

AIR WARS

MINI GAME SCENARIO RULES

SCENARIO: RED EAGLES AIR BATTLE FOR THE KUBAN BRIDGEHEAD

25.0 SCENARIO INTRODUCTION

Red Eagles is a two-player wargame of the air campaign that was fought between the Soviet Red Air Force (VVS from the Russian *Voyenno-Vozdushnye Sily*) and the German *Luftwaffe* over the Kuban Bridgehead in southern Russia during the spring of 1943. The campaign saw the Red Air Force adopt new tactics that for the first time in the war, enabled the VVS to challenge the *Luftwaffe* on an even basis in the air. While the corresponding battle on the ground was indecisive, it set the stage for the battle of Kursk later that summer.

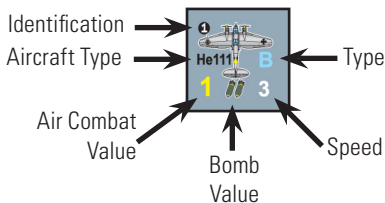
In this scenario, the Intruder player commands the Soviet VVS; the Interceptor player commands the *Luftwaffe*. Both players can conduct bombing missions. The objective of the VVS is to gain air superiority over the Kuban and support a breakthrough by ground forces. The objective of the *Luftwaffe* is to prevent this and repulse the Red Army.

Important: AA CRT cited in system rules is now part of the Air Superiority CRT.

Map Errata: Sarabuz square should have German airfield icon in the square.

Cards: Card 07 in the action section should say: All VVS fighters and fighter bombers.

26.0 FORCES



Intruder: Controls Soviet (red counters) air forces (VVS).

Interceptor: Controls *Luftwaffe* (grey) forces and Axis Allied air units (brown).

26.1 Fighter-Bombers (FB)



Units marked with an FB are fighter-bombers. At the start of each turn players may decide

to use them as fighter or bombers. If used as fighters, place them with their front side up. If used as bombers, place them with their reverse side up. They cannot switch modes during a turn. If used as bombers, they can fly only one mission per turn.

Note: *The ME-110 LFB is considered a long-range fighter/bomber and may stay airborne using the bomber procedures in either mode.*

26.2 Ground Attack Aircraft (GA)

Units marked with a GA are ground attack aircraft. They function as bombers. On the first hour in the air they attack their target; on the next turn, they must land (or be destroyed). They can fly only one mission per turn.

27.0 GAME LENGTH

The game lasts five game turns (each turn representing two weeks of operations). Each game turn consists of a Planning Phase and Operations Phase. The Operations Phase is divided into 8 hourly segments. The game activities of one turn represent the events during a real-life two-week game turn period.

Scale: 1 grid square: 40 kilometers.

28.0 HOW TO WIN THE GAME

Each player gains Victory Points (VP) for certain game actions. At the end of the game, each player totals their VP. The *Luftwaffe* player subtracts his total VP from the VVS VP total. The result obtained determines the level of victory (28.1). Players will need to keep track of VP by placing an "X" next to each bombed target using the Target Roster at the end of the rules.

28.1 Level of Victory

- 13 or more:** VVS Strategic
- 0 to 12:** VVS Operational
- 1 to -12:** *Luftwaffe* Operational
- 13 or less:** *Luftwaffe* Strategic

28.2 VVS VP

The VVS gains two VP for each *Luftwaffe* air unit in the Damaged Box at the end of the game and the number of VP detailed in the Target Roster at the end of the rules.

28.3 *Luftwaffe* VP

The *Luftwaffe* gains one VP for each VVS air unit in the Damaged Box at the end of the game and the number of VP detailed in the Target Roster at the end of the rules.

29.0 HOW TO SET UP THE GAME

VVS player sets up first, followed by the *Luftwaffe*. Set up takes place in the redeployment segment of the first turn. Place the month marker in the Turn 1 (3-16 April 1943) Box.

29.1 VVS

VVS Command Level: Start at two; maximum is four.

VVS Territory: All land spaces (full or part) east of the front line.

VVS Deployment: On any VVS airbases: 3 x LA-5, 2 x Yak, 4 x Pe-2, 2 x Sturmovik. Pick at random three Lend Lease (LL) air units as part of initial deployment.

Reinforcements Box: All remaining VVS air units. Cards will generate reinforcements. When called for, deploy reinforcements on any VVS airbases. Airbase capacity may not be exceeded.

Campaign Cards: Shuffle the VVS deck and place in a convenient spot to the side.

VVS Reinforcements: Consist of VVS air units, LL (Lend Lease) units and a long-range aviation (LRA) unit.

29.2 *Luftwaffe*

***Luftwaffe* Command Level:** Start at three; maximum is four.

***Luftwaffe* Territory:** All land spaces (full or part) west of the front line.

***Luftwaffe* Deployment:** On any *Luftwaffe* airbases: 2 x Me109, 1 x Me110, 2 x FW190, 1 x Do217, 2 x He111, 1 x Hs123, 1 x Hs129, 2 x Ju87, 1 x Ju-88.

Reinforcements Box: All remaining *Luftwaffe* air units. Cards will generate reinforcements. When called for place reinforcements on any *Luftwaffe* airbases. Airbase capacity may not be exceeded.

Campaign Cards: Shuffle the *Luftwaffe* deck and place in a convenient spot to the side.

Axis Allies: The Axis allied units are reinforcements. These are treated as *Luftwaffe* units for all game purposes.

30.0 SPECIAL RULES

30.1 Command Levels

Command levels change due to cards. A player's command level may never be reduced to zero nor exceed the level given in 29.1 & 29.2.

30.2 Airbase Capacity

The number next to each airbase is both its air unit capacity and AAA value. The capacity is the number of air units that may be placed in each airbase. The number of aircraft that can launch from each airbase each hour, is based on that side's current command level. Any number of air units may land (up to airbase capacity) at an airbase.

30.3 VVS Airbase Counters

The VVS player may build airbases by playing cards. Place the counter on any square on the Soviet side of the front line. There can be a maximum of one airbase (printed or counter) per square. They are installations (7.0). VVS airbase counters have a capacity and AA value per the number printed on them. If all airbase counters are on the map when a card calls for an airbase(s), the VVS player may remove airfield(s) and place them in another grid square. No more than three airbase counters may be on the map at one time. An airfield may not be placed at Myashako.

30.4 Antiaircraft

All functioning airbases (printed and counters) have an AA value equal to their capacity.

30.5 Radar

The *Luftwaffe* player (only) has a radar line. He may examine all VVS units in grid squares west of the front line.

30.6 CRT

Both sides use the same CRT.

30.7 Targets

The VVS can bomb German ports, logistic installations and *Luftwaffe* airbases. The *Luftwaffe* can bomb Soviet ports, logistic installations and Soviet airbases (printed and counters). Both players can bomb battle grid squares when activated by a card.

30.8 Airbase Attacks

A player can attack enemy airbases (printed and counters). Each successful hit will eliminate or abort one enemy air unit on that airfield. The airbase itself will not be affected (its capacity is not reduced).



30.9 Wild Cards

If a player has two wild cards in his hand, he can play both during the reinforcement step of the Planning Phase. If played at the beginning of the turn, ignore the effects on the cards and implement the following.

VVS: Raise the VVS command level by one.

Luftwaffe: Raise the *Luftwaffe* command level by one.

Note: The *Soviet Intelligence* card can also raise the VVS command level by one. This does not require wild card play.

AIR SUPERIORITY COMBAT RESULTS TABLE

Die Roll	Fighters Firing	Bombers Firing Defensively	AA Firing on Aircraft
1-4	—	—	—
5	Abort	Abort	—
6	Kill	Abort	Abort

30.10 Ground Battle Cards

The *Krymskaya* Offensive, Blue Line and Operation Neptune cards will designate a grid square as a target. That grid square will be a target only if that card is face up. The card is discarded at the end of the next player's turn (so each player has a chance to bomb it). The card is discarded, the target does not appear again. Both players can bomb that grid square and gain VP.

30.13 Reinforcement Cards

Reinforcement cards will provide additional air units the first time they are picked. The second and subsequent times they are picked, they provide the number of refits listed on the card, not reinforcements.

30.14 Reinforcement Deployment

Deploy air unit reinforcements on friendly airbases. If a player has insufficient airbase capacity on the map, then excess air units are placed aside (and cannot be used). They can be deployed as reinforcements when there is sufficient capacity.

30.15 Luftwaffe HS129

The Henschel 129 was a special tank-busting aircraft. It can bomb battle targets and airbases. It may not bomb any other targets.



BOMBING COMBAT RESULTS TABLE

Die Roll	Logistic Center	Port	Ground Battle	Based Air Unit
1-3	—	—	—	—
4	—	Bombed	Bombed	Abort
5-6	Bombed	Bombed	Bombed	Kill

Abort: One enemy air unit is placed in the Abort Box. An aborted unit is out of play for the remainder of the turn. It is automatically received as a reinforcement on the next turn.

Kill: One enemy air unit is shot down.

Place it in the Damaged Box. It may be redeployed only via a card that allows refit.

Bombed: Record the VP for bombing the Target. The target cannot be bombed by that player again for the rest of the game.

TARGET ROSTER

Target Name	VP	X
VVS Targets		
Sevastopol	+6	
Each Other Port	+2	
Dxhankoi (Logistic Center)	+4	
Operation Neptune (Myashako)	+6	
Krymskaya	+4	
Blue Line	+4	
Luftwaffe Targets		
Rostov (Logistic Center)	+4	
Each Other Port	+2	
Operation Neptune (Myashako)	+4	
Krymskaya	+5	
Blue Line	+5	

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