disparate armor deflection angles. For hardware interaction, a Chess-like game, such as SPI's *Air War* or Avalon Hill's *Air Force* are most appropriate. I wanted something different.

This game is a learning tool for the military history challenged. I would like the average sixth grader to know the difference between destroying factories that produce pianos and destroying factories that manufacture armor-piercing bullets. And I want this same person to have a tacit understanding of the utility of arson-murdering the enemy population wholesale.

In WWII, the Allied high command decided that if all of the German ball-bearing factories could be destroyed, the Wehrmacht could not manufacture vehicles or industrial machines, and the war would end. Bombers pounded ball bearing factories. After a number of raids, no effect was seen on German production, so the idea was discarded. At the end of the war, the Allies learned that they had destroyed German ball-bearing production almost entirely, and that additional raids might have stopped the war years earlier.

Intelligence gathering in the 1940s was crude and unreliable by today's standards. It was very difficult to know, even in broad terms, how your actions affected your oppo-

nent. Also, long wars often have technological and tactical ping-pong effects, in which one side makes a development, and the other side creates something to counter it. The first develops a counter to the counter. The other side designs a counter to defeat their counter's counter. Poker and RPS are clearly the root games to tap from.

## Approach

Why someone does a thing is usually a more useful piece of information than how they did it. This game is not about which airplane had bigger guns, a higher ceiling altitude, or a smaller turning radius. This game is about objectives and motivations, and has many layers where the motivations of the different sides interact.

The first layer is the Allied player's strategy. Does he plan to employ few large attacks against Military targets? many smaller attacks against Political and Economic targets? a quick kill against Political targets? a low-risk, low-payoff siege against Economic targets? or a war against poorly defended targets of opportunity?

The second layer is the Axis player's tactics. Does he stack defenses in Military and Key targets, allowing the Allied player to attack them with immunity? spread defenses and decoys evenly over all targets, scoring few Allied kills, but never letting an attack go unpunished? or concentrating defenses in some targets, and decoys in others, making the Allies suffer mercilessly, in cases where they guess poorly?

The third layer is the use of Event cards. Does one use a card immediately for as much effect as can be gained? or saved for a situation, card, or action by the enemy that may never occur? Too often for the Allied player, the cards use the player more than the player uses the cards.

## Strategy

To play this game well, especially as the Axis, you must determine your opponent's motivations as soon as possible. You must also find a way to pursue a winning strategy while denying your opponent the ability to easily predict what you'll do next.

Another key to playing this game well is the proper use of surprises. Event card play and cunning decoy placement are two ways to

## The Rock-Paper-Scissors Approach

wreck your opponent's entire turn. The Allies might try sending only fighters to a target to kill German fighters without risking bombers. Placing four decoys on Essen/Köln will usually discourage Allied aggression there, while preserving Axis forces for use elsewhere.

I suggest that the Allied player group all his Night bombers for raids against protected targets. One or two should survive to bomb the target. If the Axis player leaves targets poorly protected, sending one Night bomber against each such target is useful for scoring easy points with little risk of retaliation.

For purchasing, either buy as many bombers as you can, generally ignoring fighters and Event cards, or buy one bomber and two Event cards every turn. With the first strategy, you're going to bomb only one target per turn with your entire air force. Choose any key or Military target each turn. Hit Essen/Köln occasionally just to keep the Axis player honest. If you choose the second strategy, save your Event cards until such time as you have three or more that complement each other. Then play them all on a single turn, adopting an attack plan that will allow you to take advantage of all of them.

For protection, the Allies will often group their planes. If they do, the Axis should buy flak; if the Allies spread their aircraft out, the Axis should buy fighters.

I suggest that the Axis purchase at least one Event card every turn, and the biggest flak upgrades possible with the remaining points. Event cards are useful to use during the game to destroy Allied bombers, buy fighters cheap, or to discard rather than lose Builds in the event of Economic Raids. It is important to have both Flak 4s on the Target Display every turn. A Flak 4 on a key target should kill or bounce 72% of all Allied aircraft at that target.

Early in the game, when you have many Decoys, cover every target with at least one card, and place the Flak 4s randomly among them. Flak 2s are cheap and vicious when placed on key targets. Purchasing smaller Flak cards allows you to purchase more Flak and fighter cards. This, in turn, permits you to keep enough cards in your Available pile to cover every target every turn. Woe is the Axis player who fails to place any defenses on three or four less important targets on a given turn.



**1. Available Aircraft.** Once the Axis completes its deployment, the Allies place any and all of its aircraft plus the Decoy Raid card in the friendly Available Pile, face-down on the map. There is no limit on the number of cards that can be placed in a single space, and there is no requirement to cover all the spaces. The Allied side is completely free to place or withhold cards as it sees fit. The Axis player is permitted to know the quantity of Allied Armament cards in every square.

**2. Removing Axis Cards.** Any Axis cards in target squares on the Target Display that contain no Allied cards are removed and placed in the Axis Available Pile. The Allied side should not be allowed to see the faces of these cards.

## IV. Combat

**Important:** Combat is resolved by drawing cards from the top of the Event deck. Ignore all of the text when revealing a Chance card draw; only pay attention to the Chance number in the lower right corner. If it is equal to or less than the strength value printed on the firing aircraft or flak card, then the enemy aircraft is destroyed or the enemy target is Devastated. Otherwise, the attack misses.

### A. Selecting a Target

The Allied side chooses any target square containing friendly cards, and both sides resolve all combat there as described below. Then the Allies choose another target. This continues until combat in all targets containing Allied aircraft has been resolved. Decoy cards have no effect, and are returned to their respective owner's Available Pile when revealed.

### B. Allied Dogfighting

**1. Selecting the Opponent.** The Allied side chooses one friendly aircraft in the selected target square to fire on any one enemy aircraft card present. The choice of friendly and enemy aircraft is entirely up to the Allied side. Use the Dogfight strength value. No Allied aircraft may fire more than once, but an Axis aircraft may be selected as a target any number of times.

**2. Resolving Dogfights.** Make a Chance draw for the attacking aircraft card, and make any adjustments required by the play of Event cards. Compare the Chance number to the firing aircraft's strength. If the number is the same or less than the strength value, the targeted Axis aircraft is immediately destroyed and placed in the Axis Researched pile. If any Allied aircraft in the target have not used their Dogfight strength yet, return to step #1.

### C. Axis Flak Fire

The Axis Flak in the target square fires at each Allied aircraft card. Make one Chance draw for each attack, and make any adjustments required by the play of event cards.

Each target square has one or two Flak symbols printed on it. Each symbol adds one to the strength of any Flak card on the square. If no Flak card is present, they are used as the Flak strength in that square. If an aircraft card is destroyed, place it in the Allied Researched pile. Leave the Flak card where it is until the conclusion of combat in the target, since the effects of bombing may reduce its strength.

### D. Axis Dogfighting

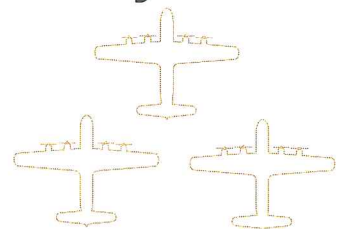
Once all Allied fire is completed in a target, each surviving Axis aircraft may fire at Allied aircraft located in the same target square they occupy. Use the same procedures found in Allied Dogfighting above. Destroyed Allied aircraft cards are placed in the Allied Researched pile.

## Optional cards and markers

The rules for the use of the following cards and markers will be published in issue five, and made available electronically on GEnie, America On-line, and Internet. The optional rules were not included in this issue because they were still under development at the time issue four was completed. Those who do not wish to purchase issue five may send in a SASE. A photostat will be provided free of charge.

## Allied bomber decoy

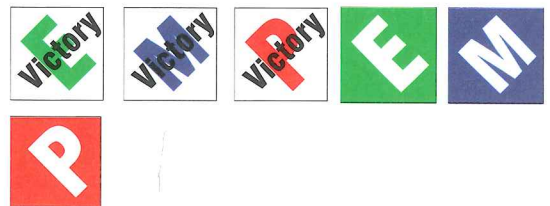
### Decoy Raid



**This is an Optional  
card for the Allies.  
It does not bomb and  
cannot be destroyed.**

**Begin  
Game**

## Variable victory markers





## E. Allied Bombing

**1. Choosing Bombers.** Once all Axis aircraft and Flak in the selected target square have fired, Allied bombing is resolved. All Allied aircraft card with a Payload strength may participate.

**2. Bombs Away!** Each Aircraft resolves its bomb run separately. The order in which bombers are selected is entirely up to the Allied side. Make one Chance draw for each bomber as it drops its bombs. If the Chance number is the same or less than a bomber's strength, place a Devastated Target marker in the square.

**3. Axis Losses.** If a Flak card is in a target square that becomes Devastated, then it is reduced by one point. If it is a Flak 1 card, it is eliminated. If change cannot be made with Flak cards in the Researched pile, the difference is lost.

**Example:** A Flak card with a strength of 3 is in a Devastated target. There are no Flak 2s in the Axis Researched pile. The Axis player must put the Flak 3 in the Researched pile and take a single Flak 1 as change.

## V. Target Devastation Effects, Victory and Surrender

### A. Axis Surrender

When Political targets are successfully bombed, there is a chance that the Axis will surrender and that the game will end immediately.

**1. Surrender Draw.** If the Bombing Effects table requires a Surrender Draw, make a Chance draw at this time. If the Chance result after all modifications is 1 or less, the game ends.

**2. Effects of Surrender.** Use the Surrender Table to determine the final outcome. If the Allies score a higher victory on points), ignore the surrender table result.

### B. Scoring Victory Points

At the conclusion of bombing, the Allies check to see which squares contain Devastated Target markers. Victory points are scored for each one that does. Adjust the markers on the Victory Point Track accordingly.

### C. Axis Penalties

For each devastated Economic target, the Axis loses one or more Build points. For each Build point lost, the Axis player may choose instead to discard one Event card at this time.

For each devastated Political target, the Axis must make a Surrender Draw.

### D. Determining A Winner

The game always ends after turn 9 is completed, or earlier if the Axis surrenders. Read the Allied total on the Victory Point track, and compare it to the Victory Point Table to determine the outcome.

## VI. Build

New aircraft (for both sides) can be built and Axis flak can be upgraded during Build. All Build occurs openly, not in secret. All Axis builds must be completed before the Allies build anything.

### A. Axis

**1. Receiving Build Points.** The Axis receives a certain number of Build Points each turn:

- Four (4) automatically

**Surrender Table**

Turn of Surrender	Result
1 or 2	Allied Decisive Victory
3 or 4	Allied Major Victory
5 or Later	Allied Marginal Victory

**Example:** The Allies have an incredible turn, devastating Bremerhaven, Berlin, Ploesti, and Schweinfurt. They score three Victory Points for Bremerhaven, two each for Ploesti and Berlin, and one for Schweinfurt for a total of eight. The Victory Point track is adjusted to reflect this score. The Axis loses four Build points, two for Ploesti and one each for Berlin and Schweinfurt. The Axis player decides to discard two Event cards to prevent two of the Build point losses. The Axis player chooses which cards he loses. Finally, the Axis player must make a Surrender Draw because of Berlin. The Axis player's Chance draw is a "3," a narrow miss. Had a "1" been drawn, the game would end.

**Victory Point Table**

Victory Points	Level of Victory
50 or More	Allied Decisive
42 – 49	Allied Major
34 – 41	Allied Marginal
26 – 33	Axis Marginal
18 – 25	Axis Major
17 or Less	Axis Decisive

- Subtract points as required by the Bombing Effects table. If the final total is zero or less, the Axis has no Build Points available this turn.
- Event cards are played at this time by both sides to raise or lower the number of Build Points received.

**2. Using Build Points.** The Axis then spends Build Points to do any or all of the following:

- Transfer aircraft from the Researched pile to the Available Pile
- Build new Flak cards
- Upgrade existing Flak cards
- Purchase new Event cards

See the Build Table for the exact number of Build Points required. There is no limit to the number of cards that can be built or purchased, as long as Build Points are available. Unused Build Points may not be saved for future turns.

**3. Building with Event Cards.** The Axis side may play an Event card from its hand to move an aircraft card from the Researched to the Available Pile without spending any Build Points. The Event card must have the name of the aircraft built printed on it. There is no limit to the number of aircraft that can be built, as long as the necessary Event cards are expended and the aircraft cards are available in the Researched pile.

**4. Flak.** New Flak cards can be added to the Axis collection, or old cards can be upgraded to a higher value. If the card wanted is not in the Researched pile, then one with a different value must be selected, otherwise the new build or upgrade may not take place. Be sure to return a card replaced by Flak with a higher value to the Axis Researched pile. There is no size restriction on an upgrade or the creation of a new Flak unit.

## B. Allies

Follow the same steps as the Axis, except that there is no Allied Flak to build.

## C. Completing the Turn

Once all Allied Building is completed, remove all Aircraft, Flak, Decoy, and "Devastated Target" markers belonging to both sides from the Target Display. All revealed Event cards are placed in the discard pile. Cards that were not revealed during the turn remain hidden and are returned to the owner without showing them to the opponent. Return to the beginning of the Turn Sequence and begin again.

## D. Special Build

When a "World War Heats Up" card is drawn when purchasing an Event card, not when it is simply turned over and used for a chance draw, it must be played immediately. The regular turn sequence is temporarily interrupted and the following steps occur:

1. Both players discard all the Event cards they currently hold.
2. The Axis receives any one aircraft of its choice currently in the friendly Researched pile. In addition, the Axis may spend 2 Build Points immediately. Building is done openly, not in secret.
3. The Allies then receive any one aircraft of its choice currently in the friendly Researched pile. In addition, the Allies may spend 2 Build Points immediately. Again, building is done openly, not in secret.
4. Reshuffle the Event deck, but do not include the "World War Heats Up" card just drawn. This card begins the new discard pile. Resume the normal Turn Sequence where it left off.

**Build Table**

To:	Do:
Move one Aircraft from the Researched pile to the Available pile	Spend two build points and take the Aircraft card <i>or</i> discard an Event card with the specific Aircraft listed on it and take the Aircraft card <i>or</i> play "Italy Lends Support" Event card.
Move one Flak card from the Researched pile to the Available pile	Spend one Build point per strength point on the card and take the card.
Upgrade a Flak card to one of a higher value	Spend one Build point for each added point. Place the Flak card being upgraded in the Researched pile. Take the desired Flak card from the Researched pile and place it in the Available pile.
Purchase an Event card	Spend one Build Point and draw the top Event card from the deck.



## VII. Optional Rules

These are intended to add flavor and historical realism to the game for those who don't mind a bit more complexity. Use as many or as few of these rules as you want. Both sides must reach agreement about which rules to use before beginning play.

### A. Aircraft Speed and Altitude

1. **Slow Aircraft.** A Flak unit may fire twice at an aircraft with a segmented arrow.
2. **Low-Flying aircraft** may not fire on a High-flying aircraft.

### B. Night Flying

1. Axis aircraft firing at an Allied aircraft with a night symbol (crescent moon) subtract two from their printed strength. Flak subtracts one.
2. Axis aircraft bearing a night symbol ignore the subtraction penalty. Flak never ignores it.

### C. Crash Program

A side may discard two Event cards from its hand to gain an extra Build Point during its own Build phase.

### D. Air Forces in Being

Subtract the number of Axis aircraft that survived at the end of the game from the number of Allied aircraft that also survived. Add this result to the Allied Victory Point total and determine the level of victory.

### E. Fighter Production

To reflect their cheaper production costs, shorter building time, and smaller crew sizes, either side may build two fighters during a Build phase for a total cost of 3 Build Points.

### F. Bouncing

If an attacking Aircraft or Flak makes a chance draw that is exactly the same as the dogfight or payload number it is using, the following effects occur:

- The target Aircraft is not destroyed, but may not fire or bomb for the rest of the turn. Rotate the card 180 degrees.
- The target square is devastated, but flak in the square is not reduced.

### G. Increased Commitment

Assume that the air war received more resources than it did historically. Each side gets a free Event card draw at the beginning of each turn. The Axis chooses first, followed by the Allied side. Players may want to give the free card to one side but not to the other to handicap play or explore historical alternatives.

**Example:** The Allies end the game with four aircraft, and the Axis end the game with seven. Three points are subtracted from the Allied Victory Point total ( $4 - 7 = -3$ ).

**Example:** A Flak 2, a Me110G, a Spitfire IX, and a B17F are at Ploesti. The B17F performs Dogfighting first, and draws a "3." This is exactly what the B17F needed to hit, so the Me110G is Bounced, and may not fire later this turn. The Spitfire fires at the Me110G and draws a "9," missing. The Flak 2 needs a "4" to hit both Allied Aircraft. It draws a "3" against the Spitfire, and a "7" against the B17F. The Spitfire is destroyed, and the B17F is unaffected. The B17F drops bombs, drawing a "4." This is also exactly what was needed to hit, so Ploesti is devastated; but the Flak is not reduced.

## Credits:

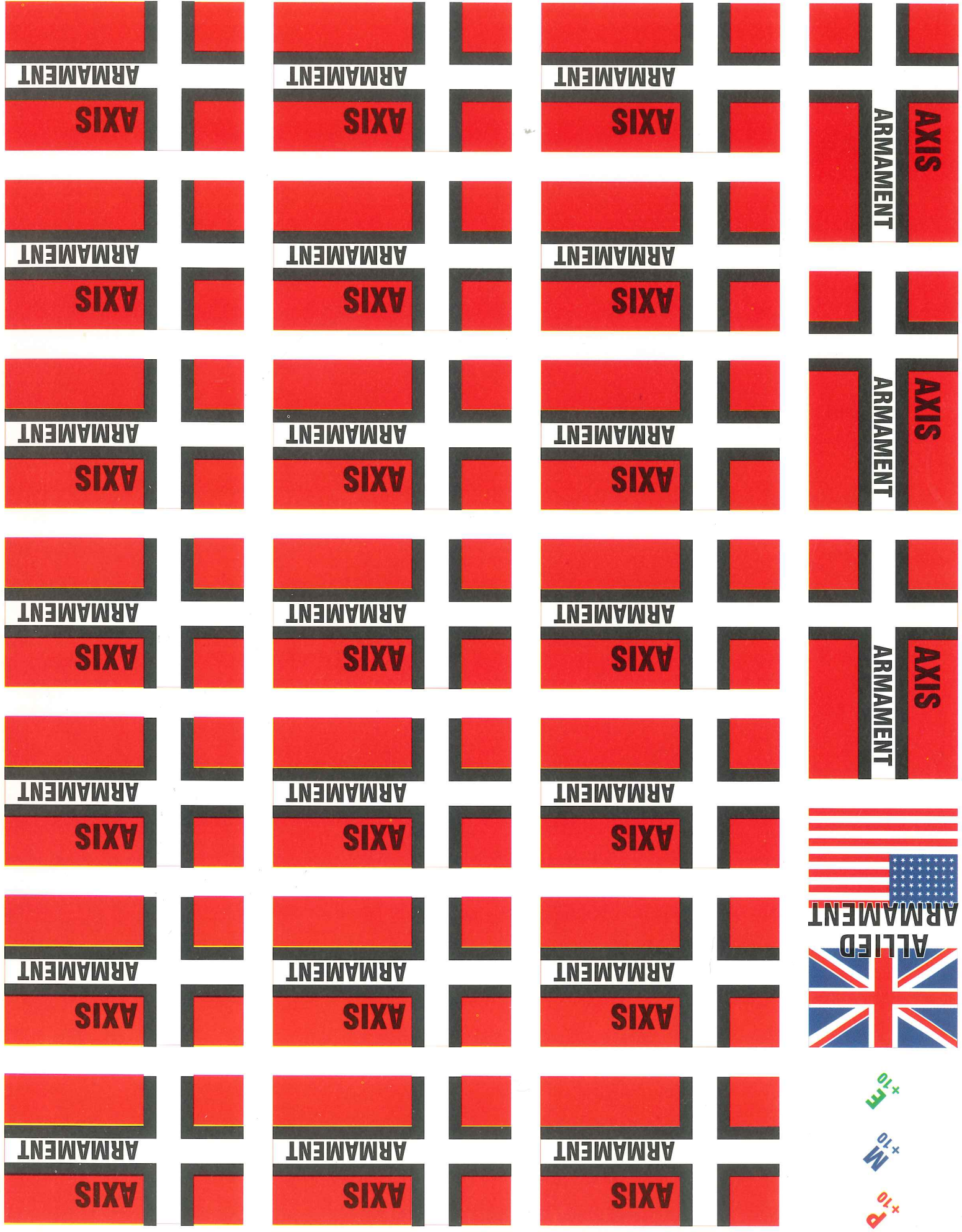
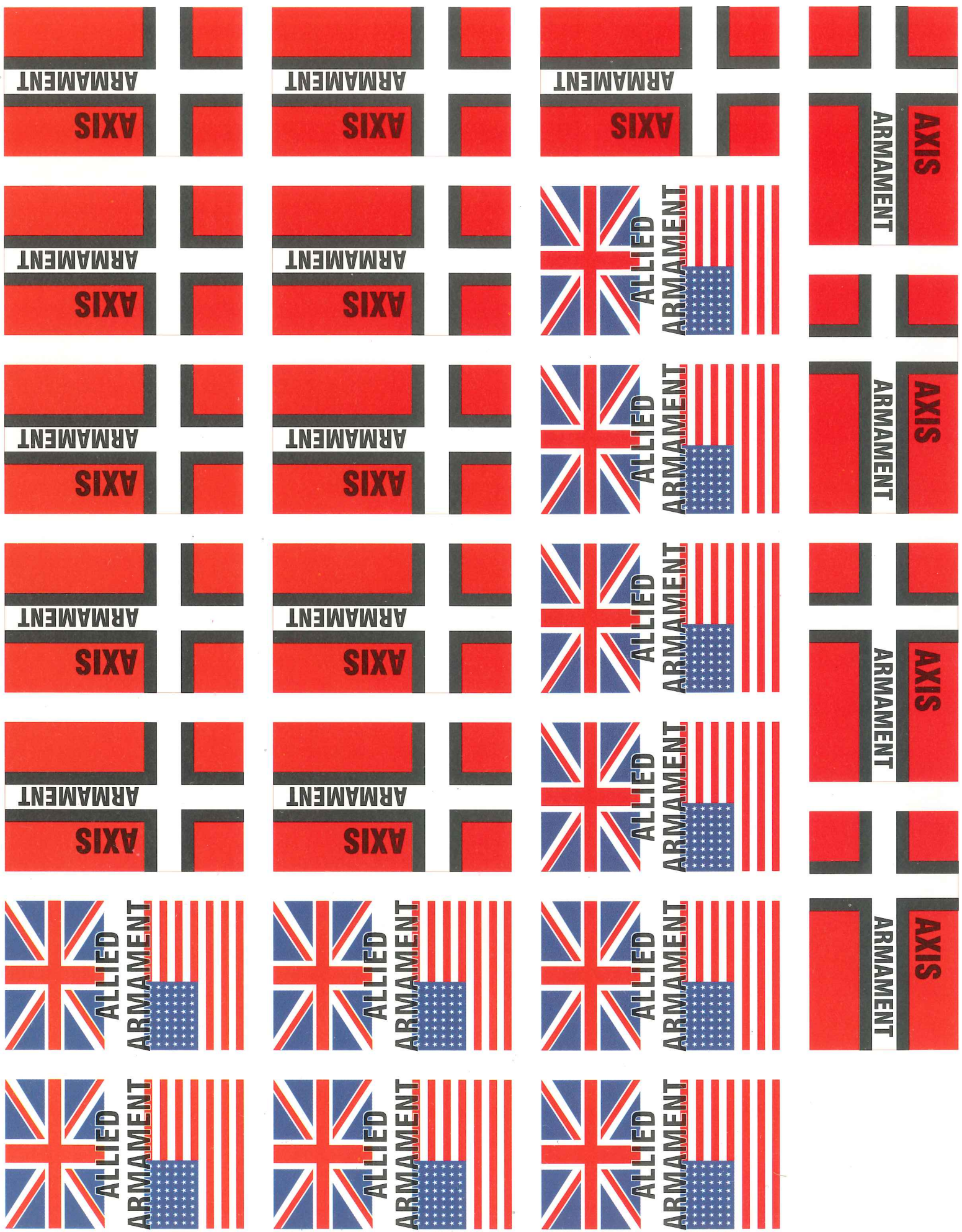
**Design and Graphics:** Mike Anderson

**Development:** Alan Emrich, Keith Schlesinger

**Historical Background:** James Hauk, Vicki Hauk, Gerald Wilson

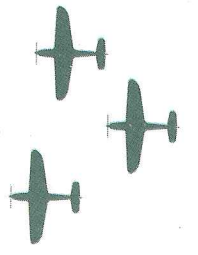

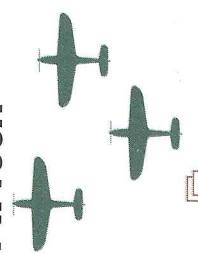

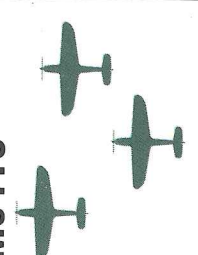

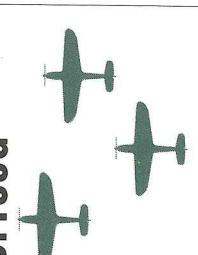

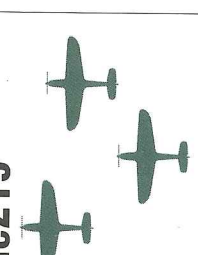





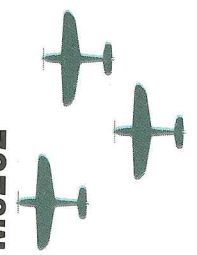
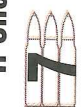
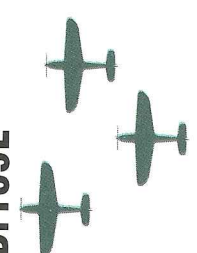

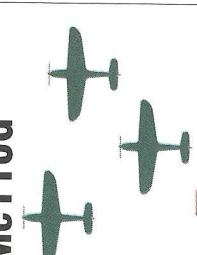

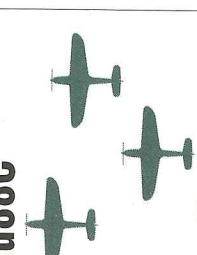

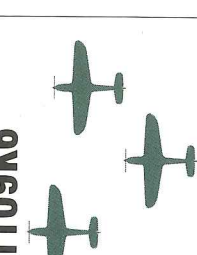


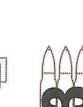


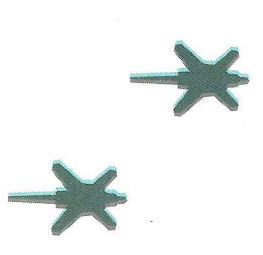
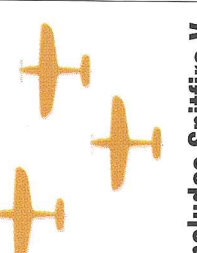

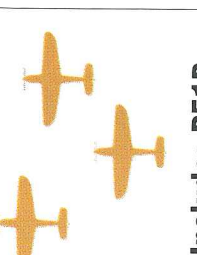



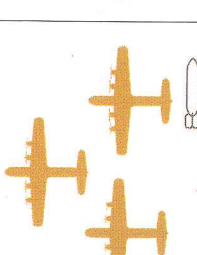

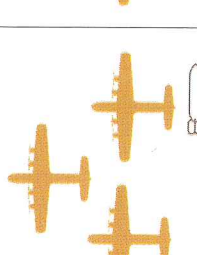

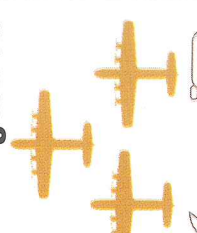







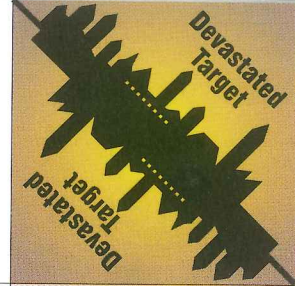
**Playtesting:** Jon Compton, Steve Hill, Denise Hyun, Dave Kizzia, Petra Schlunk, Gary E. Smith, Dan Verssen, Terry Coleman, Otmar Schlunk, Jason Matthews, Fred Simkin, Peter McCarthy, Mike Nagel, David Richtmyer

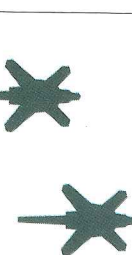



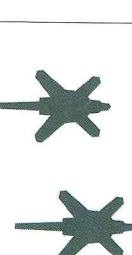


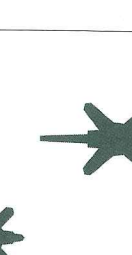

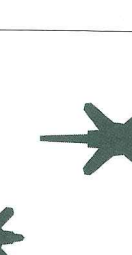






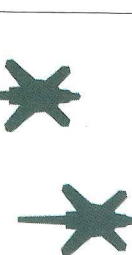



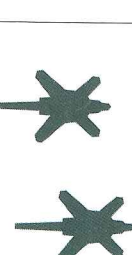


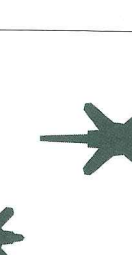

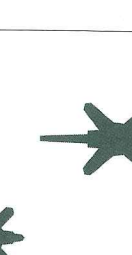









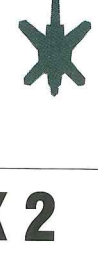






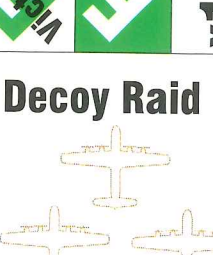




0+M  
+10M  
+10P



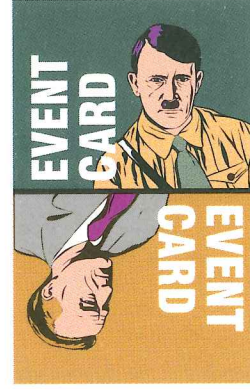
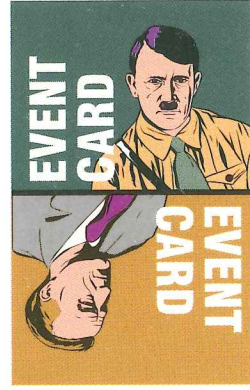
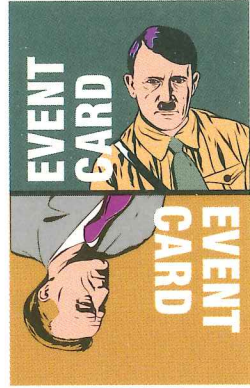
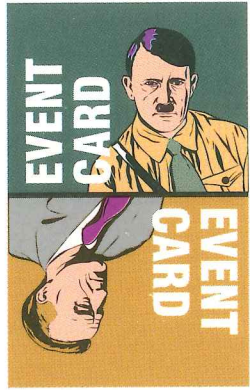
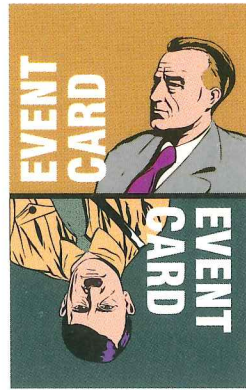
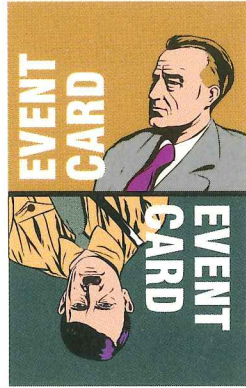
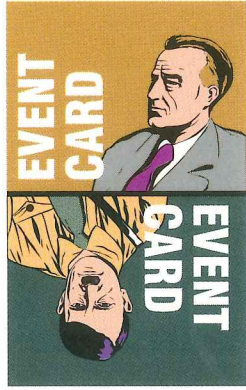
FW190D  Turn #6 	FW190A  Begin Game 	Me410  Turn #3 	Bf109G  Turn #3 	He219  Turn #5 	Lancaster  Turn #3 	Sterling  Turn #1 
Me262  Shoots Back Even If Shot Down Turn #6 	Bf109E  Begin Game 	Me110G  Turn #4 	Ju88C  Turn #4 	Bf109K6  Turn #7 	B17F  Turn #2 	B17G  Turn #4 
FLAK 2 	Spitfire I  Includes Spitfire V and P36A Begin Game 	Spitfire XIV  Turn #5 	Spitfire IX  Includes P47B, P47G, and P63A Turn #2 	B24D  Begin Game 	B24J  Turn #4 	Wellington III  Begin Game 
FLAK 1 	FLAK 1 	FLAK 1 	FLAK 1 	FLAK 1 	FLAK 1 	Devastated Target 

DECOY RESEARCHED Sterling TURN #1 Spring 1941	DECOY RESEARCHED Spitfire IX B17F TURN #2 Fall 1941	DECOY RESEARCHED Lancaster Me410 Bf109G TURN #3 Spring 1942	DECOY RESEARCHED B24J, B17G Me110G Ju88C TURN #4 Fall 1943	DECOY RESEARCHED Spitfire XIV He219 TURN #5 Spring 1943	DECOY RESEARCHED FW190D Me262 TURN #6 Fall 1943	DECOY RESEARCHED Bf109K6 TURN #7 Spring 1944
FLAK 3  	FLAK 3  	FLAK 4    	FLAK 3    	FLAK 2  	FLAK 1 	FLAK 1 
FLAK 3  	FLAK 3  	FLAK 4    	FLAK 3    	FLAK 2  	FLAK 1 	FLAK 1 
FLAK 2  	FLAK 2  	FLAK 2  	FLAK 2  	FLAK 2  	Decoy Raid  This is an Optional card for the Allies. It does not bomb and cannot be destroyed. Begin Game	<div> <div>Victory</div> <div>Victory</div> <div>Victory</div> </div> <div> <div>P</div> <div>M</div> <div>E</div> </div> <div> <div>x10</div> <div>x1</div> </div>











# BOMBS AWAY!

## TURN SEQUENCE

- Axis Player Deploys Forces  
Allied Player Deploys Forces  
Both Players Execute Combat
- Allied Player Selects Target
  - Forces are Revealed
  - Allied Player Dogfights
  - Axis Fires Flak
  - Axis Player Dogfights
  - Allied Player Drops Bombs
- Assess Target Devastation Effects  
Axis Player Builds Forces  
Allied Player Builds Forces

## GAME TURN CARD BOX

## BOMBING EFFECTS

### ECONOMIC TARGET

- Axis Loses One Build Point & Allied Gains One Victory Point
- Axis Loses Two Build Points & Allied Gains Two Victory Points

### MILITARY TARGET

- Allied Gains Three Victory Points
- Allied Gains Five Victory Points

### POLITICAL TARGET

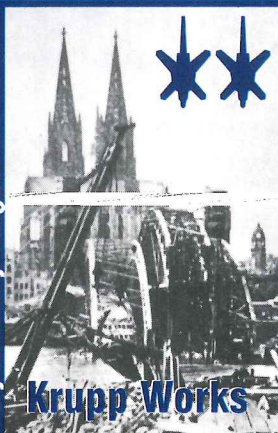
- Axis Makes One Surrender Draw & Allied Gains One Victory Point
- Axis Makes One Surrender Draw, Axis Loses One Build, & Allied Gains Two Victory Points

00 10 20 30 40 50 60  
0 1 2 3 4 5 6 7 8 9

**BREMERHAVEN**  
Military Target



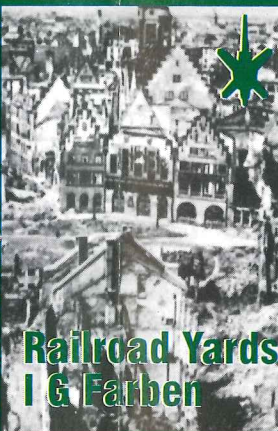
**ESSEN/KÖLN**  
Key Military Target



BELGIUM

FRANCE

**FRANKFURT**  
Economic Target



SWITZERLAND

**SCHWEINFURT**  
Economic Target



AUSTRIA

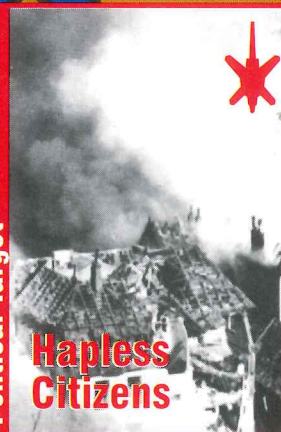
ITALY

RUMANIA

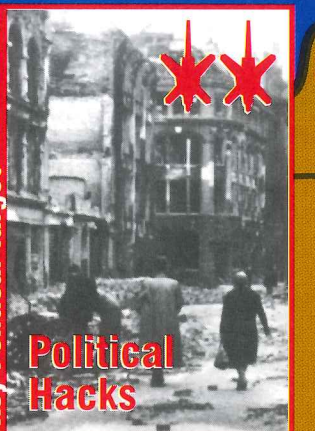
DENMARK

SWEDEN

**HAMBURG**  
Political Target

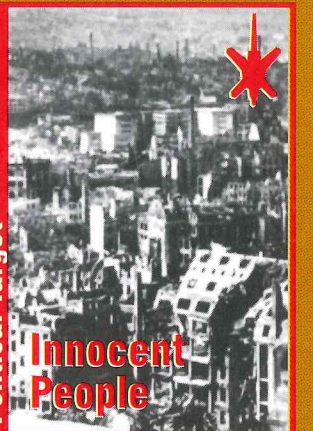


**BERLIN**  
Key Political Target



POLAND

**DRESDEN**  
Political Target



CZECHO-SLOVAKIA