RAF

THE BATTLE OF BRITAIN

DELUXE EDITION

LION SOLITAIRE RULES

DECISION GAMES

CONTENTS

CREDITS

RAF DELUXE: LION

1.0 INTRODUCTION

RAF — 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:
- **RAF: Lion** (this volume) 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.
- **RAF: Eagle**, also a solitaire game, puts you in control of the *Luftwaffe* forces raiding England. The game system controls the response of British Fighter Command.
- **RAF: 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 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. After the sequence of play, 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: Lion recreates 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* launches raids against targets in southern England, defended by the fighter squadrons of the RAF's Fighter Command under your control. German raids include bomber *Gruppen* (German for Groups) attempting to bomb specific targets, and fighter *Gruppen* protecting the bombers and attacking British Fighter squadrons. The German goal is two fold: inflict damage on targets and destroy squadrons to gain air superiority in preparation for the planned invasion of England. The game system controls German strategy and tactics to further these goals. You use your fighter squadrons to respond to the German raids in an attempt to destroy or turn back the raiders and prevent their effective bombing of their targets, while minimizing your own fighter losses.

Your fighter squadrons and German fighter *Gruppen* may participate in several raids in a given day, while the German bombers (flying from distant bases) participate in only one raid per day. To track the passage of time, the sequencing of raids and the turnaround 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: Lion**)
- 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: Lion**, with England oriented "upside down", like the maps in the RAF control rooms during the battle.

Southern England is divided into **sectors**, each labeled with a sector/fighter-group number. Each sector contains an airfield, a patrol circle, 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. The coast of England is further divided into three **target regions**, labeled LF2 East, LF2 South and LF 3, to indicate the general area of potential German Raids. 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.

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

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 of day when they will next be available for raid assignment.

The Raid Display: holds *Gruppen* and squadrons participating in the raid currently being resolved, and 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* (8.5). Charts in the display summarize interception procedures. The chart in the Channel Patrol Box is not used in **RAF: Lion**.

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 declines (15.4)

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 are not used in **RAF: Lion**.

The German Raid Priority Track: holds markers indicating German Target Priorities. The table above the track is used to determine if raids occur against specific targets. The chart below the track is not used in **RAF: Lion**.
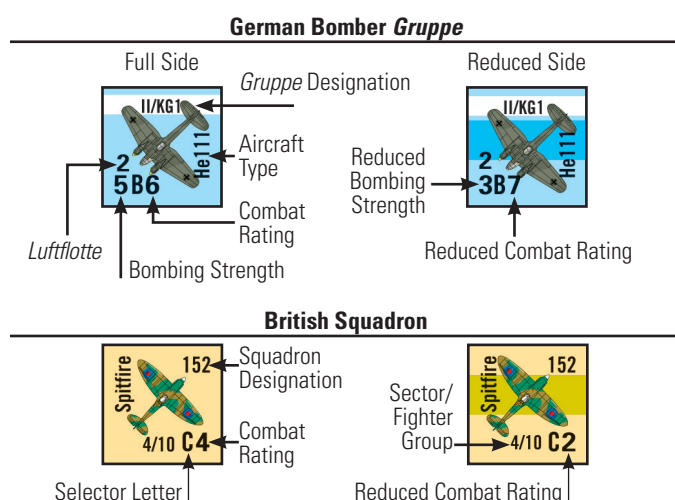
The Raid Detection Track: is used to determine and mark British **warning** and **intelligence** for the upcoming German Raid.

The Night Raid Boxes: hold German Bomber *Gruppen* participating in night raids, if playing with the optional night raid rules (see 18).

2.2 COUNTERS
2.21 UNITS

The 49 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*

Full Side — *Gruppe* Designation — Aircraft Type — Combat Rating — Bombing Strength — *Luftflotte*

Reduced Side — Reduced Bombing Strength — Reduced Combat Rating

British Squadron

Squadron Designation — Combat Rating — Selector Letter

Sector/Fighter Group — Reduced Combat Rating

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 (15.3).

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 *Gruppe* in bombing a target.
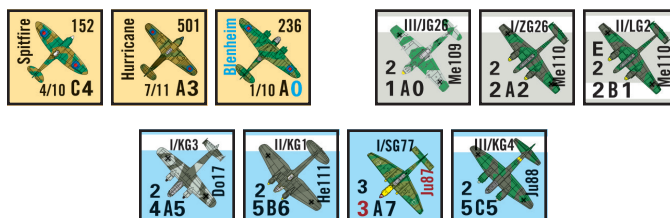
Aircraft types: British squadrons are Spitfires, Hurricanes and Blenheims. German fighter *Gruppen* are Me 109s and Me110s. German bomber *Gruppen* are Do 17s, He111s, Ju 87s, and Ju 88s. Two Me 110 *Gruppen* are marked with an "**E**" to indicate they are elite units. The following abbreviations are used for German aircraft:

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

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

   British: RCAF: Royal Canadian Air Force
   German: EGr: *Erprobungsruppe* (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: *Zerstorergeschwader* (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 squadrons marked "◆ **ACE**" are used only if playing with the advanced rules.

2.22 MARKERS

Several markers are used for various game functions:

Damage markers: are placed on the map to indicate bomb damage to radar net, airfield and headquarters targets (11.3).

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

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

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).

Cloud markers: are placed in the weather boxes for the *Luftflotte* 2 and 3 areas to indicate patchy cloud or broken cloud conditions. If the weather is clear, no marker is placed.

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.

German Replacement Points

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

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.
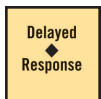
The ◆ Delayed Response and Forward Airfield markers: may be placed in the Raid Display as a reminder, when playing with the advanced rules.

The following markers are not used in RAF: Lion: The seven hour markers, ULTRA, *Jabos*, Minor Raid, and Raid Approach.

2.3 CARDS

Five types of cards are used in **RAF: Lion** — Target, Force, Raid Event and Day Event cards, and the single **Radar System Crippled** card. During play, keep these cards in separate decks and draw from them as called for in the Sequence of Play. Place drawn cards beside each deck to form a discard pile. Reshuffle each deck as called for in the Sequence of Play and when the deck runs out. German Strategy cards are not used in **RAF: Lion**.

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. The back of each target card lists one of three **target regions** — *Luftflotte* 2 east, *Luftflotte* 2 south or *Luftflotte* 3.
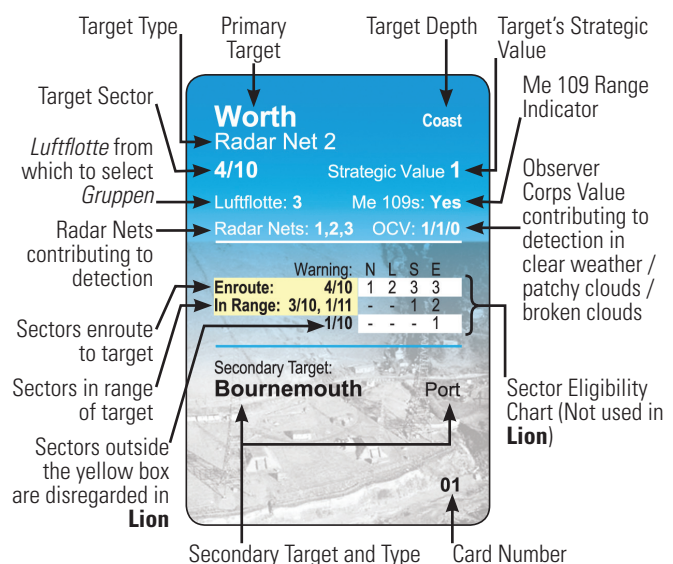
2.32 FORCE CARDS (USED IN RAF: LION ONLY)

Force cards, numbered 61 to 90, are drawn in pairs to determine the composition of a German raid. The left half of the first card determines the number of *Gruppen* in the raid, and the right half of the second card determines the types of aircraft.

2.33 RAID EVENT CARDS

Raid Event cards, numbered 91 to 134, each list two types of events. When you draw an event card during the Raid Approach Event step of the Raid Phase, apply the Approach Event; when drawn during the Raid Target step of the Raid Phase, apply the Target Event. Some cards list two or three events of each type — use the one that applies to **RAF: Lion** or all games. 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.

A: indicates event occurring in all games

L: indicates event in **Lion**

E: indicates event in **Eagle**
2: indicates event in **2-Player**

Spaces to advance the clock marker

Card Number

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   **96**

2.34 DAY EVENT CARDS

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

Repair Chance

Number of days that pass between Raid Days

Aircraft replacement points and experienced RAF pilot points received between raid days

Not used in **Lion**

Day Event for the upcoming raid day. Events are keyed to the games in which they occur.

Card Number

3 Days Elapsed   Repair 5

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

Eagle: Enter Reinforcement Squadron

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.

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2.4 CHARTS AND TABLES

Separate sheets include the following charts and tables used in **RAF: Lion**.

• Sequence of Play outline
• Weather Table
• 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* posses fewer aircraft — from 15 to 25.

3.0 SETTING UP FOR PLAY

Lay out the **Lion** map so you are sitting along the north side, with the tote board near you.

Choose a scenario to play:

• **Prelude to Eagle Day:** is recommended for new players. It covers a single day — August 11 — using only Rules sections 1–13 and takes about 60 minutes for a first-time player.
• **The Hardest Days:** covers the first week or so of the Battle of Britain, and takes about three hours to play.
• **The Battle of Britain:** covers the entire campaign, taking about 12 hours to play.
• **The Thin Blue Line:** begins on August 27, at the height of the German effort and continues until mid-September, taking about five 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, Force deck, Raid event deck and Day event deck. Remove Target cards 35–60, Force cards 87–90, and Raid Event cards 129–134 (36 cards total) and place them aside. Shuffle each deck and place it face down next to the map, with room for a discard pile for each deck. Place the **Radar System Crippled** card aside for later use.

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

Examples: Place Spitfire squadron 54/6/11 anywhere in Sector 6 of Group 11 except in a patrol circle. Place Me109 *Gruppe* I/JG51/2 in the Me109 airbase of Lufflotte 2.

Target Priorities: Place the five priority markers on the 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
• 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.

If playing **The Hardest Days** or the **Battle of Britain** scenarios, also place the following markers on the appropriate tracks:
• Aircraft Replacement Point Markers in the following boxes:

> **German Level Bomber:** 9
> **German Fighter:** 11
> **Hurricane:** 9
> **Spitfire:** 7

• The experienced pilot marker in the 7 box.
• The *Luftwaffe* Depletion marker in the 0 box.

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.

If you are an experienced player you may wish to use the optional night raid rules (18) or the advanced rules (19) in your game. The necessary adjustments to the set up are listed in those rules sections.

4.0 SEQUENCE OF PLAY

RAF: Lion 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 Preparation Phase:** occurs once each Raid Day, at the beginning of the day.
- **The Raid Phase:** conducted several times each Raid Day. Each run-through resolves a single German raid.
- **The Airfield Operations Phase:** repeated several times each Raid Day, each time the clock marker advances on the clock.
- **The Calendar Update Phase:** occurs once per Raid Day, after the last raid of the day. During this phase you determine how many non-raid days pass between the Raid Day just completed and the next Raid Day.

Conduct each Raid Day in the following order.

I. DAILY PREPARATION

1. Repair
Remove all Light Damage markers from the map. Conduct a repair check for each Heavy Damage marker on the map (11.3).

   Skip on the first day of the scenario

2. Time of Day
Draw the top card of the Raid Event deck, referring only to the **Time Advance** section of the card. Place the clock marker on the clock track based on the Time Advance result:

- **0:** 0600 space
- **1:** 0800 space
- **2:** 1000 space.

3. Weather Forecast
Roll one die and consult the Weather Table to determine today's weather in the *Luftflotte* 2 and 3 weather areas. Place the cloud markers in the two weather boxes on the map accordingly. If the weather in a zone is clear, place no marker there.

4. Night Patrol Assignment (optional)
If using the optional Night Raid rules (18), move Blenheim squadrons to or from their sector and the sector's Night Raid Patrol Box on the Tote Board.

5. Advance Warning
Pull the top card from the target deck and place it face down next to the deck without looking at it, so that you can see the backs of both the card you pulled and the new top card on the deck. The backs of the cards show you the general area of approach for the next two potential German raids.

   Skip the advance warning step if two or more radar nets are damaged, or if the time advance result on the event card you drew in step 2 of this phase reads **No AW**.

6. Squadron Patrol Assignment
Place squadrons in sectors on patrol by moving each to the patrol circle of its sector or any adjacent sector (Section 5).

II. RAIDS

The Raid Phase occurs several times each day, once for each raid to be resolved.

1. Raid Target Determination
Reveal the target card you pulled during Advance Warning, or if no card was pulled, draw and reveal the top card from the Target Deck. Refer to the German Raid Effort Table, rolling a die to determine if a **minor** or **major**

raid takes place against the target listed on the card. If no raid results, draw another target card until a minor or major raid results (Section 6).

2. British Detection
Roll the die and consult the Detection Track to determine the **intelligence** and **warning levels** for this raid. The point in the Raids Phase at which you select and deploy British Squadrons to intercept the raid depends on the intelligence level: **poor**, **limited** or **accurate**. The sectors from which squadrons may be taken to respond to a raid is determined by the warning level: **none**, **late**, **sufficient**, **early** or **very early**.

3. Poor Intelligence Squadron Commitment
If the Intelligence level is **poor**, select and deploy squadrons to respond to the raid now. You may select ready and patrolling squadrons in sectors enroute and in range of the raid target, as listed on the Target card, and within the limits of your warning level for the raid. Deploy all selected squadrons in the Hunt Box of the Raid Display (Section 7).

4. Raid Size Determination
Draw a Force card to determine the number of *Gruppen* in the raid.

5. Limited Intelligence Squadron Commitment
If the Intelligence level is limited, select and deploy squadrons to respond to the raid now.

6. Raid Deployment
Draw another Force card to determine the types of *Gruppen* in the raid. Select *Gruppen* from their airbases and deploy them in the Raid Display (Section 8).

7. Accurate Intelligence Squadron Commitment
If the Intelligence level is accurate, select and deploy squadrons to respond to the raid now.

8. Hunter Interception
Determine if British squadrons are intercepted by *Gruppen* in the Hunt Box of the Raid Display (9.1). You may move squadrons not intercepted to the Bomber Box or Inflight Box.

9. Raid Approach Event
Draw an event card and carry out the **approach event**, if applicable. Refer to the Event Summary for a full explanation of the event.

10. Hunter Attack
Conduct one combat in which all *Gruppen* in the Hunt Box attack all intercepted squadrons (Section 10). 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.

11. Raid Target Event
Draw an event card and carry out the **target event**, even if no units remain in the Raid Display.

12. Squadron Interception
Determine which *Gruppen* in the Bomber Box and Close Escort Box are intercepted by your squadrons in the Bomber Box (9.2).

13. Squadron Attack
Conduct one combat in which all squadrons in the Bomber Box attack the **intercepted Gruppen** in the Bomber box and Close Escort box (Section 10). All squadrons and close escort fighters leave the raid after combat. Bombers and strafers leave or remain, depending on the combat result.

14. Bombardment

Gruppen remaining in the Bomber Box bomb the raid's target (Section 11). If the target is damaged, implement damage effects and lose victory points (11.2). All *Gruppen* in the Raid Display move to the Inflight Box after the target is bombed.

15. 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.

16. Clock Update

Advance the clock marker 0, 1 or 2 spaces along the clock, as indicated by the **Time Advance** on the Raid Target Event Card you drew in Step 11. If the time advance moves the marker beyond the 1800 space, place it in the End of Day space. Some Time Advance listings include two values; one applies when the *Luftwaffe* is at full strength (the initial situation) and the other when the *Luftwaffe* is **depleted** (see 15.4).

The advance of the clock marker determines where to go next in the sequence of play:

- If the clock marker did not advance (**Time Advance 0**), return to step 1 of the Raid Phase and generate a new raid target.

Exception: If the Time Advance says **Follow-Up Raid**, return to step 2 of the Raid Phase and conduct another raid using the Target card for the raid you just completed.

- If you advanced the clock marker to a clock space one or two spaces along the clock, proceed to the Airfield Operations Phase.
- If you advanced 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, except when you advance the clock marker into the end of day space.

1. German Fighter Turnaround

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

2. Squadron Turnaround

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

1 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 patrolling squadron to its sector's Re-arm box on the Tote Board.
d. Move each full squadron in the Inflight box to its sector's Re-arm box on the Tote Board.
e. Move each reduced squadron in the Inflight box to its sector's Landing box on the Tote Board, flipped to its full side.

2 Spaces: Move squadrons in the following sequence:
a. Move each squadron in a Re-arm box or Landing box to its sector on the map.
b. Move each patrolling squadron to its sector on the map.
c. Move each full squadron in the Inflight box to its sector on the map.
d. Move each reduced squadron in the Inflight box to its sector's Re-arm box on the Tote Board, flipped to its full side.

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

3. Advance Warning

Pull the top card from the target deck and place it face down next to the deck without looking at it, so that you can see the backs of both the card you pulled and the new top card on the deck.

- Skip this step if two or more radar nets are damaged, or if the time advance result on the Raid Target Event Card for the raid just completed reads **No AW**.

4. Squadron Patrol Assignment

Place squadrons in sectors on patrol by moving each to the patrol circle of its sector or any adjacent sector.

5. Return to Phase II: Raids and conduct another raid.

IV. CALENDAR UPDATE

The Calendar Update Phase occurs after the last raid of the day, when you advance the clock marker into the end of day space, instead of the Airfield Operations Phase. If you are playing the **Prelude to Eagle Day** scenario, skip this phase; the game is over.

1. Squadron and Gruppen Reset

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

2. Resolve Night Raids (optional)

See Section 18.

3. Day Advance

Draw a Day Event Card to determine the number of non-raid days that pass before the next raid day.

- 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. Gain one victory point for each day elapsed. If you move the day marker to or past the September 8 space, implement the **stabilization scheme** (15.6). 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, if applicable.

5. Update Replacement Points

Adjust the Replacement Point markers on the Replacement Tracks according to the Day Event card you just drew for each British and German airplane type, and for the British Experienced Pilot Reserve (15.1).

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, full. For each squadron, also expend one Experienced Pilot point (15.2).

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 (15.2).

8. Reinforcements

If you moved the day marker to or past day spaces containing German Reinforcement *Gruppen*, place those *Gruppen* at their assigned airbase, full. If the date is September 7 or earlier, expend VPs to enter one or two British reinforcement squadrons, at your option. Place each squadron in its assigned sector, full (15.5).

9. Card Shuffle Check

Check the Target deck, Force deck and Raid Event deck. If any 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 Preparation Phase and begin the next Raid Day.

5.0 BRITISH SQUADRON PATROL

Squadrons may be placed on patrol during step 6 of Daily Preparation and during step 4 of Airfield Operations. Only squadrons in their sectors on the map may be placed on patrol. Squadrons on the Tote Board cannot patrol. Patrolling squadrons are more likely to be able to respond to a German raid than squadrons in their sectors.

To put a squadron on patrol place it in the patrol circle of its sector or an adjacent sector. Any number of squadrons may be stacked in a patrol circle.

For example: A squadron in Sector 3/11 may be placed on patrol in sector 3/11, 1/11, 4/11, 5/11, London, 2/12 or 4/10.

Two sectors are adjacent if they share a mutual border, even if the sectors belong to different fighter groups. Sectors are not adjacent if they only meet at a corner.

Examples: 1/11 sector is adjacent to sectors 4/10, 2/11, 3/11 and London. London is adjacent to every sector in the 11th fighter group except 4/11. Sector 2/12 is not adjacent to 3/10, and Sector 3/12 is not adjacent to 4/10.

A squadron remains on patrol until it responds to a raid or until it must land — when the clock marker is moved to the next time space on the clock. Patrolling squadrons land as described in the Airfield Operations Phase of the Sequence of Play. Essentially, a squadron placed on patrol patrols in the current time segment. It then lands and is unavailable to respond to raids in the next time segment, but is again ready to respond and patrol in the time segment after that.

Late Day Patrol Restriction: If the current time is 1800 hours, you may place no more than 14 squadrons on patrol.

> *Patrol strategy note: The backs of the top two target cards in the deck show potential target areas of the upcoming German raids when advance warning is in effect; information you may use when choosing where to place squadrons on patrol.*

6.0 RAID TARGETS

Begin each Raid Phase by determining the target of the raid. During Step 1 reveal the Target Card you pulled during **Advance Warning**, or if no card was pulled, draw and reveal the top card from the Target deck, to determine if a major or minor raid occurs.

Procedure:

1. Locate the target type (such as radar, airfield, etc.) on the German Target Priority Track to determine the target's priority — Low, Medium or High — as indicated by the current position of the target type's priority marker.
2. Locate the column on the German Raid Priority Table for the Target Priority and Strategic Value of the Target Card and roll one die. Cross-reference the die result with the column for a raid result.
3. If the result is a major or minor raid, proceed to British Detection. If the result is no raid, reveal the next target card. Continue drawing cards and rolling until a major or minor raid occurs.

Example: Suppose the potential target is the Poling radar net (card 5, strategic value 2), and radar nets are of medium priority. Locate the column for Medium priority and Strategic Value of 2 on the Raid Effort Table and roll the die. On a roll of 5 or 6, a major raid occurs; and on a roll of 3 or 4, a minor raid occurs. On a roll of 1or 2, no raid occurs and you would draw another target card.

6.1 *LUFTFLOTTE* AVAILABILITY LIMIT

Later in a given raid day, it is possible for a *Luftflotte* to have insufficient *Gruppen* at its airbases to mount an effective major raid. If the *Luftflotte* listed on the target card has less than two full fighter *Gruppen* (Me 109 and Me 110 types) or less than two full bomber *Gruppen* (of all types), that *Luftflotte* may only mount a minor raid. In this case, when rolling to determine if a raid occurs against the target, treat a major raid result as a minor raid result. If the target card indicates the target is beyond Me109 range, at least two full Me110 fighter *Gruppen* must be available in order for a major raid to occur.

6.11

The Day Event **Luftflotte** 3 to **Luftflotte** 2 enables *Gruppen* in *Luftflotte* 3 to be added to raids conducted by *Luftflotte* 2 (but not vice versa). If this event is in effect, count all full *Gruppen* in both *Luftflotten* when determining if the minor raid limit must be applied to a raid against a *Luftflotte* 2 target.

6.2 FOLLOW-UP RAID

If you just resolved a raid in which the time advance after the raid indicated a **Follow-Up Raid**, do not draw a target card for the next raid. Instead, conduct another raid using the same Target Card and of the same raid type (minor or major). Do not roll on the Raid Priority Table; proceed directly to Raid Detection.

6.3 RAID DETECTION

After generating a raid, roll the die and refer to the Detection Track, applying modifiers listed with the track to the die result to determine the **intelligence** and **warning levels** for this raid. Modifiers to the die roll include additions for your operating radar nets and observer corps listed on the Target Card, for a major raid, for a follow-up raid, and later in the game for a major raid when the *Luftwaffe* is depleted.

Example: Suppose a major raid against Poling radar net was generated in the above example; the weather is patchy clouds and all your 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 major raid adds a modifier of 3, resulting in a total die modification of 10. You roll a three, for a modified result of 13. Place the detection marker in the 13 space of the Detection Track — early warning and poor intelligence.

7.0 SQUADRON COMMITMENT

Squadrons in sectors or patrolling are eligible to respond to a raid. A squadron is available in a sector if it is on the map, but not in a patrol circle. A squadron is on patrol in a sector if it is in that sector's patrol circle, regardless of the sector from which the squadron originated. Squadrons on the Tote Board are not available to respond (they are landing, rearming or undergoing repair from previous air action), nor are squadrons in the In Flight Box (they are still airborne, responding to other raids).

The point in the Raid Phase when you commit squadrons to respond to a raid depends on the intelligence level determined for the raid.

- **If the intelligence is poor:** squadrons must be committed before you know the number of *Gruppen* in the raid.
- **If the intelligence is limited:** squadrons must commit after the number of *Gruppen* in the raid is known, but before you know their type.
- **If the intelligence is accurate:** squadrons commit after you know the number and type of *Gruppen* and they have been deployed in the Raid Display.

7.1 ELIGIBLE SQUADRONS

Each Target card lists sectors the German raiders fly through *enroute* to the target and sectors that are **in range** of the target. British squadrons available in these sectors or patrolling in these sectors may be eligible to respond to the raid, depending upon how much warning you received from British Detection.

SQUADRONS ELIGIBLE TO RESPOND				
Warning Level	Patrolling Sector Enroute	Available in Sector Enroute	Patrolling Sector in Range	Available in Sector in Range
None or Late	Yes	No	No	No
Sufficient	Yes	Yes	No	No
Early	Yes	Yes	Yes	No
Very Early	Yes	Yes	Yes	Yes

On each target card, the sectors that are enroute and in range are listed in a yellow field. Disregard any sectors listed outside the field, and disregard the card's Sector Eligibility Chart; they are not used in **RAF: Lion**.

Example: The North Weald Airfield (Target card 21) is the target of a raid: if the detection warning result is none or late, only squadrons patrolling sectors 5/11 and 6/11 are eligible. If the warning is sufficient, squadrons available in or patrolling sectors 5/11 and 6/11 are eligible. If the detection result is early, squadrons patrolling sectors 5/11, 6/11, 3/11, 4/11 and London are eligible, and squadrons available in sectors 5/11 and 6/11 are eligible. If the detection result is very early, squadrons available in or patrolling sectors 5/11, 6/11, 3/11, 4/11 and London are eligible.

Refer only to the information in the yellow field when dertermining squadron response eligibility in **Lion**

North Weald Inland
Airfield
5/11 Strategic Value **3**
Luftflotte: **2** east   Me 109s: **Yes**
Radar Nets: **6,7**   OCV: **4/3/3**

Warning:	N	L	S	E
Enroute: 5/11, 6/11	1	2	2	2
In Range: 3/11, 4/11			2	2
London	-	-	-	2
2/11, 7/11, 2/12	-	-	-	2
1/11,1/12				1

7.2 DEPLOYING SQUADRONS

Move any or all eligible squadrons that you wish to have respond from their sectors or patrol circles to the Hunt Box of the Raid Display, retaining their facing (full or reduced).

When selecting squadrons to respond, try to choose equally between selector letters A, B and C, after satisfying other selection requirements and your own strategies. This is not a requirement; it is suggested in order to promote even distribution of event and combat results among squadrons.

VP Loss for not responding: You are never required to commit squadrons against a raid; however if you do not to respond to a raid at all (by choice or inability), and that raid includes one or more bomber *Gruppen*, you must subtract 1 VP from the VP total. Assess the loss once you know the specific German aircraft in the raid and have elected not to respond. No VP penalty is assessed if the raid has no bomber *Gruppen*.

- Not responding may also allow the raid to inflict greater bomb damage on its target (see 9.1 and 11.0, step 2).

8.0 GERMAN RAID DEPLOYMENT

To select and deploy German *Gruppen* participating in a raid, you draw two Force cards, one at a time. The first card indicates the number of *Gruppen* in the raid, based on whether the raid is major or minor and other conditions. The second card indicates the types of aircraft in the raid.

Example: Suppose the German Raid Effort Table has indicated a major German raid is underway. Your first Force card draw is number 68, indicating a major raid with nine *Gruppen*. The aircraft listed on the first Force card are disregarded. On the second Force card (number 65) the first nine aircraft listings indicate five Me 109s, one Me 110, two Ju 87's and one Do 17 are selected for the raid. The raid sizes listed on the second Force card are disregarded.

Raid Size	Raid Aircraft			Raid Size	Raid Aircraft	
Minor Raid: **3**	1	Me 109		**Minor Raid:** **3**	1	Me 109
	2	Ju 87			2	Ju 87
	3	Me 109			3	Me 110
	4	Ju 87		**Major Raid; intelligence limited or accurate: 6**	4	Me 109
	5	Me 109 cp			5	Ju 87
	6	Me 109 e			6	Me 109 cp
Major Raid: **9**	7	Ju 87			7	Me 109
	8	Me 109			8	Do 17
	9	He 111		**Major Raid; intelligence poor:** **No Raid.**	9	Me 109
	10	Me 109 cp			10	Me 110
	11	Me 109 e			11	Ju 88
	12	He 111			12	Me 109 cp
	13	Me 109			13	Me 109
	14	He 111			14	Ju 88
68				**65**		

8.1 CONDITIONAL RAID SIZES

Some raid size listings are conditional, depending on the raid's intelligence level or whether the *Luftwaffe* is at full strength or depleted (see 15.4). Implement the result that applies to the current raid.

Example: If you drew Force card 65 (shown above) as the first Force card for a major raid when the intelligence level is poor, you would apply the **No Raid** result.

- If the raid size result is **No Raid**, the raid does not occur. Discontinue raid resolution for this raid. Move any squadrons that have responded to the raid from the Raid Display to the Inflight box, retaining their facing. Do not advance the time. Draw a new target card and begin a new Raid Phase.

8.2 SELECTING *GRUPPEN*

Select *Gruppen* for the raid from airbases belonging to the *Luftflotte* listed on the Target card — *Luftflotte* 2 or 3, via the following procedure:

1. Select full *Gruppen* of the aircraft type called for on the second Force Card. Reduced *Gruppen* may not be selected.
2. If no *Gruppen* of the specific aircraft type called for by the second Force card are available, substitute *Gruppen* of a similar type—fighters for fighters and bombers for bombers. If not enough of the fighters specified are available select any fighter. If not enough of the bombers specified are available, substitute a different bomber type in the following priority order: Substitute Ju88's first, then Do17's, then He 111's. Substitute Ju 87s only if no other bombers are available.
3. If no *Gruppen* of a similar type are available, do not select any of that type. Never substitute bombers for fighters or vice versa. In this case do not select any *Gruppe* for that entry on the Force card, and do not select any *Gruppen* for entries further down the list. That is, if you cannot fulfill a specific entry, stop selecting for the raid altogether; the size of the raid is decreased.

Continuing the above example: assume that you are selecting nine *Gruppen* listed on Force card #65 for a raid conducted by *Luftflotte* 2, and at the moment the required bombers are available but there are just four full Me 109 *Gruppen* and no full Me 110 *Gruppen* available in *Luftflotte* 2. For entry 1 on the card you select an Me 109, for entry 2 a Ju 87, for entry 3 you substitute an Me 109 for an Me 110, for entry 4 an Me 109, for entry 5 a Ju 87, and for entry 6 an Me 109. When you come to entry 7, no more fighter *Gruppen* are available so you stop selecting altogether. The raid size is reduced from nine to six.

When selecting *Gruppen* for a raid, choose equally between selector letters A, B and C if possible, after satisfying all other selection conditions.

8.21 ELITE *GRUPPEN*

Two Me 110 *Gruppen* in LF2 are marked as elite units. If available, elite Me 110 *Gruppen* must be selected before any other Me 110 in LF2.

8.22 ME 109 SWEEP

Some Force cards show the following conditional result with the aircraft listings: **Minor Raid: Me 109 Sweep +2.** If this result appears on the second Force card draw when a minor raid is underway, disregard the listed aircraft types. Instead, increase the size of the minor raid by two and take only Me 109 *Gruppen* for the raid. Do not substitute Me 110's. This conditional result is disregarded if a major raid is underway or the target is beyond the range of Me 109's .

Example: The first Force card drawn for a minor raid indicates a raid size of two *Gruppen*. The second Force card indicates an Me 109 Hunter Sweep. Instead of selecting *Gruppen* from the aircraft list on the second card, select four Me 109 *Gruppen* (2+2) and deploy them in the Hunt box of the raid display.

8.23

If a Target card indicates the raid is beyond the range of Me 109's, do not select Me 109s for that raid. Substitute Me 110s for Me 109s.

Exception: if the Me 109 listing on the second Force Card indicates a channel patrol assignment (**cp**), select an Me 109 even if the raid is beyond Me 109 range.

8.24 FALSE RAID

In the rare event that no *Gruppen* can be selected for a raid, the raid is a **false raid**. Move any squadrons committed to respond to a false raid to the inflight box. Do not draw Raid event cards for a false raid. Instead skip ahead to step 16 of the Raid Phase (Clock Update) and advance the Clock marker two spaces along the clock.

8.3 DEPLOYING *GRUPPEN*

After selecting *Gruppen* for a raid, place the selected counters in the Raid Display, as follows:
- Bomber *Gruppen* in the Bomber Box.
- Me 109s in the Hunt Box (even if substituting for Me 110s).
- Me 110s in the Close Escort Box (even if substituting for Me 109s).

Exception: If no bombers are in the Bomber Box place Me 110s in the Bomber Box.

8.31 ME 109 CLOSE ESCORT

Certain Me 109 listings on Force cards are appended with an "**e**" for close escort. For each **e** result obtained, place one Me 109 *Gruppe* in the Close Escort box, instead of the Hunt box.

8.4 CHANNEL PATROL

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

Certain Me 109 listings on Force cards are appended with a "**cp**" for channel patrol. For each **cp** result obtained, place one Me 109 *Gruppe* in the Channel Patrol box, instead of the Hunt box.

Examples:
Using Force card 65, if nine *Gruppen* are being selected, one Me 109 *Gruppe* would be placed in the Channel Patrol box. If twelve *Gruppen* were being selected, two Me 109 *Gruppen* would be placed on channel patrol.

If Force card 68 were being used to select nine *Gruppen*, one Me 109 *Gruppe* would be placed in the Close Escort box and one in the Channel patrol box. If twelve *Gruppen* were being selected, two Me 109 *Gruppen* would close escort and two would channel patrol.

8.41

On a "**No Warning**" detection result, Me 109s assigned to channel patrol are placed in the Close Escort Box instead of the Channel Patrol Box, **even if the raid is beyond Me109 range.**

8.42

If no Me 109 *Gruppen* are available for channel patrol no channel patrollers are assigned. An Me 110 substituted for an Me 109 assigned to Channel Patrol is placed in the Close Escort box.

8.5 GERMAN RAID DEPLOYMENT SUMMARY

1. German bombers always fly bomber missions and are placed in the Bomber Box.
2. A German fighter flies one of four missions indicated by its placement in the raid display: 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. Usually Me 110s fly close escort, but, Me 109s may also close escort if called for by a force card, event card, or combat result.

- Fighters in the Bomber Box strafe the target (instead of escorting any bombers that may be in the bomber box). Me 110s strafe if no bombers are in the raid, or if the bombers are not intercepted, or if required by an Event card. Me 109s strafe only when on a close escort mission and the bombers are not intercepted.
- 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.

9.0 INTERCEPTION

Interception occurs twice in resolving a raid: during Step 8 of the Raid Phase when *Gruppen* in the Hunt Box (hunters) intercept British squadrons, and during Step 12 when British squadrons intercept German bombers.

9.1 HUNTERS INTERCEPT SQUADRONS

During Step 8 of the Raid Phase, German *Gruppen* intercept British 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 German *Gruppen* in the Hunt Box: No interception occurs; move all full Hurricane and Spitfire squadrons in the Hunt Box to the Bomber Box or Inflight Box (you may split your choices). Reduced squadrons and Blenheim squadrons must be moved to the Bomber Box.

Fewer *Gruppen* than squadrons in the Hunt Box: You may move full Spitfire and Hurricane squadrons from the Hunt Box to the Bomber Box at your option, until the number of squadrons (of all types) in the Hunt Box equals the number of *Gruppen*, or you may leave the excess squadrons in the Hunt box to be intercepted.
- Reduced squadrons and Blenheims may not be moved from the Hunt Box in this situation.
- If there are no *Gruppen* in the Bomber Box, squadrons moved from the Hunt Box go to the Inflight Box (12).

Example: There are 3 Me 109s and 5 full Spitfires in the Hunt Box. Two Spitfires may be moved from the Hunt Box to the Bomber Box or may stay in the Hunt box at your option.

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). Move all *Gruppen* in the Close Escort Box to the Bomber Box (they become strafers). Skip Steps 10, 12 and 13 of the Raid Phase. Conduct Steps 9 and 11 (raid events) and apply a modifier to the subsequent bombing in Step 14.

9.2 SQUADRONS INTERCEPT BOMBERS

During Step 12 of the Raid Phase, you decide which *Gruppen* in the Bomber Box are intercepted by your squadrons in the Bomber Box, and then determine 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: Choose which *Gruppen* in the bomber box your squadrons intercept. Select a number of bombers and strafers equal to the number of squadrons in the Bomber Box. Move aside the *Gruppen* in the bomber box not being intercepted.

Example: There are 4 *Gruppen* and 3 squadrons in the Bomber Box. Choose which three *Gruppen* will be intercepted, and move the other one aside (but still in the bomber box).

No squadrons in the Bomber Box: Move all fighter *Gruppen* in the Close Escort box to the Bomber Box (they become strafers) and apply a modifier to the subsequent bombing.

9.21 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 will defend in the ensuing squadron attack.

If any *Gruppen* in the Bomber Box (bombers or strafing fighters) 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, 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 *Gruppen* in the Bomber Box. The two bombers that are not intercepted are moved aside; and with those, two fighter *Gruppen* 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 bomber *Gruppen* are in the bomber box and two fighter *Gruppen* are in the Close escort box. The squadron intercepts one bomber *Gruppen*. The two bombers that are not intercepted are moved aside; and with those two, the two fighter *Gruppen* in the Close Escort box are also moved aside. The squadron intercepts and will attack one bomber *Gruppen* 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 *Gruppen*. The two bombers that are not intercepted are moved aside; and with those two *Gruppen*, two fighter *Gruppen* in the Close Escort box are moved aside. The squadron intercepts and will attack one bomber *Gruppen* and two close escort fighter *Gruppen*.

If you have a choice of *Gruppen* in the Close Escort Box to move aside to match the non-intercepted *Gruppen* in the Bomber Box, choose in the following priority order:
1. Move reduced non-elite Me 110 *Gruppen* first
2. Reduced Elite Me 110 *Gruppen*
3. Reduced Me 109 *Gruppen*
4. Full non-elite Me 110 *Gruppen*
5. Full Elite Me 110 *Gruppen*
6. Full Me 109 *Gruppen*

10.0 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.

10.1 RESOLVING AN ATTACK

Resolve an attack using 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.
   - In a squadron attack include the combat ratings of all squadrons and intercepted *Gruppen* in the Bomber Box (9.2), and all intercepted *Gruppen* in the Close Escort Box (9.21).
2. 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 (15.4).
3. 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
4. Roll one die, and locate the line of combat results for the die roll result.
5. 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.

10.2 COMBAT DAMAGE

The Combat Damage Chart explains the effects of results from the Combat Results Table. 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.

10.21

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

10.22

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.

10.23

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.
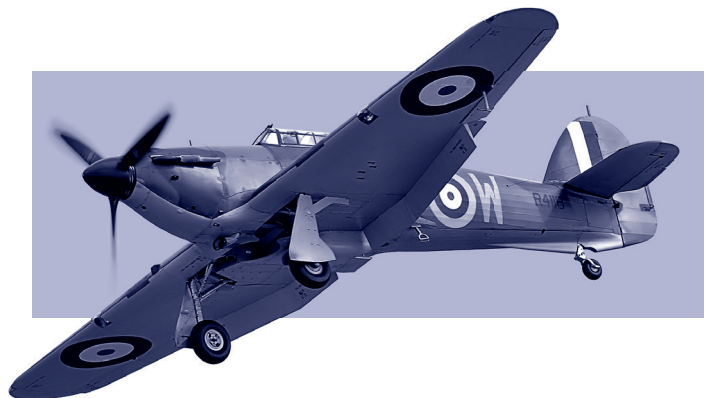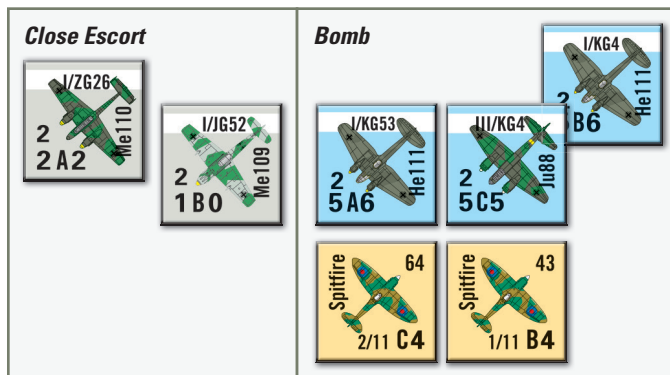

Combat Example 1:

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 "**A A – A L D**" 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 can either be moved to the Inflight box, remaining on its full side, or can be flipped to its reduced side and moved to the Bomber box to intercept and attack there, at your option.

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 you choose to intercept the "**A**" He 111 and the Ju 88, leaving the "**B**" He 111 out of the combat. One Close Escort fighter must be moved aside with the "**B**" He111; you move the Me110 in accordance with the priorities in 9.21. This leaves two bomber *Gruppen* and the Me109 *Gruppe* to be attacked. The total combat ratings of the squadrons, intercepted bombers and close escort fighter is 19. Under the 3 column of the Combat Results Table (for the three *Gruppen* in the combat) locate the row with the combat rating of 19 — Row G. You roll a 3 on the die. The combat result reads "**A D H D – L**".

Refer to the Combat Damage Chart to apply the combat results. The "**A**" He 111 aborts and is moved to the Inflight box, flipped to its reduced side. The "**B**" Me 109 incurs a disruption result; it is moved to the Inflight box, flipped to its reduced side. The "**C**" Ju 88 is moved to the Heavy Loss box and 2 VPs are added to the VP total. The "**B**" squadron moves to the Inflight box, remaining on its full side. The "**C**" 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 "**B**" He 111 was not involved in the combat and is not affected; it remains in the Bomber Box to bomb in the next step. The Me 110 that was not involved in the combat is moved to the Inflight box.

11.0 BOMBING

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

Exception: If the raid event Secondary Target is in effect, some *Gruppen* may bomb the card's secondary target (see the Event Summary).

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 11.1).
2. Locate the column of the Bombing Table with the total bombing strength. Shift left or right from this column for the following:
   ○ If the weather is patchy clouds shift one column to the left; if broken clouds, shift two columns left.
   ○ **Dive Bombing 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 equal to the damage result (see Victory Point Summary).
   ○ If the result is **H**, subtract three victory points, 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 incurred.

11.1 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.

11.2 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 effects on ports, cities and military bases, but victory points are still lost.

11.21 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 (11.3).

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 (11.3).

Effects of Radar Damage:

- A damaged radar net does not modify the detection die-roll.
- If two or more radar nets are damaged anywhere on the map, you do not receive **advance warning** — skip the Advance Warning Steps during Daily Preparations and Airfield Operations.
- If radar nets are damaged in two or more target regions (LF 2 East, LF 2 South or LF 3), the radar system is **crippled.** Place the **Radar System Crippled** card on top of the Target Card deck. You cannot see the area of the next potential German Raid. To draw a Target card when the crippled card is on the deck, reach under the crippled card and slide the card out, without looking at the next card in the deck. The crippled card is removed when the number of target regions with damaged radar nets falls below two. Foreness Radar net is in the LF2 East region for this rule.

11.22 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 Landing Box on the Tote Board, retaining their facing, until you have moved a number of squadrons equal to the damage point total. If insufficient squadrons are on the map, move squadrons from the sector's Rearm Box to the Landing Box. If you have a choice of squadrons to move, the choice is up to you. Squadrons on patrol and in the Inflight Box are not liable to bombing dispersal.
- **Aircraft replacement loss**: (Disregard if playing **Prelude to Eagle Day**.) After applying the effects of dispersal, expend one replacement point for every squadron now in the bombed sector's Land box and Light Loss box, up to the damage point total. Move Aircraft Replacement markers down the replacement tracks 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 Spifire 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.

11.23 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:
- No squadron in the sector may be placed on patrol. Squadrons currently on patrol may remain on patrol.
- Squadrons in the sector may only respond to raids against targets in their own sector.

11.24 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 you have 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.

11.25 HEADQUARTERS

Headquarter targets appear on target cards only as secondary targets.
- **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 (11.3).
- **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 (11.3).

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 affected fighter group is halved, rounding up (see 6.2). **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 at the same time, no modifier is added to the detection die-roll for targets in the group.

11.26 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 damage.

11.3 BOMB DAMAGE REPAIR

Bomb Damage is repaired at the start of each raid day, 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, attempt to repair the target by rolling one die and comparing 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.

12.0 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 leave a raid without being directed by the Combat Damage Chart in the following circumstances:
- If a raid is declared **No Raid** (8.1) or a **False Raid** (8.24).
- Me 109s in the Hunt Box leave if there are no squadrons to intercept (9.1).
- Squadrons may voluntarily leave during hunter interception if squadrons outnumber hunters (9.1).
- 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 14.

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

12.1 GERMAN RECOVERY

German bomber *Gruppen* may participate in just one raid per raid day, while German Fighter *Gruppen* may participate in as many as three raids per day. To track availability, all *Gruppen* that participated in a raid (other than those suffering light or heavy loss) are moved from the Inflight box as follows during Step 15 of the Raid Phase, **before checking for clock advance**:

- Move Bomber *Gruppen* to their airbases, all flipped to their reduced side (if not already reduced). A reduced *Gruppe* in an airbase may not be assigned to a raid for the remainder of the day.
- Move full fighter *Gruppen* to the clock space three spaces ahead of the current time. The *Gruppen* will next be available for raid assignment when that time arrives.

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

- Flip reduced fighter *Gruppen* to their full side and move them to the clock space **four** spaces ahead of the current time.

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.

13.0 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 all the air action and operations of a typical raid day early in the Battle of Britain, and uses most of the rules in Sections 1–13. It is recommended that new players complete this scenario before proceeding to the longer scenarios. The rules in sections 14–19 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 (4.0). Conduct the Daily Preparation Phase and then repeat Raid Phases and Airfield Operations Phases, 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 disastrous opening day for the British.
    -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 an encouraging start.
    10 or more VPs: The RAF triumphs as it sends the raiders reeling.

Scenario Note: The unpredictability of interception, combat and bombing 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.

14.0 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 nets. Other target types (military bases and headquarters) have no markers and appear on the Target cards only as secondary targets.

14.1 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 you draw either type of event, locate the row in the card's chart for the current date or Victory Point total; read across the row for five new target priorities and adjust the Target Priority markers accordingly.

Example: You draw Day Event Card 138 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
9/21-30**T**	L	L	M	H	H

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When the preparations for Operation Sealion begin (16.1), the target priorities are fixed for the remainder of the game. Disregard events calling for a change in target priorities once Sealion preparation begin. References to **German free choice** on target priority events do not apply to **RAF: Lion**; disregard them.

14.2 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.

15.0 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 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 at your discretion, up until September 7.

15.1 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 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 the replacement markers 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 on the card. A replacement marker may not be moved beyond the top space of its track — the excess replacement points are lost.

15.2 EXPENDING REPLACEMENT POINTS

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

- 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 in this case. 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 show that it has **green pilots**

Exception: 15.23

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

Exception: 15.22

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.

15.21

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

15.22

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.

15.23

No Blenheim Green Pilots: Experienced pilot points are not expended when moving Blenheim squadrons from a light loss box.

15.24

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.

15.3 BRITISH GREEN PILOTS

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.

15.31 EFFECTS OF GREEN PILOTS

A squadron with Green Pilots (indicated by being in a sector or on the Tote Board on its reduced side) may be placed on patrol and selected to respond to a raid just like a full squadron. 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 in accordance with the procedures of Squadron Turnaround (Airfield Operations, step 1). 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.

15.32

If a reduced squadron on patrol does not respond to a raid, it remains on its reduced side when moved to the Tote Board, and when returned to its sector and if placed on patrol again. A green squadron may remain reduced indefinitely in its sector, on patrol and on the Tote Board, until it responds to a raid.

15.4 *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 *Lufwaffe* depletion track to indicate aircraft losses that are not made up by replacements (15.2). As the depletion marker moves up the track, the effectiveness of German *Gruppen* in combat may be diminished, depending on the Depletion marker's location.

- **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 (Space 15, 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 Levels 1 and 2 affect the following:
- On the Raid Effort Table, certain minor raid results become major raids.
- On certain Force cards, Major Raids increase in size.
- On certain Raid Event cards, Time Advance results change from "**0**" to "**2**".
- When Depletion Level 2 is in effect (only) and no replacements points are available, *Gruppen* in the Light Loss box or Heavy Loss box remain there instead of receiving replacements.

15.5 BRITISH REINFORCEMENTS

During step 8 of the Calendar Update Phase, British reinforcement squadrons may enter play at your discretion. No more than two reinforcement squadrons may be entered per raid day. To enter a British reinforcement, take a squadron of your choice from the pool of reinforcement squadrons and place it in its assigned sector, on its full side. British reinforcements cost victory points to enter:

- **Reinforcement squadron entered August 11–16:** -4 VPs
- **Reinforcement squadron entered August 17–26:** -3 VPs
- **Reinforcement squadron entered August 27–September 7:** -2 VPs
- **Reinforcements may not be entered on or after September 8.**

15.6 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. Instead of rotating whole squadrons, 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 taken are converted into experienced pilot points. For every reinforcement squadron not yet taken, 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, eight remain on September 8. Move the experienced pilot marker 16 spaces up the track.

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. VP's are lost (negative VP's) 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 is described in 17.1 and 17.2.

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.

For 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.

16.11

When the Day marker is moved into or past the Sealion D-Day space, the game ends. If the victory point total is:
- **less than or equal to the start value printed in the space:** the Wehrmacht invades England; 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 victory point 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 victory point 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: LION 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 raids against several targets on and near the coast put the RAF response system to the test. As history shows, Fighter Command was up to the challenge.

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. You will 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 when you reach 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

Exception: if playing with the optional night raid rules, conduct step 2 of the Calendar Update Phase

Compare the number of VPs to the schedule below to assess victory. In addition, Air Force Elimination (16.2) is possible.

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

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 three of the squadrons must be in Group 11, and no more than one squadron per sector may be chosen.
- Place the five priority markers on the Raid Effort Table as follows:

  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. Note that the check occurs after you gain VPs for the day advance, and before receiving and expending replacement points.
- If Sealion is cancelled, you win a decisive victory.
- If Sealion is delayed and the *Luftwaffe* is at Depletion level 2, you win an operational victory.
- If Sealion is delayed and the *Luftwaffe* is not at Depletion Level 2, you suffer an operational defeat.
- If Sealion preparations begin, you suffer a decisive defeat.

The scenario may also end due to airforce elimination (16.2)

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 Fighter Command, and are not detailed in the game 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 you have played 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, and increase the playing time of the game.

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. During day raids, Blenheim squadrons operate like other squadrons and may be placed on patrol and respond to raids. Blenheims may also be placed on Night Patrol to respond to German night raiders, which makes them unavailable to respond to day raids.

18.1 BLENHEIM NIGHT PATROL
During the Night Patrol step of the Daily Preparation Phase, assign Blenheim squadrons in sectors to night patrol by moving each to the Night Patrol Box for its sector on the Tote Board. Squadrons in the Night Patrol Box remain there throughout the Raid Day and may not respond to day raids. Squadrons may remain on night patrol indefinitely, from raid day to raid day. You may remove a squadron from Night Patrol during the Night Patrol step by moving it from a Night Patrol box to its sector. Only Blenheim squadrons may be placed on night patrol.

18.11
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 11.22.

18.2 GERMAN NIGHT RAID COMMITMENT

During the Night Raid step of the Calendar Update Phase roll the die and refer to the German Night Raid Commitment Table, cross referencing the die result with the date to determine the number of bomber *Gruppen* committed to night raids from each *Luftflotte*. Use the Terror Strategy column of the table (instead of a date column) if terror strategy is in effect.

18.21

Move He 111 bomber *Gruppen* to each *Luftflotte*'s Night Raid Box or back to their airbases as required to match the quantities listed on the table.
- If insufficient He 111 *Gruppen* are available, select Do 17s, then Ju 88s. Do not select Ju 87s for night raids.
- If there are more bombers in a *Luftflotte* Night Raid Box than required by the table result (left there from the previous day's night raid assignments), return the excess bombers to their airbases, full.

Example: There are 3 bombers in the LF2 Night Raid Box, and 2 in the LF3 Night Raid Box from previous night raids. The Night Raid commitment result reads **2/4**. Move one *Gruppe* from the LF2 night raid box to its airbase in *Luftflotte* 2, and two *Gruppen* from LF3 airbases to the LF3 night raid box.

18.3 NIGHT RAID INTERCEPTION

The chance of Blenheim squadrons intercepting and attacking German night raiders is low, but possible.
1. Cross reference the number of Blenheim squadrons in all Night Patrol Boxes 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 Boxes equal to the die result. Each intercepts a *Gruppen* of your choice. If the die result is greater than the interception chance, no interceptions occur. Place the selected *Gruppen* and squadrons in the Bomber Box of the Raid Display.

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.

18.31

If **Blenheim squadron 600/6/11** is in a Night Patrol Box you may choose to subtract one from the die result, after rolling the die. If you choose to do so the 600/6/11 squadron must be among the Blenheim squadrons selected to intercept.

Example: you may choose to declare a roll of 3 to be a 2.

18.4 NIGHT RAID COMBAT

Resolve night raid combat as one combat involving all units in the bomber box, 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 damage done to British targets by all night raiders remaining in the Night Raid boxes. The bombing does not effect 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 one 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 lost. If a "**6**" is rolled, two points of industry damage are applied in accordance with 11.34.

Night Raider Landing Accident: Bomb damage results marked with a "*****", cause one *Gruppe* to suffer 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 gain one VP. Unless directed to leave by a landing accident, *Gruppen* in the night raid boxes remain there after bombing.

19.0 ◆ ADVANCED RULES

All the rules in this section are an integral part of **RAF: Lion** and are intended to 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. Disregard the ◆ appearing with the Me 109 listing on some target cards; it does not apply to **RAF: Lion.**

Additions to Set-Up: Place the two ace squadron counters in the ace squadron box, and place the Delayed Response marker near the Raid Display (with the Altitude Advantage marker)

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 are identified as forward airfield targets. If a raid occurs against a forward airfield target, the following special adjustments apply:

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

19.2 DELAYED RAF RESPONSE

You may treat a **late** or **sufficient** Warning Level for a raid as one level higher by declaring a **delayed response**. Thus, if you declare delayed response, late warning becomes sufficient and sufficient warning becomes early. No adjustment is allowed if the warning level begins at **none, early** or **very early**. The Intelligence Level is not affected by delayed response.

Your decision to declare delayed response must be made during Squadron Commitment (step 3, 5 or 7 of the Raid Phase). If you choose delayed response, place the delayed response marker in the Raid Display as a reminder. Delayed response affects the following aspects of raid resolution:

- Squadrons respond to the raid using the higher warning level
- *Gruppen* assigned to Channel Patrol are deployed in the Hunt box (move them if already deployed);
- German bombing is conducted before resolving Squadron interception and attack. *Gruppen* do not leave the raid after bombing, they remain for the squadron attack. Treat all **Heavy Loss** combat results against bombers as **Light Loss**. *Gruppen* that survive the squadron attack leave the raid at that time.

Even though squadron interception occurs after bombing, the presence of any squadrons in the bomber box at the time of the bombing prevents close escort fighters from becoming strafers and prevents the application of the two column shift to the right on the Bombing Table for not intercepting.

19.3 FENDING AND EVADING

During hunter interception, you may declare that pairs of full squadrons are **fending and evading** to get squadrons through to bombers at the possible cost of higher squadron losses. You may declare fend and evade during Hunter Interception if all the following apply:

- the number of *Gruppen* in the Hunt Box equals or exceeds the number of squadrons
- at least two full Spitfire or Hurricane squadrons are in the Hunt Box;
- at least one *Gruppe* is in the Bomber Box.

If you declare fend and evade, select two full Spitfire or Hurricane squadrons and flip one of the selected squadrons to its reduced side (your choice); then move one of them to the Bomber Box; the other remains in the Hunt Box.

- Squadrons fend and evade in pairs. If at least four full Spitfire or Hurricane squadrons are in the hunt box, you may declare that two are fending and two evading (and you would flip two squadrons to reduced).
- **Ace Exception:** If an ace squadron is fending or evading, do not flip either squadron in the pair to its reduced side.

19.4 RAF ACE SQUADRONS

A squadron may become an ace squadron as a result of an excellent showing in hunter/squadron combat in the Hunt Box. An ace squadron receives an advantage in subsequent combats.

19.41 GAINING AN ACE SQUADRON

If you resolve a hunter attack in which **all** of the following apply, one of your participating squadrons may become an ace:

- The Hunter attack is resolved on row A-G of the Combat Results Table
- After applying all results from the hunter attack, the VP adjustment is +2 or more in the British favor.
- At least one full Spitfire or Hurricane squadron received a "**No Effect**" result in the combat.

If all the above apply, select one of the full Spitfire or Hurricane squadrons that received a "**No Effect**" result to become an ace squadron.

19.42

No more than one squadron may become an ace from a single combat. Reduced squadrons and Blenheim squadrons may not become aces. Squadrons do not become aces as a result of squadron attacks.

19.43 DENOTING ACE SQUADRON STATUS

To mark a squadron as an ace, replace it (wherever it may currently be) with an ace squadron counter of the same aircraft type. Place the squadron being replaced in the ace squadron box. Refer to the counter in the ace squadron box whenever you are moving the ace squadron counter to remind yourself of the squadron's assigned sector, since the ace squadron counter lists no sector.

Example: If you replace a Spitfire squadron from sector 6/11 with the Spitfire ace squadron, you would place the 6/11 Spitfire squadron in the Ace box as a reminder that the ace Spitfire squadron operates from Sector 6/11.

19.44 ACE SQUADRON LIMIT

There are only two ace squadron counters — one Spitfire and one Hurricane. Only one ace Hurricane squadron and one ace Spitfire squadron may be in play at any given time. If you are eligible to select an ace when the requisite ace counter is already in play, no new ace is received.

19.45 ACE SQUADRON COMBAT ADVANTAGE

When an ace squadron participates in a combat (hunter or squadron) resolve the combat one row below the calculated row on the Combat Results Table.

Example: A combat calculated to be resolved on Row E is instead resolved on Row F. This shift is in addition to any other row shifts that might be applied, such as for altitude advantage. If two ace squadrons are participating in the same combat, shift down just one row.

19.46 ACE SQUADRON FEND AND EVADE

When an Ace Squadron fends or evades (19.3), neither it or its partner squadron are flipped to reduced.

19.47 LOSING AN ACE SQUADRON

If an Ace Squadron suffers Light or Heavy Loss, it loses its ace status. When this occurs, replace the ace squadron counter with the original squadron. Place the ace squadron counter in the Ace Squadron Box; it is available to re-enter play if and when another ace squadron is gained.

19.5 *LUFTWAFFE* MOMENTUM

The *Luftwaffe* may choose to press their advantage if the battle looks to be going their way. Prior to drawing the Day Event card in step 3 of the Calendar Update Phase, check to see if one or more of the following situations applies:

- Two or more radar nets have heavy damage.
- The VP total is -20 to -34.
- Seven or more squadrons in Sectors are reduced (green).
- Sealion preparations are underway.

If any of the above situations applies, draw the next **two** Day Event Cards and use the one that shows the fewest days elapsed. Disregard the restriction against drawing two **1 day** cards in a row. If the cards show the same number of days elapsed, use the first card drawn. Shuffle the other card back into the unused portion of the deck. Do not reshuffle cards drawn for previous days.

19.6 VHF-EQUIPPED SQUADRONS

Beginning September 1, three squadrons are equipped with VHF radio equipment, improving their communication over long distances, as noted by a VHF symbol on their counters. A squadron with a VHF symbol has no special abilities prior to September 1.

- A squadron with VHF may patrol in a sector two sectors distant. That is, it may patrol in its own sector, any adjacent sector, or any sector adjacent to any adjacent sector.
- A VHF squadron is not subject to the event **Radio Confusion** and is not counted toward the four squadron limit to avoid the event.

Example: If five squadrons responding to a raid include one VHF squadron, they would be considered four squadrons in terms of the Radio Confusion event.

19.7 JU 87 WITHDRAWAL

The Ju 87 Stuka dive bombers were mauled every time they flew in the Battle of Britain and were withdrawn by late August.

If three or more Ju 87 *Gruppen* are in the light or heavy loss boxes, remove all Ju 87 *Gruppen* permanently from play.

19.8 OVERWHELMING SQUADRON ADVANTAGE

During Raid Phase Step 8, Hunter Interception: If there are five or more squadrons in the hunt box AND squadrons outnumber fighter *Gruppen* by more than 2:1, you MUST move excess squadrons to the bomber box until there are less than five squadrons in the Hunt Box or the ratio of squadrons to fighter *Gruppen* does not exceed 2:1. Select squadrons to remove evenly by selector letter, then your choice. Then follow the instructions in 9.1 for **Fewer Gruppen than Squadrons.**

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

COMPENDIUM OF RAID AND DAY EVENTS

Raid events: appear on Raid Event Cards and may affect units participating in the current raid, or 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.

Each raid target event also includes a **Time Advance number** (**0**, **1** or **2**), indicating how many spaces to advance the clock marker after a raid is resolved. Some time advance listings are appended with special conditions:

- Some cards show two time advance numbers, one used when the *Luftwaffe* is not depleted, the other when the *Luftwaffe* is depleted.
- **No AW** means you skip the advance warning step in the upcoming Airfield Operations Phase.
- **Follow-up Raid** triggers another raid against the current target (6.2).

Day events: appear on Day Event card drawn during the Day Event step of 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: Lion**, use only the events marked **L** or **A**. Some events are fully explained on the card, but most require additional explanation, given in the following event descriptions.

RAID APPROACH EVENTS

Bombers break formation (A,B or C): Flip all bomber *Gruppen* with the indicated selector letter in the Bomber Box to their reduced side. If already reduced there is no additional affect.

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. Place the British Altitude Advantage marker in the Raid Display as a reminder.

Example: If the total combat rating directs you to use row D of the table, use row E instead.

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

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. If there are *Gruppen* in the bomber box, full Spitfire and Hurricane squadrons may move to the bomber box or inflight box at your option; Blenheim and reduced squadrons must move to the bomber box. If there are are no *Gruppen* in the Bomber box, all squadrons move to the Inflight box.

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

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. Place the German Altitude Advantage marker in the Raid Display as a reminder.

Example: If the total combat rating directs you to use row D of the table, use row C instead.

LF3 area weather changes: Clear weather become patchy clouds, or patchy clouds become broken clouds, or broken clouds become clear. Adjust the weather marker for the *Luftflotte* 3 weather area accordingly.

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.

Me 109s close escort (A, B or C): Move all Me 109s in the Hunt box and **Inflight** Box with the listed selector letter to the Close Escort Box. If there are no *Gruppen* already in the Bomber box, these Me 109s become strafers and are moved to the Bomber Box.

- If, as a result of this event, no *Gruppen* are in the Hunt box, move all squadrons from the Hunt box as follows. If there are *Gruppen* in the bomber box, full Spitfire and Hurricane squadrons may move to the bomber box or inflight box at your option; Blenheim and reduced squadrons must move to the bomber box. If there are are no *Gruppen* in the Bomber box, all squadrons move to the Inflight box.

Radio confusion (A, B or C): If five or more squadrons are responding to the raid, move one full squadron of your choice with the indicated selector letter from the raid display to the inflight box. If four or fewer squadrons are responding, or no full squadrons are available, 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.

Undetected hunters: Move one Me 109 *Gruppen* from its airbase to the Hunt box, in addition to those already assigned to the raid. If there are no *Gruppen* already in the Hunt box, move the new Me 109 to the Close Escort box instead. This event does not occur if there are no Me 109 *Gruppen* available from this raid's *Luftflotte*, or if the raid target is beyond Me 109 range. Furthermore, the event may indicate that it occurs only if the British intelligence rating for the raid is poor or limited.

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.

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.

Escort coordination: All *Gruppen* in the Close Escort box participate in the squadron attack, even if some bomber *Gruppen* are not intercepted. Do not move any C.E. fighters aside to match unintercepted bombers (exception to 9.21).

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.

Fighters strafe (A, B or C): Move all *Gruppen* with the indicated selector letter from the Close Escort Box to the Bomber Box.

Flak (A, B or C): Flip all bomber *Gruppen* with the indicated selector letter in the Bomber Box to their reduced side. If already reduced, the *Gruppe* immediately aborts — move it to the Inflight box. If this results in no *Gruppen* in the Bomber Box, the raid ends, and all units in the Raid Display leave the raid.

German pathfinders: German airplanes with special reconnaissance equipment are flying in the current raid. When using the Bombing Table, shift the bombing strength two columns to the right.

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.

Low level bombers: If there are any Bomber *Gruppen* in the Bomber box, squadrons receive an advantage in combat, and the surviving bombers receive an advantage in bombing.

- When resolving the squadron attack, refer to the lettered row of the Combat Results Table one below the calculated row. This shift is not applied if the British Player already has the altitude advantage.

Example: If the total combat rating directs you to use row F of the table, use row G instead.

- When resolving the German bombing, shift two columns to the right on the Bombing Table. If the bombers were not intercepted at all, shift a total of three columns right. In addition, do not apply shifts for patchy or broken cloud conditions.
- This event does not occur if the only bomber *Gruppen* in the Bomber box are Ju 87's.

Me 110s strafe: All Me 110s in the current raid are strafing. Move all Me 110s from the Close Escort Box to the Bomber Box.

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

Patrollers vectored away (A, B or C): Move all full patrolling squadrons with the indicated selector letter to the Inflight box. Move all reduced patrolling squadrons with the indicated selector letter to their sector's Land box, retaining their reduced facing. Squadrons responding to the current raid are not affected.

Secondary target (A, B, C or All): All *Gruppen*, or *Gruppen* with the indicated selector letters, bomb the Target card's secondary target. *Gruppen* without the indicated selector letters bomb the primary target. After resolving squadron interception and combat, separate the *Gruppen* in the Bomber Box by selector letter, and then conduct a separate bombing for each group. Resolve two separate bombings if necessary.

German target priorities have no effect on secondary target selection.

Example: Raid Target Event Card 102 requires German *Gruppen* with the A and B selector letter to bomb the secondary target. Conduct interception (Step 12) then resolve one combat (Step 13) against all the intercepted *Gruppen*. After combat, separate the surviving German *Gruppen* into two groups — one with A and B selectors, the other with C selectors. Each selector group bombs its own target.

Snap raid by elite Me 110s: If either elite Me110 *Gruppe* is at its airbase, it carries out a high-speed raid. If both *Gruppen* are available, they both participate. After resolving the current raid, but before conducting step 16, draw a valid target card in LF2 to determine the snap raid's target. A raid is valid if you get a major or minor raid result. Resolve the raid but do not draw Force or Event cards for the raid. Subtract 2 from the detection die-roll. If neither elite Me 110 *Gruppe* is available, no event.

Squadrons intercept Blenheims: A flight of Blenheims from Bomber Command is mistaken for a German raid, and is intercepted. Immediately move one ready or patrolling Hurricane or Spitfire squadron not responding to the current raid to the In Flight box. Choose a squadron in an 11 Group sector first. If none are available, choose one from 10 Group, then 12 Group.

Undetected escort: Move one fighter *Gruppen* from its airbase to the Close Escort box, in addition to those already assigned to the raid. Select an Me 109 before selecting an Me110, unless the raid target is beyond the range of Me109s, in which case only an Me110 may be selected. This event does not occur if there are no *Gruppen* in the bomber box, or if there are no fighter *Gruppen* at the airbases for this raid's *Luftflotte*. Furthermore, the event may indicate that it occurs only if the British intelligence rating for the raid is poor or limited.

DAY EVENTS

British raid on German industry: 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 Section 14.

Increase Fighter Escort: If the current victory point total is "**+8**" or higher, or if the day is after September 10, or if the *Luftwaffe* is depleted, German High Command orders bombing raids to be protected by more fighters. Add Force cards 87–90 to the force deck, and Event cards 129–134 to the event deck; reshuffle both.

***Luftflotte* 3 *Gruppen* to *Luftflotte* 2:** If the date is Aug. 21 to Sept. 10 (inclusive), all *Gruppen* in *Luftflotte* 3 may join raids in *Luftflotte* 2 target areas. Flip the Day marker to its "**LF3 to LF2**" side. When selecting *Gruppen* for a raid against an LF2 target, select from both *Luftflotten* in the following priority:
1. Select LF2 *Gruppen* of the matching aircraft type (**e.g., Me 109 or Ju 88**);
2. Select LF3 *Gruppen* of the matching aircraft type;
3. Select LF2 *Gruppen* of similar aircraft type (**fighter or bomber**);
4. Select LF3 *Gruppen* of similar aircraft type.

This event remains in effect until drawn again after Sept. 10. If this occurs, flip the Day marker back to its original side.

Tension between 11 and 12 Groups: Squadrons in 12 Group may not be placed on patrol in 11 Group sectors in the upcoming Raid Day.