



1/17/07

## **Introduction**

This expansion introduces both bombers and campaigns. To use this expansion, you must own the first game in the series.

## **Aircraft Types**

There are now three types of aircraft in the game. Each aircraft has its type listed on its card.

### **Fighters**

No special rules. They work just like they did in the first game.

### **Bombers**

Bombers are usually only use in the campaign missions, or in player designed missions.

Bombers have 2 limitations:

First, bombers cannot change altitude during a battle. This means they cannot change altitude during the Adjust Altitude step or play a card that could change their altitude.

Second, a bomber cannot play a card that could result in it achieving an Advantaged or Tailing position.

### **Scouts**

No special rules, but some campaign missions have their success based on the actions of Scouts.

## **New Action Cards**

This expansion adds three new types of action cards to the deck as well as a few more cards first seen in the original game. Add all of these cards to your DIF WWI action card deck.

### **In My Sights (Gunner) – (Rare)**

This is a special type of In My Sights card. Only an aircraft with a Gunner can play this type of card.

Your Leader must be Neutral, Advantaged, or Tailing, and have the required number of Gunner Bursts available to play In My Sights cards.

These cards can be responded to like any other In My Sights card.

## **Barrel Roll (Under the Tail) – (Rare)**

This is a special type of Barrel Roll card. These cards can only be played in reaction to an attack from a Gunner. They can counter In My Sights and Out of the Sun.

These cards can be responded to like any other Barrel Roll card.

## **Maneuver (Easy Target) – (Rare)**

This is a special type of Maneuver. This type of card can only be played against a bomber. It can be played to either gain 4 extra Bursts, or it can be played against the bomber as an In My Sights 1 Burst for 4 Hits.

These cards can be responded to like any other Maneuver card.

## **Campaigns**

The Campaign rules allow you to create pilots and lead them through a series of missions in one of WWI's historical settings. A campaign is played with the normal Down In Flames rules, but you also get specific goals and resources to enhance the game.

### **Set-Up**

To play a campaign, start by selecting the campaign you and your opponent want to play. Next, each of you chooses the side you want to play: Allied or German. On the campaign sheet under Set-Up you will find the aircraft given to the Leader of each player. This area also shows you how many missions you will fly to complete this campaign.

On the Campaign Log sheet, record the campaign name. Each player also records their two pilot names, and the aircraft each will fly. Each pilot has his own section of the Log to record his exploits. These pilots will be your Leaders during the campaign.

### **Flying Missions**

At the start of each mission, each player may choose one option found in the Special Options area on the campaign sheet. A player may choose each option only once during a campaign. Secretly record your choices on a piece of paper and then reveal them at the same time at the start of the mission. If an aircraft is called for, and the card is not available, use a substitute card and treat it as having the appropriate stats.

All campaign missions last 6 turns.

Next, draw a card from the game deck. Each mission box is numbered and titled.

*Example: Mission #2. Allied Bombing Attack*

Each mission box also has the name of one or more Action cards. Find the mission box that has the name of the card you drew. You will fly that mission. Some missions also show the city name where the mission took place. This information adds flavor to the mission but does not affect the game.

Also in the mission box, you will find the extra planes assigned to the mission.

*Example: L/W DFW CV*

This means the German player gets a Leader and Wingman of DFW CV's as part of the mission.

*Example: Ldr R.E. 8*

Means the Allied player gets an R.E. 8 Leader.

The mission box will also show the number of Leaders and Wingmen that are to be flown by both the Allied and German players

*Example: Allied- L/W/W, German- L/L/W/W/W*

This means The Allied player gets to fly one of his Leaders and two Wingmen. The German player gets to fly both of his Leaders and three Wingmen. The Wingmen must be of the same plane type as the leader.

On the Campaign Log, record the Mission Number and Special Options taken by each player.

At the bottom of the Campaign Log, you will find detailed instructions for each mission type. Reference those to learn your winning conditions.

When the mission is completed, record the Victory Points (VPs) scored by each player on the Campaign Log.

Repeat for each mission of the campaign.

### **Earning Pilot Skills**

Throughout the campaign, keep track of your missions, kills and the times you damage an enemy on the Campaign Log's Pilot Experience area. Fill in bubbles as experience is earned for each pilot.

When a pilot earns 5 Experience, you can select 1 skill for him from the first set of skills. When he earns his 10<sup>th</sup> Experience, you get one skill from the second set of skills. The same applies for the 15<sup>th</sup> and 20<sup>th</sup> Experience earned.

Some skills, like +1 Performance, will modify the aircraft ratings. Others, like "Immelmann", mean the pilot starts with that card in his hand at the start of all battles in addition to his normal cards. Search the deck to locate the card before each mission he flies.

You can use the Pilot Notes area to record any special accomplishments that your pilot might have achieved.

### **Pilot Replacement**

If a pilot is shot down, he may or may not have been killed. To see if his parachute returns him safely to the ground and back to his unit draw a card. If the card is blue, he is returned to you, if the card is blue/red or red, he's dead. If one of your pilots is killed, you get a replacement. Check the Replacements area on the Campaign Sheet. Draw a card to see what aircraft type you get. Create a new name for your new pilot to add to the Campaign Log. He begins fresh.

Do not track the skills or deaths of Wingmen. You will always have the specified number for every mission. If the replacement aircraft is of a different type than the previous Leader, swap out the old Wingmen for the Wingmen cards that match the new Leader's aircraft.

### **Cheat Death**

There is a Cheat Death bubble in the pilot notes area. This can be filled in only once per pilot during a campaign. When a pilot is killed, fill in his cheat death bubble and return that pilot to your resources.

### **Pilot Counters**

Several of the campaign Special Options will add an historical pilot. To do so, use the pilot counter and the aircraft specified by the Option.

Each pilot counter has a point value. These values are used when you are selecting forces for a stand-alone dogfight. The point values are not used in campaigns. Place the leader counter on the Leader aircraft card you want to enhance. Limit one counter per plane.

Pilot counters have a list of skill abbreviations and numbers. Here is what they mean:

P+x = Increase the aircraft performance rating by x.

H+x = Increase the aircraft horsepower rating by x.

D+x = Increase the aircraft damage rating (both to flip and destroy) by x.

B+x = Increase the aircraft burst rating by x.

AP = Once per game, you can play an card as if it were an Ace Pilot.

### **Campaign Victory**

After the last mission of the campaign, tally the victory points scored by each side, then subtract the German VPs from the Allied VPs to get a net Total. Consult the Victory table on the Campaign Sheet to see the campaign's outcome.

### **Credits**

Game Design

Dan Verssen

Game Development

Holly Verssen

WWI Aircraft Research

Chris Janiec, Chris Fawcett, Jonathan Fellows

Aircraft Art

Martin Scott (the cool looking planes)

Dan Verssen (the okay looking planes)

Playtesters

Chris Richardson, Kevin Verssen, Kira Verssen