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 Voenno-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 conduct bombing missions. The Luftwaffe was engaged in a rearguard action to prevent this and repulse the Red Army.

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

26.1 Fighter-Bombers (FB)

<table>
<thead>
<tr>
<th>Aircraft Type</th>
<th>Identification</th>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>(red)</td>
<td>Luftwaffe</td>
<td>1</td>
<td>75</td>
</tr>
<tr>
<td></td>
<td>(grey)</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

Intruder: Controls Soviet (red counters) air forces (VVS).
Interceptor: Controls Luftwaffe (grey) forces and Axis Allied air units (brown).

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.

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

26.3 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.

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.

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.

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.

30.11 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.

30.12 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.

30.13 Reinforcement Cards
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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.

### AIR SUPERIORITY COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Fighters Firing</th>
<th>Bombers Firing Defensively</th>
<th>AA Firing on Aircraft</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>5</td>
<td>Abort</td>
<td>Abort</td>
<td>---</td>
</tr>
<tr>
<td>6</td>
<td>Kill</td>
<td>Abort</td>
<td>Abort</td>
</tr>
</tbody>
</table>

### BOMBING COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Logistic Center</th>
<th>Port</th>
<th>Ground Battle</th>
<th>Based Air Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>4</td>
<td>---</td>
<td>Bombed</td>
<td>Bombed</td>
<td>Bombed</td>
</tr>
<tr>
<td>5-6</td>
<td>Bombed</td>
<td>Bombed</td>
<td>Bombed</td>
<td>Kill</td>
</tr>
</tbody>
</table>

**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

<table>
<thead>
<tr>
<th>Target Name</th>
<th>VP</th>
<th>X</th>
</tr>
</thead>
<tbody>
<tr>
<td>VVS Targets</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sevastopol</td>
<td>+6</td>
<td></td>
</tr>
<tr>
<td>Each Other Port</td>
<td>+2</td>
<td></td>
</tr>
<tr>
<td>Dzhankoi (Logistic Center)</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>Operation Neptune (Myashako)</td>
<td>+6</td>
<td></td>
</tr>
<tr>
<td>Krymskaya</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>Blue Line</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>Luftwaffe Targets</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rostov (Logistic Center)</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>Each Other Port</td>
<td>+2</td>
<td></td>
</tr>
<tr>
<td>Operation Neptune (Myashako)</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>Krymskaya</td>
<td>+5</td>
<td></td>
</tr>
<tr>
<td>Blue Line</td>
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<td></td>
</tr>
</tbody>
</table>

**CREDITS**

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