

FLYING SIMULATORS

NEWSLETTER OF THE AF/D SOCIETY

VOLUME 1 NUMBER 2



Volume 1, Number 2 © 1979 by Jim McAmis / The Air Force/ Dauntless Society All rights reserved. Reproduction in whole or in part without the express written permission of the AF /D Society is prohibited.

FROM THE TOWER ...

The Society has almost doubled since the last newsletter. This response has been very encouraging and will add to the variety, quality, and quantity of articles and PBM games. Let me encourage all of you to contribute to the newsletter, monitor a game, or make suggestions. The publishing schedule for 1980 is as follows: any articles or announcements should be to me by the 1st of the following months - February, April, June, August, October, December.

The cover cartoon was reprinted via World Wide Wargamers' publication "The Wargamer" (Secretary. Keith Poulter. Eton Lodge, Highwood Nr. Chelmsford, Essex CM1 JQH, England). For those of you not familiar with WWW they are a group of gamers organized originally in Great Britain but is now world wide. They publish an excellent magazine with a game in each issue (ala SPI). Their games are well done and the map for their latest offering - Bloody Buna is beautiful. U.S. subscriptions are available for \$14.00 (\$ 18.00 airmail).

The latest rumor concerning AF/D is that Avalon Hill has bought it. In fact this report is more than rumor. I have sent a letter of introduction to Den Greenwood about the Society. I don't think they could possibly find a better group to do blind play-testing than the AF/D Society. I'll keep you all informed as to developments in this area.

A new column is being introduced in this issue. John Ratzenberger will be doing a column about AAF aircraft similar to Roger Pittiglio's column on Navy/Marine Corps aircraft. Andy Johnson has also mentioned his interest in doing a column on German aircraft. Mike Rowles and Glenn Larson have worked up a set of random dogfight generators for each theater or operations. The first of this series - Europe - is presented in this issue.

I don't guess that anything to do with wargaming would be complete without an errata. Somehow the gremlins got in and removed the silhouette modifiers for the engine and cars in the Train Bustin' scenario which should have been (-2). I hope each and everyone of you have a very happy Holiday Season.

Keep 'em Flying

GAME ANNOUNCEMENTS

Virgil Mugler -- Son or Demo Derby is imminent. Each player receives a US 300 point. CV-7 with 1941-3 Flak characteristics (i.e. none) plus 100 value points with which to purchase aircraft at the point value listed on the plane's Aircraft Data Card. A player may purchase any variant and as many or as few aircraft as he wishes as long as he does not exceed the 100 points. Aircraft may be from Air Force, Dauntless, and the Expansion Kit and do not have to be limited to carrier

types. There is no charge for additional armament but the aircraft chosen must be listed as capable of using it. Any value points which are not used are lost. Note: If you don't own one or two of these games, let Virgil know and he'll get any necessary information to you. Obviously, you cannot choose an aircraft from a game you don't have. So if you are interested in this test of skill, daring, and luck, please submit: a) your aircraft purchases (make clear the point value of the variant chosen); b) any special armament; c) your CV's initial position and direction; d) Turn 1 activities; e) your address and phone number, and; f) a SASE., Virgil would like to hear from everyone by 28 December but he will probably extend this a week or so.

John Ratzenberger --- will soon begin a Multiplayer game the subject of which has not been decided. Write to for details.

Dale Wetzelberger ---will soon begin a multiplayer game based on one of the following situations :

1- This will combine AF/D/X with Submarine. This will be a realistic but fictitious situation that will follow a) Murmansk bound convoy as it is attacked once by subs and once by planes. The time frame will be the winter of 1942-43. The Germans will know the types of ships they are facing but will not know their cargo or victory point value. Each German can control more than one Sub. For the air attack, the German side will purchase their planes. Each German player must fly an equal mix of fighters and bombers. The convoy will have suitable fighter escort for the air attacks. Since there are two versions of Submarine (AH and Battleline) please state which version you want to play.

2- This will be a good old fashion Battle of Britain shoot-em-up with all your favorites. The time frame will be the fall of 1940. Each German player will fly two fighters and two bombers. They must fly over two 'boards, bomb the targets at the end of the second board, and return. If the Allied players feel a little slighted and they want to try their hand at bombing, we can include:

2a- This will be a flight of B17' s or B24' s with escort vs the best Germany can throw up. The time frame will be 1944-45. The format will be the same except the Allies will control at least two fighters and two bombers. This should provide for a lot of hitting.

Joseph Botti --- Organizing an early WWII scenario. He wants to keep it small so I'd encourage anyone not currently in another game to join (especially if you haven't played AF/D by mail.).

Jim McAmis --- I am still running a Pacific campaign game. When mission 2 begins there will be openings on both sides. Write me if you are interested. If you have already written to me I will be getting back to you all soon. Anyone else interested in monitoring a game should send me the details and I'll spread the word.

ETO RANDOM COMBAT CHART
Mike Rowles & Glenn Larson

Red die	White die	Date	
1	1	Sept-Dec	1939
1	2	Jan-Mar	1940
1	3	Apr	1940
1	4	May-June	1940
1	5	July	1940
1	6	Aug-Sept	1940
2	1	Oct	1940
2	2	Nov-Dec	1940
2	3	Jan	1941
2	4	Feb-Mar	1941
2	5	Apr-June	1941
2	6	July-Sept	1941
3	1	Oct-Dec	1941
3	2	Jan-Mar	1942
3	3	Apr	1942
3	4	May-June	1942
3	5	July	1942
3	6	Aug-Sept	1942
4	1	Oct-Dec	1942
4	2	Jan-Mar	1943
4	3	Apr-June	1943
4	4	July-Sept	1943
4	5	Oct	1943
4	6	Nov-Dec	1943
5	1	Jan-Feb	1944
5	2	Mar	1944
5	3	Apr	1944
5	4	May-June	1944
5	5	July	1944
5	6	Aug-Sept	1944
6	1	Oct	1944
6	2	Nov-Dec	1944
6	3	Jan-Feb	1945
6	4	Mar	1945
6	5	Apr-June	1945
6	6	July-Sept	1945

To determine the year of the encounter roll a red die and a white die. Refer to the chart above. Proceed to the proper year and month chart. Roll two percentile dice to generate a number between 01 and 00. This dice roll indicates which a/c you will have. For multiplayer games you may want each player to roll for his own a/c.

Europe Allied

	9-12 1939	1-3 1940	4-6	7-9	10-12	1-3 1941	4-6	7-9	10-12	1-3 1942	4-6	7-9	10-12	
RAF	1-35	1-40	1-45	-	-	-	-	-	-	-	-	1-90	1-85	RAF
Armée de l'Air	36-00	41-00	46-00	-	-	-	-	-	-	-	-	-	-	France
USAAF	-	-	-	-	-	-	-	-	-	-	-	91-00	86-00	USAAF

RAF														
Gladiator I	1-30	1-20	1-10	1-5	-	-	-	-	-	-	-	-	-	Gladiator I
Hurricane I	31-00	21-00	11-90	6-65	1-50	1-40	1-25	-	-	-	-	-	-	Hurricane I
Hurricane IIA	-	-	-	-	51-60	41-60	26-40	-	-	-	-	-	-	Hurricane IIA
Hurricane IIB	-	-	-	-	-	-	41-50	1-35	1-25	1-20	1-15	-	-	Hurricane IIB
Hurricane IIC	-	-	-	-	-	-	51-55	36-50	26-40	21-40	16-40	1-32	1-30	Hurricane IIC
Spitfire I	-	-	91-00	66-95	61-95	61-95	56-85	51-65	41-45	-	-	-	-	Spitfire I
Spitfire VB	-	-	-	-	-	-	86-95	66-90	46-75	41-70	41-60	33-48	31-44	Spitfire VB
Spitfire VC	-	-	-	-	-	-	-	91-95	76-90	71-90	61-85	49-69	45-59	Spitfire VC
Spitfire IXE	-	-	-	-	-	-	-	-	-	-	-	70-84	60-79	Spitfire IXE
Beaufighter I	-	-	-	96-00	96-00	96-00	96-00	96-00	91-95	91-95	86-90	85-89	80-84	Beaufighter I
Typhoon I	-	-	-	-	-	-	-	-	96-00	96-00	91-95	90-94	85-94	Typhoon I
Mustang I	-	-	-	-	-	-	-	-	-	-	96-00	95-96	95-96	Mustang I
Mustang IA	-	-	-	-	-	-	-	-	-	-	-	97	97	Mustang IA
Mustang II	-	-	-	-	-	-	-	-	-	-	-	98-00	98-00	Mustang II

Armée de l'Air										USAAF				
H-75 (P-36)	1-10	1-10	1-10	-	-	-	-	-	-	P-38G	-	1-50	1-45	P-38G
MB-152	11-30	11-30	11-25	-	-	-	-	-	-	Spitfire V-	-	51-00	46-00	Spitfire V
MS-406	31-64	31-60	26-50											
MS-410	65-69	61-65	51-55											
D-520	-	-	56-70											
Potez 631	70-75	66-75	71-78											
Potez 63-11	76-00	76-90	79-93											
Br-693	-	91-00	94-00											

		1-3 1943	4-6	7-9	10-12	1-3 1944	4-6	7-9	10-12	1-3 1945	4-5			
RAF		1-85	1-75	1-65	1-60	1-55	1-40	1-35	1-35	1-30	1-30			RAF
USAAF		86-00	76-00	66-00	61-00	56-00	41-00	36-00	36-00	31-00	31-00			USAAF

RAF														
Hurricane IIC		1-30	1-30	1-25	1-25	1-20	-	-	-	-	-			Hurricane IIC
Spitfire VC		31-50	31-45	26-35	26-35	21-25	1-15	1-10	1-8	1-4	1-2			Spitfire VC
Spitfire IXE		51-80	46-75	36-70	36-70	26-65	16-60	11-60	9-58	5-53	3-51			Spitfire IXE
Spitfire XIVE		-	-	-	-	66-70	61-65	61-65	59-65	54-63	52-63			Spitfire XIVE
Beaufighter I		81-82	-	-	-	-	-	-	-	-	-			Beaufighter I
Beaufighter X		83-84	76-79	71-75	71-75	71-75	66-70	66-70	66-68	64-65	64-65			Beaufighter X
Typhoon I		85-94	80-89	76-90	76-90	76-95	71-90	71-90	69-88	66-85	66-85			Typhoon I
Tempest V		-	-	-	-	-	91-95	91-95	89-95	86-95	86-95			Tempest V
Mustang I		95-96	90-91	91-92	-	-	-	-	-	-	-			Mustang I
Mustang IA		97	92	93	91-92	-	-	-	-	-	-			Mustang IA
Mustang II		89-00	93-95	94-95	93-95	96-97	-	-	-	-	-			Mustang II
Mosquito FB VI		-	96-00	96-00	96-00	98-00	96-00	96-00	96-00	96-00	96-00			Mosquito FB VI

USAAF														
Spitfire V		1-66	-	-	-	-	-	-	-	-	-			Spitfire V
P-47C		67-00	1-00	1-00	1-50	1-25	-	-	-	-	-			P-47C
P-47D		-	-	-	51-75	26-60	1-45	1-45	1-40	1-40	1-35			P-47D
P-51B		-	-	-	76-90	61-85	46-60	46-55	41-50	41-50	36-45			P-51B
P-51D		-	-	-	-	-	61-75	56-85	51-90	51-90	46-90			P-51D
P-38G		-	-	-	91-00	86-00	76-95	-	-	-	-			P-38G
P-38L		-	-	-	-	-	96-00	86-00	91-00	91-00	91-00			P-38L

Europe Axis

	9-12 1939	1-3 1940	4-6	7-9	10-12	1-3 1941	4-6	7-9	10-12	1-3 1942	4-6	7-9	10-12	
Me-110C	1-35	1-35	1-35	1-30	1-20	1-20	1-15	1-15	1-15	1-10	1-10	1-10	1-5	Me110C
Me-109E	36-00	36-00	36-00	31-00	21-00	21-00	16-75	16-40	–	–	–	–	–	Me-109E
Me-109F-3	–	–	–	–	–	–	76-95	41-65	–	–	–	–	–	Me-109F-3
Me-109F-4	–	–	–	–	–	–	96-00	66-85	16-80	11-70	11-65	11-50	6-35	Me-109F-4
Me-109G-2	–	–	–	–	–	–	–	–	–	–	66-70	51-70	36-45	Me-109G-2
Me-109G-5	–	–	–	–	–	–	–	–	–	–	–	–	46-70	Me-109G-5
FW-190A-2	–	–	–	–	–	–	–	86-95	81-95	71-85	71-80	–	–	FW-190A-2
FW-190A-3	–	–	–	–	–	–	–	96-00	96-00	86-00	81-00	71-80	71-00	FW-190A-3

	1-3 1943	4-6	7-9	10-12	1-3 1944	4-6	7-9	10-12	1-3 1945	4-5	
Me-110G	–	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	1-5	Me110G
Me-410	–	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	6-10	Me-410
Me-109G-5	1-40	11-40	11-35	11-30	11-30	11-25	11-25	11-25	11-15	11-15	Me-109G-5
Me-109G-6/R1	56-55	41-60	36-55	31-50	31-50	26-50	26-55	26-60	16-35	16-30	Me-109G-6/R1
Me-109G-6	56-65	61-70	56-70	51-65	51-65	51-65	56-65	61-70	36-40	31-35	Me-109G-6
Me-109K	–	–	–	–	–	–	–	–	41-45	36-45	Me-109K
FW-190A-3	66-00	71-00	71-00	66-90	66-75	66-70	–	–	–	–	FW-190A-3
FW-190A-8	–	–	–	91-00	76-00	71-00	66-95	71-85	46-75	46-75	FW-190A-8
FW-190D-9	–	–	–	–	–	–	96-00	86-95	76-85	76-85	FW-190D-9
FW-190D-10	–	–	–	–	–	–	–	96-99	86-95	86-95	FW-190D-10
Me-262	–	–	–	–	–	–	–	00	96-00	96-00	Me-262

Notes:

Hurricane IIA Armament; 2M - 2M - 2M - 2M (range Mg=4, ammo Mg = 4)

Me-109G-2 Armament; 1M - 4C - 1M (range Cn=5, Mg=5, ammo Cn = 5, Mg = 8)

FW-190A-2 Armament; 3C - 1M - 1M - 3C (range Cn = 4, Mg = 5, ammo Cn = 5, Mg = 5)

FW-190A-3 Armament; 3C - 4C - 1M - 1M - 4C - 3C (range Cn = 4, Mg = 5, ammo Cn = 5, Mg = 5).

USAAF percentages were based mainly on [USAAF Fighter Units Europe 1942-45](#) by Rene J. Francillon.

Percentages en RAF, French, and German aircraft are based on production figures modified for play balance.

WILD BLUE YONDER

John Ratzenberger

When Jim decided to get FS “off the ground”, he made some threatening noises about contributions, to which I suggested a historical/technical column dealing with the real a/c represented in the game. As it turned out, Roger Pittiglio had the same idea, so we decided to split the load. As you have already seen, Roger is dealing with USN/USMC a/c - I, on the other hand, am going to cover the USAAF. When we finish these, we'll start on two other countries.

A bit of background - I'm 34 years old, and a captain in the US Army Ordnance Corps. I've had a very long and very high interest in WW2 aviation in general, and the USAAF in particular. Obviously, I was pleased as punch when AF/D/X came out I have a fairly decent library of technical and historical books on the subject and for the past several years have been attempting to compile a complete reference guide dealing with the operational markings of USAAF combat units in WW2. The end result will (hopefully) detail the operational markings (and variations thereof) for each Air Force/Group/ Squadron and include at least one example of authentic markings for each type a/c flown by each squadron. Unfortunately, the more gaming I do, the less modeling and researching gets done, so my efforts to date lie in large piles of books and notes. If there are any modelers out there who are looking for some data like that, drop me a line and I'll see what I can dig up.

Anyway, back to the column. The purpose of Wild Blue Yonder is to provide you with technical and historical data on the aircraft, organization and operations of the USAAF, which, I hope, will enable you to get more enjoyment and use out of the game. To this end, the column will cover:

- Historical & technical data on the development and use of USAAF a/c, to include.
- Comments on the models and variants in the game.
- Suggested modifications to create additional variants.
- The operational history and employment of the USAAF, oriented to place the various aircraft in the proper time and place context.

There are several ways to approach this - I intend to use an overall chronological approach, discussing the a/c and operations within certain periods. I would, however, like to see the contents driven by what you would like to see/know - thus I am hoping for comments and questions. If you have something of an urgent requirement for information, I'll answer it separately, but otherwise I intend to stack up the questions / comments and cover them at the appropriate time.

Well, that's about it this time - next issue we'll lead off with a short article on the factors and influences that effected the USAAF between WW1 & WW2. In the mean time, I hope to hear from you.

Roger Pittiglio's column on the Brewster Buffalo will appear next time. He informed me that he has not received any suggestions or feedback. Write him if you have any.

NEW RULES I

RADAR

John Ratzenberger

Radar has the play of 12 o'clock high, medium and low out to a range of 15 hexes. It has the play of 2-4-6-8-10 o'clock out to a range of 3 hexes. This range includes altitude differential. Firing of guns disrupts radar for one turn.

NEW and INTERESTING STUFF

This will be an irregular column anyone can contribute to. We'll cover any interesting books or items relating to wargaming and especially to AF/D. Anybody who finds a particularly interesting aviation book is encouraged to write me about it and I'll pass the word. I don't know how many of you have trouble keeping the dice on the table. I do . I've tried boxes, shields, everything else. I have become very adept over the years at throwing the dice in the most inaccessible corner of the room, the dog's dish or the bird cage while aiming at the receptacle. Nothing short of a 55-gal. drum works. Confro Inc has the answer.

For \$3.95 you can get a set et Random Number Cards. There are two series of cards, series A allows you to generate a number between 0 and 50 and between 0 and 100 series B allows you to generate a number between 1 and 6 and between 2 and 12. The 64 cards in the set are of 3 kinds random number, alphabetic change, and numeric change. The numbers or letters on each card are arranged in a matrix with alphabetic coordinates along one axis and numerical coordinates along the other. You begin by choosing a coordinate (ie A -3) then turning over the first card. If the card is a random number card the resulting number will be found at the proper coordinates. If the card is a numerical change card the number found at the coordinates is the new numerical coordinate to (assume the resulting number was 1, then the new coordinate would be A.-1). If the card is an alphabetic change card the letter. found at the coordinates is the new alphabetic coordinate (assume the letter found at the coordinates was F, then the new coordinates would be F-1). This process of turning cards continues as long as a new die roll is needed. You change coordinates each time you turn over a change card. The frequent changes prevent anyone from always choosing a coordinate which contains a majority of numbers favorable to him. To add greater randomness you can add another deck of cards. You can also adjust the number of change cards to change the characteristics of the deck. I highly recommend these cards.

John Ratzenberger is running a semi-solitaire night-fighter scenario. The particulars are attached. Good hunting. Looking to hear from you all.

AIR FORCE: NIGHT FIGHTER SCENARIO

22 Nov 79

This is a loose multi-game which pits night-fighters against bombers. It's main intention is to allow you to practice "flying in the dark" and experiment with tactics used by various countries. It is not meant to represent any real action and game "real-time" is only in effect while you are in the air.

Night Fighters: Each pilot may fly one night fighter of his choice - I don't care what it is, as long as you can show it was used by some country at night. You may propose variants of a/c that are not on the AF/D/X cards so long as I can confirm its weapons & characteristics. GM will randomly assign each pilot skill/kills/etc to start with and kills recorded in the game will be added on until such time as the pilot is shot down with no bail-out - at which point he starts from scratch. Damaged or out-of-ammo a/c may be "landed" immediately merely by telling the GM. At the same time you may request a fresh a/c - again of your choice - it need not be the same one.

Bombers: Will be fed in randomly by the GM, starting from the "4" edge. Type's will be typical night bomber so Players may request specific bomber/target types to match opponents of a/c they are flying (ie, a German may want Lancasters, or a Japanese may want B-29) - or they may just take on whatever they see. Ground radar will report entry of bombers and will be accurate within 4 hexes & 2000' of actual. After that, ground radar is too busy to keep track. (Possible exception if you're flying something w/o radar). Night Fighters: Start between 20 & 25 thousand - any place on the board. Bombers: Won't do a lot of fooling around, basically right down the middle with a few alterations to keep interest up.

Rules: Applicable AF/D/X basic/advanced & options. Modifications are:

Radar has play of 12HML to a range of 15 hexes and 2-4-6 -8-10 to a range of 3 hexes.

Range includes altitude difference.

Firing guns "disrupts" radar for next turn.

Radar will not id target, only altitude, hex, heading - and that may be of questionable accuracy at extreme ranges. - Targets within range & play of guns will be identified.

Game Report: Will only confirm accuracy of your move plot, report what you can "see", damage received, ammo used, and entry of a new bomber on the board. You will not know what your cohorts are doing unless they show up on radar. Thus the thing will fit on a postcard or 3x5 card. Players that are in one of my multi-games may submit moves along with other game moves - reports will come back same way Players not in one of my games will have to send addressed postcard with move. Cheaper way may be to send me a batch of addressed post card initially, and then send your move on a post card also. Pilots submitting NF moves with other game moves, please keep them separate / distinct.

The Game: starts right now, may be joined at any time, and will run as long as there interest. I generally work a 2-week turn due dates will be posted on game report. A/C for which no move has been received by the time I'm ready to close out a turn will be flown straight & level. No postage-no game report. I would prefer to keep action to one board, and will leap-frog only in the "hot-pursuit" case. I planned this as fighter vs bomber only, but I guess there is nothing against one fighter taking on another if he wants a less sedate target. There is no limit on number of players, but each player only has one a/c at a time.

GM: John Ratzenberger