THE BERLIN AIRLIFT

24 June 1948 -12 May 1949

BACKGROUND

At the end of WWII, the victorious nations in Europe (England, France, the US and the USSR) divided Germany, Berlin and Vienna each into four protectorate zones. At the time, the Soviets commanded 30.000 soldiers in East Berlin and another 200,000 in the immediate region along with 4000 combat aircraft. In comparison, the Allies had only 1600 troops between them and fewer than 400 combat aircraft in the area. The Soviet Union's allies had pared down their forces, sending most of their units home to be disbanded. Stalin's intention, from the moment the war turned in his favor, had been to seize all of Germany as a communist satellite, and when he saw his chance, he acted. However, the Allies had already agreed to the creation of a *Kommandatura* as a liaison between the occupying forces.

Following a breakdown in negotiations in May/June of 1948 between the Soviet and Allied occupation forces over the introduction of a separate currency for West Berlin to replace the inflated Reichsmark, Soviet forces halted the supply of Berlin's British zone then went on to block land routes to the Western zone. This was easy to do since Berlin itself lay deep inside the Russian zone. Two million German civilians depended on Allied supply and watched as delivery slowed to a trickle. As Berliners required a daily minimum of 5,000 tons of food, fuel, and other necessities, they began dipping into their reserves. American officials estimated fuel would last 45 days, but food would run out long before that. The Allies faced a difficult decision; abandoning the city could lead to the eventual loss of all of Germany to the communist bloc. With all land routes into Berlin cut the city could only be supplied by air, something the Soviets didn't think possible. When the blockade commenced, Americans were only capable of delivering 300 tons of supply a day, the Commonwealth managing just over 400 tons per day. Officials admitted the tonnage fell woefully short.

Commonwealth and American air crews had acquired valuable experience with ferrying. Operations *Manna* and *Chowhound* moved over 11,000 tons of food to the starving Dutch in May 1945, and Lancaster squadrons later returned 74,000 ex-POWs to England over a period of 24 days, making 2900 round trips. (Source: Bomber Command Museum)

Supplying a major city by air had never before been attempted but despite the overwhelming odds, the Allies were determined to give it a go. Veteran pilots and aircrews were recalled as disbanded cargo units were refitted and flown back to Europe to undertake the massive effort. Nevertheless, Stalin was certain the operation would fail but his opponents were determined to prove him wrong. This Herculean effort, also known as Operations *Plane Fare* and *Vittles*, is remembered as one of the Allies' most selfless accomplishments.

Over the course of 12 months, the airlift ferried 2,225,510 tons of cargo essential for the city's survival. At one point an airlift plane was taking off every four minutes. More supply was provided to Berlin by air than could have been provided by rail in the end. The Soviets did not stand idly by, over the course of the airlift there were 726 recorded instances of Soviet harassment involving everything from aerial buzzing, and ground fire, to rockets, chemicals, smoke and balloons. Throughout the course of the airlift, 25 aircraft were lost, costing the lives of over 100 American, Commonwealth and German personnel. During the airlift, many curious and heartwarming incidents enhanced the legend of their effort, including the candy bomber, the tour of Clarence the camel, and the Easter Parade.

Berlin Airlift pits players against each other in a race against the clock. Can players overcome accidents, miscommunications and increasing Soviet interference to achieve their goals? Who can deliver the most tonnage? Will it be enough for Berliners to survive? Naturally, the few flights and squadrons in *Berlin Airlift* are only representative of the larger enterprise, but in it, players will enjoy tense competition as they face all the elements these brave allied aircrews faced when the war ended and - the blockade began.
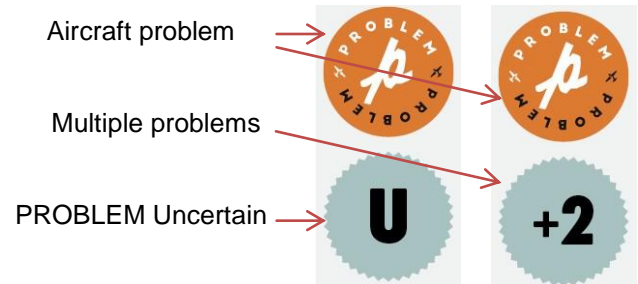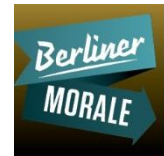
AIRPLANE UNITS

Nationality

Cargo type & Capacity *

Aircraft type

Squadron

Movement *

Flight #

Repair Sides
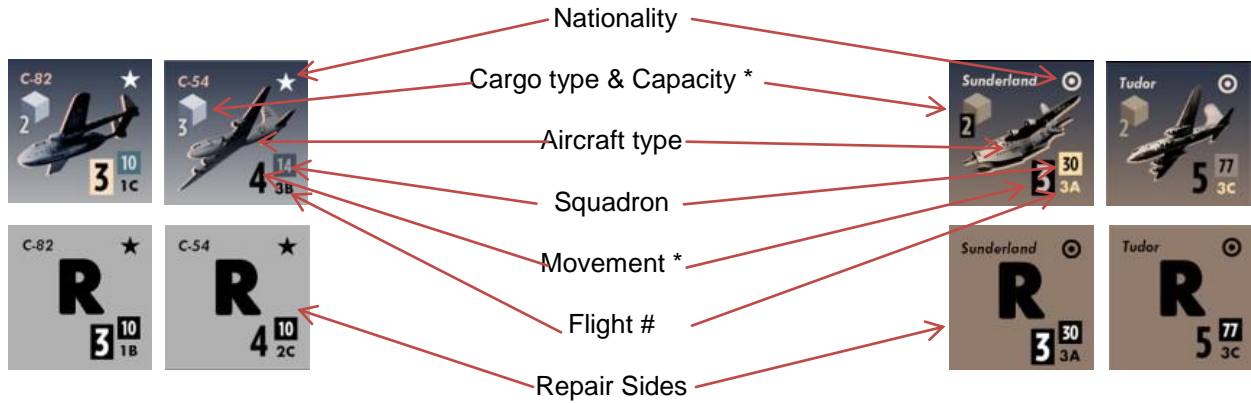
Cargo Type & Capacity* - Note that a black square around the number indicates "Fuel only."
Movement* - Note that a black square around the number indicates skipping ability

MARKERS

Squadron Victory Points

Aircraft problem

Multiple problems

PROBLEM Uncertain

TURN Marker   BERLINER MORALE Marker

SQUADRON FLIGHT PLAN

Support Stockpile   Squadron   Berlin Cargo

Season Scenario

Starting Airbase

Fuel Goal

Flights

Plane Cargo Holds

Food Goal

Medicine Goal

Spare Parts Goal
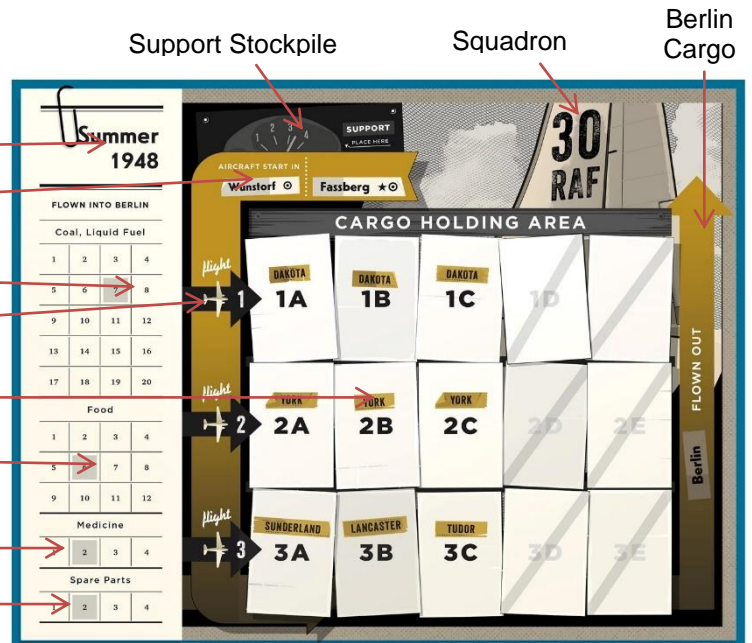
DRAW CHIT EXAMPLES

Flights

Weather

Harassment

AIRLIFT MAP

- Support Markers
- Turn Track
- Order of Chits Drawn
- Radio Beacons
- Victory Point Track
- Outgoing Flight Path
- Victory Point Track
- Planes lost
- Miscellaneous Markers
- Soviet Divert Path
- Scenario Track
- Tegel Build box
- Berliner Morale Track
- Berlin Airbases
- Incoming Flight Paths
- Divert Markers
- Personnel Markers
- Problem Markers
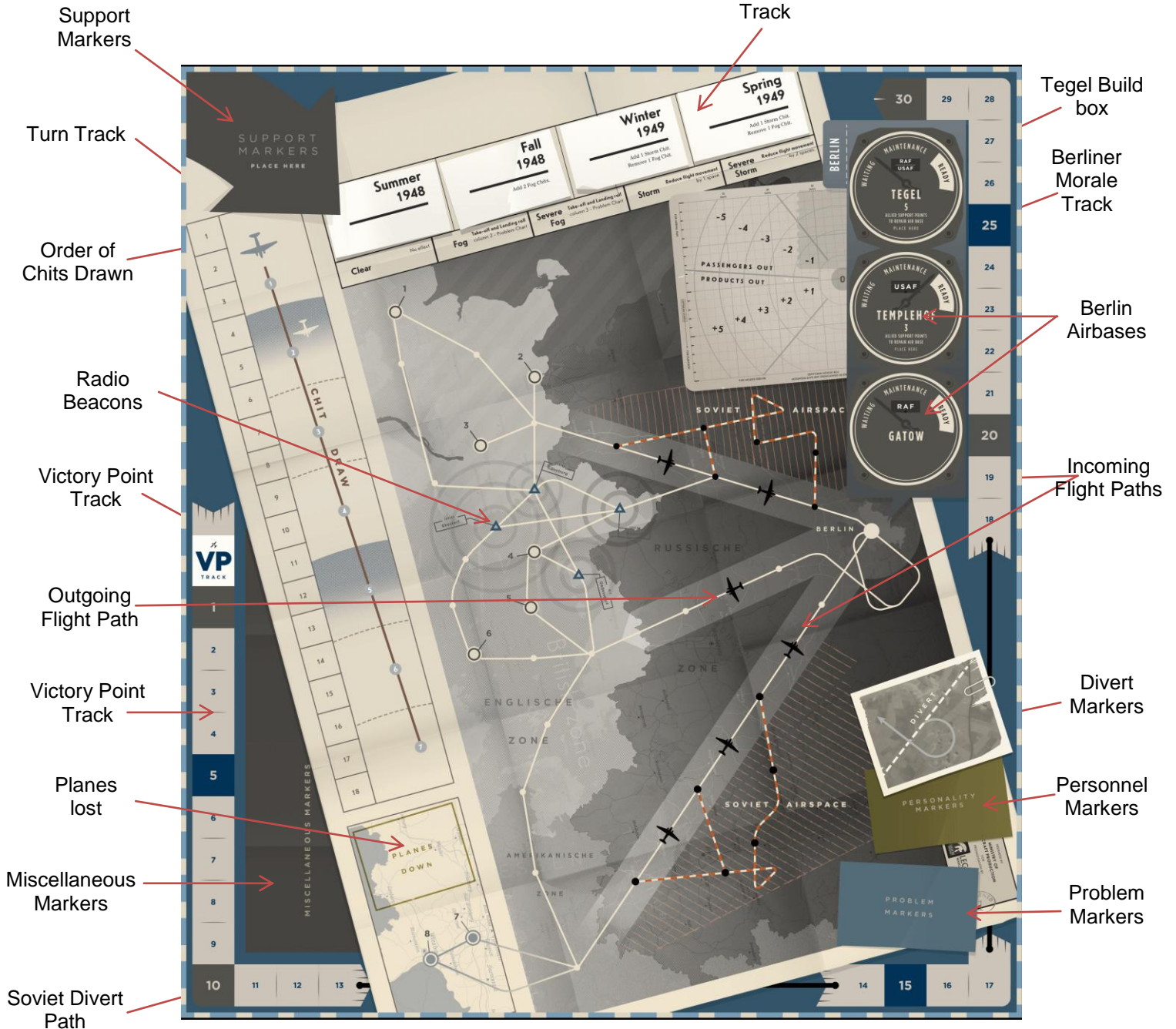
CUBE EXAMPLES

Fuel	Food	Medicine	Spare Parts	Finished Products	Refugees

Active Player (AP) Marker   **Dice**   **Support Markers**

Effect and Personnel Markers
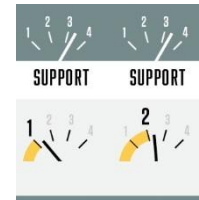
Number of Players: 1-4 players: 2 historical Commonwealth and 2 American squadrons are represented. High solitaire capability.

Playtime: 3-4 minutes per player per seasonal scenario – summer, Autumn, winter and spring. 30 - 45 minutes per player per scenario.

Component Manifest:
- 1 Rulebook
- 54 Random Effect Cards + 1 card with acronyms
- 1 Berlin Airlift Map
- 8 double-sided Squadron Flight Plans
- 8 Airbase cards
- 2 8-sided dice
- 1 - 2" Active Player (AP) marker
- 111 – 7/8" Counters & Markers: 80 planes, (42 American, 38 Commonwealth), 12 Flight Chits, 4 Squadron VP Markers, 1 Turn marker, 1 Berlin Morale Marker, 1 Draw Marker, 1 Last Draw Marker, 5 Inactive Airbase Markers, 2 Fog & 2 Storm Chits, 1 C-74 Damaged Base Marker.
- 83 - ½" Markers: 50 Support, 14 Personnel (Tunner, Clay, Reuter, LeMay, Hyde, Halvorsen, Robertson, 2 RAF Plumber, 5 Luftwaffe Mechanic), 3 Snack Bar, 6 Divert, 3 Smoke, 3 No Second Chance, 4 Transfer
- 180 8mm Euro cubes
    - 90 grey fuel cubes
    - 30 yellow food cubes (for Sunderlands, salt)
    - 12 red medicine cubes
    - 12 light blue raw material cubes
    - 10 dark blue finished product cubes
    - 10 white refugee cubes
    - 16 cargo delivery cubes, 4 to each squadron preferably in squadron colors (see VP markers)

Glossary of Terms

2d6: Two six-sided dice whose result when added produces a number between 2 and 12. For use with the solitaire option only.

2d8: Two eight-sided dice whose result when added produces a number between 2 and 16.

Active Player (AP) : The player who is in possession of the Active Player (AP) marker, and who performs the actions (rolls on tables, assigns planes to take damage, draws chits, etc.) which are listed in sections 1 through 10 of the Sequence of Play. When the Active Player (AP) has emptied the draw cup, he passes the Active Player (AP) marker to the player on his left who then becomes the Active Player (AP).

Advance (on the Chit Draw track): Lengthen the distance between the Draw and End Draw markers by moving the End Draw marker into a higher numbered space, increasing the number of opportunities for players.

Airbase(s): The Allied military bases in West Germany from which the aircraft take off to deliver goods to Berlin.

Airport(s) or Berlin airport(s): The four designated facilities in Berlin (Tegel, Lake Havel, Templehof and Gatow) where aircraft can land to deliver and pick up goods and people.

AND: Indicates the named player, Active or Owning, has to perform all actions linked by AND..

Cargo: See Cubes.

Chits: Counters used in a random draw.

Cubes: Used in the representation of cargo (fuel, food, medicine, spare parts, finished products and refugees), see Cube Examples, p. 4

CW - Commonwealth of Nations: an intergovernmental organization of 53 member states that were mostly territories of the former British Empire; although the planes were flown under the RAF sigil, some of the pilots and crews were British, ANZAC, Canadian and South African.

Impulse: The sequence of actions that include to the drawing of a chit and the implementation of subsequent conditions. In the Sequence of Play, actions covered by points 3 through 10. The number of impulses in a turn depends on the number of chits in the cup

Incoming: Is said of cargo bound for Berlin, whether in an airbase or on a plane.

Markers: Counters representing effects and conditions generated by the game (harassment, personnel deployment, support points, problems, divert, etc.)

Move back (on the Chit Draw track): Shorten the distance between the Draw and End Draw markers, reducing the number of opportunities for players.

RAF: Royal Air Force, the air force of Great Britain, since 1918. Previously, it was an air arm of either the army (Royal Flying Corps--RFC) or the Royal Navy (Royal Naval Air Service--RNAS).

OR: Indicates the named player, Active or Owning, has a choice between two actions.

Outgoing: Is said of cargo shipped from Berlin, whether in a Berlin airport or on a plane.

Owning player (OP): The player whose Flight chit has been activated. The Owning player can also be the Active Player (AP).

Personnel markers (PM): The seven named persons, Luftwaffe Mechanics and RAF Plumbers. Some effects allow drawing markers from the off-board pool (if not previously activated) or the PM box to *place* in bases or Berlin, others to *move* them between bases, and also *remove* them from play areas to the PM box.

Retreat (on the Chit Draw track): Shorten the distance between the Draw and End Draw markers by moving the End Draw marker into a lower numbered space, reducing the number of opportunities for players.

Scenario: A number of turns not exceeding 7.

Soviet Resolve Track (SR) : Soviet Resolve Track. Rule 2c.

Squadron: Groups of bombers and transport planes, two US (USAF 10 and 14) and two Commonwealth (CW 30 and 77).

Support points (SP): represent logistical support and administrative cooperation during the airlift (see rules section 3)

Turn: A turn can consist of any number of impulses (or chit draws). In the Sequence of Play, actions covered by points 1 through 11. Its length depends on the number of chits in the cup and it ends after the last chit is drawn and acted upon. The Draw marker is moved into the next higher numbered space.

Units: Counters representing elements of squadrons, i.e. Dakota, Lancaster. C-54, etc. These are also referred to as "planes" or "airplanes".

USAF: United States Air Force, newly formed in 1947. During WWII, the European service was attached to the army (US Army Air Forces—USAAF or simply AAF). **USAFE: USAF Europe.**

1.0 – Game objective

The player who earns the most victory points (VP) at the end of the game wins. Victory points are based on meeting seasonal tonnage goals indicated on Squadron Flight Plans, plus bonuses for exceeding goals, minus penalties for downed planes. The solitaire objective is to reach all scenario cargo goals.

Note *That Berlin morale is essential to record a win and must be positive (that means neither 0 nor negative) at the end of each scenario or else no one wins.*

1.1- **Setup and scenarios**: see ANNEX 1

2.0 - Sequence of Play

The following details the sequence of play for Berlin Airlift that is completed each round by the players. Refer to the above glossary for clarification of any terms.

2.1- Incoming Cargo Cubes

The Active Player draws and places cargo cubes according to the scenario rules. There is no limit to the number of cubes that an airbase can hold. This is the Incoming Cargo Supply rate at which bases are replenished prior to every chit draw phase. This does not happen before the first Chit Draw phase in Scenario 1 as set-up includes the initial replenishment. After the CALTP event, maximum amounts, the total of the available units' freight number, will be placed on each base.

Fuel	Food	Medicine	Spare Parts	Finished Products	Refugees

2.2 Bidding for Goods Not at Your Base

After the cubes are distributed at the beginning of the turn (and at no other time), players may bid to receive cargo that is at other airbases and that would help them fulfill their seasonal cargo goals. The procedure is as follows: The first player commits 1 Support Point (paying it to the pool). If no one objects, they take the cube of their choice. If another player commits 2 Support Points, they are now the highest bidder and may take a cube of their choice. This continues until a player commits 3 Support Points, winning the bid.

2.3 - Draw cards for Seasonal Effects

There are two decks of 27 cards, one for 1948 and another for 1949. The text provided in each deck is pertinent to the period it covers, and is there as optional information drawn from various sources on the Airlift, covering US and CW operations or general information. It has no effect on gameplay.

The correct deck is thoroughly shuffled and the Active Player (AP) draws a single card from the deck and places it face up where everyone can see it. The applicable result is described briefly in that season's Event box along with the name of the event and the applicable gain or loss of Berliner Morale points. If there are any questions with respect to the text of the event

Seasons '48 – 16	BM +/-	Event	Effect
Summer	+2	C.A.R.E.	+2 SP to AP, +1 to all other players
Autumn	+2	Reuter	Place or move token OR 1 SP to each player **
Additional Event		Candy bomber, place Halvorsen on a plane in a US airbase. +1 to Berlin Morale. **	

"Allied authorities have estimated that 2,000 tons of food a day are needed for the Western sectors, and the American planned to fly at least half of it. The British have kept their daily hauls secret for "security reasons." However, an idea of the size of their cargoes can be formed by the number of R.A.F. flights. Today British transports came in 209 times, compared with the 108 flights with which the Americans beat the 1,000 ton record." – AP, 8 July 1948, quoted in *The Berlin Airlift* (Kindle Locations 507-510)

portion of the cards, players should refer to the explanations below which are more detailed (2.a). When the deck is depleted, it is thoroughly shuffled and available for the next card draw.

Example Card

Effects on cards allow players to place, move or remove personnel markers and a variety of other markers to help or hinder the airlift. They also supply support markers, affect Berliner Morale and even shorten or lengthen the scenario. The Active Player (AP) chooses the targeted plane(s) in the event that more than one plane are affected. The notation (**) in an effect box indicates the players should consult the Roster for other effects.

Note: That some cards have an additional event which results in a special event: a. the **Candy Bomber** improves Berlin Morale and b. the **Supply Snafu** forces the Active Player to give one of his Support Points to a player of his choosing.

2.4 – Using Personnel Markers

Personnel markers (the 7 named markers, 5 Luftwaffe Mechanics and 2 RAF Plumbers) are brought into play by cards and some have specific tasks they perform when they arrive (e.g. Robertson). They may also perform actions when they are activated by an effect. These actions are carried out by the AP. If the markers must be removed, they are placed in the Personnel Markers box on the map from where they can be reactivated any time a card effect allows the AP to *draw* a PM (Personnel marker). When reactivated, they will again perform their unique task first and then other tasks as listed.

2.5 - Drawing Chits

All the **Flight chits**, **Weather chits** and **Soviet Harassment chits** necessary for the current scenario are placed in an opaque container, hereafter referred to as the draw cup; the AP draws and announces them one at a time. As they are drawn, chits are placed in the order they are drawn on the Turn Track (currently labeled *Drawn Chits* track). The drawing of the last chit from the cup ends that turn. Once all the chits have been drawn, return them to the draw cup and repeat steps two through seven until the last turn has been completed.

2.5.1 Weather Chits

There are three types of weather chits—**Fog**, **Storms** and **Snow**—and there can be one or two of each, increasing the effect. The inclusion of Weather Chits is determined by the Seasonal Scenario Track and resumed here:

Summer – 2 STORMS   Autumn – 2 FOG   Winter – 2 SNOW   Spring – 2 STORMS

A **FOG** chit forces all planes to roll on the Level 2 column of the Problem Chart when taking-off or landing. A second FOG increases FOG to SEVERE FOG which forces all planes to roll on the Level 3 column of the Problem Chart when taking-off or landing. STORMS replaces FOG.

A **STORMS** chit subtracts one from every plane's movement. A second STORMS flips the STORMS marker to SEVERE STORMS which subtracts two from every plane's movement. FOG replaces STORMS and vice versa.

A **SNOW** chit has no effect but a second SNOW chit increase to HEAVY SNOW which cuts visibility to the point where movement is halved, round down, in the corridor. This reflects the situation where pilots were

forced to fly by landmarks in reduced visibility due to the lack of beacons on the Soviet side. Flying in HEAVY SNOW outside the corridors does not affect speed.

2.5.2 - Flight Chits

Flight Chits

Each Squadron is represented by flights numbered 1, 2 and 3. Each flight consists of 2-5 planes, depending on the season. When flight chits are drawn, the AP places them in order on the Drawn Chits Track. The player controlling the represented flight (OP – Owning Player) then loads, moves, lands and unloads all planes in that flight capable of being activated.

2.5.3– Soviet Harassment Chits

Soviet Harassment Chit

When a harassment chit is drawn, the AP rolls on this table for the correct season being played to represent Soviet interference. Only 1 chit is available during the Summer of 1948 (see also 4.b Load Planes). Until in the end of Spring of 1949, players can expect to draw an ever-increasing number of interference markers. Harassment only affects planes on two incoming Berlin flight paths or in either of the two Soviet diversion paths. If no plane is on one of these four paths the Harassment effect is ignored and the chit is returned to the draw cup.

> **A NOTE ON BUZZING:** The symbol next to the 2d8 roll result refers to a column on the Problem Results Chart (page 17) to aid the player in determining the appropriate level of hindrance. This is explained below the buzzing roll result. (**Note: it says Roll on Problem Chart row. This should read Roll on Problem Chart column**).

2.5.3.1   - The Soviet Resolve Track

The Soviet Resolve Track (SRT) is used to determine the intensity of Soviet harassment beginning in the Autumn of 1948. The track runs from 0 (no harassment) to 12 sudden death (**See 2.5.3.3**)

Soviet Resolve Track

2.5.3.2 - Soviet interference

The marker will move between 0 and 12, and the movement is powered in both directions by the level of success of Allied transport. Each time an Allied Squadron reaches all its goals at the end of any turn, or three or more refugees are taken out of Berlin. the marker moves one box towards the higher number and a number of harassment markers (indicated in the box) are added to the draw cup. Each time an Allied Squadron fails to reach its goals at the end of any turn, the marker moves one box towards the lower number and a number of harassment markers (indicated in the box) are removed from the draw cup. Scenarios have different starting levels.

2.5.3.3 - Sudden Death

The instant the marker reaches 12, no matter what else is going on, all activity ceases and all the players have lost the game. There is no winner.

Note: Harassment does not occur during Weather Events.

2.6 - Spend Support Markers

These markers represent logistical support and administrative cooperation during the airlift. Players receive support markers at the beginning of each new season. Support markers are awarded throughout the game for reaching and exceeding goals. One support point is awarded to a player the moment he reaches each of his goals, and another support point is awarded as soon as a goal is exceeded by one or more cubes. Support is also gained randomly through the Personnel and H&H list. Certain events on these tables might also subtract support markers. The first action taken by players, beginning with the Active Player (AP), is to announce if they will spend support and how they will spend it. During the Spending Phase, support may only be spent on *one* of the following categories.

1. **One support point to build or repair airports -** Place support markers on the AIRBASE INACTIVE marker until the needed amount is reached, then remove the AIRBASE INACTIVE marker and place the spent support back in the support pool.
2. **One support point to improve Berlin Morale -** Place support on the Berlin Morale marker. When a total of three support is reached, move the marker one space to the right and place the spent support back in the support pool.
3. **One support point to add +1 to one maintenance roll -** Place support on the national rondel of the airbase where the maintenance is to occur. Add +1 to any one die roll on the Maintenance chart (p. 17) to repair any planes there.

4. **Two support points to transfer one cargo cube between two allied airbases** - Place two support points back in the support pool to transfer one cargo cube between two allied airbases outside Berlin. A later player may transfer the same cargo back.
5. **Two support points to move one Personnel Marker** - Halvorsen and Reuter may not be moved this way. Clay, Tunner, Robertson, Luftwaffe Mechanics, or RAF Plumber markers may be transferred between two allied airbases controlled by the same nation outside Berlin.
6. **Five support points to buy one Victory Point -** Self-explanatory.

2.7– Maintenance

Over the course of the Airlift your planes may become damaged by enemy harassment or fall victim to a multitude of mechanical failures. When this occurs, your plane must undergo maintenance or risk crashing.

One roll is made for each damaged plane of the flight drawn located in the maintenance section of each airbase. Subtract one from the die roll for each Problem (**P**) or Unidentified Problem (**U)** a plane carries. Add one to the die roll for each support marker spent on the maintenance roll. Also add +1 for each of the following markers present: Clay, Tunner, Robertson, Plumbers or Luftwaffe Mechanics. Marker increases are cumulative. Reference the result of the modified die roll on the Maintenance Table (page XX).

Repaired planes are placed on airbase ready spaces and may move on the turn they are repaired. Planes that are determined to be *Passable* have all their problems replaced with a **U** marker and may either be kept in the maintenance space for the next maintenance phase or placed on the airbase ready space. Planes may fly with **U**, but, flying with a **U** is dangerous and increases the possibility of a crash. Note that when repairing a **U** marker, REPAIR 1 simply flips the **U** chit to its Problem side. REPAIR 2 would eliminate the **U**.
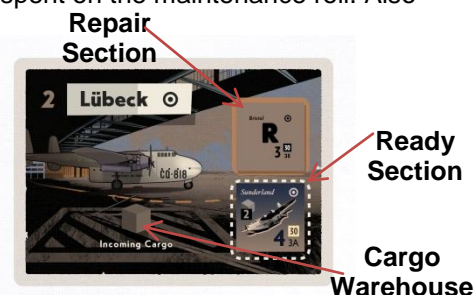
2.8   - Load Planes

Planes belonging to the Flight Chit just drawn may load and move. Note that Loading is done before movement not after movement. To load, remove cubes from an airbase possessing planes belonging to this flight and place the cubes in the Flight Box corresponding to those planes. Note that all planes have a cargo limit portrayed in the upper left corner of the unit and some planes have a cargo restriction—a black cube—meaning that they are only able to carry fuel. Make sure that the cargo placed on a plane can be carried by that plane. If an improper cargo is discovered on a plane, that player immediately loses one VP if available or all his support if he has no VP.

Airbase

2.9   – Move

 The owning player moves the planes belonging to his flight in any order he wishes according to the movement allowance in the lower left corner of each plane counter. Movement is considered from one movement space (represented by dots) to a connected movement space. Each dot, radar beacon or airbase is considered a movement space. Planes must move their full movement allowance unless they are landing, blocked from entering a space due to stacking restrictions, or affected by weather restrictions or soviet harassment. Planes need not return to the base from which they started but must move to a base available to their nation. US to US airbases and Commonwealth to Commonwealth Bases. Both may use the combined nationality bases of Fassberg, Celle and Tegel.

Cargo Capacity

Movement Box indicates Jump capability

Note: Plane silhouettes in the allied corridors are not movement spaces. They exist only to indicate direction of movement.

2.9.1- Corridors

There are three allied air corridors into and out of Berlin. This was supposedly "safe" airspace allowed by the Soviets. The Southern corridor is the U.S. path to Berlin. The Northern corridor is the Commonwealth path to Berlin. The Central corridor is the path leading away from Berlin used by both the U.S. and the Commonwealth. These flight paths are marked with plane silhouettes to show allowable flight direction. Movement direction is not restricted on paths outside of these corridors

2.9.1.1   Soviet Airspace

Both the U.S. and the Commonwealth have a diversionary path into Soviet Airspace. Planes that have had a DIVERT marker placed on them must take this path at their earliest opportunity. Planes on a diversionary path are subject to having +1 added to their die roll on the PROBLEM RESULT Chart. Planes entering Soviet airspace may not reverse direction, but must continue moving in the direction in which they began.

2.9.1.2   Stacking

Stacking is dependent on the weather. In clear weather, there is no stacking rule that applies. If only 1 weather chit is in effect, the maximum stacking per flight path space is 5 planes. If any 2 weather chits are in effect, the maximum stacking per flight path space is 3 planes. Berlin airports are limited to 7 planes on the ground during weather events. Airbases have no stacking limitations. Stacking does not apply to Sunderlands on Lake Havel.

2.9.1.3   Restricted Movement

Moving planes may pass through spaces containing planes, even fully stacked spaces. If a plane's final space is blocked, it must end its movement in the last movement space before the stacked space unless it has Boxed movement.

2.9.1.4   Boxed Movement

If a plane's movement allowance is boxed and the moving plane's last movement space is blocked by a fully stacked space, that plane may SKIP OVER to the next available space. However, if the next space is also fully stacked. The boxed movement plane must halt movement in the last available space.

2.9.1.5   Circling Berlin

If a plane lands on the Berlin space, it is immediately eligible to land at one of Berlin's busy airports: Templehof (U.S.), Gatow (Commonwealth) or later in the game Tegel (US & Commonwealth). However, if these airports are at maximum stacking (five in a one to two player game or eight in a three to four player game) then planes remain on the Berlin Airspace and are considered to be circling, awaiting orders to land when an airport available to his faction has a vacancy.

2.9.1.6   Problems / Unidentified Problems

When a plane lands with one or more problems or **U**, it is subject to rolling on the Problem Results Chart (found at the end of the Rules). The number of problems or **U** markers carried by the plane indicates the level on which the player rolls. i.e. 3 problems – level three. When landing or taking off in Fog, a plane possessing a **U** moves to the next column on the problem chart.

Problem &
Unidentified
Problem

2.9.1.7   Crashes

When a crash result is rolled, remove the indicated plane to the Downed Planes area on the Map. Each Downed Plane is counted as a negative Victory Point against the owning player at the end of the season. At the beginning of the next season Downed Planes are returned to the owning player.

2.10 - Unload Planes

When a plane lands in a Berlin airport, remove the cubes from the plane's flight box on the Flight Plan and adjust the appropriate cargo track. If the plane carries a problem marker, it is immediately placed, with the Problem Marker, in the maintenance box of the airbase where it landed.

2.11- Adjust Cargo Tracks

There are four types of cargo being carried into Berlin: Grey, Yellow, Red and Light Blue. These are called Incoming cargo. There are two types of cargo leaving Berlin: White and Dark Blue. These are called Outgoing cargo.

2.11.1 - INCOMING CARGO

FUEL (grey) – represents liquid fuel and coal and is carried by planes with dark cargo boxes, FOOD (yellow), MEDICINE (red) and SPARE PARTS (light blue), carried by planes with light colored cargo boxes, represent needed factory supplies to be delivered to airports from the Incoming Cargo pool. Each squadron has its own series of cargo tracks on its Flight Plan. On these tracks each player has seasonal delivery goals in each cargo category indicated by a shaded numbered box. As cargo is unloaded at Berlin airports, use one cube of the squadron's reserved color to indicate the amount of cargo delivered. Return all remaining cargo cubes to the Incoming cargo pool (draw cup). *Note that exceeding any cargo goal will increase Berliner Morale by one. When the Morale marker is moved, the player who exceeds the goal decides into which Berlin airport to place the outgoing cargo.*

A player receives one Support Marker (not to be confused with VP) each time he reaches one of his seasonal cargo goals and one support for each cube that exceeds a cargo goal.

2.11.2 OUTGOING CARGO

REFUGEES (White) representing dignitaries and refugees as well as declining Berlin Morale. FINISHED PRODUCTS (Dark blue) represent commodities produced in Berlin as well as improving Berlin Morale.

2.11.3 - LOADING AND UNLOADING

Each turn a flight of planes unloads in Berlin, one, and only *one* plane from that flight may take on one, and only *one* outgoing cargo cube. When this cube has been delivered back to an Allied airbase outside Berlin, it is removed from the plane and placed on the Outgoing Cargo track on the player's Flight Plan. Each outgoing cargo cube is worth one VP.

2.11.4 – Replenishment

Each time the Berlin morale marker moves to one or more boxes on the Morale track containing a white or dark blue cube, that cube or cubes are placed in one or more of the available Berlin airports by the Active Player (AP). Cube distribution must be equal between the bases; otherwise placement is up to the Active Player (AP). In other words, if Templehof and Tegel have Outgoing cargo cubes but Gatow does not, the cube goes in Gatow. However, if all three already have an outgoing cube, or all three have no outgoing cube, placement is entirely up to the Active Player (AP).

2.12 -Replace the Chits

The Active Player (AP) puts all the flight and harassment chits which were drawn back into the draw cup.

2.13 - Advance the Chit Draw Turn Marker

The Active Player (AP) advances the Chit Draw Turn Marker one space on the Chit Draw Turn Track. Unless the current turn happens to be the Last Chit Draw Space. Note that the Last turn will fluctuate due to table results. Continue to repeat Steps 2 – 7, changing the Active Player (AP) at the conclusion of each Chit Draw round. At the end of each full chit draw round, pass the AP marker to the next player , the one to the left of the current Active Player . A season ends when players have completed their final Chit Draw.

2.14 - Record Points

During a game, players may accumulate points when competition rewards are rolled on the Help & Hindrance Chart and also when players spend their support markers to buy Victory Points. Final points are awarded when the final Chit Draw has signaled the end of the season. At this time, the cargo on board any plane in flight, whether incoming our outgoing, is considered to have been delivered and is moved to the Flight Plan. Tallies are done and points are awarded as follows:

> -1 for delivering nothing in any one commodity
> +1 for meeting half a goal (rounded up)
> +2 for reaching each goal (I like the +1 support idea)
> +1 for exceeding each goal by 2 (allows for rewarding those that go above and beyond)
> Bonus of +1 for meeting all goals
> Bonus of +2 if all goals are exceeded

If you plan to continue into the next season pass the dice and Berlin Marker to the new Active Player (AP). Refill the Berlin Morale spaces with white and dark blue cubes and replace all cargo cubes in the cargo pool. If the track marker occupies a cube space the Active Player (AP) may place the displaced cube in a Berlin airport of his choice. Restock airbases according to the number of players. Move the marker on the Seasonal Track to the next Season Box and make weather adjustments as indicated. Award each player eight support points replace old Seasonal charts with new Seasonal charts and give each player the new season's Flight Plan with its corresponding planes (Some flights increase in size and many planes are replaced with each new season). Continue play.

COOPERATIVE WARNING:
Keep in mind that although *BERLIN AIRLIFT* is competitive between players, the Airlift is also a cooperative effort. If at the end of any turn Berliner Morale is not positive, everyone loses.   Watch each other's progress but don't neglect to watch the Berliner Morale Track. Remember, when you save Berlin you save the game!

2.15 - MISCELLANEOUS EVENT MARKERS AND EFFECTS

  This section details the various markers you will encounter during the airlift, please see the glossary for a list of terms used.

- **PROBLEMS / U:** Planes often developed PROBLEMS in flight. In *Berlin Airlift*, planes can accumulate many problems, which will disrupt their flight plans and may lead them to Autumn out of the sky. Sometimes problems are unidentifiable – these are marked with a **U**. Once marked with a **U** a plane loses all its problems and can no longer be affected by problems. Only one **U** may be placed on a plane. Planes having PROBLEMS may continue to their destination but are placed in the REPAIR space after landing and may not lift off again until all problems have been repaired.

- **DIVERT:** Harassment may also lead to diverting a plane off of an incoming Berlin flight path and into Soviet airspace. When this happens, the Active Player (AP) places a DIVERT marker on the top plane of his choice. If only planes available to be harassed belong to the Active Player (AP), he must choose one of these. A plane with a DIVERT marker must take the next available turn onto a diversionary path, even if that path makes him move backward. He must follow that path until it reconnects with an incoming Berlin flight path at which time he can resume the mission. Each time the plane is activated, it must roll for a Level 3 result on the Problems Results Chart. **Important:** When on a diversionary path, facing of a plane is important so that a player knows which direction his plane is flying. Unlike Incoming and outgoing Berlin flight paths, diversionary paths allow a plane to fly both directions. In Soviet airspace, the plane is +1 on PROBLEM RESULTS die rolls. Once the plane leaves Soviet airspace the DIVERT marker is removed. Planes carrying a diversion marker ignore further diversion results.
- **Luftwaffe Mechanics –** These represent trained German mechanics employed during the airlift. Mechanic markers act the same as certain Personnel markers, adding +1 to maintenance rolls. Like Personnel markers, they may be moved to another airbase. Unlike named Personnel markers, they may go to any airbase. Multiple mechanics may stack.
- **No Second Chance –** This marker, placed on a plane chosen by the Active Player (AP), prevents a plane from landing in Berlin due to severe stacking restrictions. Instead, the plane saddled with this marker counts Berlin as one movement space and continues its movement on its outbound corridor returning to the nearest base controlled by that squadron's country. At this point, it must land whereupon the marker is removed. On a subsequent chit draw of its flight marker, it may return to Berlin to deliver its cargo.
- **Chemicals & Smoke.** This marker represents two forms of Soviet harassment. It restricts movement to two spaces and entails a Problems result roll for every plane in the stack.
- **RAF Plumbers –** This marker represents Commonwealth Civilian mechanics. Plumbers are like Luftwaffe Mechanics, but may only be placed in Commonwealth-controlled airbases. Multiple plumbers may stack. They may even stack with Luftwaffe Mechanics.
- **Snack Bar –** This marker represents Tunner's insistence that meeting planes with mobile snack bars (run by pretty girls) kept the flight crews on the flight line which resulted in faster turn-around time. A snack bar may be placed in any Berlin airport. Planes that deliver cargo at an airbase with a Snack Bar may unload and automatically move one space outbound toward a home airbase – if possible.
- **C-74 –** This marker represents the US experimental use of its monster cargo plane. Its use proved both a blessing and a bane. The C-74 was a cargo plane that was tried once by the Americans. They did not try it again because when it landed it ruined the Templehof runway. When this is the table result, the Active Player (AP) chooses which American squadron receives it. It must be loaded and flown out on the turn it arrives. It is loaded with whatever cargo is remaining in its home airbase but may fly to an adjacent US base to fill any empty cargo space. After departing Templehof, place an INACTIVE AIRBASE marker on the airport. To bring the airbase back on line, three support points must be spent to repair it – any player or players may help to pay the cost. When the C-74 lands it is removed from play. Once drawn, the C-74 may no longer be used. If this result is later rolled – roll again. The alternate C-74 is removed from play as soon as the event is triggered.
- **Transfer –** When using Support Markers to transfer a cargo cube, place a transfer marker beneath the cube. That cube may not be transferred again. The Transfer marker is removed when the cube is loaded onto a plane.
- **Manifest Mistake –** The Active Player (AP) removes a cargo cube from a plane in flight and puts it back in the cargo pool

2.16 -Solitaire Play

Solitaire play proceeds much as the multiplayer game but with a few differences.

- As there will not be more than one squadron (and three flight chits) in play, the number of random events has been reduced to account for this difference and yet maintain the same intensity of play.

- If playing the Autumn through to Spring scenarios, the Soviet track is shortened (number to be established, probably 6) and here I am wavering between a selection of cards or reintroducing the list for Personnel and Help & Hindrance, but combined into one that gives 11 options overall per season rather than 30, rolled on a 2d6. Any comments are welcome. The events do not have to have the same effect.

Credits:

Designer: John Poniske
Developer: Michel Boucher
Artist: Nils Johanssen
Vassal Development : Michel Boucher
Rules Lawyer: Rob Hammond
Proofreading: Michel Boucher
Playtesting: Greg Morrow, Jon Delowsky, Lucas Wan, Michel Boucher, Geoff Greatrex, John Mundie, Larry Sisson,

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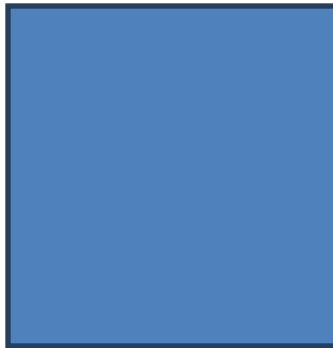
In memory of Micheal Boucher

xxxx-2017

"In the end, it's not the years in your life that count. It's the life in your years."

Problem Results Chart (Roll one die)

Die roll	Level 1	Level 2	Level 3	Level 4
1	N/E	N/E	N/E	**Divert**
2	N/E	N/E	N/E	**Problem**
3	N/E	N/E	**Divert**	**Problem**
4	N/E	N/E	**Problem**	**Problem**
5	N/E	**Divert**	**Problem**	**Problem**
6	N/E	**Problem**	**Problem**	**U**
7	**Divert**	**Problem**	**U**	**U**
8	**Problem**	**U**	**Crash**	**Crash**

N/E — No Effect

Divert — Ignore this result unless being BUZZED. Place a DIVERT marker on the top plane. This plane must fly down the next available Soviet Air space path.

Problem — Place a problem marker on the top plane in a stack. After landing, and unloading this plane must go to the airbase's maintenance Circle – cannot fly until problem is removed. Planes may carry multiple problems

U — Planes landing or taking off with a **U** marker roll on the Level #3 column. In this instance, only a Crash result is considered. Ignore any additional Us or problems

Crash — Remove a plane in flight from the map. This plane counts as -1 VP

Maintenance Chart (Roll one die)

Die roll	Condition
1	Problem
2	Unflyable
3	Unflyable
4	Passable
5	Repair 1
6	Repair 1
7	Repair 2
8	Repair 2

Problem — A new problem develops. Add another problem to the plane.

Unflyable — Remove no marker, plane remains in the maintenance circle

Passable — Remain in the maintenance circle OR remove all problems and move to the ready circle with a **U** marker.

Repair 1 — Remove 1 problem marker. Flip a **U** to its problem side. Move to the ready circle if problem -free

Repair 2 — Remove 1 **U** marker or 2 problem markers Move to the ready circle if problem -free

Subtract 1 from your Maintenance die roll for each problem or **U** your plane carries.

Record Victory Points

- -1 for delivering nothing in any one commodity
- +1 for meeting half a goal (rounded up)
- +2 for reaching each goal (I like the +1 support idea)
- +1 for exceeding each goal by 2 (allows for rewarding those that go above and beyond)
- Bonus of +1 for meeting all goals

- Bonus of +2 if all goals are exceeded

CORRECTIONS

Map:

In Berlin Morale space, remove **Passengers**, replace with **Refugees**.

Change **Personality Markers** to **Personnel Markers** in the box on the map.

Need a box for released dark blue and white cubes near the BM track.

Change **Fall** for **Autumn** and **RAF** for **CW** on Squadron Player Aids

Change **RAF** to **CW** on unit counters (not on markers)

Add to **CW or USAF ## Sq. Flight Plan,** new name for Squadron Player Aids

Change cargo load on both C-74 recto from 2 to 10.

Remove following plane counters from sheets (they are not used in scenarios):

RAF 30 – Hastings 1E
RAF 77 – Hastings 1D, Hastings 1E, York 2C. York 3A
USAF 10 – C-54 1A
USAF 14 – C-54 1A

On CW Summer and Autumn Flight Plans Sq. 30 and 77, include

Add 3A – Sunderland (cargo 2) and remove same from Winter and Spring sheets (ice build-up prevented their use). Put note in Flight Plan box 3A which reads **Salt ONLY**

Add a Sunderland base at **Finkenwerder (flying-boat)** near Hamburg, and either a representation of lake Havel adjacent to Gatow as a landing area for the FBs (see map, red circle, next page) or rename Gatow as **Gatow-Lake Havel (FBs)**.

On Seasonal Tables, Harassment, Buzzing:

Change **If flying--Roll on Problem Chart row** to **If flying--Roll on Problem Chart column**

Change **no.1, no.2, no.3, no.4 to Lev.1, Lev.2, Lev.3, Lev.4**

Add a SR marker (circular white star on red background), two Snow/Heavy Snow markers, a C.A.L.T.P. reminder chit, 12 Harassement chits and 8 Flight Unavailable markers.

WEST BERLIN
TRANSPORTATION SYSTEMS
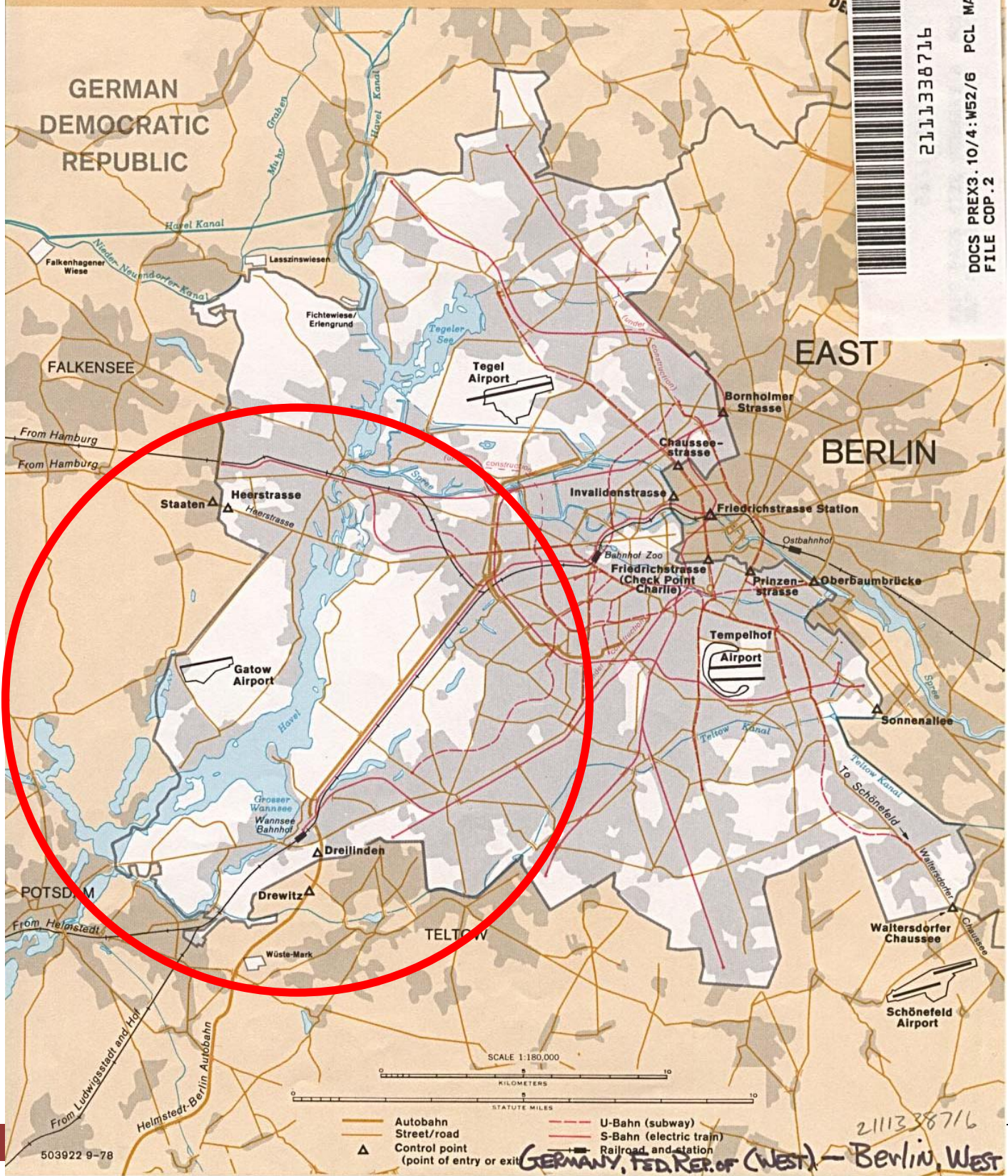
GERMAN
DEMOCRATIC
REPUBLIC

Mühlen Graben

Havel Kanal

Niederneuendorfer Kanal

Falkenhagener Wiese

Lasszinswiesen

Fichtewiese/Erlengrund

Tegeler See

FALKENSEE

Tegel Airport

EAST

BERLIN

Bornholmer Strasse

Chaussee-strasse

From Hamburg
From Hamburg

Staaten △   Heerstrasse △

Heerstrasse

Invalidenstrasse △

Friedrichstrasse Station △

Ostbahnhof

Spree

construction

Bahnhof Zoo
Friedrichstrasse
(Check Point Charlie)

Prinzen-strasse △   △ Oberbaumbrücke

Gatow Airport

Tempelhof Airport

Havel

Sonnenallee △

Teltow Kanal

Spree

To Schönefeld

Grosser Wannsee

Wannsee Bahnhof

△ Dreilinden

Teltow Kanal

Waltersdorfer Chaussee

POTSDAM

Drewitz △

From Helmstedt

TELTOW

Wüste-Mark

Waltersdorfer Chaussee

From Ludwigsstadt and Hof

Helmstedt-Berlin Autobahn

Schönefeld Airport

SCALE 1:180,000

KILOMETERS

STATUTE MILES

503922 9-78

Autobahn
Street/road
△ Control point
(point of entry or exit)

U-Bahn (subway)
S-Bahn (electric train)
Railroad and station