

## On-line Campaign for B-29 Superfortress

First off, I thank everyone for signing up to play our on-line campaign. We have two full groups participating, each with three squadrons of six planes.

For those that have played the B-17 QOTS on-line campaign over the years, the procedure will be familiar to you. For those that have not – here are the guidelines/rules:

**IMPORTANT: If you cannot fly a mission - notify me by email. This will count as an excused abort and will not count against you.**

**Failure to notify me (unexcused abort) two times in a row and you will be permanently grounded, ie - booted out of the campaign.**

All rules in the advanced game will be used. The following exceptions are noted:

The mission briefing will be posted on this site with all necessary information to fly the mission. **THIS WILL BE POSTED ON THE TARGET for TODAY PAGE.** Each player will be notified via email when the new mission is posted. Each player will have 10 days to complete each mission.

There is no need to roll for target, formation position, lead or tail, available air cover and expected Japanese resistance. These will all be determined by the Wing CO and will be posted on the **target for today** page.

Players will then play the game per the normal rules.

We fly 1 mission at a time.

If the lead bomber hits the target, every player will get an extra 5% tacked on to their bomb percentage if they are on target. Off target planes will not get the bonus.

If the lead bomber misses the target or does not bomb for any reason, no bonus will be given.

Remember, your mission parameters will be set and posted. You will be responsible for rolling for enemy fighters appearing, combat, rolling for flak hits, weather to and from target, formation assembly, navigation, and dropping your bombs.

Weather is a bit tricky – short of determining the weather in each zone prior to the mission. I may implement this next mission, right now play per normal weather rules.

When the mission is complete, each player will fill out the **mission completion AAR form**. Included in this should be:

- On or off target and percentage
- Whether the plane was destroyed. If so, crew killed or POW. Also list the name of your new plane and crew members to replace your lost plane.
- Number wounded (LW or SW and or rotated home)

- Crew Changes due to losses.
- If plane made it back, what damage it incurred. Not necessary but adds color to the AARs.
- Enemy planes downed or damaged and type.
- Any crew member that performed beyond the call of duty.

Losing a plane on a plane on a mission does not mean you are out of the campaign. You get to keep playing with a new plane and crew. If you wish to drop out at any time just let me know.

**Any player that does not complete the mission on time will be considered not to have flown for game purposes and have not notified me will be considered an unexcused abort!**

**Reminder! Please notify me if you will not be able to fly. If you miss two missions in a row without first notifying me you will be grounded.**