

## RAF Lion Rule Book

2.3, fourth sentence: Replace with “Reshuffle each deck as called for in the Sequence of Play and when the deck runs out.”

4. Sequence of Play, IV, 3. Day Advance, first Sentence of last paragraph: Replace with “Advance the Day marker the number of spaces indicated on the Day Event Card.”

6.2, last sentence: Change reference to “Raid Effort Table” to “Raid Priority Table.”

7.2, VP loss for not responding, first sentence: Revise to read: “You are never required to commit squadrons against a raid; however if you do not respond to a raid at all (by choice or inability), and that raid includes one or more ...”

15.4 Luftwaffe Depletion, fifth bullet (Begins “When rolling for detection ...”): Delete this bullet and text entirely.

15.5 British Reinforcements: Change two bullet to three bullets, reading:

- Reinforcement squadron entered August 11-16: -4 VPs
- Reinforcement squadron entered August 17-26: -3 VPs
- Reinforcement squadron entered August 27-September 7: -2 VPs

19.2 Delayed RAF Response, first paragraph: Replace with “You may treat a *late* or *sufficient* Warning Level for a raid as one level higher by declaring a *delayed response*. Thus, if you declare delayed response, late warning becomes sufficient and sufficient warning becomes early. No adjustment is allowed if the warning level begins at *none*, *early* or *very early*. The Intelligence Level is not affected by delayed response.”

19.2, second bullet: Replace text with “*Gruppen* assigned to Channel Patrol are deployed in the Hunt box (move them if already deployed).”

19.2, third bullet: Insert new third sentence “Treat all *Heavy Loss* combat results against bombers as *Light Loss*.”

New Rule

### 19.8 Overwhelming Squadron Advantage

During Raid Phase Step 8, Hunter Interception: If there are five or more squadrons in the hunt box AND squadrons outnumber fighter *Gruppen* by more than 2:1, you MUST move excess squadrons to the bomber box until there are less than five squadrons in the Hunt Box or the ratio of squadrons to fighter *Gruppen* does not exceed 2:1. Select

squadrons to remove evenly by selector letter, then your choice. Then follow the instructions in 9.1 for ***Fewer Gruppen than Squadrons***.

*Examples: If three Gruppen and eight squadrons are in the Hunt Box you must move two squadrons to the Bomber box. If one Gruppe and five squadrons are in the Hunt Box, you must move just one squadron.*

Raid Target Events (p24), Snap raid by elite Me 110s, third sentence: Revise to read "... before conducting step 16, draw a valid target card in LF2 to determine the snap raid's target."

## Two-Player Rule Book

4. Sequence of Play, IV, 3. Day Advance. Replace first sentence of last paragraph with "The British Player advances the Day marker the number of spaces indicated on the Day Event Card and adds one victory point for each day elapsed. If preparations for Operation Sealion have begun (18.1) he adds three VPs for each day elapsed instead."

5.4 Raid Assignment Restrictions, Major Raid Limit: Replace this sentence with all the following:

**Major Raid Limit.** The maximum number of *Gruppen* that can be assigned to a major raid depends on the total number of raids (major and minor) planned for the day.

Number of Raids	Maximum Raid Size
4 or less	16
5	14
6	12
7	11
8 or more	10

*For example, if the German Player places six Target Cards on his raid planning board, the maximum raid size for all major raids during the day will be 12 Gruppen. The minor raid limit remains at three.*

Maximum raid size increases to 16, regardless of number of raids planned, in the following instances:

- The raid is assigned the *Major Raid Coordination* strategy card; or
- the Luftwaffe is at Depletion Level 1 or 2.

9.2 VP loss for not responding: Revise paragraph to read "The British Player is never required to commit squadrons against a raid; however if he does not respond to a raid at all (by choice or inability), and that raid includes two or more bomber Gruppen, subtract 1 VP from the VP Total. Assess the loss once the British Player knows the specific

aircraft in the raid and has not responded. No VP penalty is assessed if the raid has one or no bomber *Gruppen*.

16.5 British Reinforcements: Change two bullets to three bullets, reading

- Reinforcement squadron entered August 11-16: -4 VPs
- Reinforcement squadron entered August 17-26: -3 VPs
- Reinforcement squadron entered August 27-September 7: -2 VPs

18.1 Operation Sealion. Insert new bullet after the ninth bullet with text reading “The British Player gains three VPS for each day elapsed from this point forward.”

21.2 High Command Raid Requirements, Close Escort Minimum. Replace entire text with “**Close Escort Minimum.** The German Player must assign a number of fighter *Gruppen* to Close Escort at least equal to half the number of bomber *Gruppen* in the raid. *For example, a raid with three bomber Gruppen must have at least two fighter Gruppen assigned to close escort.* This requirement is applied during Raid Deployment, after satisfying requirements for channel patrol. There is no penalty for failing to meet this requirement, but then no fighters will be available to hunt or strafe.

- If the Luftwaffe is at Depletion Level 1 or 2 and the VP total is positive, the number of fighter *Gruppen* assigned to close escort must equal the full number of bomber *Gruppen* in the raid.
- *Jabos* are exempt from these requirement.

21.5 Delayed RAF Response, first paragraph: Replace with “The British Player may treat a *late* or *sufficient* Warning Level for a raid as one level higher by declaring a *delayed response*. Thus, if he declares delayed response, late warning becomes sufficient and sufficient warning becomes early. No adjustment is allowed if the warning level begins at *none*, *early* or *very early*. The Intelligence Level is not affected by delayed response.”

21.5, second bullet: Replace text with “*Gruppen* assigned to Channel Patrol are deployed in the Hunt box (move them if already deployed).”

21.5, third bullet: Insert new third sentence “Treat all *Heavy Loss* combat results against bombers as *Light Loss*.”

21.8 Press or Rest. Additional paragraph:

If the German Player chooses to press ...

- Double the number of Victory Points added for the number of days elapsed. *For example, if two day elapse, add four VPs.* But do not add more than 3 VPs per day when Sealion preparations are underway (18.1)

- The German Player receives just one strategy card for the upcoming raid day, regardless of the VP level.
- Add an additional modifier of +2 to every detection die roll in the upcoming raid day.

## NEW RULE

### 21.10 Hunter Contact Die Roll

If the number of Gruppen in the Hunt Box outnumber squadrons by more than one at the start of the Hunter Interception step (step 9 in the Raid Phase), the German Player rolls the die. If the die result is less than the difference between the number of Gruppen and squadrons, move a number of Gruppen equal to the die result from the Hunt Box to the Inflight Box. These hunters were unable to make contact with the squadrons. *For example, if three squadrons and seven Gruppen are in the Hunt Box, a die result of 1, 2 or 3 would result in one, two or three hunters leaving the raid. A result of 4, 5 or 6 would have no effect.* The normal hunter interception procedures occur after this die roll.

Raid Approach events (p27), Channel Patrollers Hunt: Add sentence to end of paragraph “If there are no squadrons in the Hunt Box, move the channel patrollers to the close escort box instead.”

Raid Target Events (p28), Squadron Turnaround: Add sentence at end of paragraph “Exception: Patrolling squadrons do not land due to the Squadron Turnaround event.”

## RAF Eagle Rule Book

4. Sequence of Play, IV, 3. Day Advance. Replace first sentence of last paragraph with “Advance the Day marker the number of spaces indicated on the Day Event Card and add one victory point for each day elapsed. If preparations for Operation Sealion have begun (18.1) add three VPs for each day elapsed instead.”

5.4 Raid Assignment Restrictions, Major Raid Limit: Replace with “**Major Raid Limit.** The maximum number of Gruppen you can assign to a major raid depends on the total number of raids (major and minor) planned for the day.

Number of Raids	Maximum Raid Size
4 or less	16
5	14
6	12
7	11
8 or more	10

*For example, if you place six Target Cards on your raid planning track, the maximum raid size for all major raids during the day will be 12 Gruppen. The minor raid limit remains at three.*

Maximum raid size increases to 16, regardless of number of raids planned, in the following instances:

- The raid is assigned the *Major Raid Coordination* strategy card; or
- the Luftwaffe is at Depletion Level 1 or 2.

7.2 British Response Priority, second example: Change both instances of “four squadrons” to “three squadrons”.

10. Bombing, Bombing procedure, step 2, second bullet: Revise to read “*Dive Bomber Bonus*: If all bomber *Gruppen* in the Bomber Box are Ju87’s and ...”

16.1 Operation Sealion. Insert new bullet after the ninth bullet with text reading “Add three VPS for each day elapsed from this point forward.”

19.2 High Command Raid Requirements, Close Escort Minimum. Replace entire text with

“**Close Escort Minimum.** You must assign a number of fighter *Gruppen* to Close Escort at least equal to half the number of bomber *Gruppen* in the raid. *For example, a raid with three bomber Gruppen must have at least two fighter Gruppen assigned to close escort.* This requirement is applied during Raid Deployment, after satisfying requirements for channel patrol. There is no penalty for failing to meet this requirement, but then no fighters will be available to hunt or strafe.

- If the Luftwaffe is at Depletion Level 1 or 2 and the VP total is positive, the number of fighter *Gruppen* assigned to close escort must equal the full number of bomber *Gruppen* in the raid.
- *Jabos* are exempt from this requirement.

19.5 Press or Rest. Additional paragraph: If you choose to press ...

- Double the number of Victory Points added for the number of days elapsed. *For example, if two day elapse, add four VPs.* But do not add more than 3 VPs per day when Sealion preparations are underway (18.1)
- If the day card does not call for the entry of a reinforcement squadron, enter one anyway, per 14.5.
- You receive just one strategy card for the upcoming raid day, regardless of the VP level.
- Add an additional modifier of +2 to every detection die roll in the upcoming raid day.

## NEW RULE

**19.6 Enhancements to RAF Squadron Response**

**19.61 Green Pilot Response.** Up to two reduced squadrons may be selected for the response pool (instead of one; revision to 14.3). The second squadron is taken following the same guidelines as the first. However, no more than one green squadron may be taken from a given sector.

**19.62 Green Pilot Compensation.** Reduce results from the Raid Response Priority Chart by the number of reduced Squadrons in the Pool (adjustment to 7.2). *For example, if the chart calls for you to remove three squadrons from the pool and there is one reduced Squadron in the pool, you would remove only two squadrons (but not the reduced Squadron).*

**19.63 RAF Ace Squadron.** If the Raid Detection result is *Accurate* intelligence or *Very Early* warning, add the ace Spitfire squadron (from the countermix) to the response pool in step A of British Raid Response. This is in addition to all other squadrons taken for the pool. If the Ace squadron is then drawn from the pool to respond to the raid, it is returned to the countermix after participating, instead of being placed in the inflight, light loss or heavy loss box. VP's are subtracted if the ace squadron suffers loss, but replacement points and experienced pilot points are *not* expended. Unlike RAF:Lion and 2-player, the ace squadron in Eagle has no special combat abilities.

**19.64 Squadron Self-Preservation.** If an airfield is the target of a raid, any squadrons from that airfield's sector that you take for the pool are placed outside the cup. They count as part of the pool but may not be removed from it, even if this means the number of squadrons removed from the pool is reduced.

**19.65 Response to Hunter Sweep with Lone Bomber.** If a raid with just one bomber Gruppe has at least five fighter Gruppen in the Hunt Box, treat the raid as if no bomber Gruppen are in the bomber box when using the Raid Response Tactics Charts. This will affect the RAF response when the intelligence is accurate. *For example, if the raid had one bomber and six hunters, and the intelligence were accurate, you would refer to the tactics chart for "Accurate Intelligence when no Bomber Gruppen are in the Bomber Box". If the raid had one bomber and only four hunters, you would refer to the tactics chart for one or more bombers.*

## NEW RULE

**19.7 Hunter Contact Die Roll**

If the number of Gruppen in the Hunt Box outnumber squadrons by more than one at the start of the Hunter Interception step (step 9 in the Raid Phase), roll the die. If the die result is less than the difference between the number of Gruppen and squadrons, move a number of Gruppen equal to the die result from the Hunt Box to the Inflight Box. These hunters were unable to make contact with the squadrons. *For example, if three squadrons and seven Gruppen are in the Hunt Box, a die result of 1, 2 or 3 would result*

*in one, two or three hunters leaving the raid. A result of 4, 5 or 6 would have no effect. The normal hunter interception procedures occur after this die roll (if required).*

Raid Approach events (p25), Channel Patrollers Hunt: Add sentence to end of paragraph “If there are no squadrons in the Hunt Box, move the channel patrollers to the close escort box instead.”

Raid target events, page 26, ULTRA Intercept: Add sentence to end of paragraph “Ignore the ULTRA event if drawn when resolving the last raid of the day.”

## Player Aid Cards

New Chart, place between Weather Table and Raid Rendezvous Table

### MAXIMUM RAID SIZE CHART

[Eagle and 2-Player]

Number of Raids	Maximum Raid Size
4 or less	16
5	14
6	12
7	11
8 or more	10

Maximum is 16 when raid has *Major Raid Coordination* strategy card, or Luftwaffe at Depletion Level 1 or 2.

Raid Response Tactics [Eagle]; Chart #2, add note below chart: [diamond] Also use this chart if raid has just one bomber *Gruppe* and at least five fighter *Gruppen* are in Hunt Box (19.65).

RAF Eagle: Sequence of Play Outline, II, 4: Add note “[diamond] *RAF response enhancements*”

RAF Eagle: Sequence of Play Outline, II, 5: Add note “[diamond] *Hunter Contact Die Roll*”

RAF Eagle: Sequence of Play Outline, IV, 3: Add note “*If Sealion Prep, +3 VP per day*”

2-Player Sequence of Play Outline, II, 9: Add note “[diamond] *Hunter Contact Die Roll*”

2-Player Sequence of Play Outline, IV, 3: Add note “*If Sealion Prep, +3 VP per day*”

Victory Point Summary, German Victory Points, sixth entry: Revise to read ...

“No squadrons respond to raid with at least 1 bomber Gruppen (Lion) / 2 bomber Gruppen (2 player) -1”

Victory Point Summary, German Victory Points, seventh entry: Revise to read ...

“Each reinforcement squadron entered

August 11-16: -4

August 17-26: -3

August 27-September 7: -2”

## **Lion/2-Player Map**

2-Player Sequence of Play Outline, II, 9: Add note “[diamond] *Hunter Contact Die Roll*”

2-Player Sequence of Play Outline, IV, 3: Add note “*If Sealion Prep, +3 VP per day*”

Victory Point Summary, German Victory Points, sixth entry: Revise to read ...

“No squadrons respond to raid with at least 1 bomber Gruppen (Lion) / 2 bomber Gruppen (2 player) -1”

Victory Point Summary, German Victory Points, seventh entry: Revise to read ...

“Each reinforcement squadron entered

August 11-16: -4

August 17-26: -3

August 27-September 7: -2”

## **Eagle Map**

Sequence of Play Outline, II, 4: Add note “[diamond] *RAF response enhancements*”

Sequence of Play Outline, II, 5: Add note “[diamond] *Hunter Contact Die Roll*”

Sequence of Play Outline, IV, 3: Add note “*If Sealion Prep, +3 VP per day*”

Inflight Box, German Recovery, first bullet: Revise to read “Bombers to Airbases, full”

## **Cards**

Target Card #13:

Add Sector 5/11 to the row of the Sector Eligibility Chart with 1/11 and 3/11.

Target Cards #11, 15, 17, 18, 19, 30

Change “RDF Nets” to “Radar Nets”

Target Card #27

Move the “Yes” so it is on the same line as “Me 109s:”

Force Card #82:

Remove the “e” from line 7

Day Cards #149, 150 and 153:

Event: Change “Aug. 20” to Aug. 21”

German Strategy Cards #156, 163

Change first paragraph to read: “The Maximum Raid Size for this raid is 16 *Gruppen*, even if the Target Card is only eligible for a minor raid.”