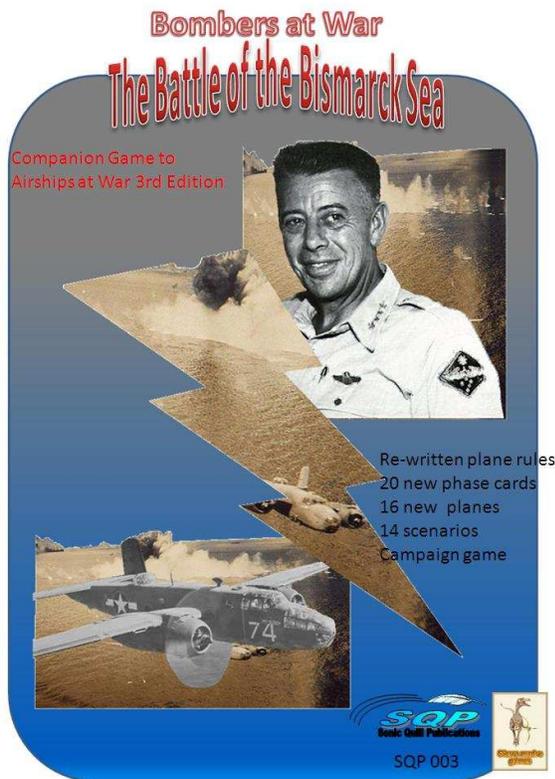


The Battle of the Bismarck Sea



Manufacturer: Sierra Madre Games
Cost: \$19.95
Number of Players: 1 or 2
Complexity: Moderate
Estimated Game Time: 30 min to 3 hours
Rule Book: 15 pages
Supplements: none
Board Size: none
Number Counters: 208 counters plus 20 cards

Description

The Battle of the Bismarck Sea is a solitaire game where players take control of one of 10 different Allied bombers and fly 14 missions over New Guinea during World War II. Missions range from the first combat mission of the B-25 (two weeks before the Doolittle Raid) to devastating skip bombing attacks against a Japanese convoy. The final mission takes the player out of a bomber and into the cockpit of a P-38 in an attempt to bring down Admiral Yamamoto in "Operation Vengeance". A campaign game ties seven of the scenarios together and spans the whole of the Battle of Bismarck Sea and special two player rules are included.

There is complete game stats for 16 aircraft, including 10 Allied bombers (including the A-20, B-17, B-24, B-25, Catalina PB-5, Bristol Beaufort and more), 3 Allied fighters (Bristol Beaufighter, P-38 and P-40) and 3 Japanese aircraft (Zero, Oscar and Betty). The efforts the Australians made are well represented, with 3 scenarios exclusively made for Australian aircraft, and players have the option to use Australian aircraft instead of US on 2 others.

The game also includes the Bombers at War set of rules, a companion set of rules to Airships at War. The new rules do for World War II airplanes what Airships at War did for Zeppelins.

In addition to new aircraft and expanded rules, there are 20 new cards to be used in making the phase decks, made especially for the Battle of the Bismarck Sea.

The Battle of Bismarck Sea is not a complete game by itself, ownership of Airships at War is required to play.