Luftwaffe Situation 13
By Paul Crabaugh

While of questionable historical relevancy, the following effort to 'expand' LUFTWAFFE could lead to some very unusual games. If you don' t happen to have time to play an entire Advanced Game, give this a try.

I direct your attention to Mr. Oleson's article in Volume 8, Number 1; "PANZERBLITZ-Situation 13." He says that one of the problems with PANZERBLITZ is the limited number of situations available, and goes on to propose a system whereby the players build their own armies on a point basis. Many of the things he says are relevant to LUFTWAFFE. Really, how many people get turned on by the Basic Game? Even for those who have time for the ten-quarter games, there are too few choices to be made: almost all of them tactical decisions. Now to the point of this article. I suggest that you use a system similar to Mr. Oleson's. I have come up with such a variant, which I wish to present now:

Both players are allotted 300 points, to "spend" as I have outlined below. Points are expended as follows:

1. FIGHTERS

Both sides should calculate the values for the fighters by simply adding the movement factor and the E-rating together. Example: A 47 unit, not factor, costs 10 points, a P39 costs 6, a Fw190 costs 11, etc.

II. BOMBERS

The American player determines a bomber unit' s value by tripling the movement factor. This gives a value of 9 for a B17, 15 for an A26, etc.

III. JETS

The value for an Me262 is found by adding its E-rating and movement factor and doubling that, i.e.: an Me262 is worth thirty points. An He162 is worth it's E-rating plus it's movement factor plus five, which totals 20. The reasoning behind these rules is that this is still World War II, not III, and jets are special, not S.O.P.

IV. ROCKETS

An Me163 is worth ten points. It we assume that it has an E-rating of 6, like the jets, we arrive at ten in the usual fashion. This unit is so limited that it is not necessary to impose a penalty on it.

V. VICTORY CONDITIONS

To determine the winner, total the point values for the units shot down. Round fractions for individual factors UP. Next, add the points for industrial centers bombed. An oil complex is worth 20 points, an aircraft factory is worth 15 and anything else is worth 10. YOU MAY ONLY GET POINTS FOR ONE TYPE OF TARGET PER HEX. If the Allied player attempts to bomb a target in a hex and succeeds, he is awarded the points. If be is unsuccessful, the German receives the points. The player with the most points wins the game.

VI. THE RAF

If the American's wants the help of the Limeys, he may get it by expending 30 points for each RAF attack, with a maximum of two such attacks. The Allied player can only GAIN points for RAF attacks. The German gains nothing if the attack fails.

VII. LONG GAME

This system may be adapted to a ten-quarter game. In this case, ignore sections V and VI above. You may play either the Advanced or Tournament games this way. All you do is calculate the number of points each player would receive each quarter as reinforcements and permit him to 'build' his own reinforcements. In this case, the German may not build Me262 units before 1944. The same goes for the Americans as regards his P51 units.