

Battle of Britain



Scenarios for Wings Of Glory

2018-03-18

Introduction

The scenarios in this campaign cover the air war in the west from the German Invasion of France until threat of autumnal storms brought the end to German plans for Operation Sealion, the Invasion of Britain. While the campaign is fictitious, it is based upon a historical framework. The campaign can be split into six distinct phases.

As this campaign progressed, aircraft from companies other than Nexus/Ares were added. These scenarios were added between the existing numbers.

Phase 1 - The Invasion of France. May 1940. From the end of the Phoney War until the German panzers reach the Channel coast and the British evacuate from Dunkirk.

1. May 10th 1940 – The End of the Phoney War
2. May 14th 1940 – The Meuse Bridges
- 2b. May 14th 1940 – Advance through the Ardennes Forest
3. May 18th 1940 – Vitry-en-Artois
4. May 23rd 1940 – Bf 109 vs Spitfire
5. May 31st 1940 – Dynamo, The Great Evacuation

Phase 2 - Respite. June 1940. The Germans complete the Invasion of France and the Air Fleets move forward and consolidate at bases near the Channel coast. The British lick their wounds received on the continent and recover to fight again.

6. July 1st 1940 – Bomb the Luftwaffe

Phase 3 - Kanalkampf. 10th July – 11th August 1940. A month of attacks on the British coastal convoys and air battles over the Channel.

7. July 10th 1940 – Kanalkampf
8. July 14th 1940 – No Immunity
- 8b. July 19th 1940 – RAF Losses Rising
9. July 25th 1940 – The Straits are Closed in Daylight
10. August 7th, 1940 – Leader of the Free French

Phase 4 - Eagle Day. 12th – 23rd August 1940. Starting on the eve of *Adlertag*, the major assault lasting for just over a week. The period that Göring and the Nazi propaganda machine called *Adlerangriff*.

11. August 12th 1940 – Destroy the Radar
12. August 13th 1940 – Crystal Trouble
13. August 15th 1940 – Luftflotte 5 attacks The North
14. August 15th 1940 – Hit the Airfields
15. August 16th 1940 – The Few

Phase 5 - The Critical Period. 24th August – 6th September 1940. The Luftwaffe targeted airfields in the south-east as priority objectives.

16. August 26th 1940 – Replacement Pilots
17. August 28th 1940 – Take it to the Germans
18. August 31st 1940 – The Poles

Phase 6 - The Blitz. From 6th September 1940. Attacks centred on London, first by daylight and then by night. Including 15th September which became known as the Battle of Britain Day. After the 17th September, when the Germans postponed Operation Sealion indefinitely, Britain was safe from invasion. However the blitz continued nightly until Christmas Eve when both sides observed a truce until the 27th.

19. September 9th, 1940 – London Attacked
20. September 15th, 1940 – Battle Of Britain Day
21. October 29th, 1940 -The last official day of the Battle of Britain

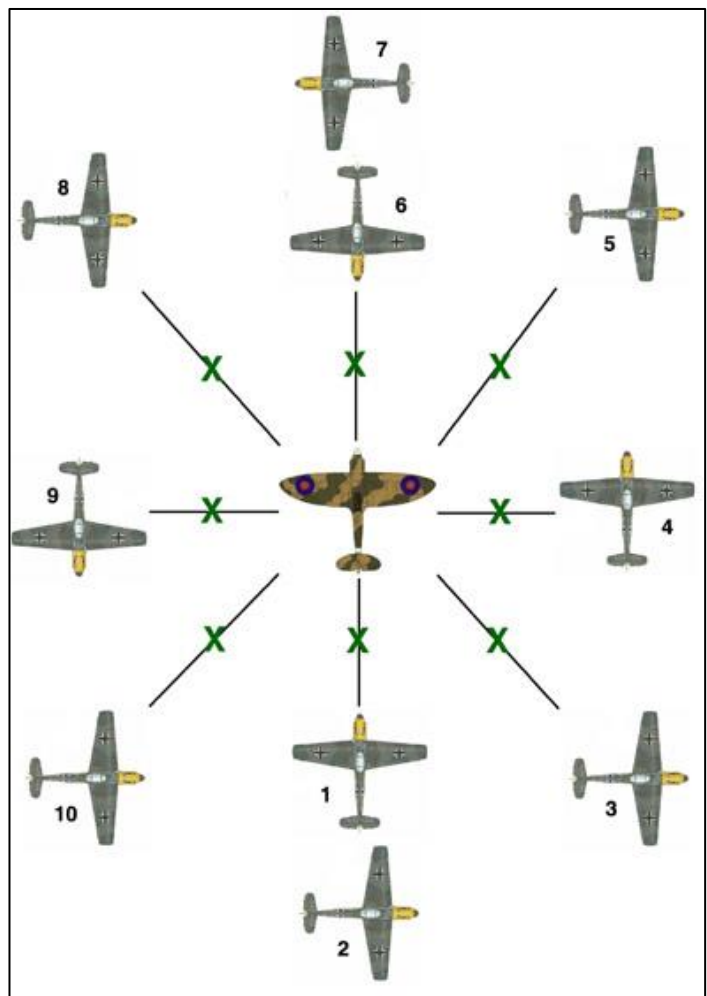
Dogfight Setup

Use the following procedure to set up a dogfight scenario:

- Both players note down their formation.
- Determine which side sees the other first. Roll a D10 and add one for each ace in the formation. If the result is equal re-roll. The higher result is the winner and has spotted the loser first.
- Determine the relative positions of the flights when the patrol is spotted. Roll a D10 and consult the diagram. The X shows the centre of the playing area.
- Determine the distance between the flights when the patrol is spotted. Roll a D10 and consult the following table to give the distance from the centre of the playing area:

1-2	½ ruler length
3-4	¾ ruler length
5-6	1 ruler length
7-8	1 ¼ ruler lengths
9-10	1 ½ ruler lengths

- Place the loser's flight in the Spitfire position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.
- Place the winner's flight in the Messerschmitt position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.



Phase 1 - The Invasion of France

1. *May 10th 1940 – The End of the Phoney War*

May 10th 1940 was the day the real war started and the Phoney War ended. It was today that Hitler's armoured divisions launched their Blitzkrieg attack in the West. The same day, in the United Kingdom, Neville Chamberlain resigned as Prime Minister and was succeeded by Winston Churchill and a new Coalition Government.



Playing Area

One 68 x 98 cm (27" x 39") game mat. One short edge is designated the German and the opposite edge the British. Located over France. The floor is 3.

German Player

Two Messerschmitt Bf 109 E-3s in formation at half ruler distance from the German edge. Roll once for altitude:

D6	Altitude
1	1
2, 3	2
4, 5	3
6	4

British Player

One Hurricane Mk I and one Dewoitine D.520 anywhere at half ruler distance from the British edge. Roll for each plane individually to determine altitude as above.

Victory Conditions

The winner is the side with airplanes remaining when all enemy airplanes have been shot down or have left the playing area.

2. May 14th 1940 – The Meuse Bridges

On 12 May, Sedan was captured. Situated on the east bank of the Meuse, it gave the Germans a base from which to capture the Meuse bridges. Once captured, the German divisions could then advance across the open and undefended French countryside beyond Sedan, and to the English Channel.



The French believed that the Germans would need to bring up artillery to support the crossing but were surprised when the Germans used the Luftwaffe as flying artillery. This, on top of their already low morale, caused the French to break.

Having captured the Meuse bridges, the Germans poured troops and panzers across the river. On 14 May the British air forces, the Royal Air Force (RAF) and Armée de l'Air (French Air Force) tried to destroy the bridges, and stop German reinforcements reaching the west bank.

Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Place the target bridge one ruler distance from the centre of the German edge. Located over France. The floor is 0.

German Player

Two Messerschmitt Bf 109 E-3s in formation at half ruler distance from the German edge at altitude 4. One anti-aircraft gun is placed between half and one ruler distance from the target bridge.

British Player

Two Hurricane Mk Is and two Bristol Blenheim Mk Is or two Fairey Battles anywhere at half ruler distance from the British edge at altitude 4.

Victory Conditions

The bombers inflict 2 victory points of damage if the bombs hit the target, and 1 if they get a near miss. The German player gets 1 victory point if the target is missed completely.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the British planes can leave from their edge without any penalty once the target has been bombed by both bombers (or they have been shot down).

The side scoring the most victory points wins.

Scenario Rules

Use rules for "LEVEL BOMBING", "ANTI-AIRCRAFT GUNS" and "STRAFING".

2b. May 14th 1940 – Advance through the Ardennes Forest



With France seemingly secure along its famed Maginot Line, the German Army traversed the so-described 'impassable' Ardennes - taking its enemies by surprise.

However, all transport was restricted to the road network which meant, the long German supply lines were vulnerable to air attack.

Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Place a target convoy one ruler distance from the centre of the German edge and place two more at one ruler distance to its right and left. Located over France. The floor is 0.

German Player

Two Messerschmitt Bf 109 E-3s in formation at half ruler distance from the German edge at altitude 4.

British Player

Two Hurricane Mk Is and two Bristol Blenheim Mk Is or two Fairey Battles anywhere at half ruler distance from the British edge at altitude 4.

Victory Conditions

The British player gets one victory point for each damage point inflicted on a convoy target. When bombing a convoy target, a hit inflicts 12 damage points and a near miss 8. The Germans gain 16 victory points if the British fail to gain more than 16 victory points from ground targets.

Each player gains 16 victory points for each enemy plane shot down or 8 if it leaves the playing area. However the British planes can leave from their edge without any penalty once the target has been bombed by both bombers (or they have been shot down).

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

The side scoring the most victory points wins.

Scenario Rules

Use rules for "LEVEL BOMBING", "STRAFING" and "GROUND TROOPS".

3. May 18th 1940 – Vitry-en-Artois

In early September of 1939, two AAF squadrons flew Gloster Gladiators in France: The County of Durham 609 Squadron and the County of Surrey 615 Squadron. They were reequipped with Hurricanes just in time for the German offensive.

On 18 May 1940, a Luftwaffe bombing raid destroyed many of the BEF's Gladiators and Hurricanes on the ground at Vitry-en-Artois, an airfield near the Pas-de-Calais.



It is possible that some of the British planes got off the ground in time to defend their airfield.

Playing Area

One 68 x 98 cm (27" x 39") game mat. One short edge is designated the German and the opposite edge the British. Located over France. The floor is 0. Place two airfield hanger targets one ruler distance from the centre of the British edge.

German Player

One Messerschmitt Bf 109 E-3 and one Dornier Do 17 both touching the German edge. Roll once for altitude for the Dornier on the table below. The Messerschmitt is at one altitude higher.

D6	Altitude
1, 2, 3	2
4, 5, 6	3

British Player

One Hurricane Mk I and one Gloster Gladiator both touching the British edge and at least one ruler distance apart. Roll for each plane individually to determine altitude as above.

Victory Conditions

The bombers inflict 2 victory points of damage if the bombs hit the target and 1 if they get a near miss. The British player gets 1 victory point if the target is missed completely.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the German planes can leave from their edge without any penalty once the target has been bombed by the Dornier (or it has been shot down).

The side scoring the most victory points wins.

Scenario Rules

Use rules for "LEVEL BOMBING".

4. *May 23rd 1940 – Bf 109 vs Spitfire*

On 23rd May 1940 the first documented dogfight between a Bf 109 and a Spitfire occurred. Squadron Leader F. L. White commanding No. 74 Squadron had engine trouble and was forced to land at a French aerodrome near Calais in the path of the advancing panzers.



Squadron Leader "The Prof" Leathart commanding No. 54 Squadron took the squadron's bright orange Miles Magister trainer, escorted by two spitfires, and went to rescue White.

Leathart found White hiding in a ditch avoiding the German tanks, picked him up, and headed home at 6ft above the Channel.

The escorting Spitfires were in combats with Messerschmitt 109s resulting in three confirmed 109s killed for no Spitfire losses. Reporting on the battle, Al Deere (one of the Spitfire pilots), stated that the 109 climbed better than the Spitfire but the Spitfire could out-turn the 109.

Shortly afterwards, King George VI visited the Spitfire Wing at Hornchurch and presented Leathart with a DSO for pulling off the remarkable rescue. By which time Deere had 5 kills and the King presented him with his first DFC.

Playing Area

Two 68 x 98 cm (27" x 39") game mats. The long edges are North and South and the short edges East and West. Located over France. The floor is 0.

German Player

Two Messerschmitt Bf 109 E-3s in formation at half ruler distance from the west edge. Roll once for altitude:

D6	Altitude
1	1
2, 3	2
4, 5	3
6	4

British Player

One Miles M.14 Magister "Maggie" unarmed basic trainer aircraft starts at altitude 1 adjacent to the east edge. Two Spitfire Mk Is enter the playing area on turn one anywhere more than one ruler distance from the west edge and at an altitude of their own choosing. The place of entry and altitude must be written down before the German player deploys his airplanes.

Victory Conditions

The British player wins if the Maggie exits the west edge of the playing area. The German player wins if he shoots down the Maggie or somehow forces it to exit the paying area other than by the west edge.

5. *May 31st 1940 – Dynamo, The Great Evacuation*

All British eyes by now were focused on Dunkirk and Operation Dynamo. The great evacuation was reaching its peak. Initially it was hoped to rescue 50,000 troops but contrary to expectations up to 40,000 troops a day were being taken off. However, the waiting men, standing in long queues on the beaches, were having a very trying time. There can be few worse experiences than standing in disciplined lines for hours on end while being strafed and bombed.



Unhappily, whilst the RAF was flying hundreds of missions – in total 2,739 fighter sorties were flown over Dunkirk – their impact was little felt by the troops on the beaches. This was partly because of the altitude of the missions and partly because the RAF was attacking the German bombers before they reached the beaches.

The Luftwaffe had had it very easy fighting out-of-date and ineffective air forces, but Dunkirk came as a bit of a shock when the now came into contact with aggressive pilots in modern airplanes.

Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over France. The floor is 0.

German Player

Two Messerschmitt Bf 109 E-3s in formation at half ruler distance from the German edge at altitude 3.

British Player

Two Spitfire Mk Is in formation at half ruler distance from the British edge at altitude 3. Place two ground troops on the game map with the British edge; at least one ruler distance from any map edge and one ruler distance from each other.

Victory Conditions

The game ends when all the planes of one side have been shot down or have exited the gaming surface. Every damage point inflicted on a troop card is a victory point, up to a maximum of 5 per card with a bonus VP being awarded if zero damage remains. Each player loses 12 points for each of his planes that has been destroyed or leaves the playing area, but the German player can leave from his edge without any penalty if both the troop cards are eliminated. The side scoring the most points wins.

Scenario Rules

Use rules for "STRAFING" and "GROUND TROOPS"

Phase 2 – Respite

6. July 1st 1940 – Bomb the Luftwaffe



Blenheim bomber squadrons operated throughout the Battle of Britain, often taking heavy casualties, although they were never accorded the publicity of the fighter squadrons.

During the weeks between Dynamo and the Kanalkampf there were more British bombers over the continent than there were Luftwaffe bomber over England.

Bombers raided German airfields in occupied France throughout June to December 1940, both during daylight hours and at night. On 1 August 1940, 12 Blenheims were sent to attack Haamstede and Evere, destroying or heavily damaging three Bf 109s on the ground while two more Bf 109's were claimed by Blenheim gunners.

Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over France. The floor is 0. Place one airfield target one ruler distance from the centre of the German edge and two more targets within a half ruler distance of the first.

German Player

One anti-aircraft gun is placed one ruler distance from any airfield target. Two Messerschmitt Bf 109 E-4s in formation at half ruler distance from the German edge. Roll once for altitude:

D6	1	2,3	4,5	6
Altitude	1	2	3	4

British Player

Two Hurricane Mk IIs and two Bristol Blenheim Mk IVs anywhere at half ruler distance from the British edge at altitude 2.

Victory Conditions

The Blenheims inflict 2 victory points of damage for a direct hit, and 1 for a near miss. The German player gets 1 victory point the targets are missed completely. The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the British planes can leave from their edge without any penalty once the target has been bombed by both Blenheims (or they have been shot down).

The side scoring the most victory points wins.

Scenario Rules

Use rules for "LEVEL BOMBING", "ANTI-AIRCRAFT GUNS" and "STRAFING".

Phase 3 - Kanalkampf

7. July 10th 1940 – Kanalkampf

The Admiralty persisted in continuing with a traditional coastal trade, forming merchant ships into convoys protected both by convoy escorts (usually destroyers) and air cover from Fighter Command. The Germans could not resist attacking such juicy targets. This part of the battle was known as *kanalkampf*. There was actually no real need for the British to run convoys through the Channel and the Straights of Dover, the cargo could have been sent on the railroads.

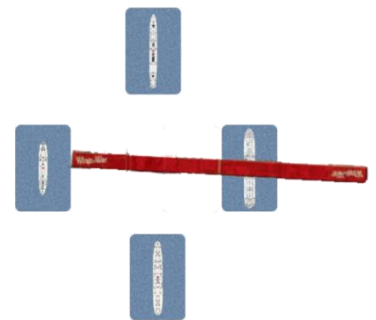


From the RAF's point of view the campaign was not what Fighter Command had prepared for; pilots involved in dogfights risked drowning when they took to their parachutes, because the RAF had no air sea rescue service to put into operation, whereas the Germans had He59 float-planes for this purpose.

The German attack against coastal shipping had started at the beginning of July. However, the official date of the beginning of the Battle of Britain was fixed on July 10th. On this day, Dornier bombers protected by Bf 109 fighter attacked a convoy defended by Hurricanes. One ship was sunk,

Playing Area

Two 67 x 98 cm (27" x 39") Sails of Glory game mats. The short edges are North and South and the long edges East and West. The German edge is the south edge, British edge is the north edge. Located over the Channel. The floor is 0. Place four ship target cards (one escort and 3 cargo ships) facing east in a diamond formation with a half ruler distance between ships at one ruler distance from the middle of the west edge.



German Player

Two Messerschmitt Bf 109 E-4s in formation and two Dornier Do 17 Z's in formation both at half ruler distance from the German edge at altitude 3.

British Player

Three Hurricane Mk IIs in formation at half ruler distance from the British edge at altitude 3.

Victory Conditions

The German player inflicts 2 victory points of damage for a direct hit, and 1 for a near miss. The British player gets 1 victory point if no ship target is successfully bombed.

The game ends when all the planes of one side have been shot down or have exited the gaming surface or when all ships have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the German planes can leave from their edge without any penalty once the target has been bombed by both Dorniers (or they have been shot down).

The side scoring the most victory points wins.

Scenario Rules

Use rules for "LEVEL BOMBING", "ANTI-AIRCRAFT GUNS", "STRAFING" and "SHIPS".

8. July 14th 1940 – No Immunity

The Luftwaffe had a much better search and rescue organisation than the RAF. They used Heinkel He 59 C floatplanes to pick up pilots who had been forced to ditch in the sea. These aircraft carried Red Cross markings and were unarmed search and rescue aircraft.

However, in London it was suspected that these planes were not only being used to rescue downed pilots but also to spot the position of convoys that could then be attacked.



Although several He 59 C floatplanes had already been shot down by Fighter Command (despite their red cross markings), it was not until 14 July that an order was circulated to all pilots ordering them to shoot down such aircraft, because they were being used for “purposes not consistent with the privileges generally accorded to the Red Cross”.

German records show that 21 of these aircraft were lost to enemy action between July and the end of October, with others failing to return after collisions, sea landing accidents, and, in one case, landing in a minefield.

Playing Area

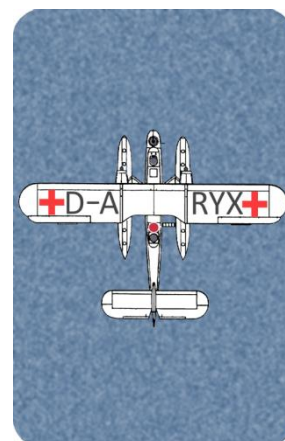
One 67 x 98 cm (27" x 39") Sails of Glory game mat. One short edge is designated the German and the opposite edge the British. Place the He 59 C-2 target one-and-a-half ruler distance from the centre of the German edge. Located over the Channel. The floor is 0.

German Player

Two Messerschmitt Bf 109 E-4s in formation within one ruler distance of the He 59 C-2 at any altitude (1 to 4) they secretly choose.

British Player

Two Spitfire Mk IIs on the British edge at any altitude (1 to 4) they secretly choose.



Victory Conditions

The game ends when all the planes of one side have been shot down or have exited the gaming surface. The He 59 C-2 can be strafed in the same way as a ground target. Every damage point inflicted on the He 59 C-2 target card is a victory point, up to a maximum of 15 when it is eliminated. Each player loses 12 points for each of his planes that has been destroyed or leaves the playing area, but the British player can leave from his edge without any penalty if the He 59 C-2 is eliminated. The side scoring the most points wins.

Scenario Rules

Use rules for “STRAFING”.

8b. July 19th 1940 – RAF Losses Rising



RAF losses were rising fast. If anyone had drawn a graph, it would have “proved” that Fighter Command would cease to exist within six weeks. As far as it is known, no one at Fighter Command drew such a graph.

RAF fighters were getting scarcer and scarcer, and 19th July was the day that the Bouton Paul Defiant was sent into the battle.

The two-seater Bristol Fighter had proved a great success in WW1, and the Defiant was thought to be a modern version of it. However in 1940 the Defiant was already obsolete and proved a disaster. It only had rear-facing guns and as one pilot said, “The Defiant could only attack another plane once it had past it”.

141 Squadron’s Defiant fighters were in combat with the Messerschmitt Bf 109 Es of JG 51. Of the 9 Defiant fighters that entered combat, only 3 returned; none of these would probably have made it, had not 111 Squadron’s Hurricanes entered the combat to save the day.

Playing Area

One 68 x 98 cm (27” x 39”) game mat. Located over England. The floor is 4.

Use the dogfight setup procedure for this scenario.

Place two irregular-shaped clouds randomly on the playing area such that they neither cover nor are directly in front of any aircraft. Clouds cover altitude 3-9.

German Player

Two Messerschmitt Bf 109 E-4s at altitude 3.

British Player

Two Bouton Paul Defiants at altitude 3. Two Hurricane Mk IIs will enter the fight at altitude 4 from any edge when a corresponding Defiant is shot down. The British player should write down exactly where the Hurricanes will enter.

Victory Conditions

The winner is the side with airplanes remaining when all enemy airplanes have been shot down or have left the playing area.

Scenario Rules

Use rules for “CLOUDS”.

9. *July 25th 1940 – The Straits are Closed in Daylight*

Westbound Convoy CW8 consisting of colliers and coasters was attacked by German Stukas. Of the 21 ships, only 2 got to their destination undamaged. This caused the Admiralty to stop further daylight shipping from passing through the Straits of Dover.

Convoys were then timed so as to pass the straight at night; however the Germans installed a Freya radar on the Channel coast so even night-time convoys would prove too dangerous.



Playing Area

Two 67 x 98 cm (27" x 39") Sails of Glory game mats. The short edges are North and South and the long edges East and West. Located over the Channel. The floor is 0. The German edge is the south edge, British edge is the north edge. Place four ship target cards (one escort and 3 cargo ships) facing west in a diamond formation with a half ruler distance between ships at one ruler distance from the middle of the east edge. One cargo ship is towing a barrage balloon.

German Player

Two Messerschmitt Bf 109 E-4s and two Junkers Ju 87 B Stukas in separate formations at half ruler distance from the German edge at altitude 3 or 4.

British Player

Three Spitfire Mk IIs in formation at half ruler distance from the British edge at altitude 3 or 4.

Victory Conditions

The German player inflicts 2 victory points of damage for a direct hit, and 1 for a near miss. The British player gets 1 victory point if no ship target is successfully bombed.

The game ends when all the planes of one side have been shot down or have exited the gaming surface or when all ships have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the German planes can leave from their edge without any penalty once the ships have been bombed by both Stukas (or they have been shot down).

Scenario Rules

Use rules for "ANTI-AIRCRAFT GUNS", "STRAFING", "SHIPS", "DIVE BOMBING" and "BARRAGE BALLOONS".

10. August 7th, 1940 – Leader of the Free French

Général de Gaulle flew from France on 17th June and landed at Heston Airport. He visited Churchill at Number 10 Downing Street and discussed making a radio broadcast. The following day, De Gaulle broadcast an appeal which exhorted the French people not to be demoralized and to continue to resist the occupation of France.

The Vichy regime had already sentenced de Gaulle to four years imprisonment; on 2nd August he was condemned him to death by court martial in absentia.

De Gaulle and Churchill reached agreement on 7th August, that Britain would fund the Free French, with the bill to be settled after the war. A separate letter guaranteed the territorial integrity of the French Empire.

Having reached agreement, it could have been possible that Churchill invited de Gaulle and the American Ambassador "Joe" Kennedy to dine with him that evening at Chequers.



Scenario

The scenario is divided into three rounds which are played sequentially. The first round covers the approach flight, the second round the bombing mission and the third round the return flight.

Round 1 - Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over The Channel. The floor is 4.

Round 1 - German Player

Two Heinkel He 111 H bombers on the German edge, one at a half ruler distance to the right from the centre and one at half ruler distance to the left from the centre. Two Messerschmitt Bf 109 E-4s at any point on the German edge. All planes start at altitude 3.

Round 1 - British Player

Two Hurricane Mk IIAs anywhere on either of the long edges at least one ruler distance from the German edge at altitude 3.

Round 2 - Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over England. The floor is 4. Place a target card representing Chequers at one and a half ruler distance from the centre of the British edge.

Round 2 - German Player

The surviving Heinkel He 111 H bombers on the on the German edge, one at a half ruler distance to the right from the centre and one at half ruler distance to the left from the centre at altitude 3 (regardless of the altitude at which they ended the previous round).

Round 2 - British Player

Two Hurricane Mk IAs anywhere on the British edge at altitude 3.

Round 3 - Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over The Channel. The floor is 4.

Round 3 - German Player

The surviving Heinkel He 111 H bombers on the **British** edge, one at a half ruler distance to the right from the centre and one at half ruler distance to the left from the centre. Any surviving Messerschmitt Bf 109 E-4s from round 1 at any point on the German edge. All planes start at altitude 3 regardless of the altitude at which they ended the previous round. The 109s have been repaired and are at full damage points minus one for each special damage token they received in round 1.

Round 3 - British Player

Any surviving Hurricanes from round 1 anywhere on either of the long edges at altitude 3. They have been repaired and are at full damage points minus one for each special damage token they received in round 1.

Victory Conditions

Each round ends when all airplanes from one side have left the gaming area or are destroyed.

Each airplane that is in flames when it exits the gaming surface, or that is in flames while still on the gaming surface at the end of the game, continues into following rounds but also counts as a kill for the last enemy to shoot at it.

In the first round, a Heinkel He 111 H exiting on any edge other than the British is considered destroyed. On the second and the third rounds, a Heinkel He 111 H exiting from any side other than the German is considered destroyed.

Fighters exiting the gaming surface are not considered destroyed, but they cannot return to the game in the same round.

Heinkel He 111 H bombers keep damage points suffered from one round to the other, however one crew special damage can be removed at the end of each round due to medical treatment.

Players receive 12 victory points for each enemy fighter destroyed and 18 points for each enemy bomber destroyed. The British player receives 12 points if the German player fails to bomb the target. Player may also receive victory points for bombing as detailed below.

The player who receives most victory points wins. If one side has more than twice their opponents VP he is allowed to boast. A player attempting to boast who failed to accumulate double his opponent's score can be ridiculed by all.

Scenario Rules

Use rules normal rules for "LEVEL BOMBING" but use the table below to determine the effect. Re-roll if the same result occurs a second time

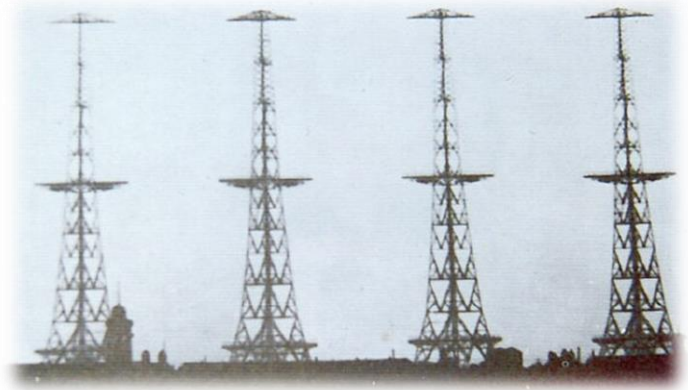
D10	Result	VP	Awarded to
10	The Prime Minister, Sir Winston Leonard Spencer-Churchill, is shaken by a nearby bomb blast and knocks over the port.	18	Germans
9	A close miss causes a dining room window to be blown-in and the butler to spill the Mulligatawny soup.	12	Germans
8	The bomb misses Chequers but hits Prime Minister Sir Winston Churchill's Daimler DB18 Drophead Coupe parked in the driveway.	12	Germans
7	The bomb misses Chequers but hits the stable-yard covering le Générale De Gaulle's Citroën Traction Avant 15CV car in manure.	6	Germans
6	The footman, so startled by the bomb blast, drops the roast beef into the lap of Ambassador Joe Kennedy.	6	Germans
5	A very close miss causes Générale de Gaulle to retire to the wine cellar soon to be followed by Ambassador Joe Kennedy. There they discover a number of good vintages. Le Générale tells tall tales of French martial prowess lasting well into the wee small hours.	6	Germans
4	The shock wave from a near miss causes a previously forgotten priest hole to be revealed.	6	British
3	The bomb lands on the terrace and bounces through the dining room window landing on the floor next to the dining room table. Churchill's bodyguard, Detective Inspector Walter Henry Thompson, dives on top of the bomb to protect the Prime Minister from the blast. After a very very long 15 seconds – nothing has happened. Thompson gets up to the applause Winston and his guests, dusts himself down and throws the bomb back out the windows. Where it of course explodes, destroying the dove cote, and providing the guard house with a good dinner.	6	British
2	The bomb hits the guard house where the troops are eating. The sight of their soldiers covered in lukewarm tea and corned beef greatly amuses le Générale De Gaulle.	6	British
1	Dinner being disturbed by the droning of nearby bombs, Prime Minister Sir Winston Churchill orders his aide to bring up his matching pair of Holland & Holland double-barrelled shotguns. Churchill takes one of the guns and goes out onto the dining room terrace. Bemoaning the fact that he'd left his Francotte at home, de Gaulle grabs the second and follows quickly on Churchill's heels. Not to be outdone, "Joe" sends his aide to the car for his Remington Model 8. On the terrace they take pot shots at the departing bombers. All German planes that are shot down or leave the table on fire or smoking give double VPs as they are also claimed by one of the VIPs.	0	

Phase 4 - Eagle Day

11. August 12th 1940 – Destroy the Radar

On the day before *Adlertag*, a first attempt was made to blind the RDF system, when German aircraft attacked four radar stations.

Operations targeted radar stations at Dunkirk, Dover, Rye and Pevensey. All were damaged and only Dunkirk remained on the air. In the afternoon Ventnor was seriously hit. However all stations were back on the air by the evening except Ventnor.



Back in Germany, the day's raids were assessed as having been very successful.

Wildly exaggerated estimates were made of the number of planes destroyed on the ground. A number of the airfields visited that day were duly crossed off as irreparably damaged. However, there was more realism concerning the radar stations. The Head of Signals reported that attacks had not put the radar stations out of action for long.

Playing Area

Two 68 x 98 cm (27" x 39") game mats. The short edges are North and South and the long edges East and West. Located over England. The floor is 0. The German edge is the south edge, British edge is the north edge.

Place two RADAR mast target cards one ruler distance from the centre of the British edge with a half ruler distance between them.

German Player

Two Messerschmitt Bf 109 E-4s and two Junkers Ju 87 B Stukas in separate formations at half ruler distance from the German edge at altitude 3 or 4.

British Player

Three Spitfire Mk IIs in formation at half ruler distance from the British edge at altitude 3 or 4.

Victory Conditions

The Germans player gets two victory points for a hit and one victory point for a near miss. The British player gets 1 victory point if no target is successfully bombed.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the German planes can leave from their edge without any penalty once the targets have been bombed by both Stukas (or they have been shot down).

Scenario Rules

Use rules for "DIVE BOMBING".

12. August 13th 1940 – Crystal Trouble

Adlertag; the great assault which it was hoped would bring Britain to its knees. The bombing force consisted of dozens of Dornier 17s led by *Oberst* Johannes Fink. His headquarters was in a bus on the cliffs of *Cap Gris Nez* where he could actually see through his binoculars the defences of Dover. Today he deserted the bus for a pilot's seat in the lead bomber.



The plan was that the Dornier 17s were to be accompanied by an equally large number of Bf 109s. However there was a communication problem, probably the wavelength had been altered and the bombers' radios had not been fitted with the new crystals required. The accompanying fighters had radios which were fully functional.

The weather turned out to be poorer than expected. When Göring got this disappointing news, he postponed the operation, but by this time Fink's planes were already airborne.

The cancellation was radioed to the airplanes and the fighters received the message and turned back. The bombers didn't get the message and pressed on. This despite the fact that one fighter pilot, seeing what was happening, flew in front of Fink's Dornier gesticulating wildly, trying to send the message that the operation had been postponed.

The Dorniers bombed their target in Kent, but as they turned for home they were intercepted by British fighters. Unsupported by friendly Bf 109s, the Dorniers lost heavily.

Playing Area

Three 68 x 98 cm (27" x 39") game mats. The short edges are North and South and the long edges East and West. Located over England. The floor is 4. The German edge is the south edge, British edge is the north edge.

German Player

Two Dornier Do 17 Zs at half ruler distance from the **British** edge at altitude 3 or 4.

Two Messerschmitt Bf 109 E-4s in formation at altitude 3 or 4 may enter the table via the German edge when a Dornier reaches within 136cm of the German table edge.

British Player

Two Spitfire Mk IIs in formation on an edge at least two ruler distances from the British edge at altitude 3 or 4.

Victory Conditions

Each player loses 2 victory points for each of his planes that are destroyed. The German player gets 2 victory points for each Dornier that leaves the table on the German edge.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

13. August 15th 1940 – Luftflotte 5 attacks The North



All three German Air Fleets were to launch attacks on Britain when the fine weather they had been waiting for arrived on August 15th.

Luftflotte 5 based in Scandinavia launched attacks with He 111 bombers escorted by Me 110 fighters from Stavanger and Ju 88s from Aalborg. Because of the distance involved, the

Me 110s left their rear-gunner behind to allow for extra fuel, however this was not expected to be a problem as the Luftwaffe believed that all of Fighter Command was tied up fighting in The South.

The armada consisted of 115 bombers and 35 fighters which approached Britain in two prongs. The incoming bandits were tracked by RDF and RAF fighters were sent to intercept. When the RAF formation leader spotted the bandits, he continued to head out into the sea in order to attack out of the sun. This caused one of his wingmen to ask, "Haven't you seen them?" In a reply that was to become famous throughout fighter command, the leader said "Of course I've seen the b-b-b-bastards, I'm trying to w-w-w-work out what to do!".

Of the 150 planes sent on the raid, 22 were destroyed, as a result of which Luftflotte 5 never attacked again in strength for the rest of the Battle of Britain.

Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Place a target airfield one ruler distance from the centre of the British edge and place two more at one ruler distance to its right and left. Located over England. The floor is 3.

German Player

One Messerschmitt Bf 110 C and two Junkers Ju 88 As in formations within a half ruler distance of the German edge at altitude 3 or 4. The Bf 110 has no rear-gunner.

British Player

Two Spitfire Mk Is in formation within a half ruler distance from the British edge at altitude 3 or 4.

Victory Conditions

The Germans player gets two victory points for a hit and one victory point for a near miss. The British player gets 2 victory points if no target is successfully bombed.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

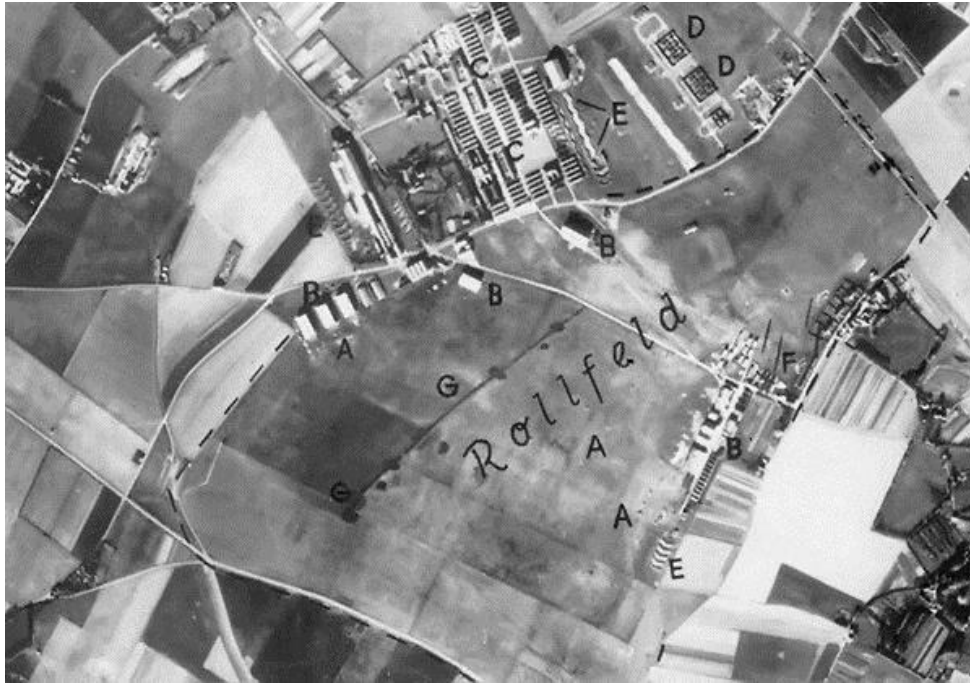
Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the German planes can leave from their edge without any penalty once targets have been bombed by both Junkers (or they have been shot down).

Scenario Rules

Use rules for "LEVEL BOMBING".

14. August 15th 1940 – Hit the Airfields

The fine weather was what Göring had been waiting for. Earlier that morning the 3 *Luftflotten* were busily preparing for a major coordinated attack on the RAF. The intention was to hit as many RAF airfields as possible and to bring up as many British fighters as they could, which could then be shot down.



Luftwaffe aerial photograph of RAF Manston airfield taken in 1939

Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over England. The floor is 0.

The airfield consists of 6 target cards: 2 hangers, 2 buildings, 1 airplane dispersal and one anti-aircraft machine gun emplacement (counting as ground troops but taking 20 damage). Place any airfield target one ruler distance from the centre of the British edge. Place the remaining targets at least one ruler distance from an edge and within a half ruler distance of another target.

German Player

One Messerschmitt Bf 110 C and one Messerschmitt Bf 109 E-4s in formation at half ruler distance from the German edge at altitude 3 or 4. The Bf 109 is short of fuel and has only 40 point of fuel available.

British Player

Two Hurricane Mk IIs in formation at half ruler distance from the British edge at altitude 3 or 4.

Victory Conditions

The Germans player gets two victory point for each damage point inflicted on a hanger and one victory point for each damage point inflicted on another airfield target. Each player gains 16 victory points for each enemy plane shot down. The British gain 16 victory points if the Germans fail to gain more than 16 victory points from ground targets.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Scenario Rules

Use rules for "GROUND TROOPS", "STRAFING" and "FUEL".

15. August 16th 1940 – The Few

On August 16th Winston Churchill, together with Major General "Pug" Ismay spent the day at 11 Group's headquarters at Uxbridge watching Air Vice Marshal Keith Park and his team handling one of the busiest days of the Battle. The Luftwaffe continued to pound the airfields of Southern England.

Afterwards, in the car, Winston said "Don't speak to me, I have never been so moved". After several minutes of silence he said "Never in the history of mankind have so many owed so much to so few". Ismay then asked "What about Jesus and his disciples?" "Good old Pug," said Winston, who immediately changed the wording to "Never in the field of human conflict" The sentence would form the basis of his speech to the House of Commons on August 20 which will forever be associated with the Battle of Britain.

'The gratitude of every home in our Island, in our Empire, and indeed throughout the world, except in the abodes of the guilty, goes out to the British airmen who, undaunted by odds, unwearied in their constant challenge and mortal danger, are turning the tide of the World War by their prowess and by their devotion. Never in the field of human conflict was so much owed by so many to so few.'



Some airfields were protected by PAC (Parachute and Cable) launchers which were a highly unusual anti-aircraft weapon that made its combat debut in the battle. It was used to protect airfields against low-flying aircraft where barrage balloons would not be appropriate. PAC consisted of nine small rockets trailing a steel cable, which shot vertically 300-400ft into the air and then descended on parachute, creating a web of steel cables across the path of a low-flying aircraft, causing it to catch the wires and stall to the ground. PAC launchers are known to have downed a Do 17 at RAF Kenley and a He 111 at RAF Watton.

Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over England. The floor is 0.

The airfield consists of 6 target cards: 2 hangers, 2 buildings, 1 airplane dispersal and one anti-aircraft machine gun emplacement (counting as ground troops but taking 20 damage). Place any airfield target one ruler distance from the centre of the British edge. Place the remaining targets at least one ruler distance from an edge and within a half ruler distance of another target.

The British may place a PAC launcher anywhere within one ruler distance of the airfield.

German Player

Two Messerschmitt Bf 109 E-4s and two Junkers Ju 87 B Stukas in separate formations at half ruler distance from the German edge at altitude 3 or 4.

British Player

Three Spitfire Mk IIs in formation at half ruler distance from the British edge at altitude 3.

Victory Conditions

The Germans player gets two victory points for a hit and one victory point for a near miss. This is doubled if the target is a hanger. The British player gets 2 victory points if no target is successfully bombed.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 3 victory points for each of his planes that are destroyed or 2 victory points for leaving the playing area. However the German planes can leave from their edge without any penalty once targets have been bombed by both Junkers (or they have been shot down).

Scenario Rules

Use rules for "DIVE BOMBING" and "PAC".

Phase 5 - The Critical Period

16. August 26th 1940 – Replacement Pilots



The RAF was being hit by pilot-drain. New replacement pilots were arriving at front-line squadrons with only a few hours training at OTUs. Experienced pilots were being rotated out of front-line service due to tiredness and strain.

Playing Area

One 68 x 98 cm (27" x 39") game mat. One short edge is designated the German and the opposite edge the British. Located over England. The floor is 4.

Use the dogfight setup procedure for this scenario.

Place two irregular-shaped clouds randomly on the playing area such that they neither cover nor are directly in front of any aircraft. Clouds cover altitude 3-9.

German Player

Two Messerschmitt Bf 109 E-4s in formation at altitude 3.

British Player

Three Hurricane Mk IIs in formation at altitude 3. The British pilots are novices.

Victory Conditions

Each player gains 2 victory points for each enemy plane shot down or 1 if it leaves the playing area.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

The side scoring the most victory points wins.

Scenario Rules

Use rules for "CLOUDS".

17. August 28th 1940 – Take it to the Germans

Blenheim bomber squadrons operated throughout the Battle of Britain to take the war to the Germans, often taking heavy casualties, they were never accorded the publicity of the fighter squadrons.

During the Battle of Britain, a Blenheim Mk IV of 82 Squadron became the first RAF aircraft to sink a U-boat, having scored two direct hits on U-31 in the Schillig Roads, just off the German coast west of Hamburg.



Playing Area

Two 67 x 98 cm (27" x 39") Sails of Glory game mats. The short edges are West and East and the long edges North and South. The German edges are the south and east edges, British edges are north and west. Located over the North Sea (same rules as for Channel). The floor is 0.

German Player

Two Messerschmitt Bf 109 E-4s in formation within half a ruler of the German edges. Roll once for altitude: 1,2,3 = Altitude 2; 4,5 = Altitude 3; 6 = Altitude 4.

Place a U-boat target card in the middle of the playing area; it does not move. The U-boat can fire as ground troops. It can be suppressed by aircraft fire but only sunk by bombs.

British Player

Two Hurricane Mk IIs and two Bristol Blenheim Mk IVs anywhere at half ruler distance from the west edge at altitude 2.

Victory Conditions

The British player inflicts 2 victory points of damage for a direct hit, and 1 for a near miss on the submarine. A direct hit or two near misses will sink the submarine. The German player gets 1 victory point if it is not successfully bombed.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the British planes can leave from their edges without any penalty once the target has been bombed.

The side scoring the most victory points wins.

Scenario Rules

Use rules for "LEVEL BOMBING", "STRAFING" and "GROUND TROOPS".

18. August 31st 1940 – The Poles

What the Poles also had was an élan peculiar to them. They were proud to be Polish. In fact, they loved being Polish and they didn't mind showing it. Moreover, they fitted into the RAF perfectly. There were no problems converting them to Spitfires and Hurricanes. They took to these new planes like a ballerina to her shoes. It was as if these two aircraft had been waiting for them to fly them. There was only one problem. The language. The Poles liked expressing themselves. In battle there was no holding them. The radio transmitters, the RT became crowded with what an RAF pilot called "Polish chatter". Furthermore, they had to learn RAF procedure. But finally they got it, and became operational on 31 August-



303 achieved an exceptional record in the Battle of Britain, scoring the highest number of kills of any squadron in the whole Command. The number of kills was only exceeded by the number of hearts broken in the West End by those good looking guys.

Playing Area

One 68 x 98 cm (27" x 39") game mat. One short edge is designated the German and the opposite edge the British. Located over England. The floor is 4.

Use the dogfight setup procedure for this scenario.

German Player

Three Messerschmitt Bf 109 E-4s in formation. Roll once for altitude:

D6	Altitude
1, 2, 3	2
4, 5, 6	3

British Player

Three Hurricane Mk IIs in formation. Roll once for altitude as above. British pilots flying this mission assume a Polish name and may choose an Ace Skill for the duration of the mission.

Victory Conditions

Each player gains 2 victory points for each enemy plane shot down or 1 if it leaves the playing area.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

The side scoring the most victory points wins.

Phase 6 - The Blitz

19. September 9th, 1940 – London Attacked

After Bomber Command's raid on Berlin on the night of 24-25 August, Hitler relaxed his veto on bombing London. On the afternoon of 7th September Göring announced over the radio "I myself have taken command of the Luftwaffe's battle for Britain". The following day a huge formation of almost 1,000 planes, one third of which were bombers, headed for East London. The docks and factories on the river were the target.

Early on the morning of the 9th September, the Luftwaffe sent a Photo Reconnaissance Dornier Do 17 escorted by Bf 109s to photograph and report on the damage.



Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Place three evenly distributed target cards at one ruler distance from the British edge and at least one ruler distance from the long edge.

German Player

One camera equipped Dornier Do 17 P and two Messerschmitt Bf 109 E-4s in formation at half ruler distance from the German edge at an altitude of their own choosing.

British Player

Two Spitfire Mk IIs in formation at half ruler distance from the British edge at an altitude of their own choosing.

Victory Conditions

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

If the Dornier takes pictures and is not then shot down, it gains 5 victory points for each target photographed. Each player gains 12 victory points for each enemy aircraft that is shot down or leaves the playing area. However the German planes can leave from their edge without any penalty once at least two targets have been photographed or the Dornier has been shot down.

The side scoring the most victory points wins.

Scenario Rules

Use rules for "PHOTO RECONNAISSANCE".

20. September 15th, 1940 – Battle Of Britain Day

September 15th is the day that became known as Battle of Britain day. The Luftwaffe made an all-out effort to break the “last” resistance of the RAF, and the RAF responded by meeting them with larger fighter formations than they’d ever seen before. The Luftwaffe needed air superiority over southern England in order for the invasion to go ahead and they had failed to gain this. After the 15th, the weather went bad, Hitler cancelled the invasion preparations and the Luftwaffe went over to night bombing. Britain was safe from Invasion.



Scenario

The scenario is divided into three rounds which are played sequentially. The first round covers the approach flight, the second round the bombing mission and the third round the return flight.

Round 1 - Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over The Channel. The floor is 4.

Round 1 - German Player

Two Heinkel He 111 H bombers on the German edge, one at a half ruler distance to the right from the centre and one at half ruler distance to the left from the centre. Two Messerschmitt Bf 109 E-4s at any point on the German edge. All planes start at altitude 3.

Round 1 - British Player

Two Spitfire Mk IIAs anywhere on either of the long edges at least one ruler distance from the German edge at altitude 3.

Round 2 - Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over England. The floor is 4. Place three target cards representing the London docks at one and a half ruler distance from the centre of the British edge.

Round 2 - German Player

The surviving Heinkel He 111 H bombers on the on the German edge, one at a half ruler distance to the right from the centre and one at half ruler distance to the left from the centre at altitude 3 (regardless of the altitude at which they ended the previous round).

Round 2 - British Player

Two Hurricane Mk IIAs anywhere on the British edge at altitude 3.

Round 3 - Playing Area

Two 68 x 98 cm (27" x 39") game mats. One short edge is designated the German and the opposite edge the British. Located over The Channel. The floor is 4.

Round 3 - German Player

The surviving Heinkel He 111 H bombers on the **British** edge, one at a half ruler distance to the right from the centre and one at half ruler distance to the left from the centre. Any surviving Messerschmitt Bf 109 E-4s from round 1 at any point on the German edge. All planes start at altitude 3 regardless of the altitude at which they ended the previous round. The 109s have been repaired and are at full damage points minus one for each special damage token they received in round 1.

Round 3 - British Player

Any surviving Spitfires from round 1 anywhere on either of the long edges at altitude 3. They have been repaired and are at full damage points minus one for each special damage token they received in round 1.

Victory Conditions

Each round ends when all airplanes from one side have left the gaming area or are destroyed.

Each airplane that is in flames when it exits the gaming surface, or that is in flames while still on the gaming surface at the end of the game, continues into following rounds but also counts as a kill for the last enemy to shoot at it.

In the first round, a Heinkel He 111 H exiting on any edge other than the British is considered destroyed. On the second and the third rounds, a Heinkel He 111 H exiting from any side other than the German is considered destroyed.

Fighters exiting the gaming surface are not considered destroyed, but they cannot return to the game in the same round.

Heinkel He 111 H bombers keep damage points suffered from one round to the other, however one crew special damage can be removed at the end of each round due to medical treatment.

Players receive 12 victory points for each enemy fighter destroyed and 18 points for each enemy bomber destroyed. The British player receives 12 points if the German player fails to bomb the target. The German player receives 9 points for each near miss and 18 points for each direct hit on the docks..

The player who receives most victory points wins. If one side has more than twice their opponents VP he is allowed to boast. A player attempting to boast who failed to accumulate double his opponent's score can be ridiculed by all.

Scenario Rules

Use rules for "LEVEL BOMBING".

21. October 29th, 1940 -The last official day of the Battle of Britain

The Regia Aeronautica formed the Corpo Aereo Italiano (CAI) to take part in the Battle of Britain operating from Belgium. Somewhat unwanted by the Germans, it was anyway formed in Italy on 10th September and started operation on 24th October.

The CAI consisted of two Groups (Stormo) of Fiat BR 20 M bombers, each containing two Wings (Grosso) of two Squadrons (Squadriglia). It also has a fighter Group each containing two Wings of three Squadrons. The first fighter wing had Fiat CR 42s and the second Fiat G.50s.

When the Italian task force arrived in Belgium, the exiled Belgium government in London declared war on Italy.

Operations commenced with night bombing raids on the coastal towns Felixstowe, Harwich and Ramsgate

On 29th October, the last official day of the Battle of Britain, there was a change in strategy. A daylight raid was ordered on Ramsgate harbour consisting of 15 bombers and four times as many fighters.

A CR.42 which force-landed in Suffolk can be seen on display in the RAF Museum at Hendon.



Playing Area

Two 68 x 98 cm (27" x 39") game mats: one coastal and one Sails of Glory. The short land edge is designated British and the opposite edge Italian. The floor is 2. Place three irregular-shaped clouds randomly on the playing area such that they do not cover the harbour. Clouds cover altitude 3-6.

Italian Player

Two Fiat BR 20 bombers and two Fiat CR 42 fighters in formation at a half ruler distance from the Italian edge at an altitude of 3.

British Player

Three Spitfire Mk IIs in formation touching any of the 3 edges of the coastal map at an altitude of 3 or 4.

Victory Conditions

The bombers inflict 2 victory points of damage if the bombs hit the target and 1 if they get a near miss. The British player gets 1 victory point if the target is missed completely.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the Italian planes can leave from their edge without any penalty once the target has been bombed by both bombers (or they have been shot down).

The side scoring the most victory points wins.

Scenario Rules

Use rules for "LEVEL BOMBING" and "CLOUDS".