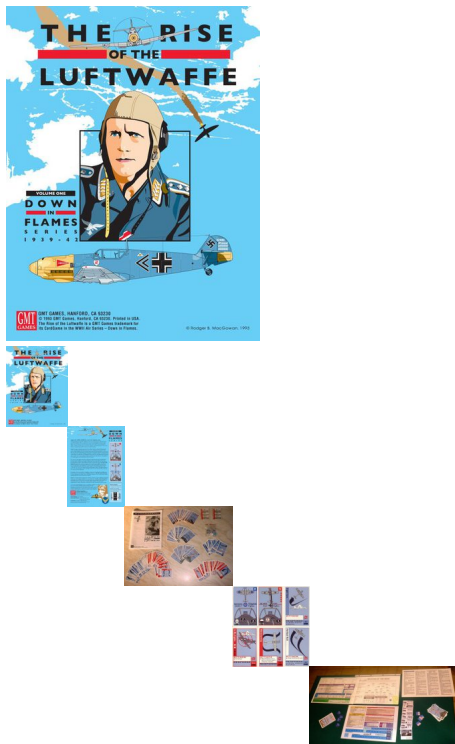


## Rise Of The Luftwaffe plus Module: Winter War 1939-40



Very Good Condition Part-Punched Copy, includes Module: Winter War 1939-40 (16 Uncut aircraft cards plus Winter War Campaign Card). Shelf-wear to the box, the lid has suffered noticeable compression damage to the top edge and one side.

Rating: Not Rated Yet

**Price**

Price £47.95

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Manufacturer [GMT GAMES](#)

Description

**Very Good Condition Part-Punched Copy, includes Module: Winter War 1939-40 (16 Uncut aircraft cards plus Winter War Campaign Card). Shelf-wear to the box, the lid has suffered noticeable compression damage to the top edge and one side.**

Rise of the Luftwaffe is the first in [Down in Flames series](#) of card games that simulate WW2 air combat. Each player has a hand of maneuver cards which he uses to improve his position relative to an enemy plane or fire on the enemy. The opponent is allowed to counter the maneuver by playing cards of his own, to which original player can counter back, etc. The last player to play a card determines whether the original action occurs or not.

Each plane is rated with horsepower (which indicates how many card you can draw), performance (how many cards to be held), burst (the values of fire cards that can be played), etc. The number of cards in your hand abstractly represents the momentum of each aircraft.

A dogfight lasts a mere 6 turns and take about 15 minutes to play. There are also campaign games which represent a number of interconnected missions and various operations the players can take. A campaign can take about 2-3 hours.

**132 Color Playing Cards :**

**48 Counters :**

**Individual Aircraft & Air Aces :**

**Complexity Medium :**

**Solitaire Suitability Medium :**

**Game Design Dan Verssen**