

Example of a Down In Flames – Aces High Campaign

Dan and I are playing the Guadalcanal campaign. There are 6 missions in the campaign consisting of 5 turns in each mission.

I am playing the Axis and Dan is playing the Allies. Dan starts by choosing to attack target #4 with 2 SBDs. He chooses Option 6 giving him 1 F4F.

I will be playing the Axis defenders with an Interceptor of an A6M2 and I choose Option #7, “Winds” which will increase the mission by 3 additional turns, making this mission last for 8 turns to the target. I’ll have plenty of time to destroy Dan’s bombers.

Finally, I choose my Flak Pattern, in the case that the SBDs get to the target. I choose a Normal Flak Pattern.

Dan’s F4F is dealt a Barrel Roll, a Tight Turn, a Yo-Yo, an In My Sites Jinking, and an In My Sites 1 Burst for 2 Damage.

He chooses for his F4F to begin at Medium Altitude

His SBD Bombers begin at Low Altitude

My A6M2 is dealt 2 Evasive cards, a Tight Turn, a Vertical Roll, an In My Sites 1 Burst for 2 Damage, and an Out of the Sun 2 Bursts for 3 Damage.

I choose to begin at Medium Altitude.

Turn one of the dogfight, Dan doesn’t draw any Pre-Turn Draw cards since his performance is already at full. He tries to maneuver his F4F onto my A6M2 by playing a Yo-Yo and using its maneuvering ability of 1. I respond to the Maneuvering with a Tight Turn (I am not looking in the ‘React To’ area of my cards for something that will stop a Yo-Yo, I’m looking for something that will stop a Maneuvering.) He plays his own Tight Turn in reaction to mine. I have no cards that will react to a Tight Turn. I was unable to stop his action (Maneuvering) so we reposition our planes. I am now disadvantaged to him.

He plays an In My Sights 1 Burst for 2 Damage. I respond with an Evasive card, which lets my aircraft suffer 2 less Hits. I take no damage.

He plays an In My Sights 1 Burst for 1 Damage. I do not react to it and my A6M2 takes 1 Hit.

During his Post-Turn Draw, he gets a Tight Turn.

My turn begins with a Pre-Turn Draw of an In My Sights 1Hit for 1 Damage (IMS 1/1) and a Scissors card. I choose to target the F4F.

I begin with an IMS 1/1, playing this card as a Scissors card using my aircraft’s Agile skill. Dan must play a card that will react to a Scissors card. He plays a Barrel Roll. I

don't react to his Barrel Roll. I start a new action by playing a real Scissors card. He does not react and my A6M2 changes from Disadvantaged to Advantaged. I then play an Evasive card with a Maneuvering of 2. He does not respond and my aircraft is now tailing his F4F. (The extra Maneuvering point is ignored since I can't Maneuver into a better position than Tailing).

I now play an Out of the Sun 2 Burst for 3 Damage card (OOTS 2/3). He does not play a card that will react to this. Not only do I inflict 3 Hits onto his F4F, but my A6M2 has +1 Firepower, which inflicts an extra Hit. His F4F takes 4 Hits and is flipped to its damaged side.

Finally, I play an IMS 1/2 but he stops it with a Tight Turn. My Post-Turn Draw is an IMS 1/1.

Dan's F4F is once again attacking. The bombers do not have an attack turn of their own. They only react to attacks upon them. His Pre Turn Draw is an Evasive card. He chooses to change his Altitude to Low. Since I am tailing him, I can freely follow his Altitude change. We both dive to Low, and I keep my position of Tailing on him. As we dive, we each get to draw one card to represent the additional energy we are gaining. He draws an IMS Jinking and I draw an IMS 2/2.

He Plays an Evasive card on himself, which will add a +1 Burst cost to all attacks I play against him next turn. His Post-turn Draw is a Barrel Roll.

Should I stay on Dan's F4F or start attacking those bombers? Since I'm already Tailing, I will continue attacking the fighter. If I didn't have Winds prolonging this battle, I would have a harder decision. I Pre-Turn draw an IMS 2/2 and a Scissors card. I attack with an IMS 2/2. He reacts with an IMS Jinking. I react to his IMS card with a Vertical Roll. He does not respond. His F4F takes 3 Hits and is shot down.

I Post-Turn draw a Barrel Roll and a Scissors. I am now alone in the skies with my A6M2 and his Bombers.

He has 2 SBD bombers in a stacked (one following the other's tail) formation. I target the tailing bomber freely since it is the only one in the back row. He draws 2 cards in defense of his targeted bomber, and an additional card from his lead bomber's turret support. He gets an IMS 1/1 (-1 Hit against bombers), an IMS 1/2 and a Barrel Roll (unusable by a bomber).

My A6M2 has an inherent 2 speed and the SBD has a speed of 1. I maneuver once, using my speed advantage at the beginning of my turn. Dan responds with an IMS 1/2. It does not cancel my maneuver (I am now advantaged on the bomber) but I must now deal with 2 incoming points of damage. I respond with a Barrel Roll canceling the attack.

I play a scissors card to get on the bomber's tail. He does not respond. I am now tailing the bomber. I play an IMS 2/2 (which will do 3 points of damage due to my +1

firepower). He responds with an IMS 1/1. The bomber is attacking me for 1 point of damage, and his IMS card will remove 1 point of damage from a bomber. I play a Tight Turn card to stop in incoming Hit, and the bomber takes 2 Hits. Finally, I play an IMS 1/1 (for 2 damage) and the bomber does not respond. The bomber takes 2 more Hits and is flipped to its damaged side having taken a total of 4 of its 7 points of damage. I Post-Turn draw a Barrel Roll and a Scissor card.

Turn 4 begins with my Pre-Turn draw of a Barrel Roll and an IMS 2/3. I again target the rear SBD.

The SBD draws a Yo-Yo which will give him +1 to an attack, an Ace Pilot which will stop 3 Hits (or cancel an IMS Fuel Tank) and an IMS 3/3.

I now have a speed advantage of +2. I declare that I am using my speed to maneuver onto the SBD's side. Dan responds with a Yo-Yo card to increase the next attack by +1 Hit. He also plays an IMS 3/3, which will hit my A6M2 for 4 points of damage. I respond with a Barrel Roll. My A6M2 is now advantaged on the bomber. I then declare my second speed advantage point. Dan does not respond and my aircraft is now tailing the bomber. I play an IMS 2/3 (which will do 4 points due to my +1 firepower) and he responds with an Ace Pilot, which will stop 3 Hits. The SBD takes 1 Hit. I finish with a Post Turn draw of a Yo-Yo and a Scissor card.

Turn 5 brings my A6M2 a Pre-Turn draw of an IMS 2/3. I again target the rear bomber and Dan draws an IMS 1/1 Jinking and an OOTS 1/2 (-2 Hits or FT) and an Ace Pilot.

I declare my speed advantage to once again gain an advantaged position on the SBD. Dan responds with an IMS 1/1. I Barrel Roll and am now advantaged. I declare my second speed advantage. Dan plays an OOTS 1/2. I do not respond to it. My A6M2 is now tailing the damaged bomber, but has taken 2 Hits and is now flipped to its damaged side. I play an IMS 2/3 and Dan plays an Ace Pilot to stop 3 of the 4 incoming Hits. The SBD takes 1 Hit for a total of 6 Hits.

I discard two Scissor cards and draw an OOTS 1/2 and an IMS 2/2.

Turn 6. I do not have a defensive card that will stop damage and I can only take one more Hit. I choose not to attack and instead discard my Yo-Yo and a Scissors card. I draw a Yo-Yo and a Vertical Roll as my Post-Turn draw.

Turn 7. I target the rear Bomber, which then draws a Tight Turn, an IMS 2/2 and an OOTS 3/4. I declare a maneuvering, using my speed advantage and Dan responds with an OOTS 3/4. I respond with my Vertical Roll, and decide not to attack in the case that he has more attack cards. I discard my Yo-Yo and draw an IMS 1/1 Jinking and a Tight Turn card.

Turn 8, the final round in this mission. I target the rear bomber. Dan draws a Barrel Roll, a Tight Turn, and an Ace Pilot. I declare a maneuvering with my Speed advantage and

the SBD does not respond. My A6M2 is advantaged to the bomber. I play an IMS 2/2 as a maneuvering card. Again, the bomber does not respond. I am now tailing. I play an OOTS 1/2 that will do 3 points of damage. Dan responds with an Ace Pilot stopping all the damage. I play a Tight Turn to gain +1 with my next attack. Finally, I play an IMS 1/1 Jinking. Dan does not respond and the SBD takes 3 Hits, destroying it. I Post-Turn draw a Redline and a Barrel Roll card.

We are finally over the target. Dan chooses a Normal Bombing Pattern. At the beginning of the mission, I had chosen a Normal Flak Pattern. Dan's surviving SBD will take 2 Flak Hits and the bomber will drop 12 bomb Hits on the target. This is enough to damage the target, but not destroy it.

We each record our Victory Points for the mission. I (the Axis) have earned 12 victory points, 8 for the F4F and 4 for the SBD. Dan (the Allies) has earned 9 victory points, 4 for my damaged A6M2 (half of the aircraft's victory points, rounding down) and 5 for the damaged target. The Axis gains initiative for the next mission.

To determine my Victory level for the campaign (so far) I subtract the Allied score from the Axis score. So far, the Axis is ahead with $9-12=-3$. This places me in the Axis (Minor) Victory category.

Mission 2 of the 6 mission campaign begins with the Axis having initiative. I choose Target #8 and receive one B5N2 Kate Bomber and 2 D3A1 Vals. I choose #5 as my Axis option giving me 1 A6M2 and 1 A6M5.

Dan gets an F4F interceptor and chooses #5 as the Allied option, giving him 1 F4U-1A. We fly through the mission, ending with an Undamaged Target. In the end, the Allies have destroyed a B5N2 for 3vps, a D3A1 for 3vps and damaged my A6M2 for 4vps. He also gets 20 vps for keeping the target Undamaged. This gives him a total of 30 victory points. I have managed to destroy his F4U-1A for 14vps and his F4F for 8vps for a total of 22 victory points.

At the end of mission 2, the overall campaign Victory stands at +5, still an Axis (Minor) Victory.

Mission 3 begins with the Allies once again having initiative. Dan chooses Target #3 and gets 2 B-25Cs at 11vp each. He chooses option #1 giving him an additional F4U-1A and the pilot Boyington which increases the F4U-1A by 6 vps and gives the aircraft several benefits.

I get an A6M2 interceptor and choose option #6 giving me an additional 2 Ki.43s and the Late effect allowing me to attack the bombers without having to deal with his fighters for the first turn. At the end of the mission, the target result is Damaged giving the Allies 10vp. Dan also damaged my Ki.43 for 3vp, and my A6M2 for another 4vp. The Allies total for this mission is 17 victory points. I was able to destroy one of Dan's B-25Cs for 11vps and damage his F4U-1A for 7vps giving me a total of 18 victory points.

At the end of mission 3, the overall campaign Victory stands at +4. I am back down to an Axis (Minor) victory.

Mission 4 begins with the Axis once again having the initiative. I choose target #8 again and gain one B5N2 and 2 D3A1s. I choose #2 as my Axis option giving me 1 A6M2 and 1 Ki.43.

Dan gets an F4F interceptor and chooses #7, Winds as the Allied option. We fly through the mission, ending with a Destroyed Target. The Allies have failed to destroy any of my Axis fighters or bombers and ends with a total of 0vps. I have managed to destroy his F4F for 8vps and the target for 20vps for a total of 28 victory points.

At the end of mission 4, the overall campaign Victory stands at -24, moving me up to an Axis (Major) Victory. I also maintain the initiative for next turn.

Mission 5, the initiative remains with the Axis. I choose target #7 (Airfield on Guadalcanal). If I can destroy this target, the campaign will end and I will score an immediate Huge Victory due to the Special Rule on the campaign sheet.

This is one of the largest missions. I receive four bombers, two D3A1s and 2 B5N2s. I choose Option #3 giving me a Ki.43 and Flak +/- 2. Dan receives his F4F interceptor and chooses option #2, an F4U-1A and Shortage which places 1 Hit on each enemy plane.

At the end of the battle, the target is only damaged. I receive 8vps for the target, plus 4 vps for damaging an F4F. My total is 12vps.

Dan Destroyed both of my B5N2s for 3vps each and damaged my Ki.43 for another 3vps. His total is 9vps.

The campaign total is now -27, an Axis (Major) victory.

During the final campaign mission, the Allies have the initiative. Dan chooses Target #1 giving him 2 B-17Fs. He chooses option #4 giving him 1 F4U-1A and an F4F. I gain my interceptor A6M2 and I choose option #4 giving me 1 A6M2, 1 A6M5, 1 Ki.43 and a Press which will remove 5 vps from my score at the end of the battle.

The battle ends with the target being damaged. Dan receives 15vps for the target, plus he destroyed my Ki.43 for 6vps and my A6M5 for 11 more vps. He also damaged both of my A6M2s for 4vps each. He ends with 40vps.

I destroyed one of his B-17Fs for 17vps and his F4F for 8vps. I have earned 25vps but I remove 5 due to my press option. My end total is 20vps.

At the end of the campaign, the score is -7 Victory Points. This is an Axis (Minor) Victory.

The campaign was very close. Dan and I shake hands across the table and start planning our next campaign.