



# DOWN IN FLAMES PACIFIC MODULE

€




Manufacturer	Curtis
Service Dsgn.	Hawk 81A
Engine Rating	1,040 h.p.
Max. Speed	555 km/h
Max. Range	1,287 km



P-40B
1940

Tomahawk I
Fighter



1  
Level

5  
Perform

1  
Sorties

2  
Horsepower

Bomb
RBM©1999

## The Flying Tigers in China/Burma, 1941-42



BY NORMAN MALKUSAK

*The Flying Tigers is the latest in a series of C3i Air Campaign Modules for the Down in Flames series. It is a preview into the planned DiF Pacific Theatre of Operations volumes coming from GMT Games.*

### Historical Background

In 1937 Claire Chenault was hired by the Chinese government to organize its air defences. He set up early warning posts and trained new Chinese pilots. With his help the Chinese were finally able to effectively fight back against the Japanese bombing.

At the end of 1940 the U.S. government gave the Chinese loans for the latest aircraft and the permission to recruit pilots from the U.S. Army, Navy, and Marine Corps. Each were promised \$600 a month and \$500 per enemy plane shot down. One hundred P-40B *Tomahawks* originally built for Great Britain were acquired along with about 350 pilots and aircrew. This force was called the American Volunteer Group (AVG) and finally the *Flying Tigers*.

The beginning of the Pacific War in December, 1941, found the unit training in Burma and it was immediately put under British command. The three squadrons tried to stem the Japanese advance, but could not help the British defeats on the ground.

By July, 1942, when the AVG was incorporated into the U.S. 14th AAF the group had 296 confirmed victories against only 12 aircraft lost in combat in over 6000 sorties.

The *Flying Tigers* has to be one of the most famous and most publicized air units ever. One of its pilots was later to become famous as Greg "Pappy" Boyington (*Black Sheep Squadron*) who had 6 claims to his credit while in the AVG group.

### New Target

The village is a new morale target simulating one of the many lightly defended villages bombed by the Japanese.

### Special Campaign Rules

- (1) Each *Flying Tiger* shot down is worth one more victory point to the Japanese player than normally given.
- (2) Whenever a fighter element is listed as bombing a target it is considered a light bomber in respect to the ability to carry bombs having no fuel endurance and gaining points for going over a target and coming home undamaged (+3).
- (3) The *city target* has one less area and target flak in this scenario.

### Tai-Atari

(1) Although pilots of many nations would ram enemy aircraft in desperation, Japanese pilots took this as a matter of honor. Damaged fighters and fighter

*(continued on page 47)*



14th Army Air Force




**Ace Pilot Counters**  
(Optional)



**Allied Pilots**



**Japanese Pilots**

By Rodger B. MacGowan ©1999

(Flying Tigers continued from page 21)

bombers may ram enemy aircraft by declaring any *Out of the Sun* card to make a ramming attack, ignoring the burst cost. If successful, both aircraft are destroyed and each side receives victory points as normal for the destroyed aircraft.

(2) All damaged Japanese bombers may crash dive into targets after doing their normal bombing run. The bomber must again go through target flak and only then is one card picked up to see the amount of damage done as in normal bombing. If shot down before being able to crash, the allies gain normal victory points for the aircraft. Otherwise, no victory points are gained for the destroyed aircraft.

(3) Whenever a Japanese leader is shot down the wingman who becomes the new leader does not suffer the -1 penalty to hand size as in other nationalities.

### Optional Counters: Ace Pilots

(Note: Photocopy the pilot counters from page 21 to use with this module.)

(1) For every element of P-40's draw a random ace counter from the four available. One counter has a *minus ability* (-1 burst) ace representing a new volunteer.

(2) For every element of Japanese fighters draw a random ace counter from the four available. Two have no ability.

Note: See Insert Sheets in this issue for the new Flying Tigers aircraft cards, campaign and target sheets - RBM



## Feedback Questions

Issue Nr.10, 1999

### How to use the Feedback Response Card:

After you've finished reading this issue, read the Feedback questions below, and send me your answers and comments on the enclosed Feedback Card or on a separate sheet of paper. Please send your Feedback Card and Comments to *Rodger B. MacGowan, Editor-in-Chief, C3i Magazine, 26600 W. Agoura Rd., Suite 373, Calabasas, CA 91302, USA.* Thank you.

### QUESTIONS

Questions 1 through 17 ask you to rate this issue, its articles and graphics (0=no opinion; 1=poor to 5=excellent).

1. Inside GMT
  2. CAESAR Scenarios: *The Sertorian War*
  3. DIF Aircraft Card Data: *Regia Aeronautica*
  4. Operation Shoestring: Variant Naval Rules
  5. DIF Campaign: *Operation Pedestal*
  6. DIF Variant: *The Vie in Down in Flames*
  7. INSERT: *DIF Module - The Flying Tigers*
  8. INSERT: *C3i Countersheet*
  9. DIF Campaign: *Battle of Britain Day*
  10. Close-Up: *Paths of Glory*
  11. SPQR Scenarios: *EQUUS Cavalry Battles*
  12. SAMURAI: *Warriors and Soldiers*
  13. SAMURAI: *The Power of One*
  14. GMT Games Rating Chart
  15. This Issue Overall
  16. Graphic Design of this Issue Overall
  17. On the basis of this issue only would you be inclined to resubscribe (Y/N)?
- Questions 18 through 27 ask you to rate the following games, first in terms of game design, second ease of play and third graphic design using a scale of 1 to 5, 5 being best
18. *Barbarossa*: Army Group Center (Design)
  19. *Barbarossa*: Army Group Center (Playability)
  20. *Barbarossa*: Army Group Center (Graphics)
  21. *Caesar*: Conquest of Gaul - Vol. VI (Design)
  22. *Caesar*: Conquest of Gaul (Playability)
  23. *Caesar*: Conquest of Gaul (Graphics)
  24. *War Galley*: GBoH - Vol. VII (Design)
  25. *War Galley*: GBoH - Vol. VII (Playability)
  26. *War Galley*: GBoH - Vol. VII (Graphics)
  27. *June 6*: D-Day, 1944 (Design)
  27. *June 6*: D-Day, 1944 (Playability)
  27. *June 6*: D-Day, 1944 (Graphics)



### Issue Nr.9 - Feedback Results

1. Caralis: Battle for Sardinia	4.38
2. Great Battles of Achaemenidae	4.30
3. Inside GMT	4.13
4. Close-Up: <b>Typhoon!</b>	4.04
5. Developer's Notes - <b>Invasion: Sicily</b>	3.83
6. Developer's Notes - <b>Saratoga</b>	3.70
7. GMT Games Ratings Chart	3.70
8. Retrofit <b>Barbarossa</b> into <b>Typhoon!</b>	3.65
9. After Action Report: <b>Typhoon!</b>	3.61
10. <b>Waterloo</b> : Netherland Army Mod.	3.60
11. <b>Glory</b> : Battle Report	3.52
12. <b>C3i</b> Nr.9 Counter Insert	4.70
13. Issue Graphic Design Overall	4.76
14. Issue Nr.9 Overall	4.26

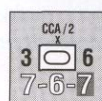
### SPQR Player's Guide - Feedback Results

1. Scenario: Battle of Pydna	4.76
2. Scenario: 2nd Battle of Beneventum	4.66
3. Use of Light Infantry & Skirmishers	4.61
4. Scenarios: Battles of Lamia & Elis	4.57
5. The Roman Army in <b>SPQR</b>	4.54
6. The Carthaginian Army in <b>SPQR</b>	4.50
7. Roman & Macedonian Tactics	4.47
8. Clash of Swords, Thunder of Hooves	4.47
9. <b>SPQR</b> Battle Index	4.45
10. <b>SPQR</b> Sample Game Replay	4.42
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12. <b>SPQR</b> Designer's Notes	4.42
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14. <b>SPQR</b> & GBoH Article Index	4.38
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18. <i>Zama</i> Battle Plan	4.33
19. Command and Leadership	4.28
20. Moving on from <b>SPQR</b> in the Series	4.28
21. <i>Cynoscephalae</i> Battle Plan	4.23
22. <i>Guide's</i> Graphic Design Overall	4.95
23. <i>Guide</i> Overall	4.86

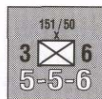
### C3i Back Issue Overall Ratings (Nr.1-9)

1. Cover: <b>SPQR</b>	4.45
2. Cover: <b>Arctic Storm</b>	4.16
3. Cover: <b>Crisis: Korea 1995</b>	4.04
4. Cover: <b>Caesar</b>	4.48
5. Cover: <b>Alexander</b>	4.00
6. Cover: <b>8th Air Force</b>	4.02
7. Cover: <b>Invasion: Norway</b>	4.06
8. Cover: <b>Crisis: Sinai 1973</b>	4.45
9. Cover: <b>Typhoon!</b>	4.26

Note: These ratings are based on results from **C3i** Feedback cards. The ratings scale is from 1-to-5, 5 being best.



U.S.A.



British



German

## Invasion: Sicily - July-August, 1943

"...what a magnificent game *Invasion: Sicily* has turned out to be. I think I've played every Sicily game ever made but never one as interesting as this. Everything from the graphics to the design are top notch. Best of all, the situation is not stereotyped. The three times I've played it have not run anywhere near the same course. I also really like having to plan for subsequent invasions and withdraw Allied units to make the second landing while still fighting for Sicily with what is left behind... (I just wanted you (designer Vance von Borries) to know how much I appreciate the job you did on this game..."

- Carl Gruber



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