



RAF

THE BATTLE OF BRITAIN

DELUXE EDITION

EAGLE SOLITAIRE RULES



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1.0 INTRODUCTION

RAF Deluxe: Lion vs Eagle (RAF for short) simulates the critical six weeks of the Battle of Britain in the summer and fall of 1940 — history's greatest air campaign, in which the German *Luftwaffe* attempted to destroy the Royal Air Force, clearing the skies for *Operation Sealion*, the planned invasion of the British Isles.

RAF includes three different games:

- **Lion** is a solitaire game that puts you in control of British Fighter Command, responding to air raids launched by the *Luftwaffe*, controlled by the game system.
- **Eagle** (this volume) is a solitaire game that puts you in control of the *Luftwaffe* forces raiding England. The game system controls British Fighter Command.
- **2-Player** pits two players against each other, one controlling British Fighter Command and the other controlling the raiding *Luftwaffe* forces.

Each game has its own complete rules booklet. The rules begin with sections on the game components and how to set up the game. This is followed by the **Sequence of Play**, which lays out the procedures and actions of the game in the order they occur. Many of the game's simpler procedures are described **only** in the Sequence of Play. Then, rules sections provide details on procedures requiring more explanation. An alphabetical compendium of all **raid events** and **day events** that may occur in the game follows the rules.

General course of play

RAF: Eagle is a simulation for one player recreating the Battle of Britain in a series of **raid days**. Each raid day covers up to twelve hours of time during which the German *Luftwaffe* under your command plans and executes air raids against targets in southern England. German raids include bomber *Gruppen* (German for Groups) attempting to bomb specific targets, and fighter *Gruppen* protecting the bombers and attacking British Fighter squadrons. Your goal is twofold: inflict damage on targets, and destroy squadrons to gain air superiority in preparation for the planned invasion of England — *Operation Sealion*. The game system controls the British opposition, as the RAF's fighter squadrons respond to your raids in an attempt to destroy or turn back the raiders and prevent their effective bombing of their targets.

Although you command two airfleets of the German air force (*Luftflotte 2* and 3 of the *Luftwaffe*), you do not have a free hand in all strategic decisions. The German High Command (Goering and Hitler) may issue directives in the form of Target Priorities and events, while the limitations of German intelligence restrict your target choices. However, with success comes more freedom of initiative — if the battle is going well for the Germans, your strategic choices will increase.

Your fighter *Gruppen* and British squadrons may participate in several raids in a given day, while your bombers (flying from distant bases) participate in only one raid per day. To track the passage of time, the sequencing of raids and the turn-around of squadrons and *Gruppen* during each Raid Day, the action is divided into seven 2-hour time segments, from 0600 to 1800 hours.

Note: These rules use the following color system: **red** for critical points such as errata and exceptions, **blue** for examples of play and **purple** for historical/design notes. Check for e-rules updates to this game at www.decisiongames.com

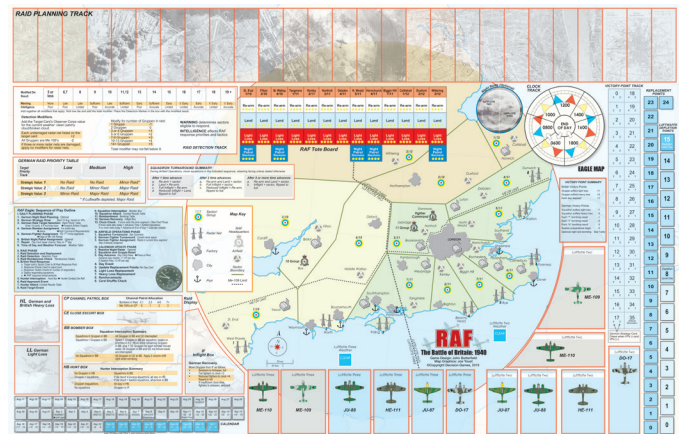
2.0 GAME COMPONENTS

RAF includes:

- One double-sided mounted game board
- 165 cards
- Three rule books (one for each game)
- One die-cut counter sheet with 176 counters
- Several player aid cards
- One German Planning Board (not used in **RAF: Eagle**)
- Two six-sided dice

◆ **Advanced rules symbol:** The diamond appears in various locations on the map, charts, cards and counters to denote a feature or situation that applies only if playing with the advanced rules (Section 19).

2.1 GAME MAP



The game map depicts southern England, where the major action of the Battle of Britain occurred. The map is two-sided — use the side identified for **RAF: Eagle**.

Southern England is divided into **sectors**, each labeled with a sector/fighter-group number. Each sector contains an airfield and various raid target sites.

Exception: The sector of London has no airfield or sector/fighter-group number.

Each raid target has a name and a symbol denoting its target type — airfield, port, radar net, industry, city or headquarters. Each radar net also has a number. The geographic locations of some sites on the map have been moved slightly to accommodate ease of play.

A line divides England into two *Luftflotte* (air fleet) **areas of operations**, susceptible to raids from German *Luftflotte 2* and *Luftflotte 3* respectively. (**Map correction:** the dividing line is labeled incorrectly in the north of England; *Luftflotte 2* operates east of the line and *Luftflotte 3* to the west.) Another line marks the range limit for German Me 109 fighter *Gruppen*. Two **Weather Boxes** hold weather markers to indicate the weather in the *Luftflotte 2* and 3 areas of operations.

The RAF Tote Board Tracks: holds British Squadrons that are on the ground but not available to fly. The tracks include boxes for each sector on the map, to hold squadrons that are landing, rearming or that have suffered light loss. The night raid boxes are used only if playing with the optional night raid rules.

German Airbases: representing *Luftflotte 2* and 3 airfields in France, are located south of England. Each *Luftflotte* has several airbase boxes — each holding *Gruppen* of a specific aircraft type.

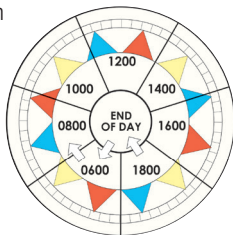
The Raid Planning Track: running along the top of the map, is where you plan your raids by placing cards and markers.

The Calendar Track: has a box for each day of the battle — from August 11 to October 1, 1940. The Day marker is placed on the Calendar to indicate the current day.

- Some days list German reinforcement units that enter play on that day.
- Each day after September 10th has Sealion start and cancel values (16.1).
- The days after September 22 are provisional.

The Clock: has spaces dividing the day into seven 2-hour **time segments** (0600 to 1800). The clock marker is moved along the clock to mark the passage of time during the day.

- German fighter *Gruppen* are placed on the clock after participating in a raid, to indicate the time when they will next be available for raid assignment.



The Raid Display: holds *Gruppen* and squadrons participating in the raid currently being resolved. The display is divided into several boxes (the Hunt Box, Bomber Box, Close Escort Box and the Channel Patrol Box) to differentiate the missions of German *Gruppen* (6.2). Charts in the display summarize interception procedures. The Channel Patrol Box includes the Channel Patrol Allocation Chart.

The Inflight Box: holds *Gruppen* and Squadrons that have participated in raids but have not yet landed.

The German Light Loss Box: holds *Gruppen* awaiting replacements after suffering combat losses. The **Heavy Loss Box** holds *Gruppen* and squadrons awaiting replacements.

The Replacement Track: holds markers indicating replacement points of various aircraft types available to each nationality, and experienced pilot points available to the British side.

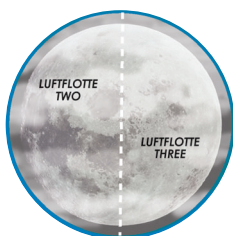
The Luftwaffe Depletion Track: holds a marker indicating German *Luftwaffe* depletion points. The track is divided into sections indicating depletion levels at which the overall effectiveness of German *Gruppen* in air combat is reduced (14.4).

The Victory Point Track: marks the current victory point total. A summary with the track lists events for which victory points are gained and lost. The smaller values in the corners of each box of the Victory Track indicate the number of Strategy Cards you receive.

The German Raid Priority Track: holds markers indicating German Target Priorities. The chart below the track indicates which targets are eligible to be raided, based on their priority.

The Raid Detection Track: is used to determine and mark British **warning** and **intelligence** for an upcoming German Raid.

The Night Raid Boxes: hold German Bomber *Gruppen* participating in night raids, if playing with the optional night raid rules.

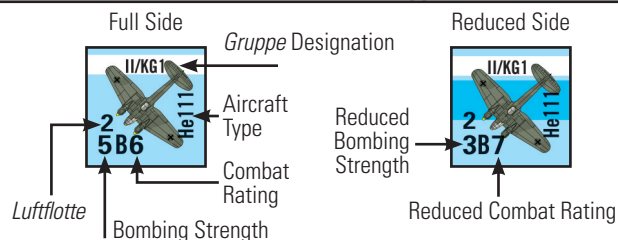


2.2 COUNTERS

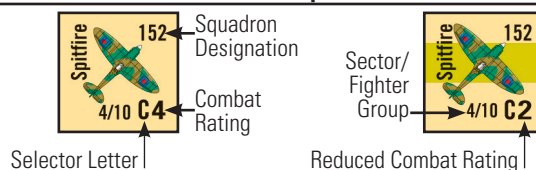
2.21 UNITS

The 47 British and 84 German counters represent the squadrons and *Gruppen* (German for groups, singular *Gruppe*) which took part in the campaign. Squadrons and *Gruppen* are collectively referred to as **units**.

German Bomber *Gruppe*



British Squadron



BRITISH

G. FIGHTERS

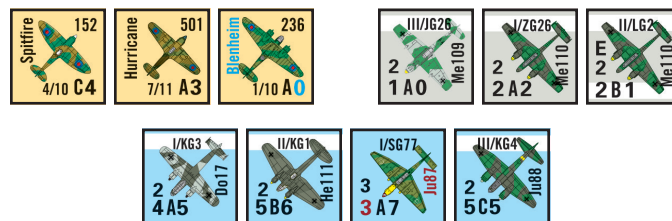
G. BOMBERS

Unit colors and sides: British squadrons are tan, German fighter *Gruppen* grey, and German bombers blue. All units have two sides, one indicating **full** effectiveness, the other indicating **reduced** effectiveness. A unit's normal effectiveness is full. A unit on its reduced side can have different meanings, depending on the unit and its location:

- A reduced unit in the Raid Display or In Flight box is less effective in combat and bombing.
- A reduced *Gruppe* at a German airbase is ineligible to participate in a raid.
- A reduced squadron on the Tote Board, in a sector or on patrol has green pilots (14.3).

Combat rating: represents a unit's effectiveness in combat. A high British rating or low German rating indicates an effective unit.

Bombing strength: represents the effectiveness of a German unit in bombing a target.



Aircraft types: British squadrons are Spitfires, Hurricanes and Blenheims. German fighter *Gruppen* are Me 109s and Me 110s. German bomber *Gruppen* are Do 17s, He 111s, Ju 87s, and Ju 88s. Two Me 110 *Gruppen* are marked with an "E" to indicate they are elite units. The following abbreviations are used for German aircraft:

Do: Dornier, **He:** Heinkel, **Ju:** Junker, **Me:** Messerschmitt.

Every unit has a three-part **Designation**. British designations indicate the squadron number/sector/fighter group. German designations indicate *Gruppe* number/*Geschwader*/*Luftflotte* (group/wing/air fleet) of the unit. Some independent *Gruppen* have no *Geschwader* designation. The following abbreviations are used in designations:

British: RCAF: Royal Canadian Air Force
German: EGr: *Erprobungsgruppe* (experimental training group)

JG: *Jagdgeschwader* (hunting wing)
KG: *Kampfgeschwader* (bomber wing)
KGr: *Kampfgruppe* (bomber group)
KuGr: *Kustenfliegergruppe* (coastal flying group)
LG: *Lehrgeschwader* (training wing)
SG: *Stukageschwader* (dive-bomber wing)
ZG: *Zerstorereschwader* (destroyer wing)

A selector letter: (A, B or C) on both faces of every unit determines which units are affected by events and combat results. Assignment of selector letters to units has no bearing on unit type or quality.

Reinforcements: Units with an “R” on their full side are reinforcements. The “◆ ACE” Spitfire squadron is used if playing with the advanced rules.

2.22 MARKERS

Several markers are used for various game functions:

Light Damage **Heavy Damage** **Damage markers:** are placed on the map to indicate bomb damage to radar net, airfield and headquarters targets (10.2).



Five Target Priority markers: (radar, ports, cities, industry, and airfields) are placed on the German Target Priority Track to indicate the relative priority German high command places on raiding these target types.

DAY **Day marker:** is placed on the calendar to indicate the current day.

TIME **Clock marker:** is placed on the clock track to indicate the time of day.

VICTORY POINTS [-] **VICTORY POINTS [+]** **Victory Point marker:** is placed on the Victory Point Track to indicate the current victory point total. On one side is a minus sign indicating a victory point total less than zero (in the German favor), on the other side, a plus sign indicates a victory point total of zero or greater (in the British favor).

Patchy Clouds **Broken Clouds** **Cloud markers:** are placed in the weather boxes for the *Luftflotte* 2 and 3 areas of operations when patchy cloud or broken cloud conditions prevail in the area. If the weather is clear, no marker is placed.

SeaLion Preparation **SeaLion D-Day** **Seelowe marker:** is placed on the calendar to indicate dates for preparation or execution of *Operation Seelowe* (SeaLion).



Replacement Point Markers: are placed on the replacement track to indicate the number of replacement points available for the following aircraft types: Spitfire, Hurricane, Blenheim, German fighters (Me 109 and Me 110 types combined), and level bombers (Ju 88, Do 17 and He111 types combined). An additional marker indicates the number of British Experienced Pilot Points.

LUFTWAFFE DEPLETION **Luftwaffe Depletion marker:** is placed on the *Luftwaffe* Depletion Track to indicate depletion accruing to the German air forces overall due to unreplaced losses.

German Altitude Advantage **Altitude Advantage:** marker is placed in the Raid Display if either the German or British side has an altitude advantage in combat, as a reminder.

Minor Raid **Minor Raid markers:** are placed on Target cards as a reminder that the raid is subject to the minor raid limit.

1000 **Seven Time markers:** (0600, 0800, 1000, 1200, 1400, 1600, 1800) are placed on the raid planning track to indicate the timing of planned raids.

ULTRA EAGLE Very Early Accurate **ULTRA marker:** is placed on the raid planning track when an event gives the British a detection advantage.

The Raid Approach and Delayed Response markers: not used in **RAF: Eagle**.

◆ The following markers are used if playing with the advanced rules:

Two Jabo markers: are placed on Me 109 *Gruppen* to indicate they are carrying bombs.

The Forward Airfield markers: (on the back of Minor Raid markers) are placed on Target Cards to indicate the raid is attacking a forward airfield.

2.3 CARDS



Four types of cards are used in **RAF: Eagle** — Target, Raid Event, Day Event and German Strategy cards. During play, keep these cards in separate decks and draw from them as called for in the Sequence of Play; draw from the top of each deck and place discards beside the deck to form a discard pile. Reshuffle each deck as called for in the Sequence of Play. Force cards and the **Radar System Crippled** card are not used in **RAF: Eagle**.

2.31 TARGET CARDS

Target cards, numbered 1 to 60, identify the target of each raid by name and type. The location of each target is given by sector and by depth (coast, inland or deep). Information for determining the accuracy and timeliness of British detection of the raid, which British units may attempt to intercept the raid, and the route the raiders take to the target is also found on the Target cards.

Target Type: **Worth**
 Primary Target: **Worth**
 Target Depth: **Coast**
 Target's Strategic Value: **Strategic Value 1**
 Target Sector: **4/10**
 Luftflotte from which to select Gruppen: **Luftflotte: 3**
 Radar Nets contributing to detection: **Radar Nets: 1,2,3**
 Me 109 Range Indicator: **Me 109s: Yes**
 Observer Corps Value contributing to detection in clear weather / patchy clouds / broken clouds: **OCV: 1/1/0**
 Warning: N L S E
 Enroute: 4/10 1 2 3 3
 In Range: 3/10, 1/11 - - 1 2
 1/10 - - - 1
 Secondary Target: **Bournemouth**
 Secondary Target and Type: **Port**
 Card Number: **01**

2.32 RAID EVENT CARDS

Raid Event cards, numbered 91 to 134, each list two types of events, only one of which occurs on a single draw. When you draw an event card during the Raid Approach Event step of the Raid Phase, apply the Raid Approach Event; when drawn during the Raid Target step of the Raid Phase, apply the Raid Target Event. Some cards list two or three events of each type — use only the one that applies to the game you are playing. The outcome of each event is given in brief on the card and described in more detail in the Raid Event Summary at the back of the rules book.

A: indicates event occurring in all games
L: indicates event in **Lion**
E: indicates event in **Eagle**
2: indicates event in **2-Player**
 Not used in **Eagle**

Approach Event
A: Clouds scatter raid. If the region has patchy or broken clouds, reduce all [B] Gruppen.
Target Event
L: Low Level Bombers. Shift down 1 row for squadron attack. Shift 2 columns right for bombing. Do not apply shifts for clouds.
E, 2: Flak. Reduce all [B] Gruppen in the Bomber box.
L: Time Advance: 1
 Card Number: **96**

2.33 DAY EVENT CARDS

A Day Event Card (numbered 135 to 154) is drawn at the end of each Raid Day.

Number of days that pass between Raid Days: **3 Days Elapsed**
 Aircraft replacement points and experienced RAF pilot points received between raid days: **Repair 5**
 Reinforcement Squadron Entry: **Eagle: Enter Reinforcement Squadron**
 Day Event for the upcoming raid day. Events are keyed to the games in which they occur.
 Card Number: **145**

Replacements	Experienced Pilots
Hurricane 7	VPs Pilots
Spitfire 5	< -25 1
Blenheim 0	-25 to -10 2
German Fighter 5	-9 to +14 3
Level Bomber 4	> +14 4

Event:
L: Increase Fighter Escort if ...
 • the VP total is +8 or higher, or
 • the Luftwaffe is depleted, or
 • the date is after 10 Sept.
 Add cards 87-90 to the Force deck, and cards 129-134 to the Raid Event deck. Reshuffle both decks.
E, 2: Morning Haze.

2.34 GERMAN STRATEGY CARDS

German Strategy cards (numbered 155–164) are assigned to raids by you, to confer a specific benefit on a raid (15.1).

German Strategy
Secondary Target
 All Gruppen bomb the secondary target listed on the Target Card.
 Raid eligibility for the target card is determined by the Target Priority of the primary target and the card's strategic value.
2-Player Reveal: Bombing Step.
 Card Number: **155**

2.4 CHARTS AND TABLES

Separate player aid cards include the following charts and tables used in **Eagle**.

- Sequence of Play outline
- Weather Table
- Raid Rendezvous Check Tables
- RAF Raid Response Priority and Tactics Charts
- Combat Results Table
- Combat Damage Chart
- Bombing Table
- Night Raid Tables (optional)

2.5 GAME SCALE

One inch on the map of southern England equals approximately 15 miles. British squadrons are composed of 10 to 15 operational aircraft. Full strength German Gruppen possess 25 to 30 aircraft. When the Luftwaffe reaches depletion levels, German Gruppen possess fewer aircraft — from 15 to 25.

3.0 SETTING UP FOR PLAY

Lay out the map so you are sitting along the south side.

Choose a scenario to play:

- **Prelude to Eagle Day:** recommended for new players. It covers a single day—August 11—using only Rules sections 1 through 12, and takes about 75 minutes for a first-time player.
- **The Hardest Days:** covers the first week or so of the Battle of Britain, and takes about four hours to play.
- **The Battle of Britain:** covers the entire campaign, taking about 14 hours to play.
- **The Thin Blue Line:** begins on August 27, at the height of the German effort and continues to the end of the campaign, taking about 7 hours to play. If playing this scenario, see 17.2 for modifications to the following set-up instructions.

Card Preparation: Divide the cards into the Target deck, Raid Event deck, Day Event deck and German Strategy deck. Remove Target cards 35–60 and Raid Event cards 132–134 (29 cards total) and place them aside. If playing the Prelude to Eagle Day scenario, the Strategy Cards are not used. Shuffle each deck and place it face down next to the map, with room for a discard pile for each deck.

Unit Placement: Place 27 Hurricane and Spitfire squadron counters on the map in their assigned sectors, full side up. Do not place Blenheim squadrons or reinforcement squadrons. Place all 77 *Gruppen* counters not marked as reinforcements in their assigned airbases, full side up.

Target Priorities: Place the five priority markers on the German Target Priority Track (on the map) as follows:

- **Low priority:** cities and industry
- **Medium priority:** airfields
- **High priority:** ports and radar.

Other Marker Placement

- Clock marker in the 0600 space of the Clock.
- Seven time markers anywhere on the Raid Planning Track.
- Detection marker anywhere on the Detection Track
- Day marker in the August 11 box
- Victory Point marker in the 0 box, British (+) side up.
- Keep the two cloud markers, the damage markers and the altitude advantage marker handy for use during play.

Have a coffee mug or other open mouth container handy to hold squadrons of the **Raid Response Pool** during play.

If playing **The Hardest Days** or the **Battle of Britain** scenarios, place the 15 British reinforcement squadrons in a cup or mug so that you draw them blindly during play—this is in addition to the mug for the raid response pool. Place the *Luftwaffe* Depletion marker in the 0 box of the *Luftwaffe* Depletion Track, and place the following replacement markers on the Replacement Track:

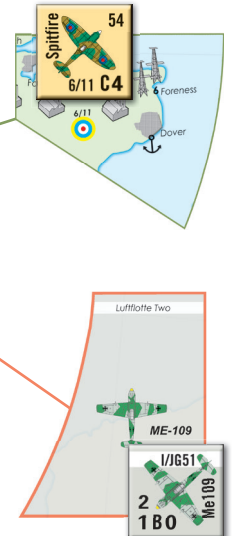
- German Level Bomber:** 9
- German Fighter:** 11
- Hurricane:** 9
- Spitfire:** 7
- Experienced Pilots:** 7

If playing the **Thin Blue Line** or the **Battle of Britain** scenarios, place each *Gruppe* marked as a reinforcement in the space on the calendar listing the unit, and place the Sealion Preparation marker in the September 11 box.

Experienced players may wish to use the optional night raid rules (18) or the advanced rules (19). The necessary adjustments to the set up are listed in those rules sections.



Examples: Place Spitfire squadron 54/6/11 anywhere in Sector 6 of Group 11. Place Me109 *Gruppe* 1/JG51/2 in the Me109 airbase of *Luftlotte* 2.



4.0 SEQUENCE OF PLAY

RAF: Eagle is played in game turns called **Raid Days**, each representing a day of intense German raids during the Battle of Britain. Each Raid Day is divided into four phases, each with several steps:

- **The Daily Planning Phase:** occurs once each Raid Day, at the beginning of the day.
- **The Raid Phase:** occurs several times each Raid Day, once for each raid you plan.
- **The Airfield Operations Phase:** repeated several times each Raid Day, each time the clock marker advances along the clock track.
- **The Calendar Update Phase:** occurs once per Raid Day, after the last raid of the day. During this phase a variable number of non-raid days pass between the Raid Day you just completed and the next.

Conduct Raid Days in the following order.

I. DAILY PLANNING PHASE

1. Night Raid Planning (optional)

If using the optional Night Raid rules, assign bomber *Gruppen* to the Night Raid boxes (18.1).

2. German Strategy Draw (beginning August 12)

Draw strategy cards from the German Strategy deck, based on the current Victory Point total.

3. Raid Target Selection

Draw 10 target cards. Select valid cards from the drawn cards for targets you want to raid. Place the selected target cards along the Raid Planning Track, using time markers to indicate when the raids occur. If you have Strategy cards, assign them to raids. (5.1)

Exception: If **morning haze** is in effect, draw only 8 target cards and do not use the 0600 or 0800 time markers.

4. Bomber Assignment

Assign bomber *Gruppen* to raids by moving each from its airbase to a Target card on the raid planning track (5.2).

5. German Fighter Assignment

Beginning with the earliest time segment to which you have assigned a raid, assign fighter *Gruppen* to raids in the **first three time segments** of the day, by moving fighter *Gruppen* from airbases to target cards (5.3).

6. Night Patrol Assignment (optional)

If using the optional Night Raid rules, refer to the British Night Raid Patrol table and place Blenheim squadrons in the Night Raid Patrol Boxes accordingly (18.2).

7. Repair

Skip on the first day of the scenario.

Remove all Light Damage markers from the map. Conduct a repair check for each Heavy Damage marker on the map.

8. Time of Day and Weather Forecast

Place the clock marker in the earliest space of the clock to which you have assigned a raid. Roll the die and consult the Weather Table to determine today's weather in the *Luftflotte* 2 and 3 weather areas. Place the cloud markers accordingly. If the weather in an area is clear, no marker is placed.

II. RAID PHASE

The Raid Phase occurs several times each day, once for each raid you have planned.

1. Raid Force Deployment

Select a target card from the current time segment — this is the raid that will be executed in this Raid phase. Place all the *Gruppen* assigned to the target card in the Raid Display to indicate their missions (6.1).

2. British Detection

Roll the die and consult the Detection Track, applying modifiers for British radar nets and observer corps as noted on the Target Card, and for the number of *Gruppen* in the raid, to determine the **warning** and **intelligence levels** for this raid (6.2).

- If the intelligence level is **poor**, determine if the British consider the raid a **major** or **minor** raid.

3. Raid Rendezvous Check

Roll the die to conduct a Rendezvous Check (6.3).

4. British Raid Response

Determine which squadrons respond to the raid:

- Refer to the Eligible Sectors Chart on the Target card to generate the **raid response pool** of squadrons eligible to respond the raid (7.1).
- Roll the die and refer to the Raid Response Chart to determine the **response priority** for this raid — **minimal, low, high** or **all-out**. Reduce the size of the raid response pool as called for by the response priority by removing squadrons and returning them to their sectors (7.2).
- Determine which squadrons remaining in the raid response pool actually respond to the raid, based on the British Intelligence Level and the Response Tactics Charts (7.3).
- Draw responding squadrons from the raid response pool and place them in the Hunt Box of the Raid Display. Return squadrons that are not responding to the raid to their sectors (7.4).

5. Hunter Interception

Determine if British squadrons are intercepted by *Gruppen* in the Hunt Box of the Raid Display (8.1).

6. Raid Approach Event

Draw a Raid Event card and carry out the **approach event**, if applicable.

7. Hunter Attack

Conduct an attack by all *Gruppen* in the Hunt Box against all squadrons in the Hunt box (Section 9). Attacking *Gruppen* leave the raid or move to the Close Escort box after combat depending on the combat result. Squadrons leave the raid or move to the Bomber Box.

8. Raid Target Event

Draw a Raid Event card and implement the **target event** if applicable.

9. Squadron Interception

Determine which *Gruppen* in the Bomber Box and Close Escort Box are intercepted by squadrons in the Bomber Box (8.2).

10. Squadron Attack

Conduct an attack by all squadrons in the Bomber Box against the **intercepted Gruppen** in the Bomber and Close Escort box (Section 9). All squadrons and close escort fighters leave the raid after combat. Bombers and strafers leave or remain, depending on the combat result.

11. Bombardment

Conduct a bombardment of the raid's target with all *Gruppen* remaining in the Bomber Box (Section 10). If the target is damaged, implement the effects and subtract victory points (10.2). All *Gruppen* in the Raid Display move to the Inflight Box after the target is bombed.

12. German Recovery

Move all *Gruppen* in the Inflight box to their airbases or to the clock, per the German Recovery Schedule in the Inflight Box (11.1).

13. Clock Check

Flip the Target Card for the raid just completed face down on the raid planning track, to indicate a completed raid. If there are any face-up Target Cards remaining in the current time segment, return to Step 1 of the Raid Phase and conduct another raid.

If there are no face-up Target cards in the current time segment, discard all the face-down target cards. Then advance the clock marker to the next clock space for which you do have raids planned, skipping any clock spaces without planned raids. If you have no more raids planned for the day, move the clock marker to the end of day space.

- **If you move the clock marker to a clock space:** proceed to the Airfield Operations Phase.
- **If you move the clock marker to the End of Day space:** skip ahead to the Calendar Update Phase.

III. AIRFIELD OPERATIONS

The Airfield Operations Phase occurs each time you advance the clock marker along the clock, except when you advance the clock marker into the End of Day space.

1. Squadron Turnaround

Adjust the positions of all squadrons based on the number of clock spaces you just advanced the clock marker:

1 clock space: Move squadrons in the following sequence:

- a. Move each squadron in a Re-arm box to its sector on the map.
- b. Move each squadron in a Landing box to its sector's Re-arm box on the Tote Board.
- c. Move each full squadron in the Inflight Box to its sector's Re-arm box on the Tote Board.
- d. Move each reduced squadron in the Inflight Box to its sector's Landing box on the Tote Board, flipped to its full side.

2 clock spaces: Move squadrons in the following sequence:

- a. Move each squadron in a Re-arm or Landing box to its sector on the map.
- b. Move each full squadron in the Inflight box to its sector on the map.
- c. Move each reduced squadron in the Inflight box to its sector's Re-arm box on the Tote Board, flipped to its full side.

3 or more Clock spaces: Move squadrons in the following sequence:

- a. Move each squadron in a Rearm box or Landing box to its sector on the map.
- b. Move each squadron in the Inflight Box to its sector on the map. If reduced, flip to its full side.

Unless stated otherwise in the above sequences, retain each squadron's facing (full or reduced) when moving it.

2. German Fighter Turnaround

Move all German Fighter *Gruppen* now in the current clock space and all earlier clock spaces to their airbases, full side up.

3. German Fighter Assignment

Assign fighter *Gruppen* to raids planned for the current time segment (that is, the time segment occupied by the clock marker) and the next time segment (one ahead of the current time segment) by moving the *Gruppen* from their airbases to target cards (5.4). However, do not assign fighters for a time segment in which you have already had an opportunity to do so.

4. Return to Raid Phase (II) and conduct another raid.

IV. CALENDAR UPDATE

The Calendar Update Phase occurs when you move the clock marker to the End of Day space. If you are playing the **Prelude to Eagle Day** scenario, skip this phase; the game is over.

1. Resolve Night Raids (optional)

See Section 18.

2. Squadron and Gruppe Reset

- Move all inflight squadrons to their assigned sectors on the map, full side up.
- Move all squadrons in landing and Re-arm boxes to their assigned sectors on the map, retaining their facing (full or reduced).
- Move all *Gruppen* in the Inflight Box, the Night Raid Boxes, and any space of the clock to their assigned airbases, full side up.
- Flip all reduced *Gruppen* in airbases to their full side.

3. Day Advance

Draw a Day Event Card to determine the number days to advance the Day marker on the calendar.

- If the Day Event Card calls for a 1 Day advance and the previous day card also called for a 1 Day advance, disregard the card just drawn and draw again.
- If the Day Event Card calls for a 5 or 6 Day advance and the previous day card also called for a 5 or 6 Day advance, disregard the card just drawn and draw again.
- 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. If you moved the day marker to or past the September 8 space, implement the **stabilization scheme** (14.6). If after September 10, check for **Sealion** preparations (16.1).

4. Day Event

Carry out the event listed on the Day Event Card you just drew.

5. Update Replacement Points

Adjust the Replacement Point markers on the Replacement Track according to the replacement schedule on the Day Event card just drawn, for each British and German airplane type and for the British Experienced Pilot Reserve (14.1).

6. Light Loss Replacement

For each Squadron or *Gruppe* in a Light Loss Box, expend one aircraft replacement point to move the unit to its sector or airbase (14.2). For each squadron, also expend one Experienced Pilot point.

7. Heavy Loss Replacement

For each Squadron or *Gruppe* in a Heavy Loss Box, expend one aircraft replacement point to move the unit to a Light Loss Box (14.2).

8. Reinforcement Entry

If you moved the day marker to or past day spaces containing any German Reinforcement *Gruppen*, place those *Gruppen* at their assigned airbases. If the Day Event card indicates the entry of a British reinforcement, randomly draw two squadrons from the squadron reinforcement pool and place one in its assigned sector, full (14.5). Return the other to the squadron reinforcement pool.



9. Card Shuffle Check

Return all German strategy cards to the strategy deck and shuffle. Check the Target deck and Raid Event deck. If either deck is clearly shorter than its discard pile, shuffle the discards back into the deck to form a full deck.

- Do not shuffle the Day Event deck, unless it is completely depleted.
- If you are playing the **Battle of Britain** Scenario and have just completed the fourth Raid Day, add cards 35–44 to the Target Deck and reshuffle the deck.

Return to the Daily Planning Phase and begin the next Raid Day.

5.0 GERMAN RAID PLANNING

Each raid day you plan raids against targets in England by choosing a target card for each raid and assigning *Gruppen* to each card. This process occurs during the Daily Planning Phase and during the Airfield Operations Phases.

In the Daily Planning Phase choose all targets you will raid in the day by selecting Target cards — each Target card represents one raid. Assign raids to specific time segments during the day by placing the Target cards and time markers on the Raid Planning Track. Assign bomber *Gruppen* to specific raids for the entire day by placing them on Target cards. Bomber *Gruppen* may be assigned to no more than one raid per day, and all bomber assignments must be completed in the Daily Planning Phase.

Fighter *Gruppen* may be assigned to more than one raid per day; a fighter *Gruppe* that survives an early raid becomes available for assignment later in the day. To facilitate this, you assign fighter *Gruppen* to raids by placing them on Target cards during the Daily Planning Phase, **but only for the raids in the first three time segments of the day.** In subsequent Airfield Operations Phases during the day, you will assign fighter *Gruppen* to raids planned for later time segments in the day.

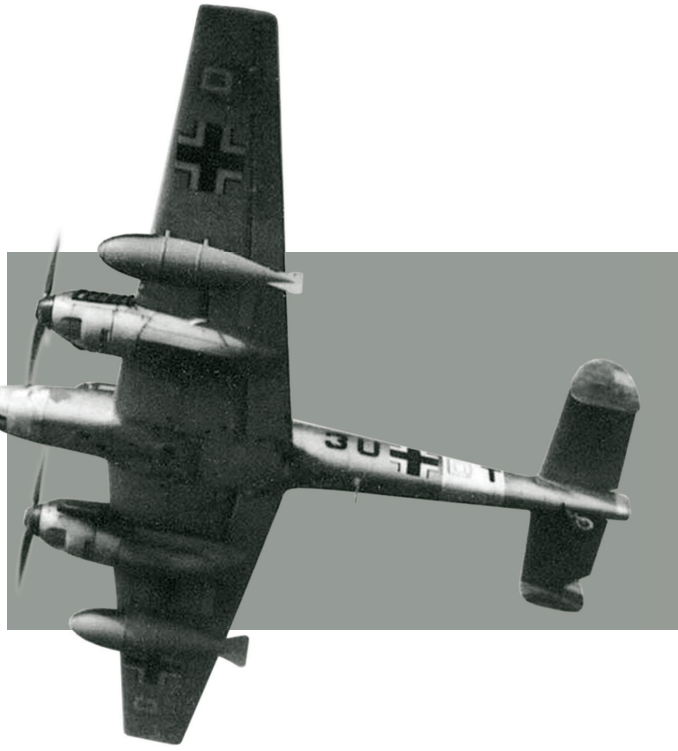
5.1 TARGET SELECTION

During step 3 of the Daily Planning Phase select specific targets to raid at specific times. Your choices may be restricted by the current German target priorities.

Procedure:

1. Draw the top 10 Target cards from the Target deck. If **morning haze** is in effect, draw only 8 cards.
2. Refer to the Raid Priority Table (on the map) and discard any cards for a **“No Raid”** target — these Target cards may not be used.
3. Select any or all of the remaining cards as raid targets. Discard unselected cards.
4. Assign your selected raids to specific times of day by placing the target cards on the Raid Planning Track and placing time markers next to the target cards. You may assign as many as three raids to each time segment

Each target card is eligible for a **minor raid** (a raid of 1 to 3 *Gruppen*) or a **major raid** (a raid of 1 to 16 *Gruppen*), or **no raid** (the card is discarded),



Example Illustration 5.1:

In this example, time markers, target cards and minor raid markers have been placed on the Planning Track to indicate the following raids:

0600: minor raid against Rye radar;

1000: no raid;

0800: two raids against Biggin Hill airfield;

RAID PLANNING TRACK

0600	0800	1000																																																																																
 <p>Rye Radar Net 5 Coast 7/11 Strategic Value 2 Luftflotte: 2 south Me 109s: Yes Radar Nets: 4,5,6 OCV: 1/1/0</p> <table border="1"> <tr><td>Warning:</td><td>N</td><td>L</td><td>S</td><td>E</td></tr> <tr><td>7/11</td><td>1</td><td>2</td><td>3</td><td>3</td></tr> <tr><td>Enroute:</td><td>2/11</td><td>6/11</td><td>-</td><td>1</td></tr> <tr><td>In Range:</td><td>1/11</td><td>5/11</td><td>-</td><td>1</td></tr> </table> <p>Secondary Target: Biggin Hill Airfield</p> <p>Minor Raid 08</p>	Warning:	N	L	S	E	7/11	1	2	3	3	Enroute:	2/11	6/11	-	1	In Range:	1/11	5/11	-	1	 <p>Biggin Hill Airfield Inland 7/11 Strategic Value 2 Luftflotte: 2 south Me 109s: Yes Radar Nets: 5,6 OCV: 5/4/3</p> <table border="1"> <tr><td>Warning:</td><td>N</td><td>L</td><td>S</td><td>E</td></tr> <tr><td>7/11, Lon.</td><td>1</td><td>2</td><td>4</td><td>3</td></tr> <tr><td>Enroute:</td><td>2/11</td><td>6/11</td><td>-</td><td>1</td></tr> <tr><td>In Range:</td><td>1/11</td><td>5/11</td><td>-</td><td>1</td></tr> <tr><td>5/11, 1/11</td><td>-</td><td>-</td><td>-</td><td>2</td></tr> <tr><td>4/11</td><td>-</td><td>-</td><td>-</td><td>1</td></tr> </table> <p>Secondary Target: London Industry</p> <p>12</p>	Warning:	N	L	S	E	7/11, Lon.	1	2	4	3	Enroute:	2/11	6/11	-	1	In Range:	1/11	5/11	-	1	5/11, 1/11	-	-	-	2	4/11	-	-	-	1	 <p>Biggin Hill Airfield Inland 7/11 Strategic Value 3 Luftflotte: 2 south Me 109s: Yes Radar Nets: 4,5 OCV: 5/4/3</p> <table border="1"> <tr><td>Warning:</td><td>N</td><td>L</td><td>S</td><td>E</td></tr> <tr><td>7/11, Lon.</td><td>1</td><td>2</td><td>4</td><td>3</td></tr> <tr><td>Enroute:</td><td>2/11</td><td>6/11</td><td>-</td><td>1</td></tr> <tr><td>In Range:</td><td>1/11</td><td>5/11</td><td>-</td><td>1</td></tr> <tr><td>1/11, 3/11</td><td>-</td><td>-</td><td>-</td><td>2</td></tr> <tr><td>4/11</td><td>-</td><td>-</td><td>-</td><td>1</td></tr> </table> <p>Secondary Target: London City</p> <p>28</p>	Warning:	N	L	S	E	7/11, Lon.	1	2	4	3	Enroute:	2/11	6/11	-	1	In Range:	1/11	5/11	-	1	1/11, 3/11	-	-	-	2	4/11	-	-	-	1
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depending on the target's priority and strategic value, as indicated on the German Raid Priority Table.

Example: If airfields are a medium priority target, a Target card for an airfield with a strategic value of 1 would be discarded, a card with a strategic value of 2 would allow a minor raid, while a card with a strategic value of 3 would allow a major raid.

5.11

In the rare event that you do not draw at least three target cards eligible for major raids, draw additional Target cards from the deck, one at a time, until you hold three target cards eligible for major raids. Discard any additional cards you draw not eligible for major raids.

5.12 THE RAID PLANNING TRACK AND TIME MARKERS

Use the entire raid planning track to lay out your planned raids and indicate their timing, from left to right. Place the time marker for the earliest time segment in which you are planning a raid on the left end of the track. Place a target card for a raid you wish to conduct in that time segment on the track next to the time marker, and place cards for other raids you are planning in the same time segment in the immediately following spaces along the track. Then place the time marker for the next time segment in the next empty space on the clock track. If no raids are planned for a particular time segment, go on to the next space and place another time marker. Continue along the track placing time markers and target cards until all time markers and target cards are placed.

Do not stack target cards on the planning track; keep each card completely visible. The sequencing of Target Cards within a single time segment does not matter. Raids in a single time segment may be executed in any sequence.

5.13

If **morning haze** is in effect, target cards may not be assigned to the 0600 and 0800 time segments — place those time markers aside.

5.14 TARGET/TIME LIMIT

You may assign up to three Target cards to a single time segment.

5.2 BOMBER RAID ASSIGNMENT

During step 4 of the Daily Planning Phase, assign all bomber *Gruppen* that you wish to have participate in raids to specific target cards. To assign a bomber *Gruppe* to a raid, move it from its airbase to a target card on the Planning Track.

5.3 FIGHTER RAID ASSIGNMENT

Fighter *Gruppen* are assigned to raids at several points in the Sequence of play. To assign a fighter *Gruppe* to a raid, move it from its airbase to a target card on the planning board. Only fighter *Gruppen* on their full side may be assigned to raids.

- During Step 5 of the Daily Planning Phase, assign fighters to raids in the first time segment in which raids are planned, and the two time segments immediately after that — three time segments total.

Example: If the first raid of the day is planned for 0600, fighters are assigned to raids in time segments 0600, 0800 and 1000. If the first raid were planned for 1000, then fighters would be assigned to raids in 1000, 1200 and 1400.

- During Step 3 of the Airfield Operations Phase, assign fighters to raids in the current time segment and the next time segment.

Since the Airfield Operations Phase occurs several times during a raid day, there may be several opportunities to assign fighters to raids. However, you may only assign fighters for a given time segment the first time the opportunity arises, and once made, may not be changed or added to later in the day.

5.31 ME 109 RANGE LIMIT

You may assign Me109 *Gruppen* to Target cards for raid targets beyond Me109 range (as noted on the card), but *Gruppen* so assigned will be placed in the Channel Patrol box when deploying *Gruppen* to the Raid Display (6.1).

5.32

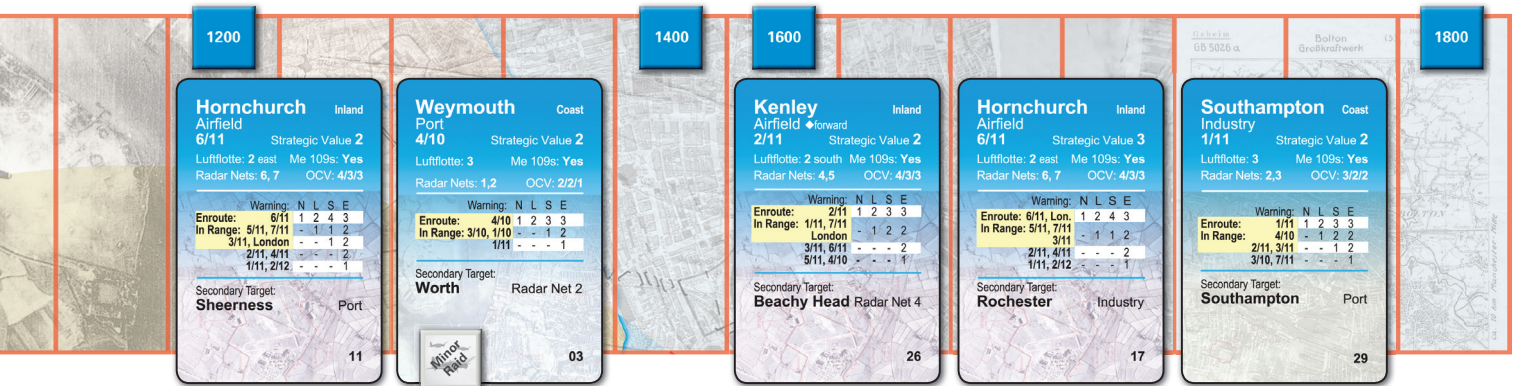
Fighter *Gruppen* that are reduced at an airbase, or that occupy spaces on the clock may not be assigned to raids.

1200: raid against Hornchurch airfield, minor raid against Weymouth port

1400: no raid;

1600: raids against Kenley and Hornchurch airfields, and Southampton industry;

1800: no raids.



5.4 RAID ASSIGNMENT RESTRICTIONS

Minimum Raid Size. You must assign at least one *Gruppe* to every target card on the Planning Track — either a fighter or a bomber. During Bomber assignments, you may leave a Target Card empty of bomber *Gruppen*, but then you must assign at least one fighter *Gruppe* to the target card when the time for fighter assignments to that card arrives.

Exception: If you assign the German Strategy card **Decoy Raid** to a target card, assign no *Gruppen* to the raid.

Minor Raid Limit: A target card eligible for a minor raid, as indicated on the German Raid Priority Table, may be assigned no more than three *Gruppen*. Place a minor raid marker on the target card as a reminder. The four minor raid markers in the counter mix are not a limit; if you select more than four minor raids from your target card draws, you may use other types of markers.

- The German Strategy card **Major Raid** allows the minor raid limit to be exceeded.

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.

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

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.

Luftflotte Assignments: A bomber may only be assigned to a target card in the area of operations of the bomber's *Luftflotte* (LF2 or LF3, as noted on the card).

Exception: If the event **LF3 to LF2** is in effect, LF3 *Gruppen* may be placed on target cards for the LF2 area of operations. The reverse is not true — LF2 *Gruppen* may not be assigned to LF3 targets.

When selecting *Gruppe* for a given raid, select equally between target selector letters if possible, after satisfying other selection requirements and your own strategies.

Example: If selecting three bomber *Gruppen*, it is preferable to select one of each letter (A, B and C) instead of three of the same letter. This guideline applies whenever selecting bomber or fighter *Gruppe*.

6.0 RAID DEPLOYMENT

To start a Raid Phase you select a raid and deploy your raiding forces in the Raid Display, then you determine British detection of your raid, and conduct a rendezvous check for your raiding forces.

6.1 RAID DEPLOYMENT PROCEDURE

Select a target card of your choice assigned to the current time segment on the Raid Planning Track — this is the raid you are executing. Place all the *Gruppen* assigned to the target card in the Raid Display, spread out so all are visible.

- Place all **Bomber** *Gruppen* in the bomber box.
- Place all **Me110 fighter** *Gruppe* in the Close Escort or Bomber box as you see fit.
 - In order to place an Me 110 *Gruppe* in the Close Escort box, at least one *Gruppe* (of any type) must be in the Bomber box.
- If two or more bomber *Gruppe* are in the bomber box, place **Me 109** *Gruppe* in the **Channel Patrol** box as required by the Channel Patrol Chart. You must meet this requirement before assigning Me109 *Gruppe* to other boxes.

Example Illustration 5.4:

Continuing the example in 5.1, this illustration shows planning in the Daily Planning Phase complete. Bomber *Gruppen* have been placed on every Target card for which bomber participation is planned, and fighter *Gruppen* have been assigned to target cards in the first three time segments of the day

(0600, 0800 and 1000). Note that no bombers are on the Weymouth target card. Later in the day, at least one fighter must be assigned to the Weymouth raid to satisfy the minimum raid requirement. Also note that no raid has more than ten *Gruppen*, keeping within the raid size limit for eight raids.

The illustration shows a 'RAID PLANNING TRACK' with three time segments: 0600, 0800, and 1000. Each segment shows a target card with assigned Gruppen and a minor raid marker.

- 0600:** Target card 'Rye Airfield' (Coast, Strategic Value 2) with 2 bomber Gruppen (Me109, Me109) and 2 fighter Gruppen (Me110, Me110). A 'Minor Raid' marker is present. Secondary target is 'Biggin Hill'.
- 0800:** Target card 'Biggin Hill Airfield' (Inland, Strategic Value 2) with 2 bomber Gruppen (Me109, Me109) and 2 fighter Gruppen (Me110, Me110). A 'Minor Raid' marker is present.
- 1000:** Target card 'Biggin Hill Airfield' (Inland, Strategic Value 3) with 2 bomber Gruppen (Me109, Me109) and 2 fighter Gruppen (Me110, Me110). A 'Minor Raid' marker is present.

Example: If four bomber *Gruppen* are in the raid, place two Me 109 *Gruppen* from your raiding force in the Channel Patrol box, before assigning Me 109s to other missions.

- If the raid target is beyond Me 109 range, all Me 109 *Gruppen* must be placed in the Channel Patrol box.
- Fighter *Gruppen* in the bomber box do not require channel patrol protection.
- There is no penalty if there are not enough Me109 *Gruppen* in the raiding force to meet the Channel Patrol requirements. Of course, this means that the raid has no Me 109s hunting or flying close escort either — an easy target for the RAF.

Historical Note: The Luftwaffe routinely protected bombers returning from England with fighters patrolling the English Channel.

- Place all remaining **Me109 fighter** *Gruppen* in the Hunt, Close Escort or Bomber box as you see fit.
 - In order to place an Me 109 *Gruppe* in the Close Escort box, at least one *Gruppe* (of any type) must be in the Bomber box.

Summary of German Raid Missions: The box of the Raid Display a *Gruppe* occupies indicates its mission.

- German bombers always fly bomber missions and are placed in the Bomber Box.
- A German fighter flies one of four missions determined by its placement: hunting, close escort, strafing, or channel patrol.
 - Fighters in the Hunt Box intercept and attack squadrons. Only Me 109s hunt.
 - Fighters in the Close Escort Box support *Gruppen* in the Bomber Box attacked by squadrons. Me 110s and Me109s may fly close escort.
 - Fighters in the Bomber Box strafe the target (instead of supporting any bombers that may be in the bomber box). Me 110s and Me109s may strafe.
 - Fighters in the Channel Patrol Box do not have an active role in the raid unless the British Detection result is “No Warning”, in which case they move to the Close Escort Box, or if directed by an event. Only Me 109s fly channel patrol.

6.2 BRITISH RAID DETECTION

During Step 2 of the Raid Phase, use the Detection Track to determine the warning and intelligence levels for the raid. Add together all the detection modifiers that apply to the raid, then roll the die and add the modifier total to the die result. Place the Detection marker on the Detection Track to indicate the result. Detection modifiers include:

- +2 for each operating radar net listed on the target card;
- the target card’s Observer Corps value for the current weather condition;
- a modifier for the number of *Gruppen* in the raid, as listed with the track;
- -2 if the raid consists solely of Me 109 *Gruppen*. However, a total modifier below 0 is treated as 0.

Coast

Poling Radar Net 3

1/11 Strategic Value **2**

Luftflotte: **3** Me 109s: **Yes**

Radar Nets: **2,3,4** OCV: **1/1/0**

Warning: N L S E

Example: You are conducting a raid with eight *Gruppen* against Poling radar net (Target card 05). The weather is patchy clouds and all radar nets are operational. Refer to the Target card and Detection Track, adding together all the applicable die modifiers: The target card lists three radar nets, each adding a modifier of 2, and an Observer Corps Value of 1 in patchy cloud conditions. The size of the raid (8 *Gruppen*) adds a modifier of 3, resulting in a total die modification of 10. You roll the die with a result of 3, for a modified result of 13. Place the detection marker in the 13 space of the Detection Track — early warning and poor intelligence.

If the intelligence rating is poor: determine if the British guess the incoming raid to be **minor** or **major**, irrespective of the classification given on the Target Priority Chart. Count up the total number of *Gruppen* in the raid:

- A raid with 1 to 3 *Gruppen* is **minor**.
- A raid with 6 or more *Gruppen* is **major**.
- If the raid has 4 or 5 *Gruppen*, you may declare the raid to be major or minor, at your choice.

When the intelligence is limited or accurate: the minor and major raid categories are not used — the British know the actual number of *Gruppen* in the raid.

6.21

On a “**No Warning**” detection result, move Me 109s on channel patrol from the Channel Patrol Box to the Close Escort box, **even if the raid is beyond Me109 range** (the Me 109s are considered to be engaging any responding squadrons near the coast).

6.3 RAID RENDEZVOUS CHECK

After determining British detection of your raid, conduct a Rendezvous Check. Roll the die and refer to the **Raid Rendezvous Check Table**. If the situation listed with the die result applies to the raid, your raid suffers a rendezvous failure.

If failure occurs, roll the die again and refer to the **Rendezvous Failure Table**. The result will call for all *Gruppen* with a particular selector letter to...

- **become reduced:** flip all *Gruppen* with the selector letter to their reduced side and leave them in their assigned boxes of the raid display;
- OR**
- **leave the raid:** move all *Gruppen* with the indicated selector letter to the Inflight Box.

6.31

You may not alter the deployment of *Gruppen* remaining in the boxes of the Raid Display after the Rendezvous check (other than to reduce or remove *Gruppen* as called for by the check).

6.32

The German Strategy card **Decoy Raid** is considered to be a raid when conducting a rendezvous check for other raids in the same time segment.



7.0 BRITISH RAID RESPONSE

Squadrons respond to your raid via the British Raid Response procedure. To begin this process you determine which Hurricane and Spitfire squadrons are eligible to respond and place them in the **raid response pool**. You then adjust the number of squadrons in the pool based on British **response priorities**. Finally, you discover how many squadrons in the pool actually respond to the raid, based on British **response tactics**, and deploy those squadrons to the raid display.

In the course of this process, you will be placing squadrons in the Raid Response Pool and drawing squadrons randomly from the pool. Use a container such as a coffee mug to hold the squadrons that make up the pool.

7.1 THE RAID RESPONSE POOL

To create the raid response pool refer to the Eligible Sectors Chart on the Target card for the current raid. The chart lists all the sectors from which squadrons may potentially respond to the raid. Locate the column corresponding to the **Warning Level** for the current raid — **None, Late, Sufficient** and **Early**. If the Warning Level is **Very Early**, use the Early column. Read down the column to find which sectors are eligible and how many squadrons each sector contributes to the raid response pool.

Dover		Coast			
Port		Strategic Value 3			
6/11		Luftflotte: 2 south Me 109s: Yes			
		Radar Nets: 5, 6 OCV: 1/1/0			
		Warning: N L S E			
Enroute:	6/11	1	2	3	3
In Range:	5/11, 7/11	-	1	2	2
	2/11, 3/11	-	-	-	2
	4/11	-	-	-	1

Example: You are raiding the port of Dover using Target Card 34 and the Warning Level is Sufficient. The following sectors contribute squadrons to the raid response pool: Sector 6/11 contributes up to three squadrons, 7/11 and 5/11 each contribute two squadrons. If the warning level were early or very early the following sectors would also contribute: 2/11 and 3/11 two squadrons each, and 4/11 one squadron.

Take the number of squadrons listed for each eligible sector, if available, and place them in the Raid Response Pool. If the sector has fewer squadrons than listed on the card, take as many as you can. If the sector has more, take only the amount listed on the card, one at a time in the following priority sequence:

- Take the type of squadron (Hurricane or Spitfire) that is more plentiful in the sector;
- If the number of Hurricanes and Spitfires are equal, take a Spitfire.

Continuing the above example: Assume Sector 7/11 has three squadrons (one Hurricane and two Spitfires), and you need to take just two squadrons from 7/11 for the pool — you would take two Spitfires. If the other sectors eligible under sufficient warning (6/11 and 5/11) have at least the number of squadrons listed on the card, you would be taking a total of seven squadrons for the raid response pool. If, on the other hand, 6/11 were to have just two squadrons, you would be taking a total of six squadrons for the pool.

7.11

All sectors listed on the Eligible Sectors Chart may be eligible for raid response — those in and outside the yellow field. The yellow field and the **Enroute** and **In Range** labels do not apply to **RAF: Eagle**.

7.12

Only Spitfire and Hurricane Squadrons may be taken for the Raid Response Pool. Blenheims are not taken. See also 14.3.

7.13

If no squadrons are eligible to be taken for the raid response pool, there is no response to your raid. Skip ahead to Step 5 of the Raid Execution Phase — Hunter Interception.

7.2 BRITISH RESPONSE PRIORITY

After creating the raid response pool, use the British Response chart to determine the priority the RAF places on responding to your raid. Roll the die and add any of the modifiers listed with the chart that apply. Locate the Response Priority in the space along the top of the chart with the die result — Minimal, Low, High or All-Out.

Example: You are executing a raid on September 1 (+2 modifier) against Biggin Hill airfield (+2) in 11 Group area (+1). The British intelligence level is accurate, you have bombers in the raid (+2) and a total of seven *Gruppen* in the raid (+1). You have two target cards in the time segment yet to be resolved (-2). The total die modifier is 6. You roll a two and add six for a modified total of 8 — the response priority is High.

Once you have determined the British response priority on the Raid Response Chart, cross reference the priority with the total number of squadrons in the raid response pool. The result is the number of squadrons in the pool that do not respond to the raid. Randomly draw this number from the pool and return each drawn squadron to its sector, full.

Continuing the above example: There are nine squadrons in the response pool. Cross-referencing nine squadrons with a high response priority results in three squadrons not responding to the raid. Randomly draw three squadrons from the pool and return them to their sectors, on their full sides.

7.21

The number of target cards remaining to be resolved in the current time segment may modify the response priority die roll in the form of a subtraction, as noted on the track. However, if this subtraction results in a total modifier less than “0”, treat the modifier as a “0”.

7.22

If the raid response pool is empty after adjusting for the British Response Priority, there is no response to your raid. Skip ahead to Step 5 of the Raid Phase — Hunter Interception.

7.3 RAID RESPONSE TACTICS

After adjusting the Raid Response Pool based on the British Response Priority, the squadrons remaining in the pool respond to the raid in accordance with the Raid Response Tactics Charts. There are charts for four different situations:

- Use chart 1 (A and B) if the intelligence is accurate and at least one bomber *Gruppe* is in the Bomber box.
- Use chart 2 if the intelligence is accurate and no bomber *Gruppen* are in the Bomber Box.
- Use chart 3 if the intelligence is limited.
- Use chart 4 if the intelligence is poor.

Follow the appropriate chart’s instructions to determine how many squadrons in the pool respond to the raid.

Examples:

Situation: The intelligence is accurate and the raid includes bombers in the Bomber Box. On Chart 1/A, compare the number of squadrons in the pool to the number of *Gruppen* in the Hunt Box. If three *Gruppen* are in the Hunt box and four squadrons in the response pool, chart A indicates all four squadrons respond. If, on the other hand, there were only two squadrons in the pool, chart A directs you to check chart B, to compare the number of squadrons in the pool to the number of *Gruppen* in the Hunt and Close Escort boxes combined. If three *Gruppen* are in the Hunt Box and one in the Close Escort Box (total of four), then chart B indicates that the two squadrons would respond. If there were one more *Gruppe* in the Close Escort box (for a total of five), chart B indicates that no squadrons respond.

Situation: The intelligence is accurate and no bomber *Gruppen* are in the Bomber Box. If there are three *Gruppen* in the Hunt box and six squadrons in the response pool, Chart 2 indicates that all six squadrons respond.

Situation: The intelligence is limited. If there are two squadrons in the pool and nine *Gruppen* in the raid (not counting channel patrollers), chart 3 indicates that the squadrons do not respond. If there were three or more squadrons in the pool, all would respond.

7.31 ACCURATE INTELLIGENCE RESPONSE LIMIT

When the Intelligence level is **accurate**, the maximum number of squadrons that respond is limited to twice the total number of *Gruppen* in the raid.

Example: If seven squadrons in the pool are eligible to respond and three *Gruppen* are in the raid, only six squadrons respond.

7.4 DEPLOYING SQUADRONS

After determining British raid response tactics, take squadrons responding to the raid from the Raid Response Pool and place them in the Hunt box of the Raid Display, on their full side.

Exception: See 14.32

- If all squadrons in the pool are responding, place them all in the Raid Display.
- If some squadrons in the pool are responding and some are not, randomly draw the number of responding squadrons from the pool, then return the squadrons remaining in the pool to their sectors, full.
- If no squadrons in the pool are responding, return them all to their sectors, full.

Once squadron deployment from the raid response pool is completed, make sure the pool is empty.



8.0 INTERCEPTION

Interception occurs twice in resolving a raid: during Step 5 of the Raid Phase when *Gruppen* in the Hunt Box (hunters) intercept squadrons, and during Step 9 when squadrons intercept *Gruppen* in the Bomber Box.

8.1 HUNTERS INTERCEPT SQUADRONS

During Step 5 of the Raid Phase, hunters intercept squadrons in the Hunt Box of the Raid Display. The outcome of hunter interception depends on the relative quantities of units in the Hunt Box.

No *Gruppen* in the Hunt Box: No interception; move all squadrons in the Hunt Box to the Bomber Box.

Fewer *Gruppen* than squadrons in the Hunt Box: Roll the die. If the die result is less than or equal to the number of excess squadrons in the Hunt Box, all squadrons stay in the Hunt Box. If the die result is greater than the number of excess squadrons, all excess squadrons move to the Bomber Box. Move Hurricane squadrons before moving Spitfire squadrons. Do not move reduced squadrons. After this move, all squadrons remaining in the Hunt box are intercepted. If there are no *Gruppen* in the Bomber box all excess squadrons remain in the Hunt Box — do not roll the die.

Example: There are six squadrons and three *Gruppen* in the Hunt box — squadrons exceed hunters by three. On a die roll of 1, 2 or 3, all six squadrons stay in the Hunt box. On a roll of 4, 5 or 6, three squadrons move to the Bomber Box.

As many or more *Gruppen* than squadrons in the Hunt Box: All squadrons are intercepted; all *Gruppen* and squadrons remain in the Hunt Box.

No squadrons in the Hunt Box: Move all *Gruppen* in the Hunt Box to the Inflight Box (they leave the raid after a fruitless hunt), and move all *Gruppen* in the Close Escort Box to the Bomber Box (they become strafers). Skip Steps 7, 9 and 10 of the Raid Phase. Conduct Steps 6 and 8 (raid events) and apply a modifier to the subsequent bombing in Step 11.

8.2 SQUADRONS INTERCEPT BOMBERS

During Step 9 of the Raid Phase, determine which *Gruppen* in the Bomber Box are intercepted by squadrons, and decide which *Gruppen* in the Close Escort box support the intercepted *Gruppen* in the Bomber Box. The outcome of squadron interception depends on the relative quantities of units in the Bomber and Close Escort Boxes.

As many or more squadrons as *Gruppen* in the Bomber Box: All *Gruppen* (bombers and strafing fighters) in the Bomber Box are intercepted.

Fewer squadrons than *Gruppen* in the Bomber Box: Determine which *Gruppen* will be intercepted and attacked by the squadrons. Select a number of bombers and strafers equal to the number of squadrons in the Bomber Box. Select full *Gruppen* before selecting any reduced *Gruppen*. Then select all *Gruppen* of a specific aircraft type before selecting any of the next type in the following order:

- a. He 111
- b. Ju 88
- c. Do 17
- d. Ju 87
- e. Me 110
- f. Elite Me 110
- g. Me109

If a selection must be made within a particular type, make selections so that the attacked *Gruppen* have an even mix of A, B and C selectors, if possible.

Example: Two He 111 *Gruppen*, two Do 17 *Gruppe* and one Me 110 *Gruppe*, and three squadrons are in the bomber Box. The two He 111 *Gruppen* and one of the Do 17 *Gruppe* are intercepted. Move the other two *Gruppen* aside, but still in the bomber box.

No squadrons in the Bomber Box: Move all *Gruppen* in the close escort box to the Bomber Box (they become strafers), and apply a modifier to the subsequent bombing in Step 11.

8.21 CLOSE ESCORT SUPPORT

If all *Gruppen* in the bomber box are intercepted, then all *Gruppen* in the close escort box are also considered intercepted; all *Gruppen* in the bomber box and close escort box defend in the ensuing squadron attack.

If any *Gruppen* in the Bomber Box (bombers or strafers) are not intercepted, then a matching number of *Gruppen* in the Close Escort box are also considered not intercepted and are not included in the ensuing squadron attack. For each *Gruppe* in the Bomber box not intercepted, you must choose one *Gruppe* in the Close Escort box and move it aside (keeping it in the Close Escort box). It is possible that this will result in none of the *Gruppen* in the Close Escort Box being intercepted.

Example 1: Two squadrons and four bomber *Gruppen* are in the bomber box and three fighter *Gruppen* are in the Close escort box. The squadrons intercept two bomber *Gruppen*. The two bombers that are not intercepted are moved aside; and with those two bomber *Gruppen*, two fighter *Gruppen* of your choice in the Close Escort box are also moved aside. The squadrons intercept and will attack the two bombers and one close escort fighter that were not moved aside.

Example 2: One Squadron and three *Gruppen* are in the bomber box and two fighter *Gruppen* are in the Close Escort box. The squadron intercepts one bomber *Gruppe*. The two bombers that are not intercepted are moved aside; and with those two *Gruppen*, the two fighter *Gruppen* in the Close Escort box must also be moved aside. The squadron intercepts and will attack one bomber *Gruppe* and no close escort.

Example 3: One Squadron and three *Gruppen* are in the bomber box and four fighter *Gruppen* are in the Close Escort box. The squadron intercepts one bomber *Gruppe*. The two bombers that are not intercepted are moved aside; and with those two *Gruppen*, two fighter *Gruppen* of your choice in the Close Escort box must also be moved aside. The squadron intercepts and will attack one bomber *Gruppe* and two close escort fighter *Gruppen*.

9.0 AIR COMBAT

Combat occurs twice in resolving a raid:

- During the Hunter Attack step, *Gruppen* in the Hunt Box attack squadrons in the Hunt Box. Units in the Bomber, Close Escort and Channel Patrol boxes do not participate.
- During the Squadron Attack step, squadrons in the Bomber Box attack intercepted bombers, strafers, and close escort fighters. *Gruppen* in the Channel Patrol Box do not participate.

9.1 RESOLVING AN ATTACK

Resolve an attack by referring to the Combat Results Table, as follows:

1. Add the combat ratings of all attacking and defending units into a **total combat value**.
 - In a hunter attack include the combat ratings of all *Gruppen* and squadrons in the Hunt Box (8.1).

- o In a squadron attack include the combat ratings of all squadrons and intercepted *Gruppen* in the Bomber Box (8.2), and all intercepted *Gruppen* in the Close Escort Box (8.21).
- Count the number of *Gruppen* participating in the combat to determine which column of the Combat Results Table to use. **Do not include squadrons in this count.** Use the column indicated for no *Luftwaffe* depletion, unless *Luftwaffe* depletion has occurred (14.4).
 - Read down the column corresponding to the number of *Gruppen*, and locate the row with the total combat value. Use this row to resolve the combat
 - Roll one die, and locate the line of combat results for the die roll result.
 - Read the German and British combat results in the combat result line. There are three results for each nationality. The first applies to units with an A selector letter, the second to units with a B selector letter, and the third to units with a C selector letter.

9.2 COMBAT DAMAGE

The Combat Damage Chart explains the effects of combat results on individual units. Check every unit involved in the combat individually, cross-referencing the combat result for the unit with the unit's nationality (Squadron or *Gruppe*), its facing (full or reduced) and location in the Raid Display. The chart directs units to become reduced, to move to a different box of the Raid Display, or to leave the raid by moving to the inflight box, light loss box or heavy loss box. A given result may have different effects on a unit depending on the location and facing of that unit.

Example: A full German fighter unit that incurs an Abort result moves to the Inflight box, flipped to its reduced side; whereas if that unit were already reduced when it incurred the Abort result, it would move to the Light Loss box.

9.21

The individual units of a given nationality may receive different combat results from a single combat, depending on their selector letter. Apply results individually.

9.22

When a combat result directs a unit to move to the light or heavy loss box, Victory Points are gained or lost. Adjust the VP marker on the Victory Point Track according to the Victory Point Summary.

9.23

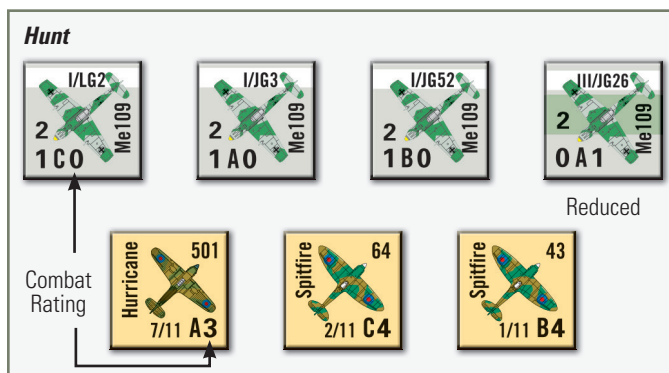
In a squadron attack, *Gruppen* in the Bomber Box and Close Escort Box that are not intercepted are not affected by any combat results. However, all *Gruppen* in the Close Escort box still leave the raid after the combat, whereas unintercepted *Gruppen* in the Bomber Box remain to bomb.

Combat Example 1:

Hunter Attack: Four fighter *Gruppen* and three squadrons are in the Hunt box. One *Gruppe* is starting the attack reduced. All *Gruppen* attack all squadrons. Adding together the combat ratings of all units results in a total combat rating of 12. On the Combat Results Table, locate the column for 4 *Gruppen* and read down this column until you find the row with the combat rating of 12 — Row D. The combat will be resolved using this row. You roll a 2 on the die.

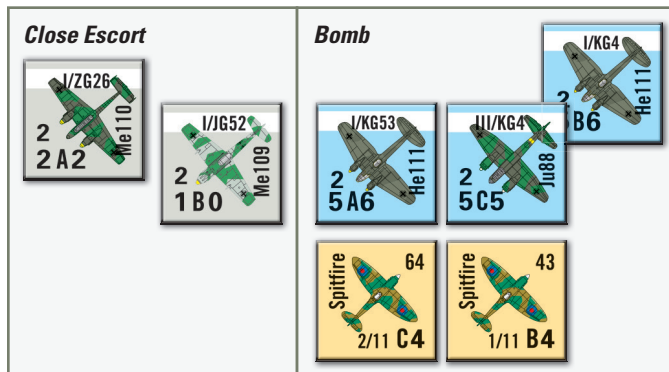
The combat result reads “**AA – ALD**” meaning:

- Gruppen* with “**A**” selector: **Abort**
- Gruppen* with “**B**” selector: **Abort**
- Gruppen* with “**C**” selector: **No effect**
- Squadrons with “**A**” selector: **Abort**
- Squadrons with “**B**” selector: **Light Loss**
- Squadrons with “**C**” selector: **Disrupted**



Refer to the Combat Damage Chart to apply the combat results. The “**A**” Me 109 on its full side is flipped to its reduced side and moved to the Inflight box. The “**A**” Me 109 on its reduced side is moved to the light loss box, flipped to full, and 1 VP is added to the VP total. The “**B**” Me 109 is flipped to its reduced side and moved to the Inflight box. The “**C**” Me 109 suffers no damage and is moved to the Close Escort box. The “**A**” squadron is flipped to its reduced side and moved to the Inflight box. The “**B**” squadron is moved to the Light Loss box for its sector on the Tote Board and 1 VP is subtracted from the VP total. The “**C**” squadron is flipped to its reduced side and moved to the Bomber box to intercept and attack there.

Combat Example 2:



Squadron Attack: Three *Gruppen* and two squadrons are in the Bomber Box, and two *Gruppen* are in the Close Escort box. The two squadrons can intercept two *Gruppen*, and based on the interception priorities (8.23) the two He 111 *Gruppen* are intercepted, leaving the Ju 88 out of the combat. One Close Escort fighter must be moved aside with the Ju 88, so you choose to move the Me110. This leaves two He 111 bomber *Gruppen* and the Me109 *Gruppe* to be attacked. The total combat ratings of the squadrons, intercepted bombers and close escort fighter is 20. Under the 3 column of the Combat Results Table (for the three *Gruppen* in the combat) locate the row with the combat rating of 20 — Row G. You roll a 2. The combat result reads “**DHA – LD**”.

Refer to the Combat Damage Chart to apply the combat results. The “**A**” He 111 incurs a disruption result and is flipped to its reduced side, staying in the Bomber Box. The “**B**” He 111 and the Me 109 are both moved to the Heavy Loss box and 4 VP's are added to the VP total. The “**B**” squadron is moved to the Light Loss box for its sector on the Tote Board and 1 VP is subtracted from the VP total. The “**C**” squadron incurs a disruption result and is moved to the Inflight box, flipped to its reduced side. The Ju 88 was not involved in the combat and remains in the Bomber Box (along with the now disrupted “**A**” He 111) to bomb in the next step. The Me 110 that was not involved in the combat is moved to the Inflight box.

10.0 BOMBING

All *Gruppen* in the Bomber Box in the Bombardment step of the Raid Phase bomb or strafe the target.

Bombing Procedure:

1. Total the Bombing strength of all *Gruppen* in the Bomber Box. If strafing fighters are included, their bombing strength may be reduced (see 10.1).
2. Locate the column with the total bombing strength on the Bombing Table.
 - If the weather is patchy clouds shift one column to the left; if broken clouds, shift two columns left.
 - **Dive Bomber Bonus:** If all bomber *Gruppen* in the Bomber Box are Ju 87s and the target is not a radar net, shift two columns to the right.
 - If no squadrons were in the Bomber box at any point during this raid, shift two columns to the right.
 - Column shifts are cumulative, up to a maximum of three columns to the left or right, and not beyond the "1" or "25+" columns of the Bombing Table.
3. Roll one die and cross-reference the result with the adjusted column, to determine the damage points incurred by the target: 0, 1, 2 or H.
 - An **H** result indicates heavy damage. If the target is an **airfield** or **industry** (only) roll the die again to determine the number of damage points received. If the second die result is greater than 3, the target suffers damage points equal to the die result, otherwise it suffers 3 damage points.
4. Subtract victory points based on the result (see Victory Point Summary).
 - If the result is **H**, three victory points are subtracted, regardless of the actual number of damage points.
 - If the target card says **VP×2** double the amount of VPs subtracted (but not the effects of damage).
 - If the target is non-essential (due to a target event draw) reduce the VP subtraction by one (-3 VP becomes -2, -2 becomes -1, and -1 becomes 0).
5. If the target is an airfield, radar net, industry or headquarters, apply the effects of any damage points incurred to the target.

10.1 STRAFERS

German fighters in the Bomber Box strafe the target, contributing their bombing strength to the total bombing strength.

Strafing penalty: When strafing radar, city, headquarters, or military bases, Me 110s halve their bombing strength (rounded up). Me 109s do not contribute any strength when strafing these targets.

10.2 BOMB DAMAGE TO TARGETS

In addition to Victory Point loss, damage points may have further effects on radar, airfield, industry and headquarters targets. Damage points have no recorded damage effects on ports, cities and military bases, but victory points are still lost.

10.21 RADAR NETS

1 or 2 Damage Points: Place a **Light Damage** marker on the radar symbol on the map. The radar net is damaged for the remainder of the raid day. It will be repaired at the beginning of the next raid day (10.3).

Heavy Damage: Place a **Heavy Damage** marker on the radar symbol on the map. The radar net is damaged until repaired during a subsequent raid day (10.3).

Effects of Radar Damage:

- A damaged radar net does not contribute a modifier to the detection die-roll.
- If three or more radar nets are damaged, **all** radar nets are considered damaged when rolling for detection. That is, no modifiers for radar are added to the detection roll.

10.22 AIRFIELDS

An airfield may incur one to six damage points from a bombardment. A number of squadrons in the sector equal to the damage point total may become dispersed, **and** a number of aircraft replacement points equal to the damage point total may be lost.

- **Squadron dispersal:** Squadrons in the bombed sector on the map or in that sector's re-arm box on the Tote Board are liable to bombing dispersal, which delays a squadron's availability to respond to raids. Move squadrons of your choice from the sector on the map to the sector's Land Box on the Tote Board, retaining their facing, until a number of squadrons equal to the damage point total have been moved. If insufficient squadrons are on the map, move squadrons from the sector's Rearm Box to the Land Box. Squadrons in the Inflight Box are not liable to bombing dispersal.
- **Aircraft replacement loss:** After applying the effects of dispersal, expend one replacement point of the appropriate aircraft type for every squadron now in the bombed sector's Land box and Light Loss box, up to the damage point total. Move the Aircraft Replacement markers down the replacement track accordingly.
 - If the number of damage points exceeds the number of squadrons in the sector's Land and Light Loss boxes, or if there are no replacement points of the appropriate aircraft type available, the excess replacement point loss is ignored.
 - If the number of squadrons in the Land and Light Loss boxes exceeds the number of damage points to be assigned, assign losses to squadrons in the Land box first. Within a box, assign the first loss to a Hurricane, then to a Spitfire, then to a Blenheim.

Example: Hornchurch airfield (6/11) suffers four points of bomb damage (an "H" result followed by a roll of 4). One Spitfire squadron is in the sector on the map, one Spitfire squadron is in the sector's Rearm Box, and one Spitfire squadron is in the Light Loss box. The fourth squadron in Sector 6/11 is on patrol and is not affected by bomb damage. You move the Spitfire squadron in the sector on the map to the sector's Landing Box; and you move the Spitfire squadron in the Rearm Box to the Landing Box. Then you expend three Spitfire replacement points: two points for the two squadrons now in the Land box, and one more point for the squadron in the Light Loss box. Since there are only three squadrons eligible to suffer loss in the sector, the fourth damage point is not applied. In addition, you subtract three VP's for the heavy bomb damage result.

10.23 AIRFIELD SECTOR CONTROL ROOM DAMAGE

If a Heavy Bomb Damage result (**H**) is rolled against an airfield, and the second roll is a 6, the sector control room has been hit, in addition to damage effects against squadrons. Place a **light damage** marker on the airfield symbol on the map (not a heavy damage marker). The ability of squadrons in the sector to respond to raids is impaired for the remainder of the day as follows: The sector contributes squadrons to the raid response pool only for raids against targets in that sector and may contribute no more than two squadrons to the pool.

10.24 INDUSTRY

An Industry target may suffer one to six damage points from a bombardment. A number of aircraft replacement points are expended equal to the number of damage points received. The aircraft type that currently has the most replacement points takes the entire loss.

Example: If an industry target incurs three damage points when there are 11 Hurricane replacement points and nine Spitfire points, you would move the Hurricane replacement point marker down three spaces.

- If Hurricane and Spitfire aircraft types are tied for the most replacement points, assign the entire loss to Spitfires.
- If there are not enough replacement points of a given aircraft type to satisfy the required loss, the excess is distributed to other aircraft types. If all aircraft replacement levels are at "0", the excess damage points are disregarded.

10.25 HEADQUARTERS

Headquarters are secondary targets that may be bombed through the play of a German Strategy card (15.1).

- **1 or 2 Damage Points:** Place a **Light Damage** marker on the HQ symbol on the map. The HQ is damaged for the remainder of the raid day. It will be repaired at the beginning of the next raid day (12.3).
- **Heavy Damage:** Place a **Heavy Damage** marker on the HQ symbol on the map. The HQ is damaged until repaired during a subsequent raid day (10.3).

A damaged headquarters impairs British Fighter Command operations. If a Fighter Group HQ is damaged, the total modifier added to the detection die roll for all raids against targets in the HQ's fighter group is halved, rounding up. **Box** is the headquarters for Fighter Group 10, and **Uxbridge** for Fighter Group 11.

- If Fighter Command HQ (**Stanmore**) is damaged, the detection modifier is halved for all raids.
- If both a group headquarters and Stanmore are damaged concurrently, no modifier is added to the detection die-roll for targets in the group.

10.26 CUMULATIVE BOMB DAMAGE

If a radar or headquarters target with a light damage marker receives additional bomb damage, victory points are lost and damage is applied as follows:

- **1 damage point:** no additional effect. Lose 1 VP.
- **2 damage points or heavy damage:** flip the light damage marker to the heavy damage side. Lose 2 or 3 VPs.

A target with a heavy damage marker is not further affected by additional damage, although victory points are still lost. An airfield with a light damage marker is not further affected by sector control room damage.

10.3 BOMB DAMAGE REPAIR

Bomb Damage is repaired during the Repair step of the Daily Preparation Phase. At that time, remove all Light Damage markers from the map. For each Heavy Damage marker on the map, roll one die and compare the result to the Repair Chance on the current Day Event Card. Roll separately for each Heavy Damage marker.

- **If the die result is less than the repair chance:** the target is repaired; remove the damage marker.
- **If the die result equals the repair chance:** flip the heavy damage marker to its **Light Damage** side. The target remains damaged for the current raid day and will then be repaired at the start of the next raid day.
- **If the die result is greater than the repair value:** the target is not repaired; the Heavy Damage marker remains.

11.0 LEAVING A RAID

Units leaving a raid as a result of participating in combat go to the location specified by the Combat Damage Chart. Units also leave a raid without being directed by the Combat Damage Chart in the following circumstances:

- As a result of German Rendezvous failure in Step 3 of the Raid Phase
- Me 109s in the Hunt Box leave if there are no squadrons to intercept (8.1).
- If called for by a raid approach or target event.
- All *Gruppen* in the Bomber Box, Close Escort Box and Channel Patrol Box leave after resolving bombing in Step 11.

When a unit leaves a raid without being directed by the Combat Damage Chart, place it in the Inflight Box, retaining its facing (full or reduced).

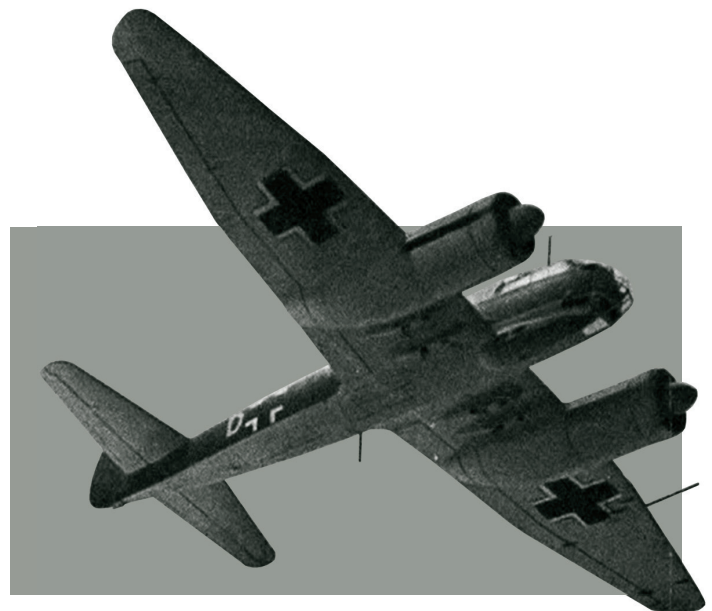
11.1 GERMAN RECOVERY

Bomber *Gruppen* may participate in just one raid per raid day, while Fighter *Gruppen* may participate in as many as three raids per day. To track availability, move all *Gruppen* that participated in a raid (other than those suffering light or heavy loss) from the Inflight box as follows during Step 12 of the Raid Phase:

- Move Bomber *Gruppen* from the Inflight Box to their airbases, flipped to their full side.
- Move full fighter *Gruppen* in the Inflight Box to the clock space three spaces ahead of the current time. The *Gruppen* will next be available for raid assignment when that time arrives. Flip reduced fighter *Gruppen* to their full side and move them to the clock space *four* spaces ahead of the current time.

Example: If the current clock time is 0800 hours, place a full fighter *Gruppe* in the 1400 space.

If insufficient clock time remains to place a fighter *Gruppe* on the clock, place the *Gruppe* at its airbase flipped to its reduced side to indicate that it may not participate in a raid for the remainder of the day.



12.0 INTRODUCTORY SCENARIO: PRELUDE TO EAGLE DAY

August 13, 1940, or Eagle Day as it was called by the Germans, marked the first all-out German effort of the Battle of Britain. The two days prior to this historic day also saw major raiding in preparation for the big day.

This one-day scenario introduces the air action and operations of a typical raid day early in the Battle of Britain, and uses most of the rules in Sections 1–12. It is recommended that new players complete this scenario before proceeding to the longer scenarios. The rules in sections 13–19 are not required. (However, please read the first paragraph of Section 16 to learn how to use the VP marker.)

- Set up the scenario as described in Section 3.
- Play the scenario by following the Sequence of Play, beginning with the Daily Planning Phase and then repeat the Raid Phase and Airfield Operations Phase as called for, until you reach the end of the day, at which time the scenario ends. Do not conduct the Calendar Update Phase. Instead, assess victory as follows:

- 35 to -16 VPs:** A brilliant opening day for the *Luftwaffe*.
- 15 to -6 VPs:** A German tactical victory, but the RAF can bounce back.
- 5 to -1 VPs:** Draw
- 0-9 VPs:** A British tactical victory and a discouraging start for the *Luftwaffe*.
- 10 or more VPs:** Disaster for the *Luftwaffe*, as the RAF sends your raiders reeling.

Scenario Note: *The wide range of choices you have in target selection and raid assignment on any given raid day can lead to wildly different VP outcomes in this scenario. Play through the scenario twice and you will likely experience two very different action narratives and results — a taste of how the drama of the longer scenarios ebbs and flows from day to day.*

13.0 GERMAN TARGET PRIORITIES

A target type's priority (low, medium, or high) represents the importance German high command places on damaging a target of that type. Priority is assigned to five target types at the start of the game and recorded by markers on the Target Priority Track: airfields, cities, industry, ports, and radar. Other target types (military bases & headquarters) have no markers and appear on the Target cards only as secondary targets.

13.1 CHANGING TARGET PRIORITIES

Certain Day Events call for a change in German target priorities. One type of event changes the priorities based on the calendar date, and the other based on victory points. When either type of event appears on a Day card, locate the row for the current date or Victory Point total in the chart appearing on the card; read across the row for five new target priorities and adjust the Target Priority markers accordingly.

Example: Day Event Card 138 is drawn, and after updating the calendar, the date is September 2. The new target priorities are radar low, ports medium, airfields high, industry low and cities medium.

EVENT: Set German Target Priorities.

Date	RA	PT	AF	IN	CI
8/11-20	H	H	M	L	L
8/21-31	H	L	H	L	L
9/1-10	L	M	H	L	M
9/11-20	L	L	H	M	H
9/21-30T	L	L	M	H	H

138

When the preparations for Operation Sealion begin (16.1), the target priorities are fixed for the remainder of the game. Ignore events calling for a change in target priorities once Sealion preparations begin.

13.2 GERMAN FREE TARGET CHOICE

If the Victory point total is sufficiently in the German favor, the target priority chart on the Day Event card may indicate **German Free Choice**. If so, disregard the priorities listed on the chart and instead, change the target priorities as you see fit. The following parameters must be followed in choosing targets: two target types must be assigned to high priority, one to medium priority and two to low priority.

13.3 TERROR STRATEGY

When changing target priorities, if the row of the target priority chart on the event card has a terror symbol (**T**), the German terror strategy immediately goes into effect. Add Target cards 45 to 60 to the Target Deck and re-shuffle. The terror strategy remains in effect for the rest of the game; target priorities may change, but the target deck does not.

14.0 REPLACEMENTS AND REINFORCEMENTS

Replacements: represent fresh aircraft that make up losses to units suffering light and heavy loss. Each side begins the game with replacement points for most aircraft types and gains more points according to the schedule on each Day Event card. Replacement points are expended to return units to play from the light or heavy loss boxes. The British side (only) has Experienced Pilot points, which are expended (in addition to Replacement points) to return squadrons to play. If Experienced Pilots are not available, Squadrons return to play reduced, to indicate they have **green pilots**. The German side does not track experienced pilot replacements. Instead, as German replacements run out, the *Luftwaffe* may become **depleted**.

Reinforcements: are new units which enter play during the game. German reinforcements are placed on the Calendar before the game begins and enter play on the day listed. British reinforcements enter play as indicated on Day Event cards, up until September 7.

14.1 GAINING REPLACEMENT POINTS

Each replacement point marker tracks specific aircraft types. Spitfire and Hurricane aircraft types each have their own replacement point marker. If playing with the optional night raid rules, Blenheims have their own replacement point marker.

- The German **Fighter** marker represents replacements for two aircraft types together: Me 109 and Me 110.
- The German **Level Bomber** marker represents replacements for three aircraft types together: He 111, Ju 88 and Do 17.
- There is no replacement marker for the Ju 87 aircraft type.

During step 5 of the Calendar Update Phase, move each replacement marker and the Experienced Pilot marker up the track the number of spaces indicated in the replacement schedule on the Day Event Card. The number of experienced pilot points received depends on the current VP level, as shown in the Experienced Pilot chart on the card. A replacement marker may not be moved beyond the top space of its track — the excess replacement points are lost.

14.2 EXPENDING REPLACEMENT POINTS

During Step 6 of the Calendar Update Phase, expend replacement points to move Squadrons and *Gruppen* from **Light Loss Boxes** to their sector or airbase.

- For each squadron so moved, expend one replacement point of the appropriate aircraft type **and** one experienced pilot point. If the aircraft replacement point is not available, the squadron remains in the light loss box; do not expend an experienced pilot point. If the experienced pilot point is not available, but the replacement point is, flip the squadron to its reduced side when you move it to its sector, to indicate that it has **green pilots**.

Exception: 14.23

- For each *Gruppen* so moved, expend one replacement point of the appropriate aircraft type. If the replacement point is not available, move the *Gruppen* anyway and move the **Luftwaffe Depletion** marker one space up the German Depletion Track.

Exception: 14.22

During Step 7 of the Calendar Update Phase, expend one replacement point to move each Squadron and *Gruppe* in the **Heavy Loss Box** to a Light Loss box.

- Place each squadron so moved in the Light Loss box for its sector on the Tote Board. If the replacement point is not available, the squadron remains in the Heavy Loss box. Moving squadrons from the Heavy Loss Box to a Light Loss box does not cost Experienced Pilot Points.
- Place each *Gruppe* so moved in the German Light Loss box and expend one replacement point of the appropriate airplane type. If the replacement point is not available, move the *Gruppe* anyway and move the **Luftwaffe Depletion** marker one space up the **Luftwaffe Depletion** Track.

14.21

When expending replacement points for Ju88, He111 and Do17 *Gruppen* types, move the **Level Bomber** marker. When expending replacement points for Me 109 and Me 110 *Gruppen* types, move the **Fighter** marker.

14.22

No replacements are available for Ju 87 *Gruppen*. A Ju 87 *Gruppe* that suffers light or heavy loss stays in the loss box for the remainder of the game. Do **not** move the **Luftwaffe Depletion** marker to give replacements to Ju 87's.

14.23 NO BLENHEIM GREEN PILOTS

Experienced pilot points are not expended when moving Blenheim squadrons from a light loss box.

14.24 SELECTING SQUADRONS TO RECEIVE REPLACEMENTS

If there are insufficient Replacement Points or Experienced Pilot Points available to assign to all squadrons in the Light or Heavy loss boxes, assign available replacements and experienced pilots in the following priority: to squadrons in 11 Group first, then 10 Group, then 12 Group. Within a Group, make assignments in **reverse** Sector order (7/11, 6/11 and so on). Within a Sector make assignments to squadrons of your choice. However, if at all possible, assign experienced pilot points so that a given sector has no more than one squadron with green pilots.

14.25

A unit may not be moved from the Heavy Loss box to a Light Loss box and then to an airbase or sector in the same day.

14.3 BRITISH GREEN PILOTS AND THE RAID RESPONSE POOL

The Royal Air Force suffered from a shortage of experienced pilots. As casualties mounted, Fighter Command was forced to man front line squadrons with green pilots: men with only a few hours flying time and no combat training.

Hurricane and Spitfire squadrons are considered green if returned to play from a light loss box when no experienced pilot points are available. Flip the squadron to its reduced side when you return it to its sector to indicate that it has green pilots. The squadron remains on its reduced side until it has responded to a raid.

A squadron with Green Pilots (indicated by being in a sector on its reduced side) affects procedures for the Raid Response Pool. When selecting squadrons for the Raid Response Pool, if a reduced squadron is eligible, it **must** be taken. If more than one is eligible, **only one** is taken, even if this decreases the number of squadrons responding.

- To choose one reduced squadron for the pool when more than one is available, choose from the sector that is listed first on the target card's Eligible Sector Chart. If two reduced squadrons are in the same sector, take one of your choice.
- Do not place a reduced squadron in the pool with the other squadrons — keep the squadron outside the cup, on its reduced side. Even so, the reduced squadron is still considered to be in the pool.

14.31

When removing squadrons from the pool as directed by the Response Priority Chart (7.2), do not remove the reduced squadron unless it is the only squadron in the pool.

14.32

When selecting squadrons from the pool to actually respond to the raid as directed by raid response tactics (7.3), select the reduced squadron first and place it in the Hunt box of the raid display **reduced**.



14.33

A squadron that is reduced because it is green is treated like any other reduced squadron when participating in a raid in terms of combat rating, combat damage, leaving the raid, and airfield operations. If the reduced squadron survives the raid it will be flipped to its full side as part of Squadron Turnaround (Airfield Operations, step 2). If the reduced squadron suffers loss in the raid, it is flipped to its full side when moved to the light or heavy loss box. So in either case, the squadron is no longer green.

14.34

If a reduced squadron selected for the response pool does not actually respond to the raid, it remains on its reduced side when returned to its sector. A green squadron may remain reduced indefinitely in its sector, until it responds to a raid.

14.4 LUFTWAFFE DEPLETION

As German aircraft losses mounted in the Battle of Britain and replacement pools were exhausted, many Gruppen operated with far fewer aircraft than their established strength.

The *Luftwaffe* depletion marker is moved along the *Luftwaffe* depletion track to indicate aircraft losses that are not made up by replacements (14.2). As the depletion marker moves up the track, the effectiveness of German *Gruppen* in combat may be diminished, depending on the space of the track the Depletion marker occupies.

- **Space 0–7 of the track:** use the *Luftwaffe No Depletion* row of the Combat Results Table when cross-referencing the number of participating *Gruppen*.
- **Space 8–14:** use the **Deplete 1** row of the Combat Results Table.
- **Space 15:** use the **Deplete 2** row of the Combat Results Table.

The Depletion marker may not be moved beyond the top space of the track (Depletion Level 2) and may not be moved down the track (unless preparations for Operation Sealion begin per 16.1).

In addition to its effects on combat, *Luftwaffe* depletion (Level 1 or 2) affects the following:

- Targets of Priority 3/Strategic Value 1 are eligible for a major raid.
- When the Depletion Level is 2 (only) and no replacements points are available, *Gruppen* in the Light Loss box or Heavy Loss box remain there instead of receiving replacements.

14.5 BRITISH REINFORCEMENTS

British reinforcement squadrons enter play as called for by Day Event cards, in Step 8 of the Calendar Update Phase. If the Day Event Card lists a **British Reinforcement**, draw **two** at random from among all British reinforcement squadrons not yet in play. If neither or both are from 11 Group, select the first one drawn. If only one of the two is from 11 Group, select that one. Place the selected squadron in its assigned sector, full. Return the other squadron to the reinforcement pool.

14.6 BRITISH STABILIZATION SCHEME

Design Note: *As the crisis of inexperienced pilots grew during the battle, the RAF sought a solution. They found it in the stabilization scheme, whereby squadrons were assigned priority for receiving experienced pilots depending on the squadron's proximity to the major fighting. Experienced pilots were taken from outlying squadrons to beef up front line squadrons, and inexperienced pilots were assigned to the lower priority squadrons for seasoning. This went a long way toward solving the problem while stripping the pool of reinforcement squadrons.*

During Step 5 of the Calendar Update Phase of the first Raid day on or after September 8, all reinforcement squadrons not yet in play are converted into experienced pilot points. For every reinforcement squadron not yet in play, move the experienced pilot marker **two** spaces up the track, but not beyond the highest space of the track.

Example: Out of the original total of 15 reinforcement squadrons, seven remain in the reinforcement pool on September 8. Move the experienced pilot marker 14 spaces up the track.

Once the British Stabilization Scheme is implemented, disregard all further **British Reinforcement** listings on the Day Event Cards, including any on the day in which stabilization is implemented.

15.0 GERMAN STRATEGY CARDS

German Strategy cards provide strategic and tactical benefits for you to assign to German raids. The number of cards you receive each Raid Day varies with the Victory Point level; if in the British favor you receive fewer cards, if in your favor you receive more.

15.1 DRAWING AND ASSIGNING STRATEGY CARDS

Shuffle all ten German strategy cards together during the Calendar Update Phase. At the beginning of each Raid Day (except on August 11) draw the number of cards indicated in the box of the VP track for the current VP total. If the VP total is positive, refer to the value in the right corner of the box, if negative refer to the value in the left corner.

Example: If the VP total is -7, draw three cards.

Assign your available strategy cards to any planned raids in step 3 of the Daily Planning Phase by placing the strategy card with the target card. All cards are self-explanatory. When planning and resolving the raid, apply the benefits of the strategy card.

15.11

You may assign more than one strategy card to a single target card.

Example: Assigning a **Secondary Target** card and **Pathfinders** card to the same raid allows you bomb the Target card's secondary target and receive a two column shift when bombing.

Exception: **Decoy Raid** may not be combined with any other Strategy cards.

15.12

As you complete a raid, discard any strategy cards you assigned to that raid. At the end of each Raid Day, return all the Strategy cards you drew to the deck, whether you used them or not.

16.0 VICTORY AND DEFEAT

Victory is determined by the accumulation or loss of victory points (VPs) as indicated on the Victory Point Summary (on the map). The VP marker begins the game on the “0” space of the Victory Track and is moved along the track to indicate the current VP total, which can be a positive or negative number as shown by flipping the VP marker to its “+” side or “-” side. VPs are gained (positive VPs) for outcomes favoring the British side. When victory points are gained, move the marker away from “0” if on the positive side, or toward “0” if on the negative side. VPs are lost (negative VPs) for outcomes favoring the German side. When victory points are lost, move the marker toward “0” if on the positive side, or away from “0” if on the negative side.

The **Battle of Britain** scenario ends in a German victory if Operation Sealion occurs. The game ends in a British victory if Sealion is cancelled on or before September 22. The game can also be won or lost if either airforce deteriorates to operational elimination (16.2).

Victory and defeat in the **Hardest Days** and **Thin Blue Line** scenarios are described in 18.1 and 18.2.

16.1 OPERATION SEALION

The Sealion marker begins in the September 11 box of the Calendar, marking the scheduled start of a 10-day preparation period before the invasion. Each time the Day marker is moved to or past a box occupied by the Sealion marker, compare the current VPs to the start value (on the right) and cancel value (on the left) listed in the box now occupied by the Day marker. Make this comparison after marking VPs gained for days elapsed.

If the VP total equals or exceeds the cancel value listed for the day, Hitler cancels Sealion and the game ends.

- Cancellation of Sealion the first time in the game it is checked results in a decisive British victory
- Cancellation of Sealion after the first time it is checked, but on or before September 22, results in an operational British victory (the historical result).

If the VP total is between the start and cancel values, Hitler delays the start of the operation.

- Move the Sealion marker 1 day beyond the day marker.

Example: If the Sealion marker is in the September 11 box and the day marker is in the September 13 box, move the Sealion marker to the September 14 box.

- If Sealion is delayed beyond September 22 the game ends in a draw.

If the VP total equals or is less than the listed start value, preparations for Sealion begin.

- Flip the Sealion marker to the D-Day side and move it ten spaces along the Calendar. The Sealion D-Day marker may be moved into the provisional days on the Calendar; this is the only way the game may last beyond September 22.
- Subtract five victory points from the total.
- Move the *Luftwaffe* Depletion marker eight spaces **down** the Depletion track.
- Change the German target priorities to the following:

High: Airfields and ports,

Medium: Radar;

Low: Cities and industry.

- These priorities remain in effect until the end of the game; ignore all “**Change Target Priority**” events.
- Add three VPS for each day elapsed from this point forward.

16.11

When the Day marker is moved into or past the D-Day space, the game ends. If the VP total is:

- **less than or equal to the start value printed in the space:** the Wehrmacht invades; the swastika looms over England: A German decisive victory.
- **between the start and cancel values:** Sealion is cancelled, but the *Luftwaffe* may yet eliminate the RAF: A German operational victory.
- **equal to or greater than the cancel value:** Sealion is cancelled as the RAF barely withstands the *Luftwaffe*'s pounding: A tactical British victory.

16.2 AIRFORCE ELIMINATION

If the VP total is equal to or less than -35 at any time, the game immediately ends in a German decisive victory. The *Luftwaffe* controls the skies and Hitler can launch Sealion at any time secure in the knowledge the *Luftwaffe* will prevent the battered RAF from hindering the landings.

If the VP total equals or exceeds +35 at any time, the game ends in a British decisive victory. The RAF has gained air superiority over southern England and the English Channel.



17.0 RAF: EAGLE SCENARIOS

17.1 THE HARDEST DAYS

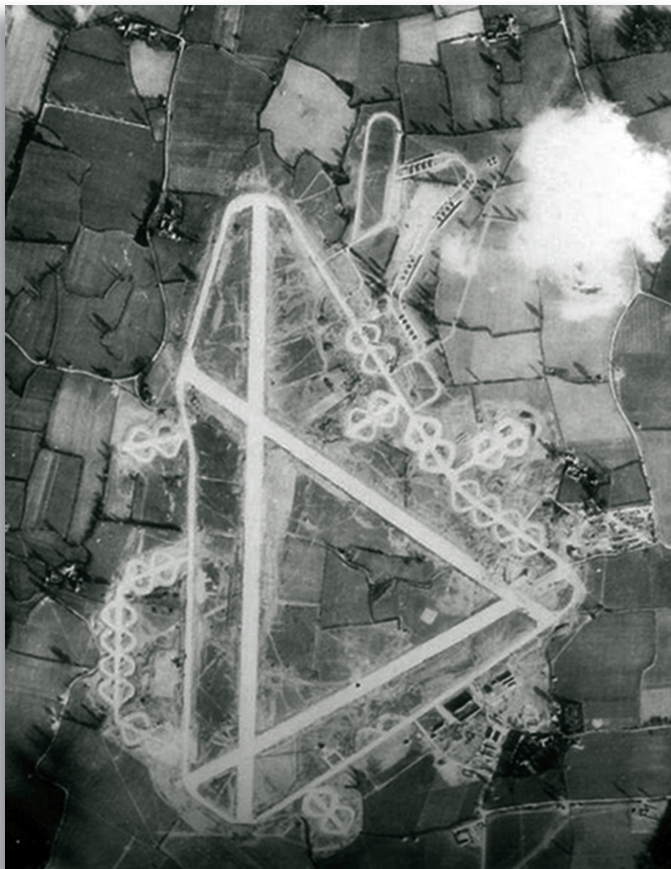
Following a month of skirmishing over the channel in July 1940, the Battle of Britain proper got underway with several intense raid days from August 11–18. This period included raid days now known historically as Eagle Day (8/13), the Greatest Day (8/15) and the Hardest Day (8/18). German raiders concentrated on forward airfields, ports and radar stations in the hopes of engaging the RAF for a knockout blow.

This Scenario recreates four intense raid days that opened up the Battle of Britain. Set up the scenario as described in Section 3 and then play the game using the full sequence of play, through four Raid Days. The first Raid Day is August 11 (the first space of the calendar); the second, third and fourth raid days occur as determined by Day Event Card draws.

The game ends at the end of day on the fourth Raid Day. As a reminder, there will be three valid Day Event cards revealed at that point. Do not conduct the Calendar Update Phase for the fourth Raid Day. Instead, compare the number of VPs to the schedule below to assess victory. In addition, Air Force Elimination (16.2) is possible.

Exception: If playing with the optional night raid rules, conduct step 1 of the Calendar Update Phase

-34 to -26:	German Decisive Victory
-25 to -11:	German Operational Victory
-10 to -1:	Draw
0 to 14:	German Operational Defeat
15 to 34:	German Decisive Defeat



17.2 THE THIN BLUE LINE

On August 27, the campaign entered its longest period of sustained German raids. The Luftwaffe added targets further inland to lure more RAF squadrons into the air while increasing fighter escorts to catch the British interceptors. Meanwhile, British production was easily keeping up with aircraft losses, but losses of skilled pilots had drained the RAF's reserves of experienced fliers.

This scenario begins on August 27 and continues until the first check for Operation Sealion preparations, on or just after September 11. Set up the scenario as described in Section 3, with the following additions and exceptions:

- Add cards 35–44 (ten cards) to the Target Deck so that it has cards 1–44.
- Remove cards 135, 136 and 138 from the Day event deck. Place Day Event card 149 face up next to the deck as if just drawn, to indicate that the event **LF3 to LF2** is in effect.
- Place reinforcement fighter *Gruppe IV/JG51/2* at its airbase.
- Remove all Ju 87 *Gruppen* from play; they have been withdrawn.
- Place the following reinforcement squadrons in their sectors, full:

Hurricanes: 249/4/10, RCAF/3/11, 310/2/12.

Spitfires: 602/1/11, 616/2/11, 603/6/11.

- Flip five squadrons in sectors on the map to their reduced sides, to indicate green pilots (Hurricanes or Spitfires only). You choose, but no more than one squadron may be in Group 11, and no more than one squadron may be chosen per sector.
- Place the five priority markers on the Raid Effort Table:

Low priority: ports and radar

Medium priority: cities and industry

High priority: airfields.

- Place the Day marker in the August 27th box of the calendar, flipped to its **LF3 to LF2** side.
- Place the *Luftwaffe* Depletion marker in the 0 box.
- Place the Replacement Point markers in the following boxes: German Level Bomber 5, German Fighter 4, Hurricane 12, Spitfire 8, Experienced Pilots 2.

The Thin Blue Line scenario ends the first time you check for Operation Sealion preparations in accordance with 16.1. The check occurs after adding VPs for the day advance, and before receiving and expending replacement points.

- If Sealion is cancelled, the game ends in a decisive German defeat.
- If Sealion is delayed and the *Luftwaffe* is at Depletion level 2, the game ends in an operational German defeat (the historical result).
- If Sealion is delayed and the *Luftwaffe* is not at Depletion Level 2 and the VP total is negative, the game ends in an operational German victory.
- If Sealion preparations begin, the game ends in a decisive German victory.

The scenario may also end due to airforce elimination (16.2). If no victory conditions are met, the game is a draw. You may wish to continue play with the Campaign Game.

17.3 CAMPAIGN GAME: THE BATTLE OF BRITAIN

This scenario begins on August 11 and continues until the end of the game as defined in Section 16. Set up the scenario as described in Section 3.

Special Rule — Add Deeper Raid Targets: After the completion of the fourth Raid Day — that is, during the Calendar Update Phase in which you draw the fourth Day Event Card of the game — add cards 35–44 (ten cards) to the Target Deck and reshuffle the deck.

18.0 NIGHT RAIDS (OPTIONAL)

Historical Note: *Night raids rarely had an impact on the operation of Fighter Command, and are not detailed like the day raids. However, night raids were an effective and dramatic method for German bombers to attack cities and industrial targets with little risk of air combat.*

After playing the game several times, you may wish to add the Night Raid rules. These rules increase the use of German bombers and add British Blenheims to play, but increase the playing time of the game. Night raids are conducted against unspecified targets — Target cards are not used.

During the set up for any scenario, place the five Blenheim squadrons in their sectors, full side up, and place the Blenheim replacement marker in the “1” space of the replacement track.

18.1 GERMAN NIGHT RAID COMMITMENT

During the Night Raid Planning step of the Daily Planning Phase, assign bomber *Gruppen* to night raids by moving bomber *Gruppen* of your choice from their airbases to the Night Raid boxes.

18.11 MINIMUM/MAXIMUM NIGHT RAIDER ASSIGNMENTS

The German Night Minimum/Maximum Chart lists a numerical range of *Gruppen* that must be assigned to night raids, based on the current target priority levels for cities and industry.

Example: If cities are currently low priority and industry is currently high priority, you must assign between four and eight *Gruppen* to night raids, inclusive.

18.12

You may assign He 111s, Ju 88s and Do 17s to night raids. Ju 87s may not be assigned to night raids. Bombers in the Night Raid boxes may not be assigned to day raids. Night raid assignments may be split between LF 2 and 3 as you see fit.

18.2 BRITISH NIGHT PATROL

During Step 6 of the Daily Preparation Phase, roll a die and cross reference the result with the current date on the British Night Patrol Table to determine how many Blenheim squadrons are assigned to night patrol. The table also states which sectors the assigned Blenheim squadrons come from, in sequence. Assign specific Blenheim squadrons to night patrol by moving them from their sectors on the map to their Night Patrol boxes on the Tote Board.

Example: On August 20th, you roll a five on the British Night Patrol Table, resulting in two Blenheims being assigned to night patrol. Select the squadrons in sectors 6/11 and 3/12 and place them in the Night Patrol box.

18.21

Move squadrons to and from their sectors and the Night Patrol box as required to meet the specific Night Patrol assignment each Raid Day. If a Blenheim squadron assigned to Night Patrol is not available (due to being in the Light or Heavy Loss box), use the next Blenheim squadron in the Selection Sequence. If insufficient Blenheim squadrons are available, the number of Night Patrollers is decreased.

18.22

Squadrons in the Night Patrol Box remain there throughout the Raid Day and may not respond to day raids.

18.23

A squadron in a Night Patrol box is considered on the ground in its sector during German day bombing and may be subject to day bombing dispersal if its sector airfield is bombed. If a squadron on night patrol is dispersed by bombing, place it in the Land box of its sector — it is no longer on Night Patrol. In addition, a Blenheim replacement point may be lost, within the guidelines of 10.22.

18.3 NIGHT RAID INTERCEPTION

The chance of Blenheim squadrons intercepting German night raiders is low, but possible.

Procedure:

1. Cross reference the number of Blenheim squadrons in the Night Patrol Box with the total number of bomber *Gruppen* in both *Luftflotte* Night Raid Boxes on the Night Raid Interception Table to determine the interception chance.
2. Roll one die. If the die-roll is less than or equal to the interception chance, choose a number of Blenheim squadrons in the Night Patrol Box equal to the die result. Each intercepts a *Gruppen* of your choice. Place the selected Blenheim squadrons and bomber *Gruppen* in the Bomber Box of the Raid Display. If the die result is greater than the interception chance, no interceptions occur.

Example: Four squadrons are in the Night Patrol Box and a total of nine *Gruppen* are in the Night Raid boxes, resulting in an Interception Chance of three. You roll a two. Two squadrons intercept two *Gruppen*. Choose two squadrons and two *Gruppen* and place them in the Bomber Box of the raid display.

18.4 NIGHT RAID COMBAT

Resolve squadron-bomber night attacks using the normal rules for a squadron attack. If any units suffer light or heavy loss, record VPs and place the unit in the light or heavy loss box. If a bomber suffers an Abort or Disrupt result, return it to its airbase, full — it does not participate in night bombing. On a No Effect result, the bomber returns to the Night Raid box, full, and participates in night bombing. Squadrons that receive abort, disrupt or no effect results return to their night raid boxes, full.

18.5 NIGHT RAID BOMBING

After resolving night raid combat, determine the effect of bomb damage done to British targets by all night raiders remaining in the Night Raid boxes. The bombing does not affect specific targets, and the day Bombing Table is not used. Instead, total the number of *Gruppen* in both Night Raid Boxes (not the bombing strength) and roll the die. Cross-reference the die-roll and the number of *Gruppen* on the Night Raid Bombing Table to determine the result of the bombing, in terms of a number of Victory Points subtracted. If a “6” is rolled, two points of industry damage are applied in accordance with 10.24.

Night Raider Landing Accident: If the bomb damage result is marked with a “*”, one *Gruppe* suffers an accident upon returning from a night raid. Move one *Gruppe* of your choice from a Night Raider box to the light loss box and increase the VP total by one.



19.0 ♦ ADVANCED RULES

All the rules in this section are an integral part of **RAF: Eagle** and should be introduced into play once you have completed a few scenarios and have mastered the basic rules. These rules add more historical detail, and strategic and tactical choices to the game, without significantly increasing play time. All the rules in this section should be used together, to maintain game balance. These advanced rules may be used with or without the optional Night Raid rules.

The advanced symbol ♦ appears on cards, counters, charts and summaries on the map to denote when advanced rule functions apply, as a reminder.

Additions to Set-Up: If playing the **Thin Blue Line** or **Battle of Britain** scenarios, keep the two **Jabo** markers handy for your use.

19.1 FORWARD AIRFIELD TARGETS

***Design Note:** Many sectors had two or three airfields, with some near the coast where they were more vulnerable to attack than those further inland.*

Six airfield target cards allow raids against forward airfield targets. If planning a raid against the primary target on one of these cards, you may attack the forward airfields, instead of the sector airfield named on the card, by placing a Forward Airfield marker on the card. If you place no marker on the card, the raid is conducted against the sector airfield. The Forward Airfield markers in the counter mix are not a limit; if you run out, you may use other types of markers.

Apply the following special adjustments to a raid against a forward airfield:

- Subtract two from the detection modifier.
- Treat an “H” bombing results achieved against the primary target as a “2” result when calculating VPs and bomb damage.
- If the forward airfield target card is Middle Wallop (card #37), consider the raid to be in range of Me 109’s.

19.2 HIGH COMMAND RAID REQUIREMENTS

You must follow requirements imposed by German high command when planning raids, if certain situations apply.

Ju 87s: At least two Ju 87 *Gruppen* must be included in bomber assignments for each day. This requirement is lifted once at least three Ju 87 *Gruppen* are in the Light or Heavy Loss Box.

Deep Targets: If the target card draws include two or more valid target cards that reward double VP’s for bombing, a raid must be planned against at least one such target.

London: If the target cards draws include two or more valid target cards with London as the Primary target, at least one raid must be planned against London.

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. 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.

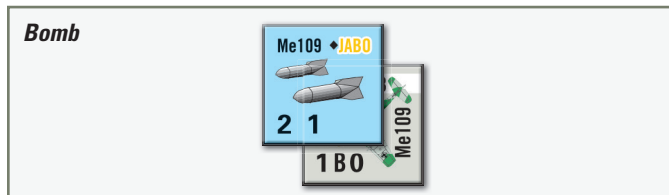
Example: A raid with three bomber *Gruppen* must have at least two fighter *Gruppen* assigned to close escort.

- 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

19.3 JABOS (FIGHTER/BOMBERS)

*Later in the campaign, some Me 109 *Gruppen* were equipped to carry bombs.*

Starting September 1, you may assign one or two Me 109 *Gruppen* to bomb in a raid, by placing a *Jabo* marker on the *Gruppe* and assigning it to a raid as a bomber. Make the assignment during the Bomber Assignment step and subsequently place the *Gruppe* in the Bomber box.



The following special adjustments apply to *Jabos*:

- Use the combat and bombing ratings on the full and reduced side of the *Jabo* marker instead of those on the *Gruppe* to which it is assigned.
- A raid consisting solely of Me 109s receives the -2 detection modifier, even if with *Jabos*.
- When determining RAF Raid Response Tactics, *Jabos* are considered fighters, not bombers.
- When a combat result or event indicates that a *Jabo* becomes reduced, flip over both the *Jabo* marker and the *Gruppe*.
- When a *Jabo* is directed to leave the raid due to a combat result or event, remove the *Jabo* marker (the bombs have been jettisoned).
- A *Jabo* is considered a bomber, not a strafing, when resolving bombing; no strafing penalty is applied.
- Immediately after a *Jabo* bombs, remove the *Jabo* marker. The *Gruppe* is treated like any other fighter thereafter, including procedures for recovery and turn around. If the *Gruppe* is attacked after bombing, it uses the combat rating on its counter.

19.4 EDGE OF GERMAN FIGHTER RANGE

Me 109 *Gruppen* may be assigned to hunt, strafe or close escort in raids against targets just beyond their range. This includes all targets in 3/11 and 4/11 Sectors, and the Middle Wallop airfield target in 4/10 Sector, as noted on the target cards for these targets. All Me 109 *Gruppen* so assigned must be flipped to their reduced side when deployed on the map’s Raid Display.

- Me 109 *Jabos* may not be assigned beyond their basic range.
- If a rendezvous failure calls for a reduced Me 109 to become reduced again, there is no additional effect.

***Design Note:** The two elite Me 110 *Gruppen* included a mix of Me 109 and Me 110 aircraft.*

Elite units may participate in raids against any target on the map. However, to reflect the range limits on the Me 109 component of each unit, if an elite Me 110 *Gruppe* is participating in a raid beyond Me 109 range, and beyond the “edge of range” targets described above, flip it to its reduced side when deployed on the map’s Raid Display. This applies when raiding targets in all 12 Group sectors, 3/10 Sector, and the city of Oxford in 4/10 Sector.

19.5 LUFTWAFFE PRESS OR REST

Before drawing the Day Card in step 3 of the Calendar Update Phase you must decide if you will “**press the attack**” or “**rest your forces**.” Then draw **two** Day Event cards.

- **If Press is declared:** use the Day Event card showing the fewest days elapsed.
- **If Rest is declared:** use the Day Event card showing the most days elapsed.
- **If the two cards show the same number of days elapsed:** use the card that was drawn first.
- Return the unused card to the undrawn portion of the deck and shuffle the deck. Do not reshuffle cards drawn for previous days.
- Disregard the restriction against drawing two **1 day** cards or two **5 or 6 day** cards in a row.

If you choose to press...

- Double the number of Victory Points added for the number of days elapsed but do not add more than 3 VPs per day when Sealion preparations are underway (18.1)

Example: If two days elapse before Sealion preparations, add four VPs.

- Before September 8, 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.

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).

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.

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.

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. The normal hunter interception procedures occur after this die roll (if required).

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.



COMPENDIUM OF RAID AND DAY EVENTS

Raid events: appear on Raid Event Cards and may affect units participating in the current raid, units on the map, or other game functions, as indicated in the event description.

- **Raid approach events:** occur during the Raid Approach Event step of the Raid Phase.
- **Raid target events:** occur during the Raid Target Event step of the Raid Phase. The **Time Advance** section of the raid target event is not used in **RAF: Eagle**.

Day events: appear on Day event card drawn during the Calendar Update Phase.

All events are preceded by a code letter indicating which game the event applies to:

L: Lion **E: Eagle** **2: Two-Player** **A: All games**.

Many cards list multiple events applying to different games. For **RAF: Eagle**, use only the events marked **E** or **A**. Some events are fully explained on the card, but most require additional explanation, given in the following event descriptions.

RAID APPROACH EVENTS

British Altitude Advantage: If one or more of the conditions on the event card apply, the British side receives an advantage in both the Hunter attack and Squadron attack steps of the current raid. When resolving both combats refer to the lettered row of the Combat Results Table one below the calculated row.

Example: If the total combat rating directs you to use row D of the table, use row E instead. Place the British Altitude Advantage marker in the Raid Display, as a reminder.

Channel patrollers hunt: Move all *Gruppen* from the Channel Patrol box to the Hunt box. This event occurs only if the target depth is coastal or inland (as listed on the target card). If there are no squadrons in the Hunt Box, move the channel patrollers to the close escort box instead.

Clouds inhibit hunters (A, B or C): If the area has patchy or broken clouds, all *Gruppen* in the Hunt box with the indicated selector letter leave the raid, before conducting the hunter attack; place them in the Inflight Box. If the weather is clear, no event occurs.

- If, as a result of this event, no *Gruppen* are in the Hunt box, move all squadrons from the Hunt box to the bomber box, unless there are no *Gruppen* in the bomber box, in which case, all squadrons move to the Inflight box.

Clouds scatter raid (A, B or C): If the area has patchy or broken clouds, all *Gruppen* with the indicated selector letter become **reduced**, flip them over. If already reduced, there is no additional effect to the *Gruppe*. If the weather is clear, no event occurs.

Escort Rendezvous Failure (A, B or C): All *Gruppen* in the Close Escort Box with the indicated selector letter leave the raid; place them in the Inflight Box.

German Altitude Advantage: If one or more of the conditions on the event card apply, the German side receives an advantage in both the Hunter attack and Squadron attack steps of the current raid. When resolving both combats refer to the lettered row of the Combat Results Table one above the calculated row.

Example: If the total combat rating directs you to use row D of the table, use row C instead. Place the German Altitude Advantage marker in the Raid Display, as a reminder.

Heavy Pursuit: All *Gruppen* and Squadrons with the indicated selector letters in the Hunt Box leave the raid; place them in the Inflight Box. Affected squadrons are flipped to their reduced side. If already reduced, the squadron suffers light loss; place it in its sector's light loss box and subtract 1 VP. In order for this event to apply at all, both nationalities must have at least one unit with the indicated selector letters in the Hunt box. The bulleted note following the **Clouds Inhibit Hunters** event applies.

LF3 area weather changes: Clear weather becomes patchy clouds, or patchy clouds become broken clouds, or broken clouds become clear. Adjust the weather marker accordingly.

LF2 (or LF3) area weather improves: Broken clouds become patchy clouds, or patchy clouds become clear. Adjust the weather marker accordingly. If the area is clear, no event occurs.

LF2 (or LF3) area weather worsens: Clear weather becomes patchy clouds, or patchy clouds become broken clouds. Adjust the weather marker for the area accordingly. If the area already has broken clouds, no event occurs.

Rendezvous failure (A, B or C): If seven or more *Gruppen* are in the raiding force, administrative errors cause *Gruppen* to miss their rendezvous point. All *Gruppen* with the indicated selector letter in the Bomber and Close Escort boxes immediately leave the raid; place them in the Inflight Box. If this results in the Bomber Box becoming empty, move all *Gruppen* remaining in the Close Escort Box to the Bomber Box. *Gruppen* in the Hunt and Channel Patrol boxes are not affected. If the raid has six or fewer *Gruppen*, no event occurs.

Squadrons evade hunters (A, B or C): Move full Spitfire and Hurricane squadrons in the Hunt box with the listed selector letter to the Bomber box. If there are no *Gruppen* in the Bomber box, move the evading squadron to the Inflight box instead. Reduced squadrons may not evade.

Squadrons Patrol Elsewhere (A, B or C): All full squadrons with the indicated selector letter in sectors on the map listed in the Sector Eligibility Chart on the current target card are moved to the Inflight box. Do not move squadrons responding to the current raid, or on the tote board or that are reduced. Do not move Blenheim squadrons.

Example: The current raid is against Target Card 1 (Worth Radar Net) and the event indicates A squadrons are patrolling elsewhere. The Target Card's Sector Eligibility Chart lists sectors 4/10, 3/10, 1/11 and 1/10. Move all full "A" squadrons in those sectors on the map to the Inflight box.

Weather moves east: Adjust the weather marker in the *Luftflotte* 2 area to match that in the *Luftflotte* 3 area.

RAID TARGET EVENTS

Big Wing: If two or more squadrons from 12 Group are attacking, refer to the lettered row of the Combat Results Table one below the calculated row. This shift is in addition to any shifts for altitude advantage.

Blenheims intercept bombers: If at least one squadron is in the bomber box, and there are more bomber *Gruppen* (not fighter *Gruppen*) than squadrons in the box, move one Blenheim squadron to the Bomber Box. Select any Blenheim squadron in a sector listed on the Target card's Sector Eligibility Chart. If the above conditions do not apply, or no Blenheim squadrons are on the map, no event occurs.

Channel patrollers close escort: Move all *Gruppen* from the Channel Patrol box to the Close Escort box. This event occurs only if the target depth is coastal or inland (as listed on the target card); if the target is deep, no event occurs.

Clouds inhibit squadrons (A, B or C): If the area has patchy or broken clouds, all squadrons with the indicated selector letter leave the raid prior to interception; place them in the Inflight Box. If the weather is clear, no event occurs. If no squadrons remain in the Bomber Box after this event, apply the effects of 8.2.

Extended Attack: Reduce a number of bomber *Gruppen* in the bomber box equal to the number of **full** squadrons in the bomber box, prior to squadron interception. You choose which bombers to reduce if bombers outnumber full squadrons. Fighter *Gruppen* and previously reduced bombers are not affected.

Flak (A, B or C): Flip *Gruppen* in the bomber box with the indicated selector letter to their reduced side. If a *Gruppe* hit by Flak is already reduced, it immediately aborts — move it to the Inflight box. If a *Gruppe* hit by flak is a **Ju 87** or on a **low level bombing raid**, the *Gruppe* suffers light loss instead of becoming reduced — place the *Gruppe* in the Light Loss box and increase the VP total by one. If this event results in no *Gruppen* in the Bomber Box, the raid ends, and all units in the Raid Display leave the raid.

Interception over coast: If the warning for the raid matches that listed with the event, move all *Gruppen* from the Channel Patrol Box to the Close Escort Box; then resolve German bombing **before** resolving Squadron interception and attack. *Gruppen* do not leave the raid after bombing; they remain for squadron interception and attack. *Gruppen* that survive the squadron attack leave the raid at that time. If the warning for the raid is other than that listed on the card, no event occurs.

Late Interception: If the warning for the raid is none or late, resolve German bombing **before** resolving Squadron interception and attack. *Gruppen* do not leave the raid after bombing; they remain for squadron interception and attack. *Gruppen* that survive the squadron attack leave the raid at that time. If the warning for the raid is sufficient, early or very early, no event occurs.

Navigational Error: If the Raid Target is inland or deep, shift two columns to the left when bombing. If the raid target is coastal, no event occurs.

Non-Essential Target: German intelligence failures result in the raiders bombing a non-operational location or a facility not related to Fighter Command operations. If the raid target is an **airfield**, **radar net** or **industry**, do not assess bomb damage. Reduce VPs recorded against the target by one.

Some versions of this event also prevent the assessment of bomb damage against **headquarters** targets.

Squadron Turnaround: RAF ground crews are working fast. Conduct squadron turnaround as if a "1" time advance occurred (see the turn-around summary on the map).

Exception: If the current target is an airfield, squadrons assigned to that airfield remain in the **Inflight** box.

Example: If **Hornchurch** airfield is the target, 6/11 squadrons in the **Inflight** box remain there.

ULTRA Intercept: Place the ULTRA marker in the most current time segment with raids to be resolved — the current time segment or the next time segment with raids. Consider the warning to be **very early** and the intelligence to be **accurate** for all raids in that time segment — do not roll for detection. Ignore the ULTRA event if drawn when resolving the last raid of the day.

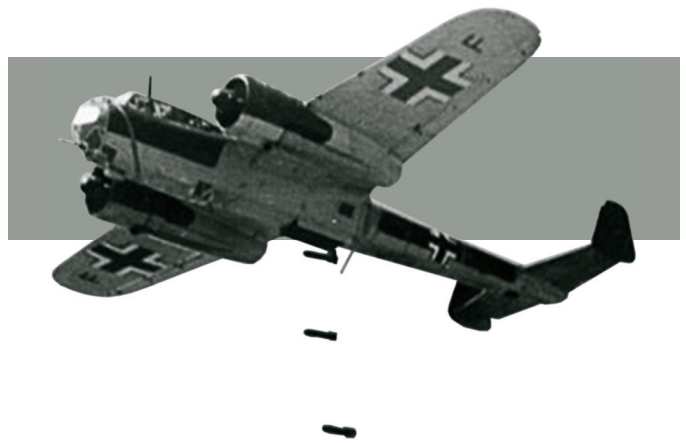
DAY EVENTS

British Raid on German Industry: Successful Bomber Command raids delay German aircraft production, as indicated by the reduced replacement points on the Day Event Card.

Change German Target Priorities: Based on **date** or **VPs**. See the rules section on German Target Priorities.

Luftflotte 3 Gruppen to Luftflotte 2: If the date is Aug. 21 to Sept. 10 (inclusive), all *Gruppen* in Luftflotte 3 may be assigned to raids in Luftflotte 2 target areas. Luftflotte 2 *Gruppen* may not be assigned to raids in the Luftflotte 3 area. Flip the Day marker to its "**LF3 to LF2**" side as a reminder. This event remains in effect until drawn again after Sept. 10. If this occurs, flip the Day marker back to its original side.

Morning Haze: Poor visibility prevents air operations in the early hours of the upcoming Raid Day. Do not use the time markers for 0600 and 0800, and draw only eight target cards.




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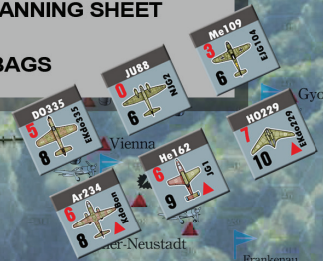
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