

COMBAT RESULTS TABLE

| Luftwaffe Depletion | | Number of <i>Gruppen</i> in Combat | | | | | | | | | | Combat Results | | | | | | | |
|---------------------|----|------------------------------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|----------------|---|---|---------|---|---|---|---|
| No Depletion | - | 1 | - | 2 | - | 3 | 4 | 5 | 6 | 7 | 8+ | | | | | | | | |
| 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 | L | 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

These Combat Damage Charts explain 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 – number 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 (LION ONLY) | | | | |
|--|-----------|---------------|--------------|-----------------|
| Die Roll | 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.

| GERMAN NIGHT MINIMUM/MAXIMUM CHART (EAGLE & 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.

| BRITISH NIGHT PATROL TABLE (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

| NIGHT RAID INTERCEPTION TABLE | | | | | |
|--------------------------------------|--|-----|-----|------|-----|
| Number of Night Patrolling Squadrons | Number of Night Raiding <i>Gruppen</i> | | | | |
| | 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 Raiding <i>Gruppen</i> 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).

RAID RESPONSE PRIORITY CHART (EAGLE ONLY)

| RAID RESPONSE PRIORITY CHART (EAGLE ONLY) | | | | | |
|---|-------|---------|-------------|---------------------|---------------------|
| 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.

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 Gruppe | +2 |
| Intelligence is limited or accurate and... | |
| raid has 6-8 Gruppen | +1 |
| raid has 9-11 Gruppen | +2 |
| raid has 12 or more Gruppen | +3 |
| Intelligence is poor and raid is major | +2 |
| Target cards yet to be resolved in the same time segment | -1 per additional card |

RAID RESPONSE TACTICS CHARTS (EAGLE ONLY)

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.

| Number of Gruppen in Hunt Box | | | | | | Number of Gruppen in Hunt Box 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 | Squadrons in Pool | 1 | Yes | No | No | No | No |
| | 2 | Yes | Yes | B | No | No | | 2 | Yes | Yes | No | No | No |
| | 3 | Yes | Yes | Yes | B | B | | 3 | Yes | Yes | Yes | No | No |
| | 4 | Yes | Yes | Yes | Yes | B | | 4 | Yes | Yes | Yes | Yes | No |
| | 5+ | Yes | Yes | Yes | Yes | Yes | | 5+ | 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

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

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 |

◆ Also use this chart if raid has just one bomber Gruppe and at least five Gruppen are in the hunt box.

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

| WEATHER TABLE | | |
|---------------|-------------------|-------------------|
| Die Roll | 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.

| MAJOR RAID LIMIT CHART (EAGLE & 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 RENDEZVOUS TABLES (EAGLE & 2-PLAYER)

| 1st Die Roll | |
|--------------|---|
| Die Roll | Failure occurs if ... |
| 1 | This raid is one of 2 or 3 raids from the same <i>Luftflotte</i> 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 <i>Gruppen</i> in the raid. |
| 4 | 11 or more <i>Gruppen</i> are in the raid, and the <i>Luftwaffe</i> is not depleted. No failure if the <i>Luftwaffe</i> is at Depletion Level 1 or 2. |
| 5 | 13 or more <i>Gruppen</i> are in the raid. |
| 6 | 15 or more <i>Gruppen</i> are in the raid. |

| If failure occurs, roll again ... 2nd Die Roll | |
|---|-----------------------------|
| Die Roll | Failure result |
| 1 | A <i>Gruppen</i> reduced |
| 2 | B <i>Gruppen</i> reduced |
| 3 | C <i>Gruppen</i> reduced |
| 4 | A <i>Gruppen</i> leave raid |
| 5 | B <i>Gruppen</i> leave raid |
| 6 | C <i>Gruppen</i> leave raid |

2-Player: Sequence of Play Outline

German player conducts Gray 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* ♦ *Hunter contact die roll*
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.* *If Sealion Prep, +3 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**

LION & 2-PLAYER Victory Point Summary

British Victory Points

| | |
|----------------------------------|----|
| <i>Gruppe</i> suffers light loss | +1 |
| <i>Gruppe</i> 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 1 bomber <i>Gruppen (Lion)/2 bomber Gruppen (2-Player)</i> | -1 |
| Each reinforcement squadron entered: | |
| August 11-16 | -4 |
| August 17-26 | -3 |
| August 27-September 7 | -2 |
| Sealion preparations begin | -5 |
| Optional night raid bombing | See Table |

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**

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** ♦ *RAF response enhancements*
 - 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 ♦ Hunter contact die roll*
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. If Sealion Prep, +3 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