

Mission 14 – Area: Vohlwinkel, Germany 20/21 Feb. 1945
Mission Reports due midnight local time Feb. 8/9, 2025

Navigation Map – Vohlwinkel, Germany



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Weather

Take Off	Good
Landing	Good

Moon Phase



Stream Position

Squadron	Stream Position
102	First 1/3
103	Middle 1/3
104	Last 1/3

Zones

Zone	2	3	4	5	6
Location	E/W	W	B	B	N/G
Weather/Out	C	C	50% CC	100% CC	GF/HZ
Weather/In	100% CC	50% CC	100% CC	50% CC	GF/HZ

Note: If present, yellow means roll for Mission Recall.

Special Notes:

The following rules account for the situation on the ground as well as the Allies gaining control of the air. In September 1944, German night fighter activity decreased significantly. Starting in September 1944, France, Belgium, and Luxembourg are considered under allied control. Players do not roll for searchlight, flak, nor fighters in these zones. German fighters do not attack your bomber over the base. These zones are highlighted in **GREEN**. Norway, Netherlands, Denmark remain under German control and marked in **GRAY**.

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The following Tables are changed to reflect this:

Table 5-5 – Result for 3-7 is now Zero, and ≥ 8 is now 1 when determining the number of night fighters attacking your bomber.

Table 5-8 – When determining German fighter pilot experience, use the 1945 column.

To file your Mission Report, please go to: [Steven K Dixon - File Mission Results](#)

1. Any collisions that may occur with a friendly aircraft are assumed to be with another group for the purposes of the online campaign.
2. As an option, players may try the optional fuel management module sent by Harvey Dearden of New Zealand. It can be found here: <https://www.stevenkdixon.com/Optional%20Fuel%20Management%20Module.pdf> or look for it at the bottom of the extras page of the site.

The following rules are to be used in order to address the rounds of combat with an enemy fighter. They have been incorporated into the errata.

5.3.8 Determine the Maximum Number of firing passes the night fighter has available for this Combat to use against the Bomber

Roll 1D6 to determine the maximum number of "Successive Rounds of Combat" (See Rule 5.8) the night fighter can conduct. Each successive round of combat is considered one (1) firing pass. The die roll is the number of firing passes available to the night fighter before it runs out of ammunition and must break off combat. Each time the night fighter rolls on Table 5-14 reduce the number of firing passes remaining by one. When that number reaches zero (0) the night fighter is out of ammunition and can no longer attack. It must break off the attack and leave the area. (See Rule 5.8.1)

Addition to Rule 5.8.1:

5.8.1 Fighters Eligible for a Successive Round of Combat

The night fighter will continue attacks on the bomber until it either; fails a "continue night fighter attacks" roll on Table 5-14, shoots the bomber down, is itself shot down by the bomber or is driven away by the bomber's defensive fire, or the night fighter runs out of ammunition. (See Rule 5.3.8) To determine if the night fighter has ammunition remaining for a firing pass, the die roll made in Rule 5.3.8 must be greater than zero (0) to make an attack.