RAF

THE BATTLE OF BRITAIN

DELUXE EDITION

LION VS. EAGLE 2-PLAYER RULES



DECISION GAMES

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1.0 INTRODUCTION

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

RAF includes three different games:

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

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

General course of play

2-Player is a simulation for two players recreating the Battle of Britain in a series of **raid days**. In each raid day the *Luftwaffe*, commanded by the German Player, plans and executes raids against targets in southern England, defended by the fighter squadrons of the RAF's Fighter Command, controlled by the British Player. 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 — *Operation Sealion*. The British player's fighter squadrons 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 British fighter losses.

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 turn-around of squadrons and *Gruppen* during each Raid Day, the action is divided into seven 2-hour time segments, from 0600 to 1800 hours.

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

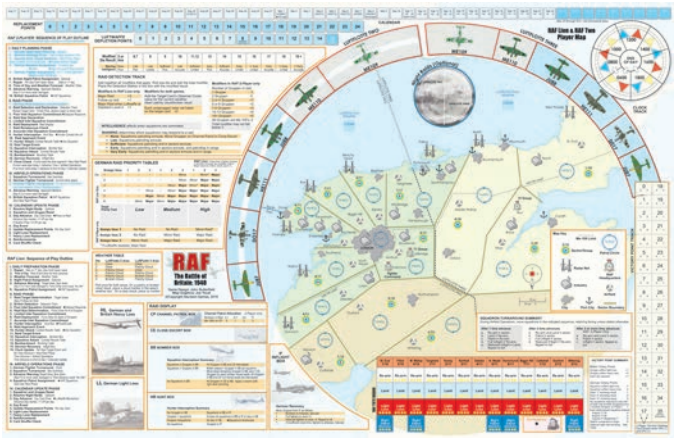
2.0 GAME COMPONENTS

RAF includes:

- One double-sided mounted game board
- 165 cards
- Three rule books (one for each game)
- One die-cut counter sheet with 176 counters
- Several player aid cards
- One German Planning Board
- 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 21).

2.1 GAME MAP



The game map depicts southern England, where the major action of the Battle of Britain occurred. Use the side of the game board identified for **2-Player**, 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 a potential German Raid. 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.

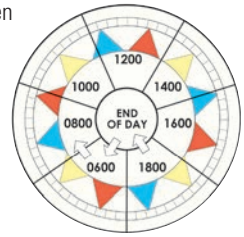
German Airbases: Represent *Luftflotte* 2 and 3 airfields in France, located south of England. Each *Luftflotte* has several airbase boxes — each a specific aircraft type; *Gruppen* located here are **not** available for raid asignment.

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 raid boxes are used only if playing with the optional night raid rules.

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 (18.1).
- The days after September 22 are provisional.

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



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

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* (7.2). Charts in the display summarize interception procedures. The Channel Patrol Box includes the Channel Patrol Allocation Chart.

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

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

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

***Luftwaffe* Depletion Track:** Holds a marker indicating German *Luftwaffe* depletion points. The track is divided into sections indicating depletion levels at which the overall effectiveness of German *Gruppen* in air combat is reduced (16.4)

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

German Raid Priority Track: Holds markers indicating German Target Priorities. The chart below the track indicates which targets are eligible to be raided, based on their priority. The table above the track is not used in **2-Player**.

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

The Night Raid Boxes: Hold German Bomber *Gruppen* participating in night raids, if playing with the optional night raid rules (see 20).

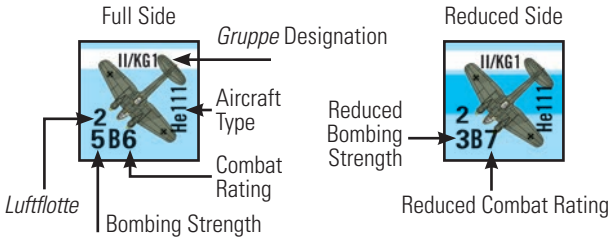


2.2 COUNTERS

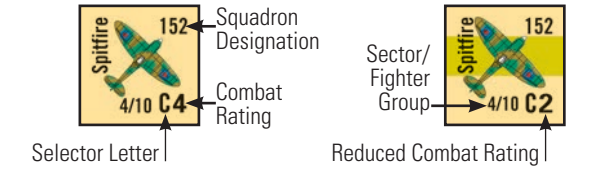
2.21 UNITS

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*



British Squadron



BRITISH **G. FIGHTERS** **G. BOMBERS**

Unit colors and sides: British squadrons are tan, German fighter *Gruppen* grey, and German bombers blue. All units have two sides, one indicating **full** effectiveness the other indicating **reduced** effectiveness. A unit's normal effectiveness is full. A unit being 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 *Gruppen* 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 (16.3).

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

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

Aircraft types: British squadrons are Spitfires, Hurricanes and Blenheims. German fighter *Gruppen* are Me 109s and 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*.

Designations: 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)

Selector letter: An "**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: Placed on the map to indicate bomb damage to radar net, airfield and headquarters targets (12.2).











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



Day marker: Placed on the calendar to indicate the current day.



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





Victory Point marker: 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: Placed in the weather boxes for the *Luftflotte* 2 and 3 areas of operations when patchy cloud or broken cloud conditions prevail in the area. If the weather is clear, no marker is placed.





***Seelowe* marker:** Placed on the calendar to indicate dates for preparation or execution of *Operation Seelowe* (SeaLion).













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



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



Three Raid Approach markers: Placed on the map by the German Player to mark the target regions of upcoming raids (5.5).



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



Minor Raid markers: Placed on Target cards by the German Player as a reminder that the raid is subject to the minor raid limit.



Seven Time markers: (0600, 0800, 1000, 1200, 1400, 1600, 1800) placed on the German Planning Board by the German Player to indicate the timing of planned raids.



ULTRA marker: Used when an event gives the British a detection advantage.

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



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



Delayed Response marker: Placed on the Raid Display when the British Player chooses this response tactic.



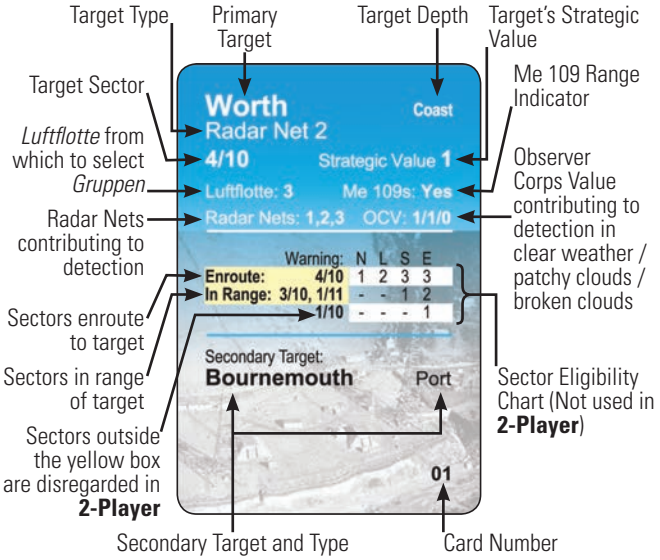
Forward Airfield markers: (on the back of Minor Raid markers) placed on Target Cards by the German Player to indicate the raid is attacking a forward airfield.

2.3 CARDS

Four types of cards are used in **2-Player** — Target, Raid Event, Day Event and German Strategy cards. During play, keep these cards in separate decks and draw from them as called for in the Sequence of Play; draw the top card of a deck and place it beside the deck to form a discard pile. Reshuffle each deck as called for in the Sequence of Play. Force cards and the **Radar System Crippled** card are not used in **2-Player**.

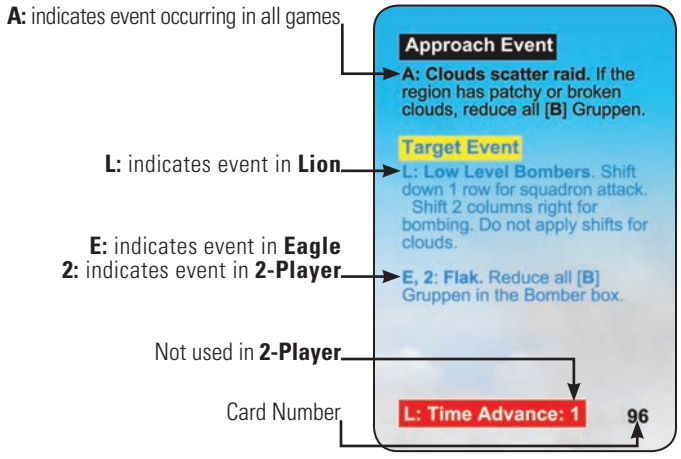
2.31 TARGET CARDS

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.



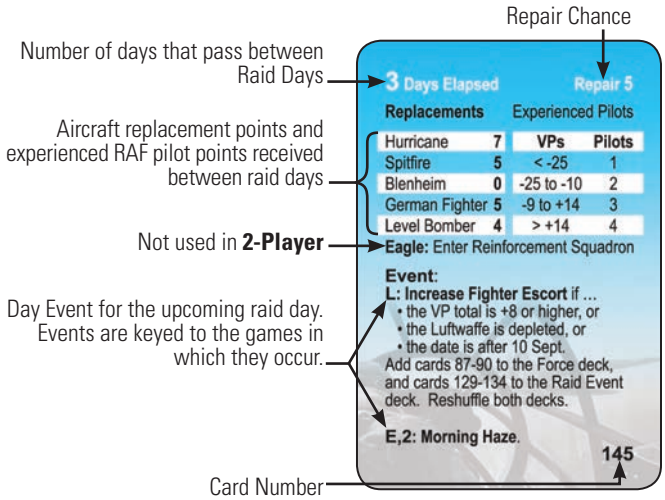
2.32 RAID EVENT CARDS

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



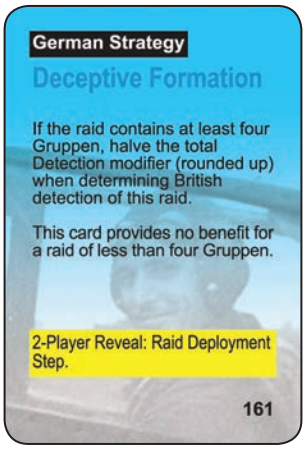
2.33 DAY EVENT CARDS

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



2.34 GERMAN STRATEGY CARDS

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



2.4 GERMAN PLANNING BOARD

The German Player plans his raids out of view of the British Player by placing cards and markers on the German Planning Board.

- Hidden German airbases on the board are identical to those on the map and hold *Gruppen* available for raid assignment.
- The hidden Raid Display on the board holds *Gruppen* assigned missions in the current raid.

2.5 CHARTS AND TABLES

Separate sheets include the following charts and tables used in **2-Player**.

- Sequence of Play outline
- Raid Rendezvous Check Tables
- Combat Damage Chart
- Night Raid Tables (optional)
- Weather Table
- Combat Results Table
- Bombing Table

2.6 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 map so the British Player is sitting on the north side and the German player on the south. The German player places the German Planning Board to the east of the map on his side of the table. The German Player should set up his Planning Board out of the British Player's view, perhaps using the game box lids as a screen.

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 1–14, and takes about 90 minutes for first-time players.
- **The Hardest Days** covers the first week or so of the Battle of Britain, and takes about five hours to play.
- **The Battle of Britain** covers the entire campaign, taking about 16 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 eight hours to play. If playing this scenario, see 19.2 for modifications to the following set-up instructions.

Card Preparation: Divide the cards into the Target deck, Raid Event deck, Day Event deck and German Strategy deck. Remove Target cards 35–60 and Raid Event Cards 132–134 (29 cards total) and place them aside. If playing the **Prelude to Eagle Day** scenario, the German Strategy deck is not used. Shuffle each deck. Place the Target and German Strategy decks face down next to the German Planning Board, out of sight of the British Player, and place the Raid Event and Day Event decks face down next to the Game map. Leave room for a discard pile for each deck.

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

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

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

Other Marker Placement

- Clock marker in the 0600 space of the clock
- Detection marker anywhere on the Detection Track
- Day marker in the August 11 box
- Victory Point marker in the 0 box, British (**+**) side up.
- Seven time markers and three raid approach markers next to the German Planning Board, for the German Player's use.
- Keep the two cloud markers, the damage markers and the altitude advantage marker handy for use during play.

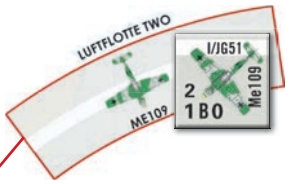
If playing **The Hardest Days** or the **Battle of Britain** scenarios, place the *Luftwaffe* Depletion marker in the 0 box of the *Luftwaffe* Depletion Track, and place the following replacement markers on the Replacement Track:

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

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

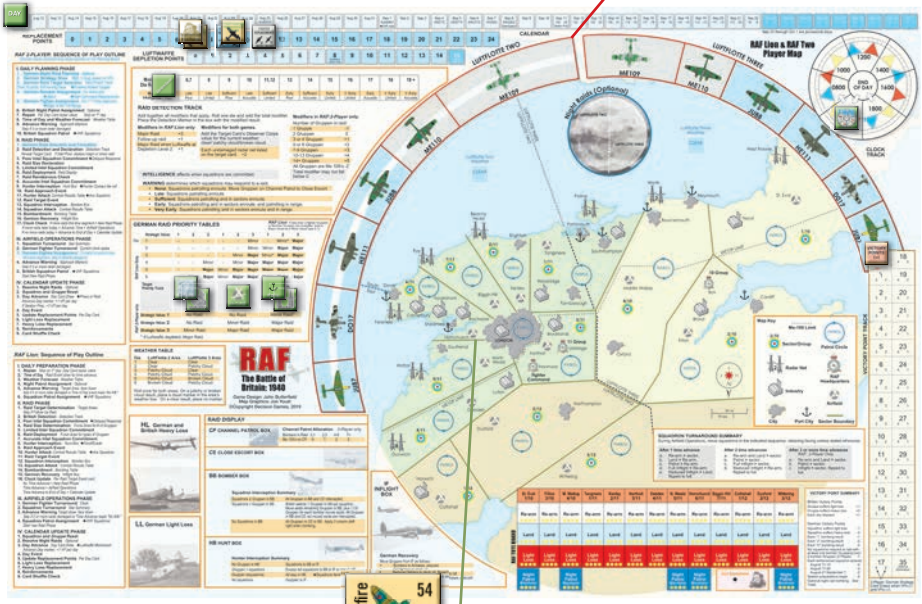
Experienced players may wish to use the optional night raid rules (20) or the advanced rules (21). The necessary adjustments to the set up are listed in those rules sections.

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



German Player





British Player



4.0 SEQUENCE OF PLAY

2-Player 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:

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

Conduct Raid Days in the following order.

I. DAILY PLANNING PHASE

1. German Night Raid Planning (optional)

Conducted in secret

If using the optional Night Raid rules, the German Player assigns bomber *Gruppen* to night Raids (20.1).

2. German Strategy Draw

Skip on August 11

Conducted in secret

The German Player draws strategy cards from the German Strategy deck, based on the current Victory Point total.

3. German Raid Target Selection

Conducted in secret

The German Player draws 10 Target Cards. He selects valid cards from the drawn cards for targets he wants to raid. He places the selected cards and time markers on the German Planning Board to indicate when the raids occur (5.1). If he has Strategy Cards, he assigns them to raids by placing each beneath a target card.

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

4. German Bomber Assignment

Conducted in secret

The German Player assigns bomber *Gruppen* to raids by moving each from its hidden airbase to a Target card (5.2).

5. German Fighter Assignment

Conducted in secret

Beginning with the earliest time segment to which he has assigned a raid, the German Player assigns fighter *Gruppen* to raids in the **first three time segments** of the day, by moving fighter *Gruppen* from their hidden airbases to specific target cards on the German Planning Board (5.3).

During steps 1 through 5, the British player makes a cup of tea and tidies up.

6. British Night Patrol Assignment (optional)

If using the optional Night Raid rules, the British Player moves Blenheim squadrons to the Night Raid Patrol Boxes (20.2). Then the German Player reveals his *Gruppen* assigned to Night raids by moving them to the Night Raid boxes on the map.

7. Repair

Skip on the first day of the scenario.

The British Player removes all Light Damage markers from the map, and then conducts a repair check for each Heavy Damage marker on the map.

8. Time of Day and Weather Forecast

The German player places the clock marker in the earliest space of the clock to which he has assigned a raid. The British Player rolls one die and consults the Weather Table to determine today's weather in the *Luftflotte* 2 and 3 weather areas. He places the cloud markers accordingly. If the weather in an area is clear, no marker is placed.

9. Advance Warning

Skip if three or more radar nets are damaged

The German Player places a Raid Approach marker in each target region on the map in which he has planned raids in the current time segment (5.5).

If two radar nets are damaged, the German Player places just one Raid Approach marker on the map.

10. British Squadron Patrol Assignment

The British Player places squadrons on patrol by moving each from its sector to the patrol circle in its sector or any adjacent sector (Section 6).

II. RAID PHASE

The Raid Phase occurs several times each day, once for each raid planned by the German Player.

1. German Raid Selection and Formation

Conducted in secret.

The German player selects a target card assigned to the current time segment — this is the raid that will be executed in this phase. He places all the *Gruppen* assigned to the target card on his hidden Raid Display to indicate each *Gruppe*'s mission (7.1).

2. Raid Declaration and Detection

The German player reveals the Target card and places it on the game map for the British Player to inspect. He then rolls one die in secret and consults the Detection Track, applying modifiers for British radar nets and observer corps as noted on the Target Card, and for the number of *Gruppen* in the raid, to determine the **warning** and **intelligence levels** for this raid. He places the Detection marker on the Detection Track accordingly (Section 8).

If the intelligence level is **poor**, the German Player determines if the raid appears to be **major** or **minor** and announces this to the British Player.

3. Poor Intelligence Squadron Commitment

*Conduct only if the Intelligence Level is **poor**.*

The British Player selects squadrons to respond to the raid. Squadrons in sectors enroute and in range of the raid target as listed on the Target card may respond as allowed by the **warning level** for the raid. He deploys all selected squadrons in the Hunt Box of the Raid Display.

4. Raid Size Declaration

*Conduct only if the Intelligence Level is **limited**.*

The German player declares the number of *Gruppen* in the raid.

5. Limited Intelligence Squadron Commitment

*Conduct only if the Intelligence Level is **limited**.*

The British Player selects squadrons to respond to the raid. Squadrons in sectors enroute and in range of the raid target as listed on the Target card may respond as allowed by the **warning level** for the raid. He deploys all selected squadrons in the Hunt Box of the Raid Display.

6. German Raid Deployment

The German Player moves all the *Gruppen* in the boxes of his hidden Raid Planning Display to the corresponding boxes in the Raid Display on the map.

7. German Raid Rendezvous Check

The German player conducts a Rendezvous Check, rolling the die in secret (7.4).

8. Accurate Intelligence Squadron Commitment

Conduct only if the Intelligence Level is ***accurate****.*

The British Player selects squadrons to respond to the raid. Squadrons in sectors enroute and in range of the raid target as listed on the Target card may respond as allowed by the **warning level** for the raid. He deploys all selected squadrons in the Hunt Box of the Raid Display.

9. Hunter Interception

Determine if British squadrons are intercepted by *Gruppen* in the Hunt Box of the Raid Display (10.1). The British Player may move squadrons not intercepted to the Bomber Box or Inflight Box.

10. Raid Approach Event

The British Player draws a Raid Event card, and the players inplement the **approach event** if applicable. Refer to the Event Compendium for a full explanation of the event.

11. Hunter Attack

The German Player conducts an attack by all *Gruppen* in the Hunt Box against all squadrons in the Hunt box (Section 11). 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.

12. Raid Target Event

The British Player draws a Raid Event card, and the players implement the **target event** if applicable.

13. Squadron Interception

Determine which *Gruppen* in the Bomber Box and Close Escort Box are intercepted by squadrons in the Bomber Box (10.2).

14. Squadron Attack

The British Player conducts an attack by all squadrons in the Bomber Box against the **intercepted** *Gruppen* in the Bomber and Close Escort box (Section 11). All squadrons and close escort fighters leave the raid after combat. Bombers and strafers leave or remain, depending on the combat result.

15. Bombardment

The German Player conducts a bombardment of the raid's target with all *Gruppen* remaining in the Bomber Box (Section 12). If the target is damaged, implement the effects and subtract victory points (12.2). All *Gruppen* in the Raid Display move to the Inflight Box after the target is bombed.

16. German Recovery

The German player moves all *Gruppen* in the Inflight box to their airbases on the map or to the clock, per the German Recovery Schedule in the Inflight Box (13.1).

17. Clock Check

The German Player places the Target Card for the raid just completed next to the clock on the map to indicate a completed raid. If he has raids yet to be resolved in the current time segment, return to Step 1 of the Raid Phase to conduct another raid.

If the German Player has no more raids to resolve in the current time segment, he discards all the target cards next to the clock. He then advances the clock marker to the next clock space for which he does have raids planned, skipping any clock spaces without planned raids. If he has no more raids planned for the day, he moves the clock marker to the end of day space.

- **If the clock marker moves to a clock space:** Proceed to the Airfield Operations Phase.
- **If the clock marker moves to the End of Day space:** Skip ahead to the Calendar Update Phase.

III. AIRFIELD OPERATIONS

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

1. Squadron Turnaround

The British Player adjusts the positions of all squadrons based on the number of clock spaces the clock marker was just advanced:

1 clock space: Move squadrons in the following sequence:

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

2 clock spaces: Move squadrons in the following sequence:

a. Move each squadron in a Re-arm or Landing box to its sector on the map.
b. Move each 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.

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

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

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

2. German Fighter Turnaround

The German Player moves all Fighter *Gruppen* now in the current clock space and all earlier clock spaces to their hidden airbases on the German Planning Board, full side up. These *Gruppen* are now available to assign to raids.

3. German Fighter Assignment

Conducted in secret

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

4. Advance Warning

Skip if three or more radar nets are damaged

The German Player places a Raid Approach marker in each target region on the map in which he has planned raids in the current time segment (5.5).

If two radar nets are damaged, the German Player places just one Raid Approach marker on the map.

5. British Squadron Patrol Assignment

The British Player places squadrons on patrol by moving each from its sector to the patrol circle of its sector or any adjacent sector (Section 6).

6. Return to II: Raid Phase and conduct another raid.

IV. CALENDAR UPDATE

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

1. Resolve Night Raids (optional)

See Section 20.

2. Squadron and Gruppe Reset

- The British Player moves each squadron in the Inflight box to its sector on the map, flipped to full. He moves each squadron in a Patrol circle, Landing box or Re-arm box to its sector on the map, retaining its facing.
- The German player moves each *Gruppe* in the Inflight box or any clock space to its hidden airbase, flipped to its full side. He moves all *Gruppen* from their airbases and the night raid boxes on the map to their hidden airbases on the German Planning Board, flipped to full.

3. Day Advance

The British Player draws 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.

The British Player advances the Day marker the number of spaces indicated on the Day Event Card and adds one victory point for each day elapsed. If preparations for Operation Sealion have begun (18.1) he adds three VPs for each day elapsed instead. If the day marker moved to or past the September 8 space, the British Player implements the **stabilization scheme** (16.6). If after September 10, the German Player checks for **Sealion** preparations (18.1).

4. Day Event

Carry out the event listed on the Day Event Card just drawn, if applicable.

5. Update Replacement Points

Both players adjust their respective Replacement Point markers on the Replacement Track according to the replacement schedule on the Day Event card just drawn, for each British and German airplane type and for British Experienced Pilots (16.1).

6. Light Loss Replacement

For each Squadron or *Gruppe* in a Light Loss Box, the owning player expends one aircraft replacement point to move the unit to its sector or hidden airbase (16.2). For each squadron, the British Player also expends one Experienced Pilot point.

Example Illustration 5.1:
In the example pictured, the German Player has placed time markers, target cards and minor raid markers on the German Planning board to indicate the following raids:

0600: minor raid against Rye radar;

0800: two raids against Biggin Hill airfield;

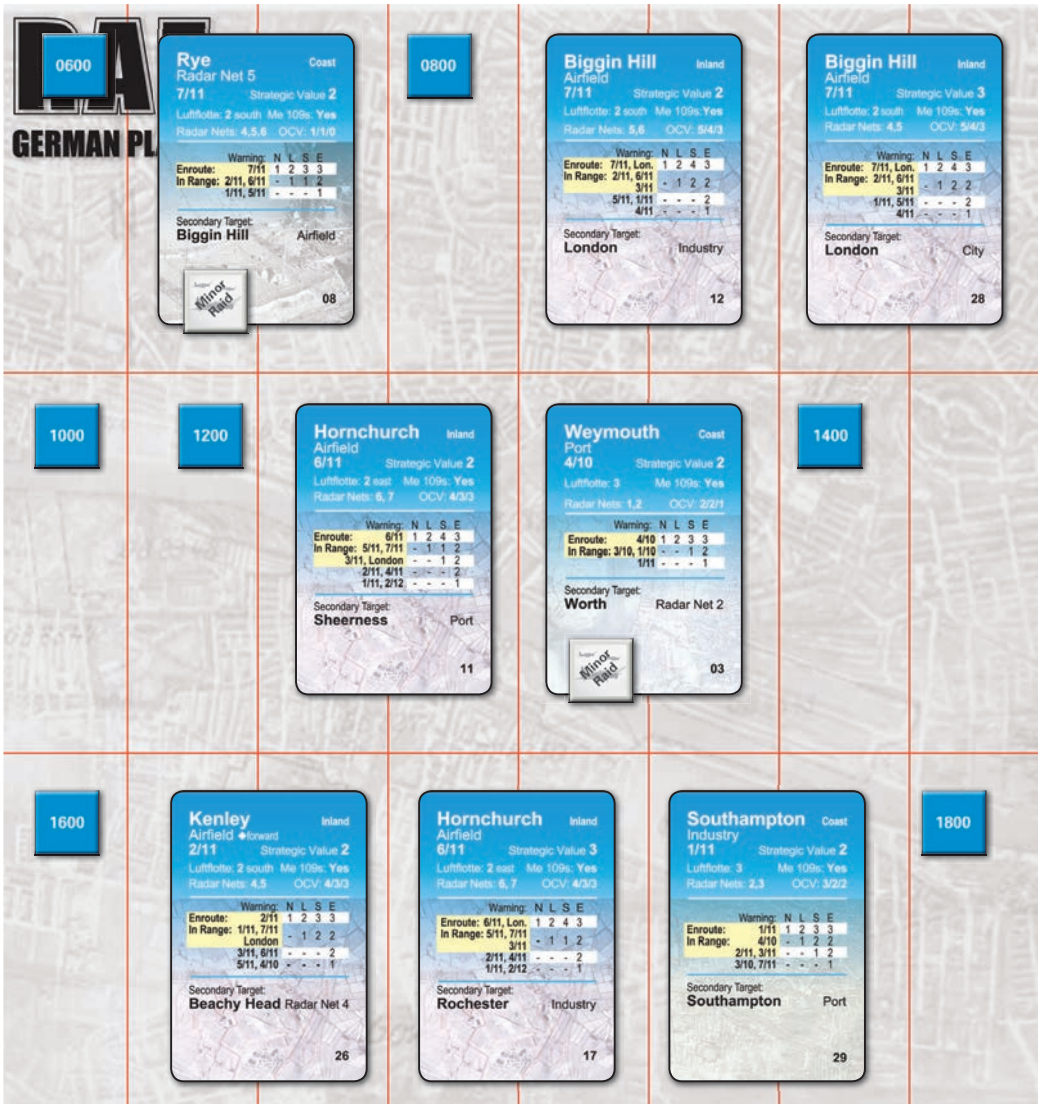
1000: no raid;

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

1400: no raid;

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

1800: no raids.



7. Heavy Loss Replacement

For each Squadron or *Gruppe* in the Heavy Loss Box, the owning player expends one aircraft replacement points to move the unit to a Light Loss Box (16.2).

8. Reinforcement Entry

If the day marker was moved to or past day spaces containing German Reinforcement *Gruppen*, the German Player places those *Gruppen* in their hidden airbases. If the date is September 7 or earlier, the British Player may enter one or two British reinforcement squadrons at a cost in Victory Points. He places each squadron in its sector (16.5).

9. Card Shuffle Check

The German Player returns all strategy cards to the strategy deck and shuffles the deck. The players check the Target deck and Raid Event deck. If either deck is clearly shorter than its discard pile, shuffle the discards back into the deck to form a full deck.

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

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

5.0 GERMAN RAID PLANNING

Each raid day the German Player plans raids against targets in England by choosing a Target card for each raid and assigning *Gruppen* to each card. He conducts this process on the German Planning Board hidden from the British Player, during the Daily Planning Phase and during the Airfield Operations Phases.

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

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

5.1 TARGET SELECTION

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

Procedure: The German Player plans raids by placing target cards and time markers on his planning board, out of sight of the British Player, as follows:

a. Draw the top 10 Target cards from the Target deck. If the **morning haze** event is in effect, draw only 8 cards.

b. Refer to the Raid Priority Table (on the map) and discard any cards for a "**No Raid**" target — these Target cards may not be used.

c. Select any or all of the remaining cards as raid targets. Discard unselected cards.

d. Place the selected cards on the German Planning Board and assign the raids to specific times of day by placing time markers with the cards. As many as three raids may be assigned to each time segment

Each target card is eligible for a **minor raid** (a raid of 1 to 3 *Gruppen*), or a **major raid** (a raid of 1 to 16 *Gruppen*), or **no raid** (the card is discarded), depending on the target's priority and strategic value, as indicated on the German Raid Priority Table.

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

5.11

In the rare event the German player does not draw at least three target cards eligible for major raids, he draws additional Target cards from the deck, one at a time, until he holds three target cards eligible for major raids. Any additional drawn cards not eligible for major raids are discarded.

5.12 THE PLANNING DISPLAY AND TIME MARKERS

The German Player may assign target cards to any of the seven time segments during the day (0600, 0800, 1000, 1200, 1400, 1600 or 1800), each represented by a Time marker. He places Target cards and time markers on his Planning Board using any method he wishes that clearly shows which raids are occurring at which times. Here is a suggested method: To assign a target card to a specific time segment, place the Target Card on the Planning Board and place the time marker next to the card. If you want to assign more than one target card to the same time segment, group the target cards in one row of the Raid Display and place the time marker next to the first target card in the row. Make similar groups of cards on the same or other rows of the Planning Board for other time segments with multiple raids—leaving a space between the card groups. If you are not assigning any raids to a particular time segment, place the unused time markers between the groups, in chronological order.

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

5.13

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

5.14 TARGET/TIME LIMIT

Up to three Target cards may be assigned to a single time segment.

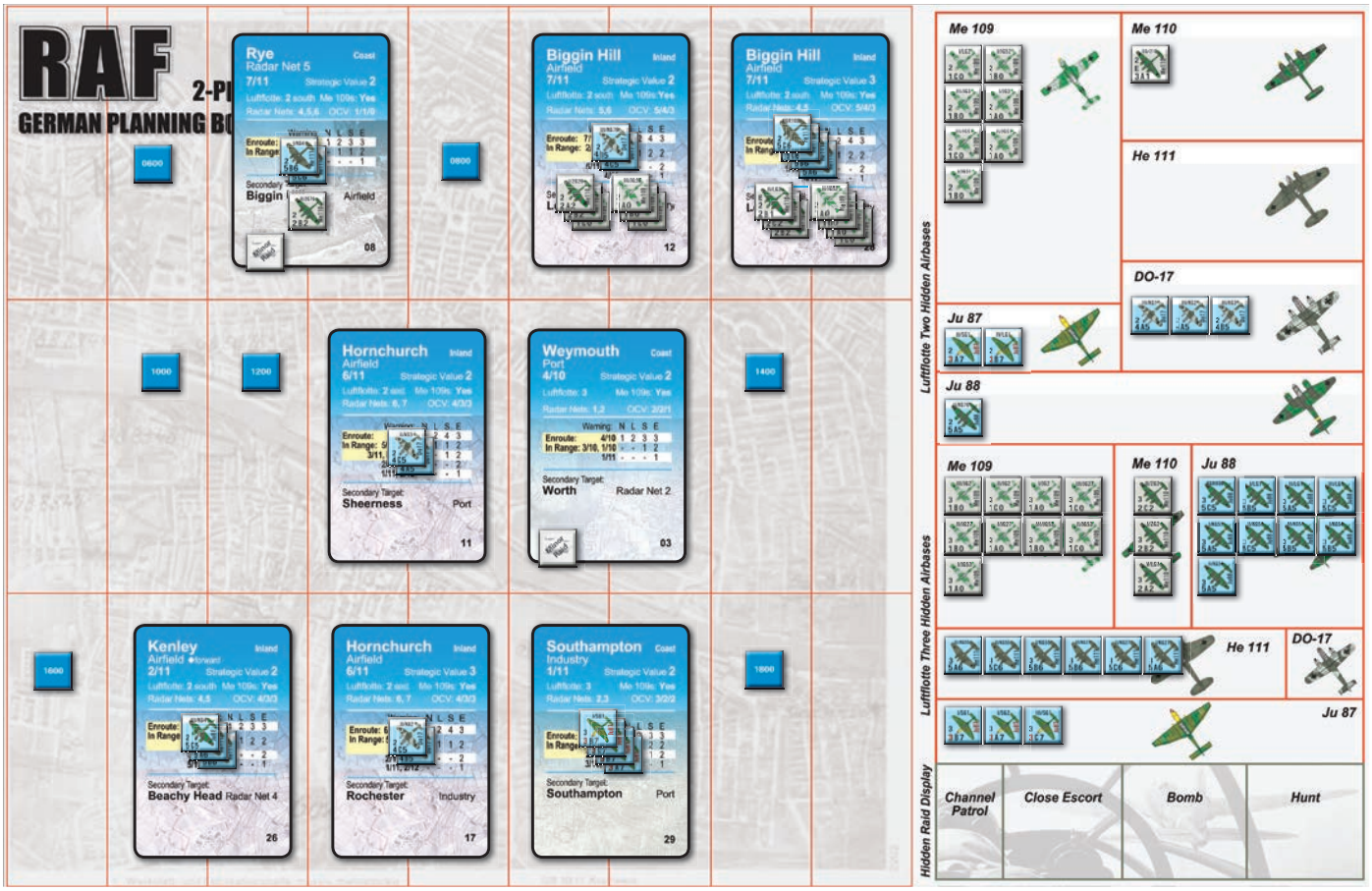
5.2 BOMBER RAID ASSIGNMENT

During step 4 of the Daily Planning Phase, the German Player secretly assigns all bomber *Gruppen* that he wishes to have participate in raids to specific target cards. A bomber *Gruppe* is assigned to a raid by moving it from its hidden airbase to a target card on the planning board.

5.3 FIGHTER RAID ASSIGNMENT

The German Player assigns fighter *Gruppen* to raids at several points in the Sequence of play. To assign a fighter *Gruppe* to a raid, the German Player moves it from its hidden airbase to a target card on the planning board.

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



Example Illustration 5.4:
Continuing the example in 5.1, the German Player has now completed his planning in the Daily Planning Phase. He has placed bomber *Gruppen* on every Target card to which he wishes to assign bombers for the entire day, and he has assigned fighter *Gruppen* to target cards in the first three time segments of the day (0600, 0800 and 1000). Note that he has placed no bombers on the Weymouth target card (1200). Later in the day, he must assign at least one fighter to the Weymouth raid to satisfy the minimum raid requirement.

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

- During Step 3 of the Airfield Operations Phase, fighters are assigned to raids in the current time segment and the next time segment, but only if assignment opportunities have not yet occurred for those time segments.

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

5.31 ME 109 RANGE LIMIT

Me109 *Gruppen* may be assigned to Target cards for raid targets beyond Me109 range, but the *Gruppen* must later be placed in the Channel Patrol box when deploying *Gruppen* to the Raid Display.

5.32

Fighter *Gruppen* at hidden airbases are the only fighter *Gruppen* that may be assigned to raids. Fighter *Gruppen* at an airbase on the map, or that occupy spaces on the clock track may not be assigned to raids.

5.4 RAID ASSIGNMENT RESTRICTIONS

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

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

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

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

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

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

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

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

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

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

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

When selecting *Gruppen* for a given raid, the German player should select equally between target selector letters, if possible, after satisfying other selection requirements and his own strategies. For example, if selecting three bomber *Gruppen*, it is preferable to select one of each letter (A, B and C) instead of three of the same letter. This guideline applies whenever selecting bomber or fighter *Gruppen*.

5.5 ADVANCE WARNING

In step 9 of the Daily Planning Phase and Step 4 of each Airfield Operations Phase, the German Player may be required to reveal the approach of raids he has planned for the current time segment to the British Player, depending on the status of British Radar.

If no British radar nets are damaged, or just one radar net is damaged: The German Player places one Raid Approach marker in each British target region in which he has planned one or more raids in the current time segment. He locates the marker in the coastal waters for the region listed on the target card (LF2 east, LF2 south, or LF3), thus alerting the British player to the approach of one or more raids in that region.

Example: If the German Player has planned two raids against targets in the LF2 east region and one in the LF2 south region, he places one Raid Approach marker in the east region and one in the south region.

If two British radar nets are damaged: The German Player places just one Raid Approach marker on the map, in one of the regions he is raiding of his choice, even if he is raiding more than one region.

Example: If the German player has planned one raid against a target in the LF2 east region and two in LF2 south, he places one Raid Approach marker in the east or south area, at his choice.

If three or more British Radar nets are damaged: The German Player does not place Raid Approach markers.

6.0 BRITISH SQUADRON PATROL

The British Player may place squadrons on patrol during step 10 of the Daily Planning Phase and during step 5 of each Airfield Operations Phase. 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 on the ground in their sectors.

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

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 time advances. Patrolling squadrons land as described in the Airfield Operations Phase of the Sequence of Play. Essentially, a squadron patrols in the current time segment, lands and is unavailable to respond to raids at all in the next time segment, and is again ready to respond and patrol in the time segment after that.

7.0 GERMAN RAID FORMATION AND DEPLOYMENT

In step 1 of the Raid Phase, the German Player secretly selects a raid to execute and assigns his raiding forces to missions by placing them on his hidden Raid Display. Later in the Phase, after British Detection, the German Player reveals his raiding forces to the British Player by deploying them on the Raid Display on the map, and then conducts a Rendezvous check for the raiding forces.

7.1 RAID FORMATION

The German Player secretly selects a target card of his choice from among those assigned to the current time segment on his Planning Board. He places all the *Gruppen* assigned to the target card in boxes of the hidden Raid Display.

1. He places all **Bomber *gruppen*** in the bomber box.
2. He places all **Me110 fighter *Gruppen*** in the Close Escort or Bomber box as he sees fit.
   - In order to place an Me 110 *Gruppe* in the Close Escort box, at least one *Gruppen* (of any type) must be in the Bomber box.
3. If two or more bomber *Gruppen* are in the bomber box, he places **Me 109 *Gruppen*** in the **Channel Patrol** box as required by the Channel Patrol Chart. This requirement must be met before assigning Me109 *Gruppen* to other boxes.
   - If the raid target is beyond Me 109 range, all Me 109 *Gruppen* must be placed in the Channel Patrol box.
   - Fighter *Gruppen* in the bomber box do not require channel patrol protection.
   - There is no penalty if there are not enough Me109 *Gruppen* in the raiding force to meet the Channel Patrol requirements. Of course, this means that the raid has no Me 109s hunting or flying close escort either — an easy target for the RAF.

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

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

7.2 SUMMARY OF GERMAN RAID MISSIONS

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

7.3 GERMAN RAID DEPLOYMENT

After Raid Detection (Section 8), the German Player reveals his raid to the British Player over several steps in the Raid Phase. These steps may occur before or after the British Player commits squadrons to respond to the raid, depending on the results of British Detection.

In step 2 of the Raid Phase: The German player reveals the Target card and places it on the game map for the British Player to inspect.

In step 4: The German player declares the number of *Gruppen* in the raid.

During step 6: The German Player moves all the *Gruppen* in the boxes of his hidden Raid Display to the corresponding boxes of the Raid Display on the map.

7.31

On a **"No Warning"** detection result, the German Player moves all Me 109s assigned to channel patrol to the Close Escort box, even if the raid is beyond Me109 range (the Me 109's are considered to be engaging any responding squadrons near the coast).

7.4 GERMAN RAID RENDEZVOUS CHECK

After the German Player deploys his raiding forces in the Raid Display on the map, he conducts a Rendezvous Check by secretly rolling the die and looking up the die result on the **Raid Rendezvous Check Table**. If the situation listed with the die result applies to the raid, a rendezvous failure occurs.

If failure occurs, the German Player announces the failure to the British Player and then rolls the die again, this time publicly, referring to the **Rendezvous Failure Table**. The result will call for all *Gruppen* with a particular selector letter to…

- **become reduced:** Flip all *Gruppen* with the selector letter to their reduced side and leave them in their assigned boxes of the raid display;

OR

- **leave the raid:** Move all *Gruppen* with the indicated selector letter to the Inflight Box.

7.41

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

8.0 RAID DETECTION

During Step 2 of the Raid Phase, the German Player uses the Detection Track to determine the warning and intelligence levels for the raid. He adds together all the detection modifiers that apply to the raid, then secretly rolls the die and adds the modifier total to the die result. He places the Detection marker on the Detection Track to indicate the result to the British Player. Detection modifiers include:

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



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

If the intelligence rating is poor: The German Player declares to the British Player that the raid is **major** or **minor**, irrespective of the classification on the Target Priority Chart:

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

When the intelligence is limited or accurate: the minor and major raid categories are not declared — the British Player will know the actual number of *Gruppen* in the raid before committing squadrons to respond.

The German player calculates the detection modifiers and rolls for the result in secret, and is honor-bound to do so honestly. **Optional honesty inducement rule:** Upon making the Detection die roll, the German player may not touch the die again until the German forces are deployed in the Raid Display, at which point the German player shows the rolled die to the British Player. By referring to the Target Card, the number of *Gruppen* in the Raid Display and the die result, the British Player can confirm the German Player's Detection calculations. If the British Player can show that the German Player miscalculated, he may, but is not required to, declare the entire raid aborted — all squadrons and *Gruppen* move to the inflight box.

9.0 BRITISH SQUADRON COMMITMENT

The British Player may commit squadrons in sectors and on patrol to respond to a raid. A squadron is available in a sector if it is in the sector 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 eligible 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 at which the British Player commits squadrons to respond to a raid depends on the accuracy of British intelligence.

- **If the intelligence is poor:** Squadrons must be committed knowing only the raid's target and that the raid is **major** or **minor**.
- **If the intelligence is limited:** Squadrons must be committed knowing the target and the number of *Gruppen* in the raid, but not their specific type.
- **If the intelligence is accurate:** Squadrons are committed with full knowledge of the raid's target and force deployment.

9.1 ELIGIBLE SQUADRONS

Each Target card lists sectors German *Gruppen* 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 on the **warning level** 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 sectors listed outside the yellow field, and disregard the card's Sector Eligibility Chart; they are not used in **2-Player**.

Example: The North Weald Airfield (Target card 21) is the target of a raid: if the warning level 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 **2-Player**



9.2 DEPLOYING SQUADRONS

The British Player moves eligible squadrons responding to the raid to the Hunt Box of the Raid Display, retaining their facing (full or reduced).

When the British Player is selecting squadrons to respond, he should attempt to choose equally between selector letters A, B and C, after satisfying other selection requirements and his 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: The British Player is never required to commit squadrons against a raid; however if he does not respond to a raid at all (by choice or inability), and that raid includes two or more bomber *Gruppen*, subtract 1 VP from the VP total. Assess the loss once the British Player knows the specific aircraft in the raid and has not responded. No VP penalty is assessed if the raid has one or no bomber *Gruppen*.

- Not responding may also allow the raid to inflict greater bomb damage on its target (see 10.1 and 12.0, step 2).

10.0 INTERCEPTION

Interception occurs twice in resolving a raid: during Step 9 of the Raid Phase when *Gruppen* in the Hunt Box (hunters) intercept squadrons, and during Step 13 when squadrons intercept *Gruppen* in the Bomber Box.

10.1 HUNTERS INTERCEPT SQUADRONS

During Step 9 of the Raid Phase, hunters intercept squadrons in the Hunt Box of the Raid Display. The outcome of hunter interception depends on the relative quantities of units in the Hunt Box.

No *Gruppen* in the Hunt Box: No interception; the British Player moves all full Hurricane and Spitfire squadrons in the Hunt Box to the Bomber Box or Inflight Box (he may split his choices). Reduced squadrons and Blenheim squadrons must be moved to the Bomber Box.

Fewer *Gruppen* than squadrons in the Hunt Box: The British Player may move full Spitfire and Hurricane squadrons from the Hunt Box to the Bomber Box at his option, until the number of squadrons (of all types) in the Hunt Box equals the number of *Gruppen*, or he may leave the excess squadrons in the Hunt box to be intercepted.

- Reduced squadrons and Blenheim 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 (13).

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 the British Player's 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: The German Player moves all *Gruppen* in the Hunt Box to the Inflight Box (they leave the raid after a fruitless hunt), and he moves all *Gruppen* in the Close Escort Box to the Bomber Box (they become strafers). Skip Steps 11, 13 and 14 of the Raid Phase. Conduct Steps 10 and 12 (raid events) and apply a modifier to the subsequent bombing in Step 15.

10.2 SQUADRONS INTERCEPT BOMBERS

During Step 13 of the Raid Phase, the British Player decides which *Gruppen* in the Bomber Box are intercepted by his squadrons, and the German player determines 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: The British Player chooses which *Gruppen* his squadrons intercept. He selects a number of bombers and strafers equal to the number of squadrons in the Bomber Box, and then moves aside the *Gruppen* in the bomber box not being intercepted.

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

No squadrons in the Bomber Box: The German Player moves all fighter *Gruppen* in the Close Escort box to the Bomber Box (they become strafers) and applies a modifier to the subsequent bombing.

10.21 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 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, the German Player chooses one *Gruppe* in the Close Escort box and moves 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 *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, chosen by the British Player. The two bombers that are not intercepted are moved aside; and with those, two fighter *Gruppen* of the German Player's choice in the Close Escort box are also moved aside. The squadrons intercept and will attack the two bombers and one close escort fighter that were not moved aside.

Example 2: One Squadron and three *Gruppen* are in the bomber box and two fighter *Gruppen* are in the Close Escort box. The squadron intercepts one bomber *Gruppen*. The two bombers that are not intercepted are moved aside; and with those two, the two fighter *Gruppen* in the Close Escort box must also be 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* of the German Player's choice in the Close Escort box must also be moved aside. The squadron intercepts and will attack one bomber *Gruppen* and two close escort fighter *Gruppen*.

11.0 AIR COMBAT

Combat may occur twice in resolving a raid:

- **Step 11 — Hunter Attack:** *Gruppen* in the Hunt Box attack squadrons in the Hunt Box. Units in the Bomber, Close Escort and Channel Patrol boxes do not participate.
- **Step 14 — Squadron Attack:** Squadrons in the Bomber Box attack intercepted bombers, strafers, and close escort fighters. *Gruppen* in the Channel Patrol Box do not participate.

11.1 RESOLVING AN ATTACK

Resolve an attack by referring to the Combat Results Table and rolling a die, 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 (10.1).
   - In a squadron attack include the combat ratings of all squadrons and intercepted *Gruppen* in the Bomber Box (10.2), and all intercepted *Gruppen* in the Close Escort Box (10.21).
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 (16.4).
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. The German Player rolls in the Hunter Attack step and the British Player rolls in the Squadron Attack step.
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.

11.2 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, a light loss box or the 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.

11.21

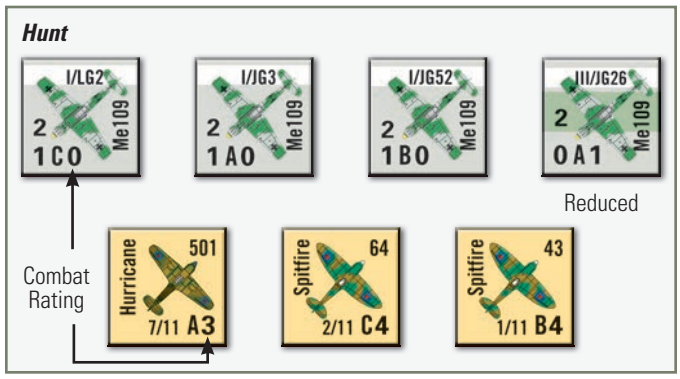
The individual units of a given nationality may receive different combat results from a single combat, depending on their selector letter. Apply results individually.

11.22

When a combat result directs a unit to move to a 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.

11.23

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.



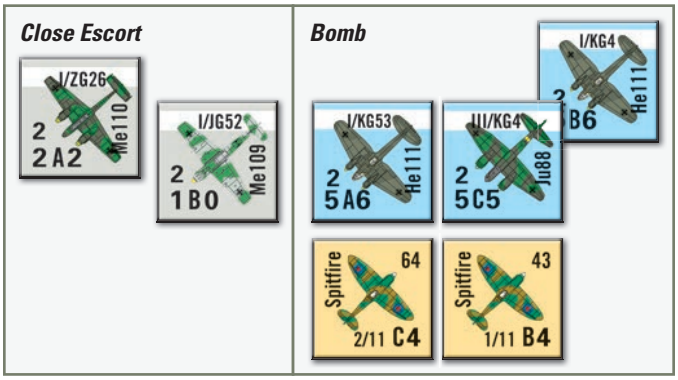
Combat Example 1:

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 finding the row with the combat rating of 12 — Row D. The combat will be resolved using this row. The German Player rolls 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**

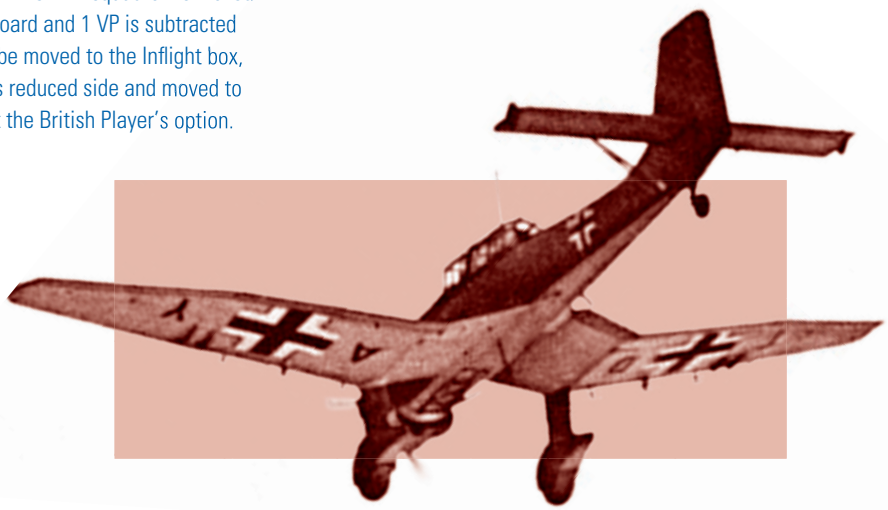
Refer to the Combat Damage Chart to apply the combat results. The **"A"** Me 109 on its full side is flipped to its reduced side and moved to the Inflight box. The **"A"** Me 109 on its reduced side is moved to the light loss box, flipped to full, and 1 VP is added to the VP total. The **"B"** Me 109 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 the British Player's 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 the British Player chooses to intercept the **"A"** He 111 and the Ju 88, leaving the **"B"** He 111 out of the combat. The German Player must move one Close Escort fighter aside with the **"B"** He111, and he chooses the Me110. 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. The British Player rolls 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 is moved to the Inflight box, on 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 and 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 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.



12.0 BOMBING

All *Gruppen* in the Bomber Box in the Bombardment step of the Raid Phase bomb or strafe the target. Bombing is conducted by the German Player as follows:

1. Total the Bombing strength of all *Gruppen* in the Bomber Box. If strafing fighters are included, their bombing strength may be reduced (see 12.1).
2. Locate the column with the total bombing strength on the Bombing Table. 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 result (see Victory Point Summary).
   - If the result is **H**, three victory points are subtracted, regardless of the actual number of damage points.
   - If the target card says **VP×2** double the amount of VPs subtracted (but not the effects of damage).
   - If the target is **non-essential** (due to a target event draw) reduce the VP subtraction by one (-3 VP becomes -2, -2 becomes -1, and -1 becomes 0).
5. If the target is an airfield, radar net, industry or headquarters, apply the effects of any damage points incurred to the target.

12.1 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.

12.2 BOMB DAMAGE TO TARGETS

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

12.21 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 (12.3).

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 (12.3).

Effects of Radar Damage:

- A damaged radar net does not modify the detection die-roll.
- If two radar nets are damaged during the Advance Warning Step of the Raids Planning Phase, the German Player places just one Raid Approach marker.
- If three or more radar nets are damaged, the German Player places no Raid Approach markers.

12.22 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. If playing the **Prelude to Eagle Day** scenario, apply the effects of dispersal but not replacement loss.

- **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. The British player moves squadrons of his choice from the sector on the map to the sector's Landing Box on the Tote Board, retaining their facing, until a number of squadrons equal to the damage point total have been moved. If insufficient squadrons are on the map, he moves squadrons from the sector's Rearm Box to the Landing Box. If the British player has a choice of squadrons to move, the choice is up to him. Squadrons on patrol and in the Inflight Box are not liable to bombing dispersal.
- **Aircraft replacement loss:** After applying the effects of dispersal, the British player expends one replacement point for every squadron now in the bombed sector's Land box and Light Loss box, up to the damage point total. He moves Aircraft Replacement markers down the replacement track accordingly.
  - If the number of damage points exceeds the number of squadrons in the sector's Land and Light Loss boxes, or if there are no replacement points of the appropriate aircraft type available, the excess replacement point loss is ignored.
  - If the number of squadrons in the Land and Light Loss boxes exceeds the number of damage points to be assigned, assign losses to squadrons in the Land box first. Within a box, assign the first loss to a Hurricane, then to a Spitfire, then to a Blenheim.

Example: Hornchurch airfield (6/11) suffers four points of bomb damage (an "**H**" result followed by a roll of 4). One Spitfire squadron is in the sector on the map, one Spitfire squadron is in the sector's Rearm Box, and one 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. The British Player moves the Spitfire squadron in the sector on the map to the sector's Landing Box; and moves the Spitfire squadron in the Rearm Box to the Landing Box. Then he expends 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, three VP's are subtracted for the heavy bomb damage result.

12.23 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 from adjacent sectors may patrol the affected sector.
- Squadrons in the sector may only respond to raids against targets in their own sector.

12.24 INDUSTRY

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

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

- If playing the **Prelude to Eagle Day** scenario, disregard industry damage.
- 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.

12.25 HEADQUARTERS

Headquarters are secondary targets that may be bombed through the play of a German Strategy card (17.1).

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

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

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

12.26 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.

12.3 BOMB DAMAGE REPAIR

Bomb Damage is repaired during the Repair step of the Daily Planning Phase. At that time, the British player removes all Light Damage markers from the map. For each Heavy Damage marker on the map, he attempts to repair the target by rolling one die and comparing the result to the Repair Chance on the current Day Event Card. He rolls 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.

13.0 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 may also leave a raid without being directed by the Combat Damage Chart, in the following circumstances:

- As a result of German Rendezvous failure in Step 7 of the Raid Phase
- Me 109s in the Hunt Box leave if there are no squadrons to intercept (10.1).
- Squadrons may voluntarily leave during hunter interception if squadrons outnumber hunters (10.1).
- 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 15.

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

13.1 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, the German Player moves all *Gruppen* that participated in a raid (other than those suffering light or heavy loss) from the Inflight box as follows during Step 16 of the Raid Phase, **before checking for clock advance:**

1. Move Bomber *Gruppen* from the Inflight Box to their airbases on the map, flipped to their full side.
2. Move full fighter *Gruppen* in the Inflight Box to the clock space three spaces ahead of the current time. The *Gruppen* will next be available for raid assignment when that time arrives.

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

3. 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 on the map on its full side to indicate that it may not participate in a raid for the remainder of the day.



14.0 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 1–14. It is recommended that new players complete this scenario before proceeding to the longer scenarios. The rules in sections 15 onward are not required. (However, please read the first paragraph of Section 18 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. Conduct the Daily Planning Phase and then repeat the Raids Planning Phase, Raid Execution Phase and Airfield Operations Phase as called for, until reaching the end of the day, at which time the scenario ends. Do not conduct the Calendar Update Phase. Instead, assess victory as follows:

-35 to -16 VPs: A brilliant opening day for the *Luftwaffe*
-15 to -6 VPs: A German tactical victory, but the RAF can bounce back.
-5 to -1 VPs: Draw
0–9 VPs: A British tactical victory as the RAF holds its own
10 or more VPs: The RAF triumphs as it sends the German raiders reeling

Scenario Note: *The wide range of choices available to the players in target selection, raid assignment and response 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.*



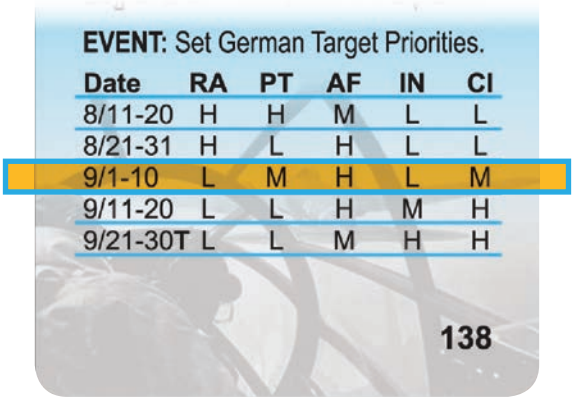
15.0 GERMAN TARGET PRIORITIES

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

15.1 CHANGING TARGET PRIORITIES

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

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



When the preparations for Operation Sealion begin (18.1), the target priorities are fixed for the remainder of the game. Disregard events calling for a change in target priorities once Sealion preparation begin.

15.2 GERMAN FREE TARGET CHOICE

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

15.3 TERROR STRATEGY

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

16.0 REPLACEMENTS AND REINFORCEMENTS

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

Reinforcements: 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 the British Player's discretion, up until September 7.

16.1 GAINING REPLACEMENT POINTS

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

- **German Fighter marker:** Represents replacements for two aircraft types together: Me 109 and Me 110.
- **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, the owning player moves each replacement marker and the Experienced Pilot marker up the track the number of spaces indicated in the replacement schedule on the Day Event Card. The number of experienced pilot points received depends on the current VP level, as shown on the card. A replacement marker may not be moved beyond the top space of its track — the excess replacement points are lost.

16.2 EXPENDING REPLACEMENT POINTS

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

- For each squadron so moved, the British Player expends one replacement point of the appropriate aircraft type **and** one experienced pilot point. If the aircraft replacement point is not available, the squadron remains in the light loss box; do not expend an experienced pilot point. If the experienced pilot point is not available, but the replacement point is, flip the squadron to its reduced side when moved to its sector, to show that it has **green pilots** (Exception: 16.23).
- For each *Gruppe* so moved, the German Player expends one replacement point of the appropriate aircraft type. If the replacement point is not available, he moves the *Gruppen* anyway and moves the **Luftwaffe Depletion** marker one space up the German Depletion Track. (Exception: 16.22)

During Step 7 of the Calendar Update Phase, both players expend replacement points to move their Squadrons and *Gruppen* 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.

16.21

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.

16.22

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 87s.

16.23 NO BLENHEIM GREEN PILOTS

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

16.24

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.

16.3 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. The British Player flips the squadron to its reduced side when returning 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.

16.31 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 during 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.

16.32

If a reduced squadron on patrol does not respond to a raid, it remains on its reduced side when moved to the Tote Board, 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.

16.4 *LUFTWAFFE* DEPLETION

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

The *Luftwaffe* depletion marker is moved along the *Luftwaffe* depletion track to indicate aircraft losses that are not made up by replacements (16.2). 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 (Depletion Level 2) and may not be moved down the track (unless preparations for Operation Sealion begin per 18.1).

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

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

16.5 BRITISH REINFORCEMENTS

During step 8 of the Calendar Update Phase, British reinforcement squadrons may enter play at the British Player's discretion. No more than two reinforcement squadrons may be entered per raid day. To enter a reinforcement, the British Player places a reinforcement squadron of his choice 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.

16.6 BRITISH STABILIZATION SCHEME

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

During Step 3 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, the British Player moves 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 untaken on September 8. Move the experienced pilot marker 16 spaces up the track.

17.0 GERMAN STRATEGY CARDS

The German Player may assign Strategy cards to his raids to provide them with strategic and tactical benefits. The number of cards the German Player receives each Raid Day varies with the Victory Point level; if in the British favor fewer cards are received, if in the German favor more are received.

17.1 DRAWING AND ASSIGNING STRATEGY CARDS

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

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

The German Player assigns his available strategy cards to any planned raids in step 3 of the Daily Planning Phase by placing each strategy card under a target card. All cards are self-explanatory. When planning and resolving the raid, apply the benefits of the strategy card.

17.11

More than one strategy card may be assigned to a single target card. For example, assigning a **Secondary Target** card and **Pathfinders** card to the same raid allows the bombing of the Target card's secondary target with a two column shift when resolving the bombing.

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

17.12

Each strategy card states when the German Player must reveal the card to the British Player. For example, the **Secondary Target** strategy card is revealed during the Bombing Step of the Raid Phase.

- **If the British intelligence level for a raid is accurate:** The German Player must reveal any strategy cards assigned to a raid when he deploys the raid in the raid display, regardless of what the card says.

18.0 VICTORY AND DEFEAT

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

The **Battle of Britain** scenarios 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 (18.2).

Victory and defeat in the **Hardest Days** and **Thin Blue Line** scenarios is described in 19.1 and 19.2.

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

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

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

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

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

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

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

  High: Airfields and ports,
  Medium: Radar;
  Low: Cities and industry.

  These priorities remain in effect until the end of the game; ignore all "**Change Target Priority**" events.
- The British Player gains three VPS for each day elapsed from this point forward.

18.11

When the Day marker is moved into or past the calendar space occupied by the **Sealion marker on its D-Day side,** the game ends. If the VP total in the space occupied by the Day marker is:

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

18.2 AIRFORCE ELIMINATION

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

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

19.0 2-PLAYER SCENARIOS

19.1 THE HARDEST DAYS

Following a month of skirmishing over the channel in July 1940, the Battle of Britain proper got underway with several intense raid days from August 11–18. This period included raid days now known historically as Eagle Day (8/13), the Greatest Day (8/15) and the Hardest Day (8/18). German raiders concentrated on forward airfields, ports and radar stations in the hopes of engaging the RAF for a knockout blow. 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, through four Raid Days. The first Raid Day is August 11 (the first space of the calendar); the second, third and fourth raid days occur as determined by Day Event Card draws.

The game ends at the end of day on the fourth Raid Day. As a reminder, there will be three valid Day Event cards revealed at that point. Do not conduct the Calendar Update Phase for the fourth Raid Day. (Exception: if playing with the optional night raid rules, conduct step 1 of the Calendar Update Phase). Instead, compare the number of VPs to the schedule below to assess victory. In addition, Air Force Elimination (18.2) is possible.

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



19.2 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). The British Player chooses, but three of the squadrons must be in Group 11, and no more than one squadron may be chosen per sector.
- Place the five priority markers on the Raid Effort Table 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.
- 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 the German Player checks for Operation Sealion preparations in accordance with 18.1. The check occurs after adding VPs for the day advance, and before receiving and expending replacement points.

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

The scenario may also end due to airforce elimination (18.2). If no victory conditions are met, the game is a draw. You may wish to continue play with the campaign game.

19.3 CAMPAIGN GAME: THE BATTLE OF BRITAIN

This scenario begins on August 11 and continues until the end of the game as defined in Section 18. 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 the fourth Day Event Card of the game is drawn — add cards 35–44 (ten cards) to the Target Deck and reshuffle the deck.

20.0 NIGHT RAIDS (OPTIONAL)

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

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

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

20.1 GERMAN NIGHT RAID COMMITMENT

During step 1 of the Daily Planning Phase, the German Player assigns bomber *Gruppen* to night raids by moving bomber *Gruppen* of his choice from their hidden airbases to the hidden Raid Display. Then, after the British Player commits squadrons to night patrol in step 6 of the Daily Planning Phase, the German Player reveals his assigned night raiders by placing them in the Night Raid boxes on the map.

20.1.1 MINIMUM/MAXIMUM NIGHT RAIDER ASSIGNMENTS

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

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

20.1.2

He 111s, Ju 88s and Do 17s may be assigned to night raids. Ju 87s may not be assigned to night raids. Bombers assigned to Night Raids may not be assigned to day raids. Night raid assignments may be split between LF 2 and 3 as the German Player sees fit.

20.2 BRITISH NIGHT PATROL

During Step 6 of the Daily Preparation Phase, the British Player assigns full Blenheim squadrons in sectors to night patrol by placing each in 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. The British Player 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.

20.2.1

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 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 12.22.

20.3 NIGHT RAID INTERCEPTION

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

Procedure:

1. Cross reference the number of Blenheim squadrons in the Night Patrol Box with the total number of bomber *Gruppen* in both *Luftflotte* Night Raid Boxes on the Night Raid Interception Table to determine the interception chance.
2. The British Player rolls the die. If the die-roll is less than or equal to the interception chance, he chooses a number of Blenheim squadron in the Night Patrol Box equal to the die result. Each intercepts a *Gruppen* in either Night Raid box of the British Player's choice. The selected Blenheim squadrons and bomber *Gruppen* are placed in the Bomber Box of the Raid Display. If the die result is greater than the interception chance, no interceptions occur.

Example: Four squadrons are in the Night Patrol Box and a total of nine *Gruppen* are in the Night Raid boxes, resulting in an Interception Chance of three. The British Player rolls a two. Two squadrons intercept two *Gruppen*. He chooses two squadrons and two *Gruppen* and places them in the Bomber Box of the raid display on the map.

20.3.1

If Blenheim squadron 600/6/11 is in a Night Patrol Box: The British Player may choose to subtract one from the die result, after rolling the die (for example, he may choose to declare a roll of 3 to be a 2). If he chooses to do so, the 600/6/11 squadron must be among the Blenheim squadrons selected to intercept.

20.4 NIGHT RAID COMBAT

Resolve squadron-bomber night attacks as a single combat 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 hidden 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.

20.5 NIGHT RAID BOMBING

After resolving night raid combat, the German Player determines the effect of bomb damage done to British targets by all night raiders remaining in the Night Raid boxes. The bombing does not affect specific targets, and the day Bombing Table is not used. Instead, the German Player totals the number of *Gruppen* in both Night Raid Boxes (not the bombing strength) and rolls the die. He cross-references the die-roll and the number of *Gruppen* on the Night Raid Bombing Table to determine the result of the bombing, in terms of a number of Victory Points subtracted. If a "**6**" is rolled, two points of industry damage are applied in accordance with 12.24.

Night Raider Landing Accident: If the bomb damage result is marked with a "*****", one *Gruppe* suffers an accident upon returning from a night raid. The German Player moves one *Gruppe* of his choice from a Night Raider box to the light loss box and increases the VP total by one.

21.0 ◆ ADVANCED RULES

All the rules in this section are an integral part of **2-Player** and are intended to be introduced into play once the players have completed a few scenarios and have mastered the basic rules. These rules add more historical detail, and strategic and tactical choices to the game, without significantly increasing play time. All the rules in this section should be used together, to maintain game balance. These advanced rules may be used with or without the optional Night Raid rules.

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

Additions to Set-Up: Place the two ace squadron counters in the ace squadron box. Place the Delayed Response marker near the Raid Display. If playing the **Thin Blue Line** or **Battle of Britain** scenarios, place the two *Jabo* markers near the German Planning Board, for the German Player's use.

21.1 FORWARD AIRFIELD TARGETS

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

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

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

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

21.2 HIGH COMMAND RAID REQUIREMENTS

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

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

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

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

Close Escort Minimum: The German Player must assign a number of fighter *Gruppen* to Close Escort at least equal to half the number of bomber *Gruppen* in the raid. This requirement is applied during Raid Deployment, after satisfying requirements for channel patrol. There is no penalty for failing to meet this requirement, but then no fighters will be available to hunt or strafe.

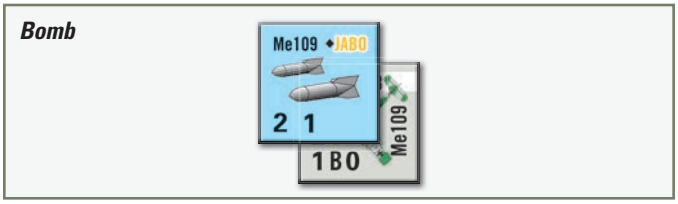
Example: A raid with three bomber *Gruppen* must have at least two fighter *Gruppen* assigned to close escort.

- If the *Luftwaffe* is at Depletion Level 1 or 2 and the VP total is positive, the number of fighter *Gruppen* assigned to close escort must equal the full number of bomber *Gruppen* in the raid.
- *Jabos* are exempt from these requirement.
- This requirement does not apply if the VP total is negative or the *Luftwaffe* is at full strength. *Jabos* are exempt from this requirement.

21.3 *JABOS* (FIGHTER/BOMBERS)

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

Starting September 1, the German player may assign one or two Me 109 *Gruppen* to bomb in a raid, by placing a *Jabo* marker on the *Gruppe*, and assigning it to a raid as a bomber. The assignments must be made during the Bomber Assignment step of the Daily Planning Phase and the *Gruppe* must subsequently be placed in the Bomber box.



The following special adjustments apply to *Jabos:*

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

21.4 EDGE OF GERMAN FIGHTER RANGE

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

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

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

21.5 DELAYED RAF RESPONSE

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



The British Player's decision to declare delayed response must be made during Squadron Commitment (step 3, 5 or 8 of the Raid Phase). If he chooses 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**.

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.

21.6 FENDING AND EVADING

During hunter interception, the British Player 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. He 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 the British Player declares fend and evade, he selects two full Spitfire or Hurricane squadrons and flips one of the selected squadrons to its reduced side (his choice); then he moves 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, the British Player may declare that two are fending and two evading (and he would flip two squadrons to reduced).

Ace Exception: If an ace squadron is fending or evading, neither squadron in the pair is flipped to reduced.

21.7 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.





21.7.1 GAINING AN ACE SQUADRON

If a hunter attack is resolved in which **all** of the following apply, one of the 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, the British Player selects one of the full Spitfire or Hurricane squadrons that received a "**No Effect**" result to become an ace squadron.

21.7.2

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.

21.7.3 DENOTING ACE SQUADRON STATUS

To mark a squadron as an ace, the British Player replaces it (wherever it may currently be) with an ace squadron counter of the same aircraft type. He places the squadron being replaced in the ace squadron box. The British Player refers to the counter in the ace squadron box whenever moving the ace squadron counter to remind himself 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.

21.7.4 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 a squadron is eligible to become an ace when the requisite ace counter is already in play, no new ace is received.

21.7.5 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.

21.7.6 ACE SQUADRON FEND AND EVADE

When an Ace Squadron fends or evades (21.6), neither it or its partner squadron are flipped to reduced.

21.7.7 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. Return the ace squadron counter to the Ace Squadron Box; it is available to re-enter play if and when another ace squadron is gained.

21.8 *LUTWAFFE* PRESS OR REST

Before drawing the Day Card in step 3 of the Calendar Update Phase the German Player declares if he will "**press the attack**" or "**rest his forces**". The British player then draws **two** Day Event cards.

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

If the German Player chooses to press…

- Double the number of Victory Points added for the number of days elapsed.

Example: If two days elapse, add four VPs.

- But do not add more than 3 VPs per day when Sealion preparations are underway (18.1)
- The German Player receives just one strategy card for the upcoming raid day, regardless of the VP level.
- Add an additional modifier of +2 to every detection die roll in the upcoming raid day.

21.9 VHF-EQUIPPED SQUADRONS

Beginning September 1, three squadrons are equipped with VHF radio equipment, greatly 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. For 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.

21.10 HUNTER CONTACT DIE ROLL

If the number of *Gruppen* in the Hunt Box outnumber squadrons by more than one at the start of the Hunter Interception step (step 9 in the Raid Phase), the German Player rolls the die. If the die result is less than the difference between the number of *Gruppen* and squadrons, move a number of *Gruppen* equal to the die result from the Hunt Box to the Inflight Box. These hunters were unable to make contact with the squadrons.

Example: If three squadrons and seven *Gruppen* are in the Hunt Box, a die result of 1, 2 or 3 would result in one, two or three hunters leaving the raid. A result of 4, 5 or 6 would have no effect. The normal hunter interception procedures occur after this die roll.

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. The **Time Advance** section of the raid target event is not used in **2-Player**.

Day events: Appear on Day event cards drawn during the Calendar Update Phase.

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

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

Many cards list multiple events applying to different games. For **2-Player**, use only the events marked **2** or **A**. Some events are fully explained on the card, but most require additional explanation, given in the following event descriptions.

RAID APPROACH EVENTS

British Altitude Advantage: If one or more of the conditions on the event card apply, the British side receives an advantage in both the Hunter attack and Squadron attack steps of the current raid. When resolving both combats refer to the lettered row of the Combat Results Table one below the calculated row. 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 ChannelPatrol box to the Hunt box. This event occurs only if the target depth is coastal or inland (as listed on the target card). If there are no squadrons in the Hunt Box, move the channel patrollers to the close escort box instead.

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

- If, as a result of this event, no *Gruppen* are in the Hunt box, move all squadrons from the Hunt box 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 the British Player's 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* with the indicated selector letter become **reduced**, flip them over. If already reduced, there is no additional effect to the *Gruppe*. If the weather is sunny, no event occurs.

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

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

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

Hunters Chase Stragglers: *Gruppen* with the indicated selector letters in the Hunt Box leave the raid; place them in the Inflight Box. Flip squadrons with the indicated selector letter in the Hunt box to their reduced side. If already reduced, move the squadron to the Inflight Box. In order for this event to apply at all, both nationalities must have at least one unit with the indicated selector letters in the Hunt box.

Hunter Fuel Low (A, B or C): If the raid target is **inland** or **deep**, flip all *Gruppen* with the indicated selector letter in the Hunt box to reduced. If already reduced, no additional effect.

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

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

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

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

Squadrons evade hunters (A, B or C): The British Player may (but is not required to) move full Spitfire and Hurricane squadrons in the Hunt box with the listed selector letter to the Bomber box. If there are no *Gruppen* in the Bomber box, move the evading squadron to the Inflight box. Blenheim squadrons and reduced squadrons may not evade.

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.

Clouds inhibit squadrons (A, B or C): If the area has patchy or broken clouds, all squadrons with the indicated selector letter leave the raid prior to interception; place them in the Inflight Box. If the weather is clear, no event occurs. If no squadrons remain in the Bomber Box after this event, apply the effects of 10.2, last paragraph.

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

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

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

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

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

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

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

Squadron Turnaround: RAF ground crews are working fast. Conduct squadron turnaround as if a **"1"** time advance occurred (see the turn-around summary on the map). Exception: If the current target is an airfield, squadrons assigned to that airfield remain in the **Inflight** box. For example, if **Hornchurch** airfield is the target, 6/11 squadrons in the **Inflight** box remain there.

Exception: Patrolling squadrons do not land due to the Squadron Turnaround event.

Squadrons Intercept Blenheims: A flight of Blenheims from Bomber Command is mistaken for a German raid, and is intercepted. The British Player must immediately move one available or patrolling Hurricane or Spitfire squadron not responding to the current raid to the In Flight box. He chooses a squadron in an 11 Group sector first. If none are available, he chooses one from 10 Group, then 12 Group.

ULTRA Intercept: The British Player holds the ULTRA marker until he chooses to play it during any Advance Warning step in the current or future Raid day. When played, the German Player must place Raid Approach markers in the specific target sectors for every raid planned in the current time segment (instead of in regions). The number of markers placed must match the number of raids planned. The British Player then gives up the ULTRA marker. There is just one ULTRA marker, so if the British Player already holds the marker when this event occurs, he receives no additional benefit.

DAY EVENTS

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

Change German Target Priorities: Based on **date** or **VPs**. See 15.1.

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

Morning Haze and Fog: Poor visibility prevents air operations in the early hours of the upcoming Raid Day. The German Player does not use the time markers for 0600 and 0800, and draws only eight target cards.

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.



RAF: LION VS EAGLE DESIGNER'S NOTES

This deluxe printing of **RAF** incorporates all corrections and adjustments from the first two Decision Games printings and, for the first time, includes a mounted game board and full color rulebooks.

RAF is the first board wargame (as far as I know) to contain three modes of play in the same package, each with its own set of rules: two-player and solitaire for each side in the conflict. Designing multiple games with different perspectives on the same historical event leaves the designer nowhere to hide. One set of unit values, one detection system, one combat system, and one bombing system had to work transparently for all three games or credibility would be compromised. The range of choices and tactics available to a given side must be comparable, whether live or programmed.

For the live German Player, planning raids should feel the same in the German solo and 2-player game — a strategy that produces given outcomes in one game should do the same in the other. Likewise as the British Player, there should be no difference in responding to the German system or the live German player, unless the live German player is even more irrational than his historical counterpart. That leads to one of the challenges of the design for a live German player — to what extent should he be bound to the capricious decisions of German high command? In the game, the German Player is not Hitler or Goering, but operates at their whim, doing the best he can within these resources and directives. I think a balance has been achieved in the resulting work.

All the actual targets and strategies of the Battle of Britain are in the game, as well as a few possibilities that the British feared. Yes, the Germans lost, and historians agree that they had very little chance of winning. But, at the time, no one on the British side (and certainly not the Germans) was so sure. In the game, the player sees things from the uncertain perspective of 1940.

What is the Terror Strategy?

The dramatic switch from military to civilian targets was a turning point of the campaign. Hitler ordered the *Luftwaffe* to concentrate on London and other cities beginning September 7th; a big break for the RAF. With forward airfields and radar undisturbed, and with German bombers ranging further inland, Fighter Command had plenty of time to intercept, in a big way, even while resting overworked squadrons. The British player gains a similar advantage in the game if the Terror Strategy occurs.

What does the LF3 to LF2 Event represent?

On August 27th, German High Command decided to concentrate on targets around London in an effort to remove the RAF from southeast England entirely. *Luftflotte* 3 fighter support was reassigned to *Luftflotte* 2 airbases to support this effort and *Luftflotte* 3 bombers also flew over the *Luftflotte* 2 zone, putting a significant strain on Fighter Group 11. If this event occurs, the Germans will seem to have a near endless supply of *Gruppen* to send over Group 11's area.

Could Operation Sealion really have happened?

Basing victory and defeat on the cancellation or start of Operation Sealion is a concession to drama. It is not certain that the Germans could mount an amphibious invasion, even if the Royal Air Force was destroyed. However, Hitler did schedule the operation to start on September 11th, and delayed it a few times before canceling it on September 19th, after which daylight raids against England subsided. These historical decisions are reflected in the game and certainly make clear the difference between losing and winning.

Why do British Reinforcements cost VPs?

Northern England, defended by Fighter Groups 12 and 13, is not in the game. However, the squadrons that the British redeployed (or could have redeployed) from the north to the south have been included as reinforcements. If too many are brought down, the British VP total suffers to show that the north has been left unguarded. Historically, the British increased the strength of 10 and 11 Group by six squadrons during the campaign (after adjusting for withdrawal). In RAF Eagle, British reinforcements are limited by the Day Event draws, rendering a VP penalty unnecessary.

What happens on the days between raid days?

The game recreates only those days of the Battle of Britain that saw the heaviest fighting (approximately 17 days out of 50 historically). Although representing only one third of the calendar days in the campaign, **raid days** saw over two thirds of the sorties flown. The Germans also raided on many of the days between the game's raid days, but with sporadic effort that did not stretch the RAF's response capabilities. To account for losses occurring on non-raid days, the level of *Gruppen* and squadron commitment, combat results and bombing damage are intensified on raid days to model historical losses over the course of the campaign.

Couldn't squadrons turn around faster than in the game?

Historically, the RAF was able to turn around their fighter units slightly faster than the players can in the game. There are cases when a squadron flew six times in a single day. In developing the game, it became clear that a turn-around max of three or four times per day works just fine to model the decisions facing the RAF in the area of Squadron turn-around. What the game does match is the number of times squadrons had contact with the enemy. A squadron may have scrambled five or six times a day on occasion, but rarely contacted the enemy more than once a day.

Why do hunting Me 109s leave the raid when there are no squadrons to intercept, instead of strafing?

An Me 109 on hunt is tasked to spend their entire flying time over England seeking to engage RAF fighters, not to burn precious fuel dropping down to near-ground altitude to strafe (which also puts them at a tactical disadvantage as they climb back up).

Why do close escort fighters move away from the combat when there are more bombers than close escort fighters?

When bombers outnumber close escort fighters, the German side must choose which of his bombers will be protected and which won't. Those that remain unprotected are then easy targets for the British squadrons. Of course, this is not an issue when the Germans employ the tactic of having as many or more CE fighters as bombers.

In Eagle why don't squadrons patrol?

Squadrons on patrol are represented abstractly in **Eagle** by the ratings in each Target Card's Eligible Sectors Chart. It is assumed that up to half the squadrons responding to a given raid are already in the air, on patrol.

In Eagle what does the Raid Response Pool represent?

The squadrons in the pool have been identified by RAF controllers as being capable of responding to the raid. The squadrons in the pool have not yet been scrambled or vectored to the raiders. The controllers choose squadrons from among this pool to actually respond. Those that do not respond remain on the ground or on patrol in anticipation of other raids.

—John H. Butterfield

RAF

Computer Editions





RAF: Lion puts you in control of British Fighter Command, responding to German raids. The game's unique card system generates targets and forces, which may remain hidden until after you commit your squadrons. Your foe is no mindless system: the Luftwaffe has priorities and a strategy.

RAF: Eagle puts you in control of the Luftwaffe forces raiding England. You schedule raids and assign missions to your bombers and fighters, attempting to deliver the knockout blow. Can you take out the British radar system and cripple their aircraft production? The game controls the RAF response to your strategies. How does a foe so close to defeat keep coming back?



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