

COMBAT RESULTS TABLE

Luftwaffe Depletion

Number of Gruppen in Combat

		No Depletion - 1 - 2 - 3 4 5 6 7 8+											Combat Results						
		Deplete 1 - 1 - 2 3 4 5 6 7,8 9 10+											German			British			
		Deplete 2 1 - 2 3 4 5 6 7,8 9 10+											Die	a	b	c	a	b	c
		Total Combat Value	A	-1 or less	0 or less	1 or less	1 or less	2 or less	3 or less	4 or less	5 or less	7 or less	10 or less	14 or less	1	D	-	-	H
													2	-	D	-	A	H	H
													3	-	D	D	H	H	A
													4	-	A	-	H	L	L
													5	D	-	A	L	H	L
													6	A	-	D	L	A	H
B	0		1	2	2,3	3,4	4,5	5-7	6-8	8-10	11-14	15-18	1	-	A	-	H	L	D
													2	D	-	D	A	D	H
													3	-	D	A	D	H	A
													4	A	-	D	L	A	L
												5	A	A	-	L	L	A	
												6	D	D	A	A	A	L	
C	1	2	3,4	4,5	5,6	6-7	8-10	9-12	11-14	15-18	19-23	1	D	A	-	A	H	A	
												2	D	D	A	D	A	H	
												3	A	D	D	H	D	D	
												4	-	-	L	A	A	L	
												5	-	L	-	D	L	A	
												6	L	-	D	L	D	D	
D	2	3	5	6,7	7-9	8-10	11-14	13-16	15-19	19-23	24-29	1	A	-	D	L	D	A	
												2	A	A	-	A	L	D	
												3	D	D	A	D	A	L	
												4	-	L	A	L	A	-	
												5	D	D	L	-	L	A	
												6	L	A	D	A	-	L	
E	3	4	6,7	8,9	10-12	11-14	15-18	17-21	20-26	24-30	30-36	1	A	-	A	L	D	A	
												2	-	L	D	A	L	D	
												3	D	A	A	-	A	L	
												4	L	A	-	D	D	L	
												5	A	A	A	L	-	D	
												6	A	D	L	D	L	-	
F	4	5,6	8,9	10-12	13-16	15-18	19-23	22-27	27-35	31-39	37-45	1	L	D	-	L	A	D	
												2	-	L	A	D	D	L	
												3	A	-	L	-	L	A	
												4	D	L	A	D	D	A	
												5	L	A	D	A	A	-	
												6	A	A	L	A	-	D	
G	5	7,8	10,11	13-15	17-20	19-24	24-29	28-35	36-44	40-51	46-58	1	D	A	L	L	D	D	
												2	D	H	A	-	L	D	
												3	A	D	H	D	-	L	
												4	L	L	D	A	D	-	
												5	L	D	L	D	-	A	
												6	H	L	D	-	A	-	
H	6	9,10	12-14	16-19	21-24	25-30	30-37	36-45	45-54	52-64	59-75	1	D	H	A	A	-	D	
												2	L	D	H	D	A	-	
												3	H	L	D	-	D	A	
												4	A	L	H	-	D	D	
												5	H	A	L	D	-	D	
												6	L	H	L	D	D	-	
I	7+	11+	15+	20+	25+	31+	38+	46+	55+	65+	76+	1	L	A	H	A	-	-	
												2	A	H	H	-	A	-	
												3	H	H	A	-	-	A	
												4	H	L	H	-	D	-	
												5	H	H	L	D	-	-	
												6	H	H	H	-	-	D	

-: No effect D: Disrupted A: Abort L: Light Loss H: Heavy Loss

COMBAT DAMAGE CHARTS

The Combat Damage Charts explains how units are affected by results from the Combat Results Table. Check every unit involved in the combat individually, using the chart corresponding to the Raid Display box the unit occupies. Cross reference the unit's combat result with the unit's nationality (squadron or Gruppe) and facing (full or reduced) to find the damage result.

Units in Hunt Box

Unit Type	--	Disrupt	Abort	Light Loss	Heavy Loss
FULL GRUPPE	To Close Escort**	To Inflight	To Inflight reduced	To Light Loss (+1 VP)	To Heavy Loss (+2 VP)
REDUCED GRUPPE	To Inflight	To Inflight	To Light Loss Full (+1 VP)	To Light Loss Full (+1 VP)	To Heavy Loss Full (+2 VP)
FULL SQUADRON	To Bomb Box or Inflight*	To Bomb Box reduced or Inflight full*	To Inflight reduced	To Light Loss (-1 VP)	To Heavy Loss (-2 VP)
REDUCED SQUADRON	To Bomb Box reduced**	To Inflight reduced	To Light Loss Full (-1 VP)	To Light Loss Full (-1 VP)	To Heavy Loss Full (-2 VP)

* British Player chooses in Lion and 2-Player. In Eagle, move to Bomb Box.

In all games, if no Gruppen are in Bomb Box, move to Inflight.

** If no Gruppen are in Bomb Box, move to Inflight.

Units in Bomber Box

Unit Type	--	Disrupt	Abort	Light Loss	Heavy Loss
FULL GRUPPE	Stay in Bomb Box	Stay in Bomb Box reduced	To Inflight reduced	To Light Loss (+1 VP)	To Heavy Loss (+2 VP)
REDUCED GRUPPE	Stay in Bomb Box reduced	To Inflight reduced	To Light Loss Full (+1 VP)	To Light Loss Full (+1 VP)	To Heavy Loss Full (+2 VP)
FULL SQUADRON	To Inflight	To Inflight reduced	To Inflight reduced	To Light Loss (-1 VP)	To Heavy Loss (-2 VP)
REDUCED SQUADRON	To Inflight reduced	To Inflight reduced	To Light Loss Full (-1 VP)	To Light Loss Full (-1 VP)	To Heavy Loss Full (-2 VP)

Units in Close Escort Box

Unit Type	--	Disrupt	Abort	Light Loss	Heavy Loss
FULL GRUPPE	To Inflight	To Inflight reduced	To Inflight reduced	To Light Loss (+1 VP)	To Heavy Loss (+2 VP)
REDUCED GRUPPE	To Inflight reduced	To Inflight reduced	To Light Loss Full (+1 VP)	To Light Loss Full (+1 VP)	To Heavy Loss Full (+2 VP)

BOMBING TABLE

Total Bombing Strength

Die Roll	1	2	3	4,5	6,7	8,9	10,11	12-14	15-17	18-20	21-24	25+
1	-	-	-	-	-	-	-	1	1	1	2	2
2	-	-	-	-	-	1	1	1	2	2	2	2
3	-	-	-	1	1	1	1	2	2	2	2	H
4	-	-	1	1	1	2	2	2	2	H	H	H
5	-	1	1	2	2	2	H	H	H	H	H	H
6	1	2	2	2	H	H	H	H	H	H	H	H

Column Shifts:

- No Bombers Intercepted: If no squadrons were in the Bomber box at any point during this raid, shift two columns right.
- Dive Bombing Bonus: If all Bomber Gruppen are Ju 87s and the target is not a radar net, shift two columns right.
- If patchy clouds, shift one column left.
- If broken clouds, shift two columns left.

Column shifts are cumulative, up to a maximum of 3 columns left or right, and not beyond the “1” or “25+” columns.

Strafing penalty. When strafing radar, city, headquarters, or military bases, Me 110s halve their bombing strength (rounded up) and Me 109s contribute no strength.

Explanation of Results:

-: No damage.

1 damage point: Subtract 1 VP.

2 damage points: Subtract 2 VPs.

H–Heavy Damage: 3 damage points and subtract 3 VPs.

- Airfield and Industry targets may incur more than 3 damage points on an H result. Roll the die again; if the result is greater than 3, the target incurs damage points equal to the die result, otherwise it incurs 3 damage points. The maximum VP loss is -3.

Reduce the VP subtraction by one if the target is non-essential (due to an event).

Double the Victory Point subtraction if the target card lists “VPx2”, but not the effects of damage points.

BOMB DAMAGE SUMMARY

In addition to VP loss, targets suffer the following effects from damage points:

Ports, Cities and Military bases: No additional effects.

Radar and HQs: 1 or 2 points – place Light Damage marker.

Heavy damage – place Heavy Damage marker

Airfields: 1-6 points – nr. of squadrons equal to result are dispersed (move from sector and Re-arm box to Land box); then aircraft replacement points equal to the result are lost (maximum of 1 point per squadron in Land and Light Loss boxes).

- If an airfield incurs 6 points, place a Light Damage marker to indicate the sector control room is damaged.

Industry: 1-6 points – aircraft replacement points equal to the result are lost. Assign all loss to the aircraft type with the most points, if possible.

OPTIONAL NIGHT RAID TABLES

GERMAN NIGHT RAID COMMITMENT TABLE (RAF: Lion only)

Die	Aug 11-25	Aug 26-Sep 15	Sep 16-Oct 1	Terror Strategy
1	1/1	2/2	3/4	5/6
2	1/2	2/3	4/4	6/7
3	2/1	3/3	4/5	7/7
4	2/2	3/4	5/6	7/8
5	2/2	4/4	6/6	8/8
6	2/3	4/5	6/7	9/9

Results indicate bomber Gruppen committed to night raids by LF2 / LF3.

NIGHT RAID INTERCEPTION TABLE

Number of Night Patrolling Squadrons	Number of Night Raiding Gruppen				
	2,3	4,5	6-8	9-12	13+
1	0	0	0	1	1
2	0	0	1	1	2
3	0	1	1	2	2
4	1	1	2	2	3
5	1	2	2	3	4

Cross reference the number of night raiding Gruppen and the number of night patrolling squadrons to find the Interception Chance. Roll the die, if the result is equal to or less than the Interception Chance, a number of squadrons equal to the die result intercept Gruppen. If the result is greater than the interception chance, no interceptions occur.

NIGHT RAID BOMBING TABLE

Die roll	Number of Night Raid Gruppen Bombing				
	2,3	4-6	7-10	11-15	16-18
1	0	0	0	0	-1 VP*
2	0	0	-1 VP	-1 VP	-2 VPs
3	0	0	-1 VP	-2 VPs*	-2 VPs*
4	0	-1 VP	-1 VP	-2 VPs	-3 VPs
5	0	-1 VP*	-2 VPs*	-3 VPs*	-3 VPs*
6	-2 VPs and 2 Industry Damage Points				

Result indicates the number of VPs subtracted. Industry damage is assessed per the rules for day bombing vs industry.

* Night Raider Landing Accident, see 18.5 (20.5 in 2-Player).

BRITISH NIGHT PATROL TABLE (RAF: Eagle only)

Die Roll	Aug 11-25	Aug 26 – Sept 15	Sept 16 – Oct 1
1	0	1	2
2	1	2	3
3	1	3	4
4	2	3	5
5	2	4	5
6	3	5	5

Result indicates the number of Blenheim squadrons assigned to night patrol. Select Blenheim squadrons from sectors in this sequence: 6/11, 3/12, 1/10, 4/10, 5/11

GERMAN NIGHT MINIMUM/MAXIMUM CHART (RAF: Eagle and 2-Player)

City Target Priority	Industry Target Priority		
	Low	Medium	High
Low	2/4	3/6	4/8
Medium	4/8	5/10	7/15
High	7/15	9/17	12/20

Values indicate the minimum and maximum allowed German night raid assignments. A number of Bomber Gruppen within this range must be assigned to night raids.

RAID RESPONSE PRIORITY CHART [RAF:Eagle]

Response priority modifiers

Date is ...		
Aug 20-31	+1	
Sept 1-10	+2	
Sept 11-Oct 1	+3	
Target sector is in 11 Group	+1	
Primary target is ...		
radar net or airfield	+2	
industry	+1	
Target is deep	+1	
Warning is Very Early	+1	
Intelligence is accurate and raid has		
at least one bomber <i>Gruppe</i>	+2	
Intelligence is limited or accurate and...		
raid has 6-8 <i>Gruppen</i>	+1	
raid has 9-11 <i>Gruppen</i>	+2	
raid has 12 or more <i>Gruppen</i>	+3	
Intelligence is poor and raid is major	+2	
Target cards yet to be resolved		
in the same time segment	-1 per additional card	

Modified Die Result:		1, 2, 5	3, 6, 7, 11	4, 8, 9, 12, 14, 17	10, 13, 15, 16, 18+
Response Priority:		MINIMAL	LOW	HIGH	ALL-OUT
Squadrons in Response Pool	1	1	0	0	0
	2	1	0	0	0
	3	2	1	0	0
	4,5	3	2	1	0
	6,7	4	3	2	1
	8,9	5	4	3	2
	10,11	6	5	4	3
	12,13	7	6	5	4
	14+	8	7	6	5

Add together all the modifiers that apply. If the total modifier is below 0, treat as 0. Roll the die and add the modifier total to the result. Locate the modified die result in the top row to find the **response priority**. Cross reference the number of squadrons in the response pool with the response priority to find the number of squadrons to **remove** from the pool.

RAID RESPONSE TACTICS CHARTS [RAF:Eagle]

Use the chart for the intelligence and raid situation that applies.

ACCURATE INTELLIGENCE

when 1 or more Bomber Gruppen are in the Bomber Box:
Use Chart A first; on a "B" result, use Chart B.

		Nr. of Gruppen in Hunt Box					Nr. of Gruppen in Hunt and C.E. Boxes						
Chart A		0,1	2	3,4	5	6+	Chart B		0-2	3,4	5,6	7-9	10+
Squadrons in Pool	1	Yes	B	No	No	No		Yes	No	No	No	No	No
	2	Yes	Yes	B	No	No		Yes	Yes	No	No	No	No
	3	Yes	Yes	Yes	B	B		Yes	Yes	Yes	No	No	No
	4	Yes	Yes	Yes	Yes	B		Yes	Yes	Yes	Yes	Yes	No
	5+	Yes	Yes	Yes	Yes	Yes		Yes	Yes	Yes	Yes	Yes	Yes

Yes: All squadrons respond, up to twice the number of Gruppen in the Raid.

B: Check Table B.

No: No Squadrons Respond

ACCURATE INTELLIGENCE when no Bomber Gruppen are in the Bomber Box:

		Number of Gruppen in Hunt Box						
		0	1	2	3	4	5	6+
Squadrons in Pool	1	Yes	No	No	No	No	No	No
	2,3	Yes	Yes	No	No	No	No	No
	4	Yes	Yes	Yes	No	No	No	No
	5,6	Yes	Yes	Yes	Yes	No	No	No
	7,8	Yes	Yes	Yes	Yes	Yes	No	No
	9+	Yes	Yes	Yes	Yes	Yes	Yes	No

LIMITED INTELLIGENCE

		Number of Gruppen in Raid (excluding channel patrol)					
		1	2	3	4-6	7-10	11+
Squadrons in Pool	1	All	All	All	No	No	No
	2	All	All	All	All	No	No
	3	2	All	All	All	All	No
	4	2	All	All	All	All	All
	5	2	4	All	All	All	All
	6	2	4	All	All	All	All
	7+	2	4	6	All	All	All

All: All squadrons respond.

#: Indicated number of squadrons respond.

No: No Squadrons Respond

POOR INTELLIGENCE

		Minor Raid		Major Raid	
Squadrons in Pool	1	1	No		
	2	2	No		
	3-5	2	All		
	6+	3	6		

All: All squadrons respond.

#: Indicated number of squadrons respond.

No: No Squadrons Respond

WEATHER TABLE

Die	LuftFlotte 2 Area	LuftFlotte 3 Area
1	Clear	Clear
2	Clear	Patchy Cloud
3	Patchy Cloud	Clear
4	Patchy Cloud	Patchy Cloud
5	Patchy Cloud	Broken Cloud
6	Broken Cloud	Patchy Cloud

Roll once for both areas. On a patchy or broken cloud result, place a cloud marker in the area's weather box. On a clear result, place no marker.

RAID RENDEZVOUS TABLES [Eagle and 2-Player] 1st Die Roll

Die	Failure occurs if ...
1	This raid is one of 2 or 3 raids from the same Luftflotte planned for the current time segment, including raids already resolved.
2	3 raids were planned for the current time segment, including raids already resolved.
3	The raid's area has broken clouds and there are 8 or more Gruppen in the raid.
4	11 or more Gruppen are in the raid, and the Luftwaffe is not depleted. No failure if the Luftwaffe is at Depletion Level 1 or 2.
5	13 or more Gruppen are in the raid.
6	15 or more Gruppen are in the raid.

If failure occurs, roll again ... 2nd Die Roll

Die	Failure result
1	A Gruppen reduced
2	B Gruppen reduced
3	C Gruppen reduced
4	A Gruppen leave raid
5	B Gruppen leave raid
6	C Gruppen leave raid

RAF 2-Player: Sequence of Play Outline

German player conducts Grey steps secretly on his Planning Board.

I. DAILY PLANNING PHASE

1. **German Night Raid Planning** *Optional*
2. **German Strategy Draw** *Start 12 Aug, based on VPs*
3. **German Raid Target Selection** *Raid Priority Table*
Draw 10 cards, 8 if morning haze ♦Forward Airfield Targets
4. **German Bomber Assignment** *For entire day.*
♦Jabo's ♦High Command Requirements
5. **German Fighter Assignment** *For 1st 3 time segments.* ♦*Edge of Me 109 Range*
6. **British Night Patrol Assignment** *Optional*
7. **Repair Per Day Card** *repair value; Skip on 1st day*
8. **Time of Day and Weather Forecast**
Weather Table
9. **Advance Warning Approach Markers.**
Skip if 3 or more radar damaged
10. **British Squadron Patrol** ♦*VHF Squadrons*

II. RAID PHASE

1. **German Raid Selection and Formation**
2. **Raid Detection and Declaration** *Detection Track.*
Reveal Target Card; If Intel Poor, declare major or minor raid
3. **Poor Intel Squadron Commitment**
♦*Delayed Response*
4. **Raid Size Declaration**
5. **Limited Intel Squadron Commitment**
6. **Raid Deployment** *Raid Display*
7. **Raid Rendezvous Check**
8. **Accurate Intel Squadron Commitment**
9. **Hunter Interception** *Hunt Box* ♦*Fend/Evade*
10. **Raid Approach Event**
11. **Hunter Attack** *Combat Results Table*
♦*Ace Squadron*
12. **Raid Target Event**
13. **Squadron Interception** *Bomber Box*
14. **Squadron Attack** *Combat Results Table*
15. **Bombardment** *Bombing Table*
16. **German Recovery** *Inflight Box*
17. **Clock Check** *If more raids this time segment > New Raid Phase. If more raids later today > Advance Time > Airfield Operations. If no more raids today > Advance to End of Day > Calendar Update*

III. AIRFIELD OPERATIONS PHASE

1. **Squadron Turnaround** *See Summary*
2. **German Fighter Turnaround** *Current clock space*
3. **German Fighter Assignment** *To raids in current and next time segment. Skip if already assigned.*
4. **Advance Warning Approach Markers.**
Skip if 3 or more radar damaged
5. **British Squadron Patrol** ♦*VHF Squadrons.*
Start New Raid Phase

IV. CALENDAR UPDATE PHASE

1. **Resolve Night Raids** *Optional*
2. **Squadron and Gruppe Reset**
3. **Day Advance Day Card Draw** ♦*Press or Rest.*
Advance Day marker, +1 VP per day
4. **Day Event**
5. **Update Replacement Points Per Day Card**
6. **Light Loss Replacement**
7. **Heavy Loss Replacement**
8. **Reinforcements**
9. **Card Shuffle Check**

[RAF: Lion and 2-Player] Victory Point Summary

British Victory Points

Gruppe suffers light loss	+1
Gruppe suffers heavy loss	+2
Each day elapsed	+1

German Victory Points

Squadron suffers light loss	-1
Squadron suffers heavy loss	-2
Each "1" bombing result	-1
Each "2" bombing result	-2
Each "H" bombing result	-3
No squadrons respond to a raid with at least one bomber Gruppen	-1
Each reinforcement squadron entered:	
August 11-24	-3
August 25-September 7	-2
Sealion preparations begin	-5
Optional night raid bombing	See Table

RAF Lion: Sequence of Play Outline

I. DAILY PREPARATION PHASE

1. **Repair** *Skip on 1st day; Day Card repair value*
2. **Time of Day Raid Event** *draw for time advance.*
3. **Weather Forecast** *Weather Table*
4. **Night Patrol Assignment** *Optional*
5. **Advance Warning** *Target draw, face down. Skip if 2 or more radar damaged or Time of Day event reads "No AW."*
6. **Squadron Patrol Assignment** ♦ *VHF Squadrons*

II. RAID PHASE

1. **Raid Target Determination** *Target draws. Skip if Follow-Up Raid*
2. **British Detection** *Detection Track*
3. **Poor Intel Squadron Commitment** ♦ *Delayed Response*
4. **Raid Size Determination** *Force draw for # of Gruppen*
5. **Limited Intel Squadron Commitment**
6. **Raid Deployment** *Force draw for types of Gruppen*
7. **Accurate Intel Squadron Commitment**
8. **Hunter Interception** *Hunt Box ♦ Fend/Evade*
9. **Raid Approach Event**
10. **Hunter Attack** *Combat Results Table ♦ Ace Squadron*
11. **Raid Target Event**
12. **Squadron Interception** *Bomber Box*
13. **Squadron Attack** *Combat Results Table*
14. **Bombardment** *Bombing Table*
15. **German Recovery** *Inflight Box*
16. **Clock Update** *Per Raid Target Event card. No Time Advance > New Raid Phase. Time Advance > Airfield Operations. Time Advance to End of Day > Calendar Update*

III. AIRFIELD OPERATIONS PHASE

1. **German Fighter Turnaround** *Clock*
2. **Squadron Turnaround** *See Summary*
3. **Advance Warning** *Target draw, face down. Skip if 2 or more radar damaged or Time Advance reads "No AW."*
4. **Squadron Patrol Assignment** ♦ *VHF Squadrons. Start new Raid Phase*

IV. CALENDAR UPDATE PHASE

1. **Squadron and Gruppe Reset**
2. **Resolve Night Raids** *Optional*
3. **Day Advance** *Day Card Draw ♦ Luftwaffe Momentum. Advance Day marker, +1 VP per day*
4. **Day Event**
5. **Update Replacement Points** *Per Day Card*
6. **Light Loss Replacement**
7. **Heavy Loss Replacement**
8. **Reinforcements**
9. **Card Shuffle Check**

RAF Eagle: Sequence of Play Outline

I. DAILY PLANNING PHASE

1. **German Night Raid Planning** *Optional*
2. **German Strategy Draw** *Start 12 Aug, based on VP's,*
3. **German Raid Target Selection** *Raid Priority Table. Draw 10 cards, 8 if morning haze ♦ Forward Airfield Targets*
4. **German Bomber Assignment** *For entire day. ♦ Jabo's ♦ High Command Requirements*
5. **German Fighter Assignment** *For 1st 3 time segments. ♦ Edge of Me 109 Range*
6. **British Night Patrol Assignment** *Optional*
7. **Repair** *Day Card repair chance; Skip on 1st day*
8. **Time of Day and Weather Forecast** *Weather Table*

II. RAID PHASE

1. **Raid Selection and Deployment**
2. **Raid Detection** *Detection Track*
3. **Raid Rendezvous Check** *Rendezvous Tables*
4. **British Raid Response**
 - a. *Target card's Sector Chart to fill Raid Response Pool.*
 - b. *Response Priority Chart to adjust pool.*
 - c. *Response Tactics Charts for number of responders.*
 - d. *Deploy responding squadrons.*
5. **Hunter Interception** *Hunt Box*
6. **Raid Approach Event**
7. **Hunter Attack** *Combat Results Table*
8. **Raid Target Event**
9. **Squadron Interception** *Bomber Box*
10. **Squadron Attack** *Combat Results Table*
11. **Bombardment** *Bombing Table*
12. **German Recovery** *Inflight Box*
13. **Clock Check** *If more raids this time segment > New Raid Phase. If more raids later today > Advance Time > Airfield Operations. If no more raids today > Advance to End of Day > Calendar Update*

III. AIRFIELD OPERATIONS PHASE

1. **Squadron Turnaround** *See Summary*
2. **German Fighter Turnaround** *Current clock space*
3. **German Fighter Assignment** *Raids in current and next time segment. Skip if already assigned.*

IV. CALENDAR UPDATE PHASE

1. **Resolve Night Raids** *Optional*
2. **Squadron and Gruppe Reset**
3. **Day Advance** *Day Card Draw ♦ Press or Rest. Advance Day marker, +1 VP per day*
4. **Day Event**
5. **Update Replacement Points** *Per Day Card*
6. **Light Loss Replacement**
7. **Heavy Loss Replacement**
8. **Reinforcements**
9. **Card Shuffle Check**

♦=Advanced Rules