



Pillars of Smoke - Germany Winter 1945

Targets

Airfields(17) = 6 pts(50% if only mod damage)
 - minus 2-3 steps of a/c per damage(mod or hvv)
 + 262/163 airfields if suffer hvv damage minus 1 a/c.
 Synthetic Fuel(2) = 8 pts(50% if only mod damage)
 - minus 10% fuel for 262s per fuel facility destroyed
 Oil Refinery(6) = 10 pts(50% if only mod damage)
 - first 3 refineries destroyed 190A8s lose droptanks
 - second 3 refineries destroyed 190D4s lose droptanks
 Ball-bearings Factory(4) = 12 pts(50% if only mod damage)
 - LW lose 2 steps of prop planes per factory destroyed
 beginning with second line a/c types.
 Aluminum Refinery(3) = 14 pts(50% if only mod damage)
 - LW lose 4 steps of prop planes per factory destroyed
 beginning with second line a/c types.
 Steel Refinery(3) = 16 pts(50% if only mod damage)
 - LW lose 3 steps of prop planes per factory destroyed
 beginning with second line a/c types.
 Oil Storage(4) = 18 pts(50% if only mod damage)
 - for every oil storage facility destroyed LW lose 5% of
 fuel loadout for all prop planes.

Scoring

Prop Fighters
 - total a/c steps lost not due to kills x 0.5 pts
 - total a/c steps lost to confirmed kills x 1 pts
 Non-prop Fighters(Me262s and Me163s)
 - total a/c lost not due to kills x 1 pts
 - total a/c lost to confirmed kills x 2 pts
 Bombers
 - total a/c steps ruled damaged x 2 pts
 - total a/c steps lost not due to kills x 4 pts
 - total a/c steps lost to confirmed kills x 8 pts
 Ground Targets
 - airfields = 6/3 pts(hvv/mod)
 - synthetic fuel = 8/4 pts(hvv/mod)
 - oil refinery = 10/5 pts(hvv/mod)
 - ball-bearings factory = 12/6 pts(hvv/mod)
 - aluminum refinery = 14/7 pts(hvv/mod)
 - steel refinery = 16/8 pts(hvv/mod)
 - oil storage = 18/9 pts(hvv/mod)

Luftwaffe

JG2/475th FS
 JG27
 31st FG
 JG51
 VFM222
 416 RCAF
 401 RCAF/417 RCAF

Allies

4th FG
 VF15
 100th Haze/TF17
 332nd FG
 352nd FG
 Nomads
 Knights of Ni
 Pale Horses/American Eagles
 Menacing Ferrets
 Night Stalkers
 69th Composite Group
 Black Vipers, 2nd Wing

Series Totals

Aircraft	A/C lost to EIA	Other A/C Losses	Bombers Dam	Pts	LW	Allies	Notes
B17G	80	11	18	119.6	119.6		
B24D	1	0	0	1.33	1.33		
B24J	12	4	2	19.26	19.26		
BF109G types	36	1	0	6.095		6.095	
BF109K4	8	0	0	1.336		1.336	
FB6(Me163)	5	1	0	11		11	
FW190A8	14	4	0	2.67		2.67	
FW190D9	117	30	0	22.029		22.029	
Me262	6	1	0	13		13	
P38L	14	9	0	3.085	3.085		
P47D	3	4	0	0.833	0.833		
P51D	139	37	0	26.284	26.284		
Totals	435	102	20	226.522	170.392	56.13	

BDA	A/C Launched	A/C TOT	Bombs Dropped	Bomb Hits	Direct Hits	Drop/Hit %	Hit/VDH %	Notes
B17G	139	114	748	2599	224	347%	9%	
B24D	17	11	56	311	25	555%	8%	
B24J	26	18	188	865	60	460%	7%	
P38L	94	59	196	151	7	77%	5%	
Totals	266	192	1168	3926	316	320%	6%	

Bombers	BMB/FTR Ratio	Fighters Killed	Bombers Killed	BF109G	BF109K	FW190A8	FW190D9	Me262	Me163
B17G	0.71	57	80	7	0	4	42	9	2
B24D	1.50	9	6	3	0	2	2	1	0
B24J	0.65	15	23	4	0	3	5	4	1
Totals	0.74	81	109	14	0	9	49	14	3

Frame	Allied Targets	Damage	Pts	Allies	Notes
1	F55 LAF	Moderate	3	3	14 of 19 structures = 74% damage - 2 steps destroyed
1	F71 LAF	Moderate	3	3	12 of 19 structures = 63% damage - 2 steps destroyed
1	F73 LAF	Light	0	0	2 of 19 structures = 10% damage
1	C80 Oil	Light	0	0	5 of 27 structures = 19% damage
1	F90 Me262s	Heavy	7	7	4 of 4 oil jets = minus 1 player slot
1	F93 Me262s	Heavy	9	9	4 of 4 oil jets = minus 1 player slot
1	F73 Me163s	Moderate	6	6	3 of 4 oil jets = no effect
2	C72 Steel	Moderate	8	8	12 of 21 structures = 57% damage
2	C78 Steel	Moderate	8	8	11 of 20 structures = 55% damage
2	C78 Aluminium	Light	0	0	8 of 21 structures = 38% damage
2	C96 Aluminium	Moderate	7	7	6 of 8 structures = 75% damage
3	C95 Oil Storage	Moderate	9	9	12 of 18 structures = 67% damage
3	C95 Synthetic Fuel	Heavy	8	8	12 of 12 structures = 100% damage - Me262 fuel at 90%
3	C79 Oil Storage	Heavy	18	18	13 of 13 structures = 100% damage - prop fuel at 95%
4	C79 N Oil Refinery	Moderate	5	5	12 of 19 structures = 63% damage
4	C79 SE Oil Refine	Moderate	5	5	16 of 20 structures = 80% damage
4	F92 Me262s	Heavy	7	7	4 of 4 Me262s oil destroyed - 1 Me262 slot removed
4	F94 Me262s	Heavy	9	9	4 of 4 Me262s oil destroyed - 1 Me262 slot removed
5	C95 N Ball-bearing	Moderate	6	6	10 of 13 structures = 77% damage
5	C95 S Oil Refinery	Heavy	10	10	23 of 26 structures = 89% damage(rounded up to 90%)
Total			90	90	

Legend

Places

- Major City (C)
- City or Town
- ESP
- Non-tactical Object

Airfields

- Large
- Medium
- Small
- ESP Airfield

Other Military

- City Boundary
- U Boat Pen
- V-Weapons site
- Chain Home GCI
- Chain Home High
- Chain Home Low
- radar site

Industry

- V-Weapons factory
- aircraft factory
- armaments factory
- avionics factory
- ball bearings factory
- engine factory
- electric power
- aluminum refinery
- chemical plant
- rubber refinery
- steel refinery
- oil refinery
- oil storage
- synthetic fuel

Transportation

- Tactical Road
- Non-tactical Road
- Small Port
- Large Port