



Battle Over Berlin: Bomber Escort Scenario Rules

This is a new and exciting Axis and Allies Air Force: Angels 20 Bomber Escort Scenario. This event may last up to 4 hours. Each game is intended for up to 4 players; 1 or 2 player teams. The Battle Over Berlin Bomber Escort Scenario is based on the Axis and Allies Air Force: Angels Rulebook optional rules for the same and both sets of planes may be used including Bandits High.

Air force Requirements: Each team (1 or 2 players) must bring planes for both sides equaling up to but no more than:

- 255 pts. of Axis planes (*German planes only.*)
- 175 pts. of Allied planes. (*min. of 2 US planes required.*)
- 3: B-17 bombers (*these planes will be provided. See statistics on separate sheet*)

Setup

◇ Place six maps sections in a 3 high x 2 wide configuration. All aircraft will be placed on battle board as such:

Allied- B-17's will be placed on southernmost map edge facing north. Allied Escorts may be placed no more than 2 hexes from any bomber. Allies set up first.

Axis – Aircraft will be placed in northernmost map edge facing south.

- ◇ Each side will have approximately 10 minutes to decide which planes to use to meet the minimum point requirement for each side if they have not already done so. Bandits High Planes are permitted!
- ◇ The B-17's are **NOT** part of point totals required for the Allied side.

Special Rules

Initiative Order

- ◇ The bombers are moved at the beginning of the turn (but after rolling for initiative), before the beginning of both player's movement. They do not count as part of the normal movement order. Bombers also fire first before all other aircraft.
- ◇ **Intentional Mid-Air** collisions are prohibited. A bomber must be shot down in order for kill to count towards victory.

B-17 Statistics: (*see handout for more details*)

RANGE	1	2	3	ARMOR	VITAL	HITS	RANGE	1	2	3
Top Turret ¹	4	3	2	4	10	6	Chin Turret	4	3	2
Ball Turret ²	4	3	2	Speed	1	2	Cheek Guns*	3	2	-
Rear Gunner	4	3	2	Pilot Quality	Average		Waist Guns	3	2	-

*only one Cheek Gun may fire a turn

¹ Top turrets can fire at targets 1 altitude above and cannot fire at 6 o'clock level

² Ball turrets can fire at targets 1 altitude below

- **Bristling with Guns:** each gun position may make one attack per turn.
- **Lumbering:** may not make special maneuvers while loaded and can turn 1 hex side per 2 hexes of movement.
- **Coordinated Fire:** twice per game, 2 overlapping gun positions may combine their attacks to receive a +1 to hit to one attack.

Victory Conditions

The game ends when either ALL three bombers are either shot down or ANY surviving bombers make it off the far map edge.

*If two of the three bombers make it off the far map edge, the US wins.

*If two or three of the bombers are shot down, the Luftwaffe wins.

