Contents

How To Use This Manual

Use the Instructions **G** *Instructions* and Mission Set-Up Table **i** on the player aid folder to start a Campaign and to set-up each Mission. Complete the Determine Situation step by flipping this Manual open to the page corresponding to formation map and mission type (Inbound, Near Target, Outbound). Roll dice or use Staffel Commands to determine anchoring, sun position, presence of contrails, pre-existing damage to bombers, starting TP, and the flight limit. **7** If a Near Target Mission, you will also use this Manual to resolve the effect of flak during each Burst & Flak Phase. **27**

"To fight against twenty Russians that want to have a bite of you, or against Spitfires, is a joy. One doesn't know that life is not certain. But the curve into seventy Fortresses lets one's sins pass before one's eyes. It is still more painful to force to it every pilot in the wing, down to the last young newcomer."
– Hans Philipp, Kommodore of JG 1, April 1943

15th USAAF visits Vienna in 1944

Damage?

Roll a die and apply the Damage pattern indicated: **1** to **10** Draw Damage markers randomly, and resolve catastrophic effects immediately.

Example: If you roll a 3, apply this result.

Damage?

10
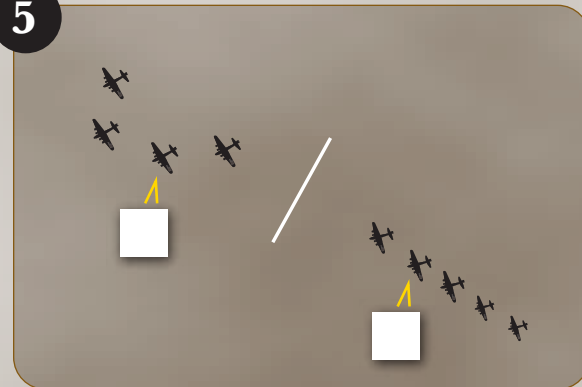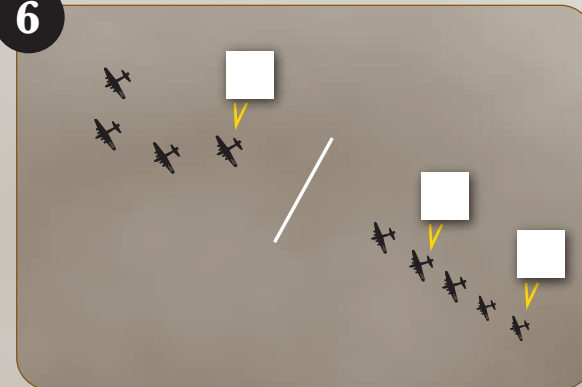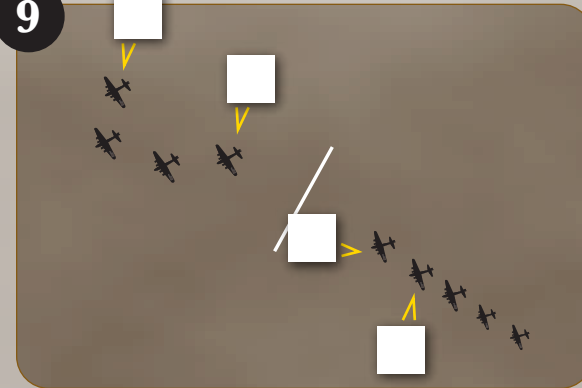
Anchored?

The formation is not anchored.

7
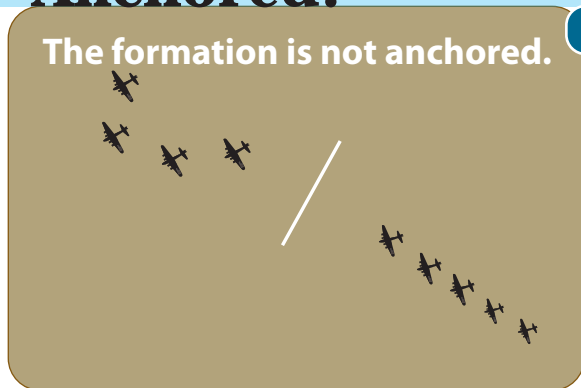
Sun?

Roll a die and place the Sun marker in the corresponding box on the formation map.

7 45

1-2 High **Nose**	**3-5** High **Flank**
	6 High **Tail**
8-10 none	**7** High **Flank**

Tactical Points?

Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-4	5-6	7	8	9	10
TP	1	2	3	4	5	6

Flight Limit?

Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).

die roll →	1-2	3	4-5	6-7	8-9	10
Turn	5	6	7	8	9	10

Contrails

No contrails
on this map.

Flak Location?

Roll a die to determine where the flak explodes. → ⊕ and ✸ — Example: If you roll a 3, use this window. **27**

1

2
OBLIQUE Approach

3
NOSE Approach

4
OBLIQUE Approach
TAIL Approach

5
TAIL Approach
OBLIQUE Approach

6
NOSE Approach

7

8
OBLIQUE Approach
TAIL Approach
OBLIQUE Approach

9
OBLIQUE Approach
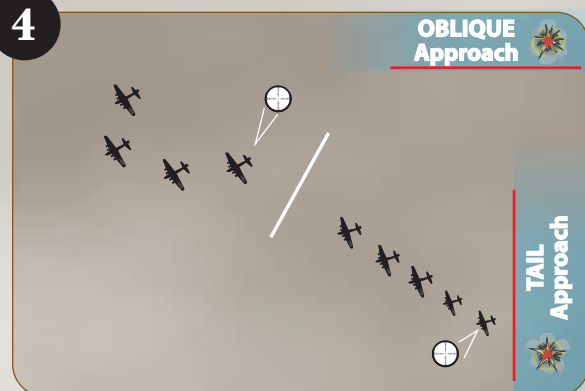NOSE Approach
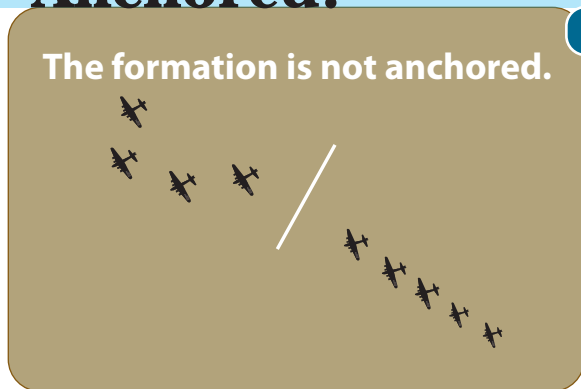*Nein!*
OBLIQUE Approach
TAIL Approach

10

Anchored?

7

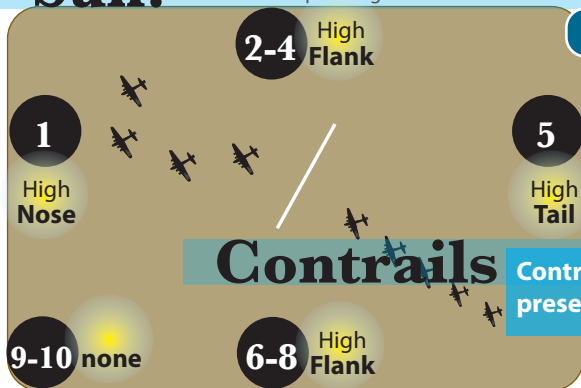**The formation is not anchored.**

Sun?

Roll a die and place the Sun marker in the corresponding box on the formation map.

7 45

	2-4 High **Flank**	
1 High **Nose**		**5** High **Tail**

Contrails

Contrails are NOT present.

9-10 none   **6-8** High **Flank**

4

Tactical Points?

Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-4	5-6	7	8	9	10
TP	**1**	**2**	**3**	**4**	**5**	**6**

Flight Limit?

Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).

die roll →	1	2	3-6	7-9	10
Turn	**4**	**5**	**6**	**7**	**8**

Previous Damage?

To determine the Damage markers that the formation begins with, use the Inbound Situation on page 1-2 and roll a die.

Flak Resolution: 27

During the Blast & Flak Phase, roll a die. Use the Flak Location windows to determine which bomber is Damaged, and which fighter is Hit (if any). The number rolled tells you which window to use.

Treat each ⊕ icon as a Damage result on each bomber indicated. 44 For each 💥 icon, one fighter is Hit (draw a Hit marker and apply to a fighter in any of the corresponding Approach Boxes; if more than one fighter can be chosen, choose the one that gets the marker, or do so randomly). Only a fighter in an Approach Box may be Hit. 45
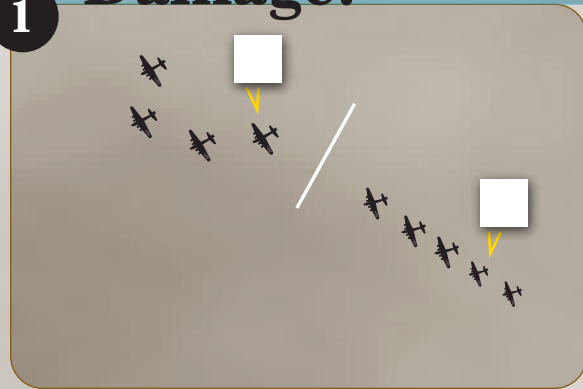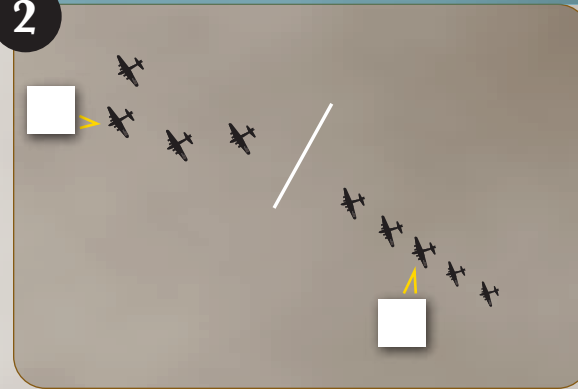
Damage?

Roll a die and apply the Damage pattern indicated: **1** to **10** Draw Damage markers randomly, and resolve catastrophic effects immediately.

Example: If you roll a 3, apply this result.

1

2

3

4

5

6

7

8

9

Damage?

10

Anchored?

7

The formation is not anchored.

Sun?

Roll a die and place the Sun marker in the corresponding box on the formation map.

7   45

1 High **Flank**

2-4 High **Tail**

5-7 High **Flank**

8-10 none

Tactical Points?

Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-2	3	4-7	8	9	10
TP	1	2	3	4	5	6

Flight Limit?

Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).

die roll →	1	2-3	4-5	6-7	8	9	10
Turn	5	6	7	8	9	10	11

Contrails

No contrails on this map.

Damage?

Roll a die and apply the Damage pattern indicated: **1** to **10** Draw Damage markers randomly, and resolve catastrophic effects immediately.

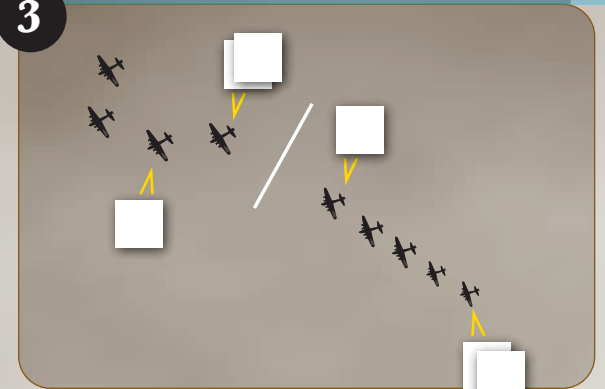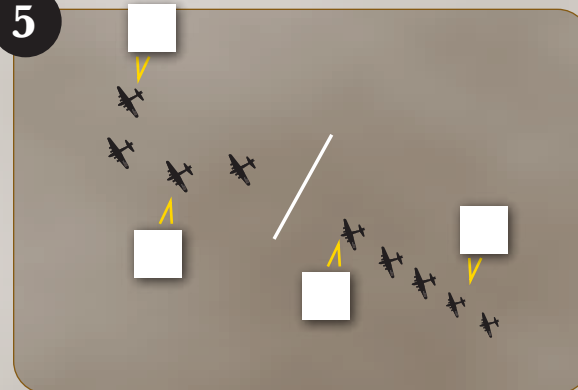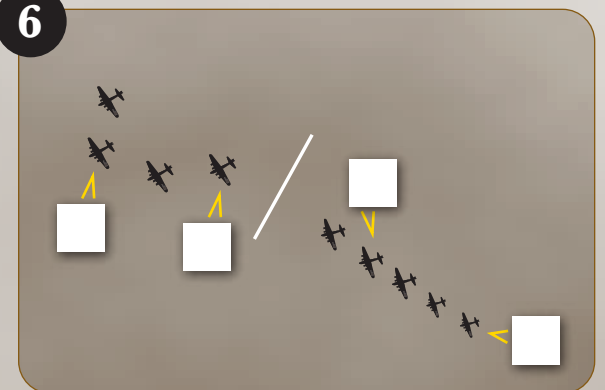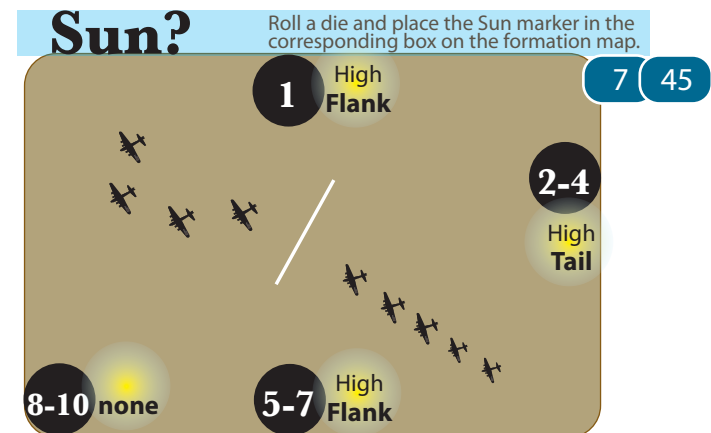Example: If you roll a 3, apply this result.

Damage?

10

Anchored?
Roll a die and place Anchored markers in position boxes.

7 **15**

	LEVEL & HIGH		LEVEL & LOW	
	2	FLANK	3-4	
HIGH	1	NOSE / TAIL	5	LOW
None	9-10	8	FLANK	6-7
	LEVEL & HIGH		LEVEL & LOW	

Sun?
Roll a die and place the Sun marker in the corresponding box on the formation map.

7 **45**

3-5 High Flank

1-2 / High Nose

6 / High Tail

8-10 none / 7 High Flank

Tactical Points?
Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-3	4-5	6-7	8	9	10
TP	1	2	3	4	5	6

Flight Limit?
Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).
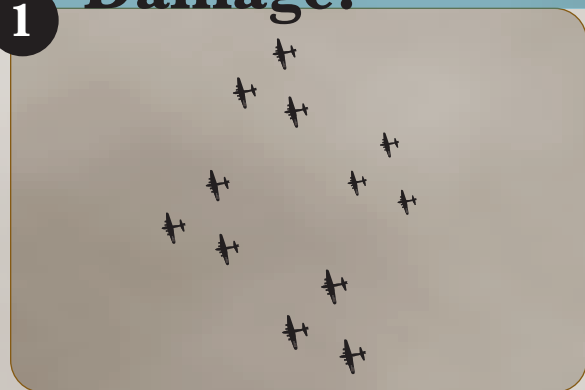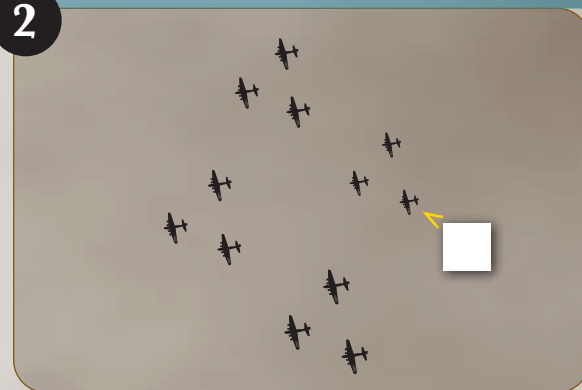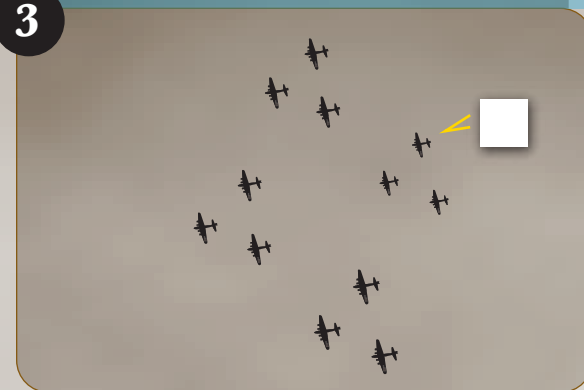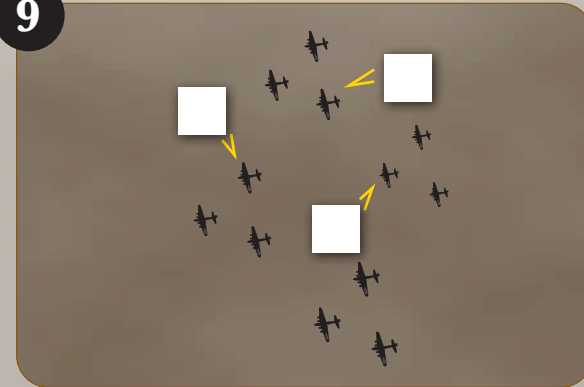
die roll →	1-2	3	4	5	6-7	8-9	10
Turn	5	6	7	8	9	10	12

Contrails

No contrails
on this map.

Flak Location?

Roll a die to determine where the flak explodes. ⊕ and 💥   Example: If you roll a 3, use this window.   27

1

NOSE Approach

2   OBLIQUE Approach

3   OBLIQUE Approach

TAIL Approach

4

TAIL Approach

OBLIQUE Approach

5

NOSE Approach

6   OBLIQUE Approach

NOSE Approach

7

NOSE

TAIL Approach

OBLIQUE Approach

8

TAIL Approach

9   OBLIQUE Approach

NOSE Approach

Nein!

TAIL Approach

OBLIQUE Approach

10

NOSE Approach

OBLIQUE Approach

Anchored?
Roll a die and place Anchored markers in Position boxes.

7 15

HIGH	LEVEL

FLANK

1 ←→ 2

TAIL

3 LOW

FLANK

5 ←→ 4

6-10

None   LEVEL   LOW

Sun?

7 45

3-4 High Flank

1-2
High Nose

5-6
High Tail

Contrails
Contrails are NOT present.

9-10 none   7-8 High Flank
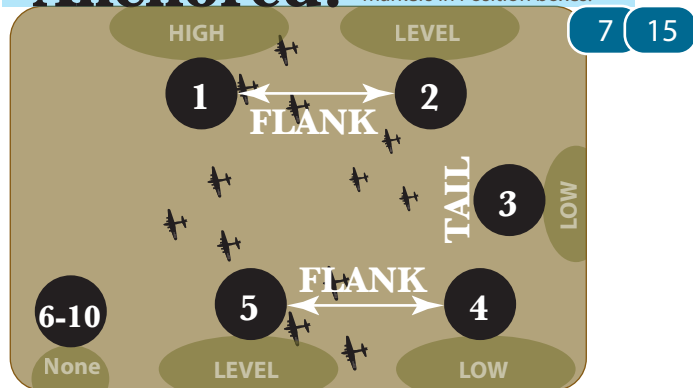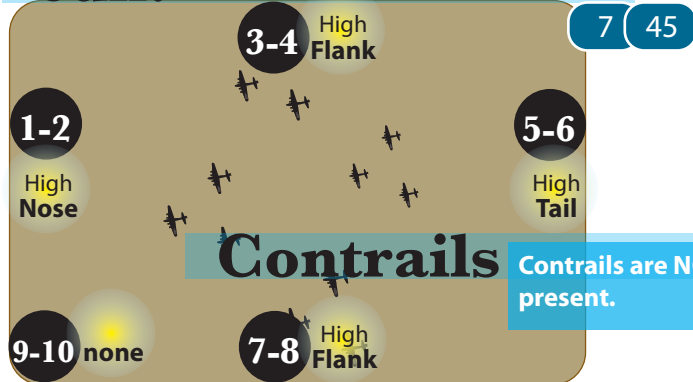
Tactical Points?
Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-4	5-6	7	8	9	10
TP	1	2	3	4	5	6

Flight Limit?
Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).

die roll →	1	2-4	5-7	8-9	10
Turn	4	5	6	7	8

Previous Damage?
To determine the Damage markers that the bomber formation begins with, use the Inbound Situation on page 7-8 and roll a die.
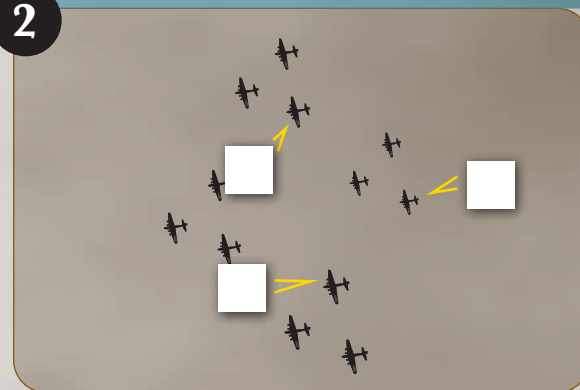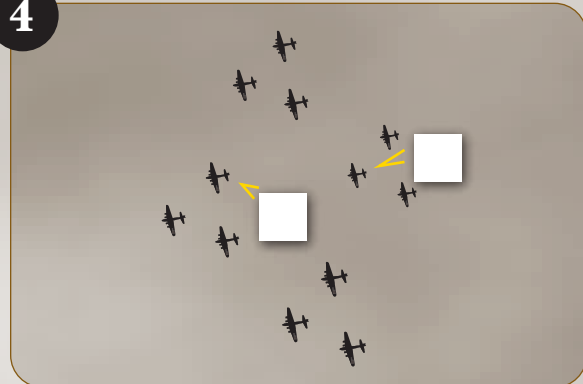
Flak Resolution: 27

During the Blast & Flak Phase, roll a die. Use the Flak Location windows to determine which Bomber is Damaged, and which fighter is Hit (if any). The number rolled tells you which window to use.

Treat each ⊕ icon as a Damage result on each bomber indicated. 44 For each icon, one fighter is Hit (draw a Hit marker and apply to a fighter in any of the corresponding Approach Boxes; if more than one fighter can be chosen, choose the one that gets the marker, or do so randomly). Only a fighter in an Approach Box may be Hit. 45

Damage?

Roll a die and apply the Damage pattern indicated: **1** to **10** Draw Damage markers randomly, and resolve catastrophic effects immediately.

Example: If you roll a 3, apply this result.

Damage?

10

Anchored?
Roll a die and place Anchored markers in position boxes.

7 15

	LEVEL & HIGH	LEVEL & LOW	
	2	3-4	
	FLANK		
HIGH 1 NOSE		TAIL 5	LOW
	FLANK		
9-10	8	6-7	
None	LEVEL & HIGH	LEVEL & LOW	

Sun?
Roll a die and place the Sun marker in the corresponding box on the formation map.

7 45

1 — High Nose
2 — High Flank
3-4 — High Tail
5-7 — High Flank
8-10 — none

Tactical Points?
Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-3	4-5	6-7	8	9	10
TP	1	2	3	4	5	6

Flight Limit?
Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).

die roll →	1	2	3-4	5-6	7-8	9	10
Turn	5	6	7	9	10	11	12

Contrails

7

No contrails on this map

Roll a die and apply the Damage pattern indicated: **1** to **10** Draw Damage markers randomly, and resolve catastrophic effects immediately.

Example: If you roll a 3, apply this result.

Damage?

Damage?

10

Anchored?
Roll a die and place Anchored markers in position boxes.

7 **15**

LEVEL & HIGH   LEVEL & LOW

2   3-4   5   HIGH

NOSE   FLANK   TAIL

LOW   1   HIGH

9   7-8   6   LOW

10   FLANK

None   LEVEL & HIGH   LEVEL & LOW

Sun?
Roll a die and place the Sun marker in the corresponding box on the formation map.

7 **45**

1-2   3-6 High Flank   7

High Nose   High Tail

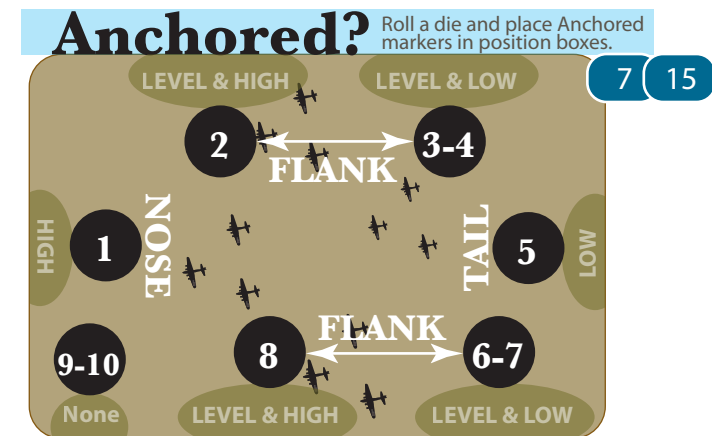9-10 none   8 High Flank

Tactical Points?
Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-3	4-5	6-7	8	9	10
TP	1	2	3	4	5	6

Flight Limit?
Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).
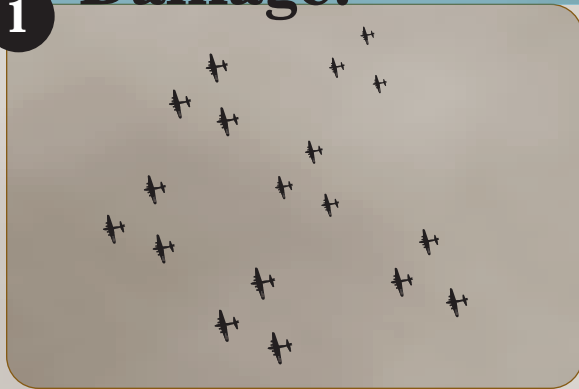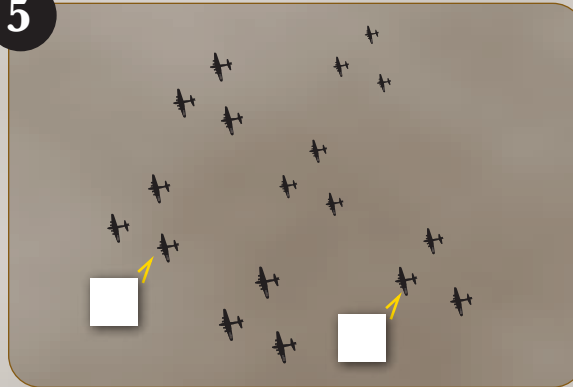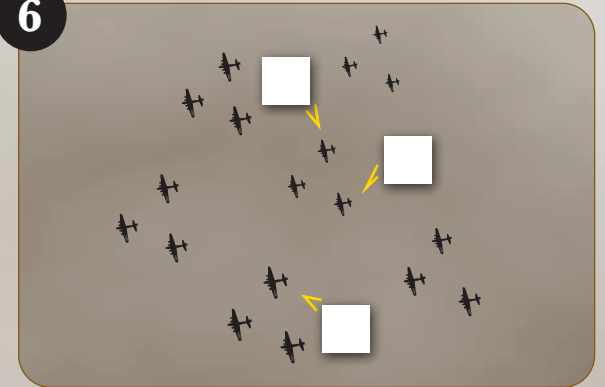
die roll →	1	2-3	4	5-6	7-9	10
Turn	5	7	8	9	10	12

Contrails
7
Roll a die to determine if contrails are present.

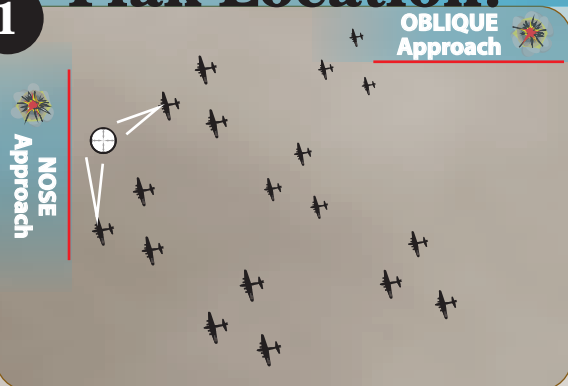| die roll →	1-5	6-10
	No contrails.	If Sun is present, contrails are present, which means you may spend 1 TP to enter all TAIL/LEVEL and skip the first Escort Phase of the Mission.

Flak Location?

Roll a die to determine where the flak explodes. → ⊕ and ✹   Example: If you roll a 3, use this window. 27

1
OBLIQUE Approach
NOSE Approach

2
OBLIQUE Approach

3
OBLIQUE Approach
TAIL Approach

4
NOSE Approach

5
NOSE Approach
OBLIQUE Approach

6
TAIL Approach
OBLIQUE Approach

7
OBLIQUE Approach

8
TAIL Approach

9
OBLIQUE Approach
NOSE Approach
Nein!
TAIL Approach
OBLIQUE Approach

10

TAIL Approach

Anchored?

Roll a die and place Anchored markers in position boxes.

7 15

HIGH		LEVEL & LOW
1	FLANK	**2-3**
	TAIL	**4** HIGH
	FLANK	
8-10	**7**	**5-6**
None	HIGH	LEVEL & LOW

Sun?

7 45

3-4 High Flank

1-2

5-6

High Nose

High Tail
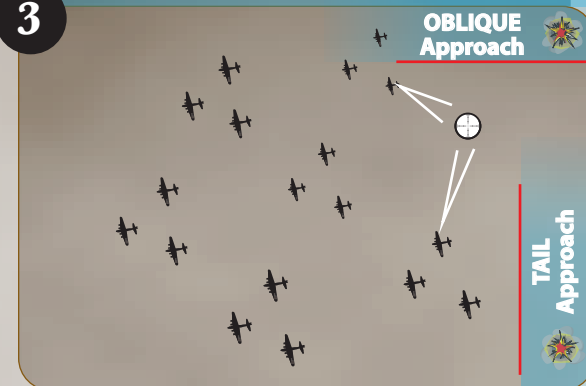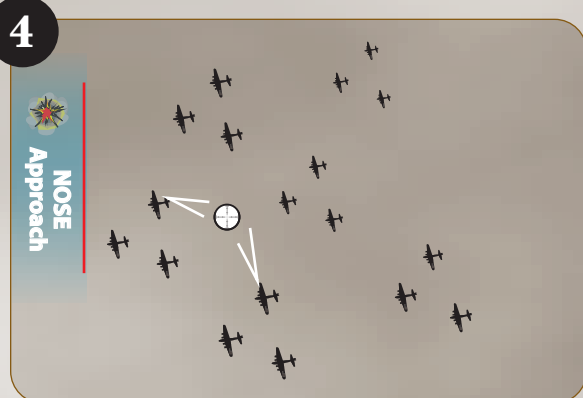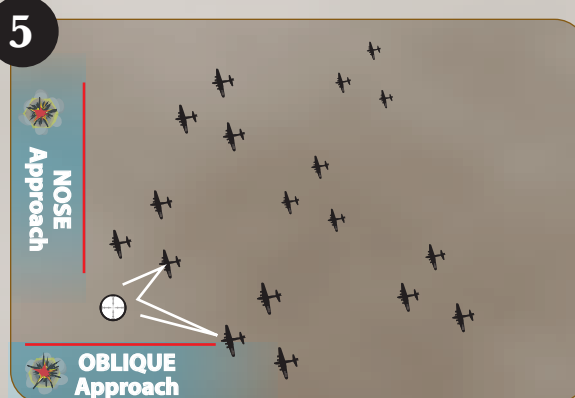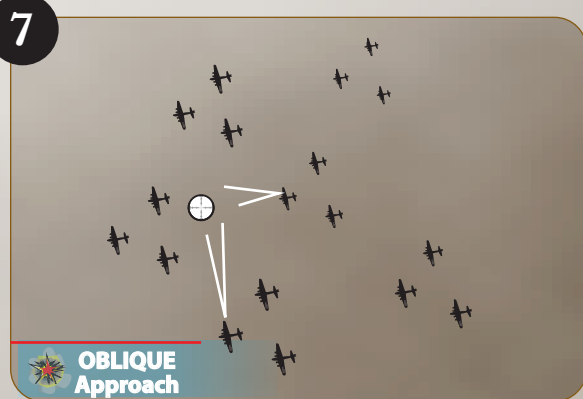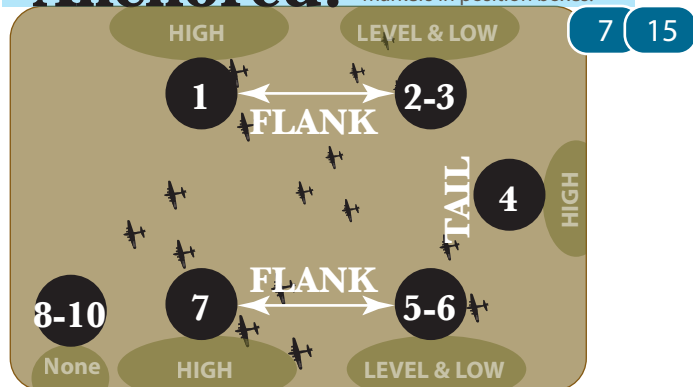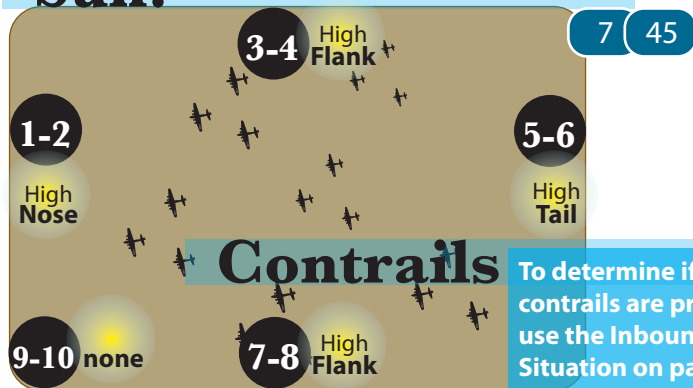
Contrails

To determine if contrails are present, use the Inbound Situation on page 14.

9-10 none

7-8 High Flank
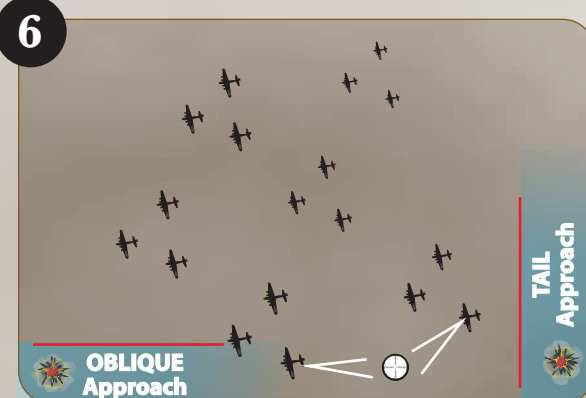
Tactical Points?

die roll →	1-4	5-6	7	8	9	10
TP	1	2	3	4	5	6

Flight Limit?

die roll →	1	2-4	5-7	8-9	10
Turn	4	5	6	7	8

Previous Damage?

To determine the Damage markers that the formation begins with, use the Inbound Situation on page 13-14 and roll a die.

Flak Resolution: 27

During the Blast & Flak Phase, roll a die. Use the Flak Location windows to determine which bomber is Damaged, and which fighter is Hit (if any). The number rolled tells you which window to use.

Treat each ⊕ icon as a Damage result on each bomber indicated. 44 For each 💥 icon, one fighter is Hit (draw a Hit marker and apply to a fighter in any of the corresponding Approach Boxes; if more than one fighter can be chosen, choose the one that gets the marker, or do so randomly). Only a fighter in an Approach Box may be Hit. 45

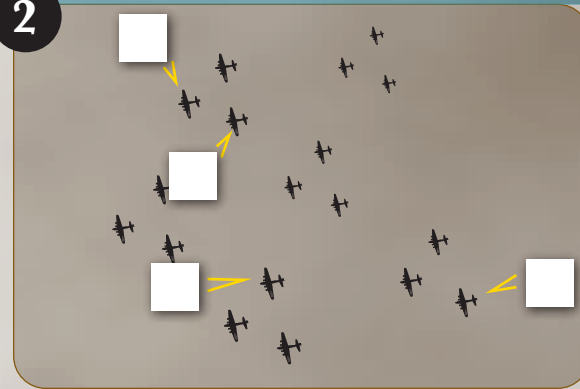# SITUATION **OUTBOUND** Map 3

Damage?

Roll a die and apply the Damage pattern indicated: **1** to **10** Draw Damage markers randomly, and resolve catastrophic effects immediately.

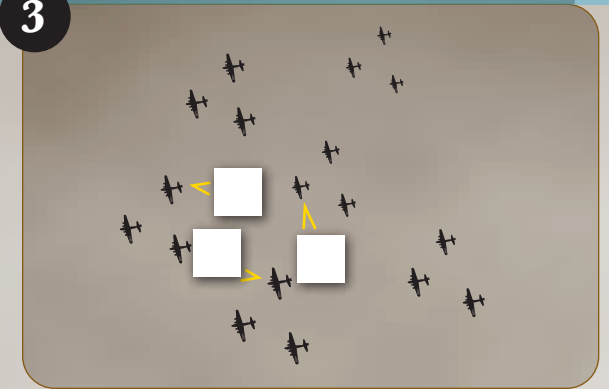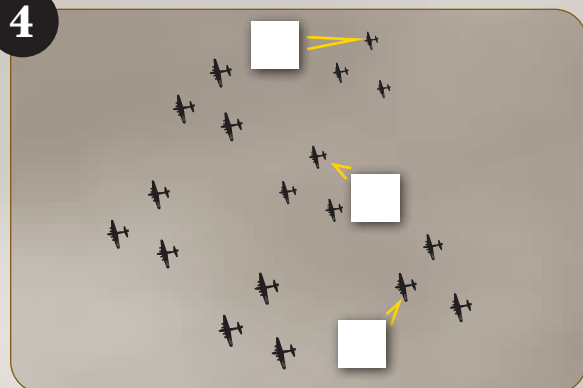Example: If you roll a 3, use this window

1

2

3

4

5

6

7

8

9

Damage?

10

Anchored?
Roll a die and place Anchored markers in position boxes.

7 **15**

LEVEL & HIGH   LEVEL & LOW

LOW | NOSE | **1** | **2** ←FLANK→ **3-4** | **5** | HIGH | TAIL | **6** | **7-8** | **9** ←FLANK→ **10** | None | LEVEL & HIGH | LEVEL & LOW

Sun?
Roll a die and place the Sun marker in the corresponding box on the formation map.

7 **45**

4 High **Flank**

1-3 High **Nose**

5-6 High **Tail**

10 none

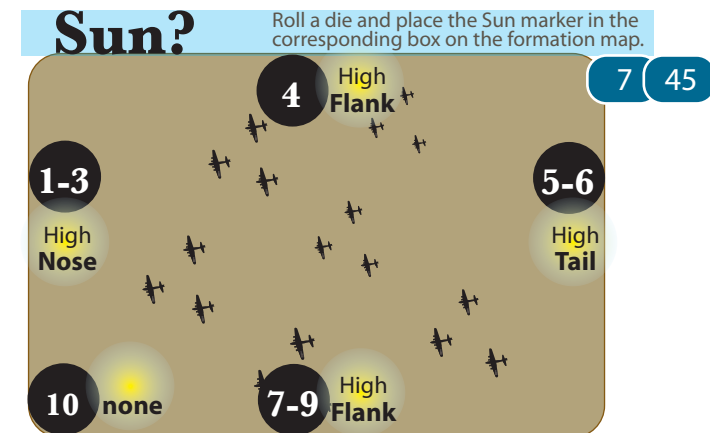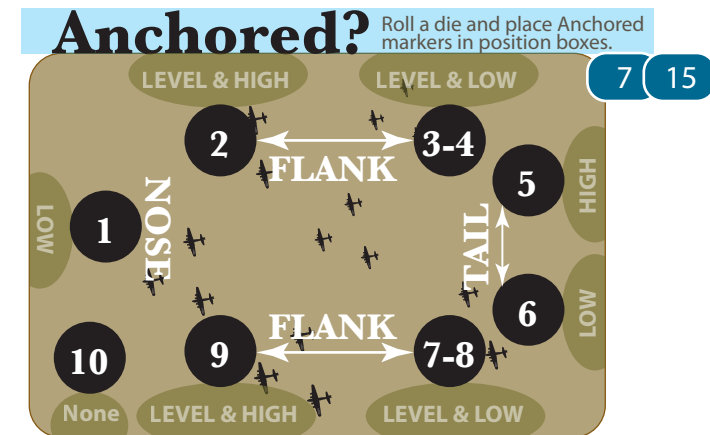**7-9** High **Flank**

Tactical Points?
Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-3	4-5	6	7	8	9	10
TP	1	2	3	4	5	6	8

Flight Limit?
Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).

die roll →	1	2	3-4	5-6	7-8	9	10
Turn	6	7	8	9	10	11	12

Contrails
7

Roll a die to determine if contrails are present.

die roll →	1-5	6-10
	No contrails.	If Sun is present, contrails are present, which means you may spend 1 TP to enter all TAIL/LEVEL and skip the first Escort Phase of the Mission.

Damage?

Roll a die and apply the Damage pattern indicated: **1** to **10** Draw Damage markers randomly, and resolve catastrophic effects immediately.

Example: If you roll a 3, apply this result.

Damage?

10

Anchored?
Roll a die and place Anchored markers in position boxes.

`7` `15`

	LEVEL & HIGH	LEVEL & LOW	
HIGH	**2** ←FLANK→ **3*-4**	**5**	**HIGH**
	1 NOSE ↕	TAIL ↕	
LOW	**10**	**6**	**LOW**
	9 ←FLANK→ **7*-8**		
	LEVEL & HIGH	LEVEL & LOW	

Sun?
Roll a die and place the Sun marker in the corresponding box on the formation map.

`7` `45`

	3-6 high Flank	
1-2		**7-8**
high Nose		high Tail
10 none	**9** high Flank	

Tactical Points?
Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-3	4-5	6-7	8	9	10
TP	**1**	**2**	**3**	**4**	**5**	**6**

Flight Limit?
Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).

die roll →	1	2-3	4-5	6	7-8	9	10
Turn	**6**	**7**	**8**	**9**	**10**	**11**	**12**

✱ Anchored? If you roll a 3 or 7, apply the result and roll again. Apply the next result as well as the first result. If you roll a 3 or 7 the second time, ignore the asterisk (that is, do not roll a third time).

Contrails
`7`
Roll a die to determine if contrails are present.

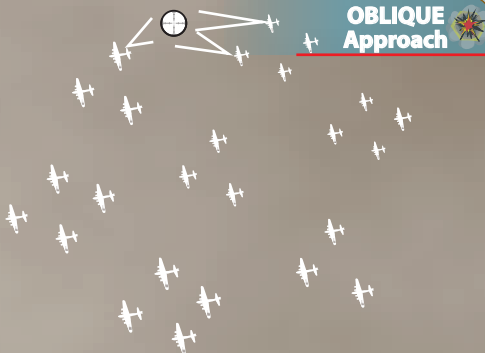| die roll →	1-5	6-10
	No contrails	If Sun is present, contrails are present, which means you may spend 1 TP to enter all TAIL/LEVEL and skip the first Escort Phase of the Mission.

SITUATION **NEAR TARGET** Map 4

Flak Location?

Roll a die to determine where the flak explodes. → ⊕ and 🌸   Example: If you roll a 3, use this window. 27

1 NOSE Approach

2 OBLIQUE Approach — NOSE Approach

3 TAIL Approach

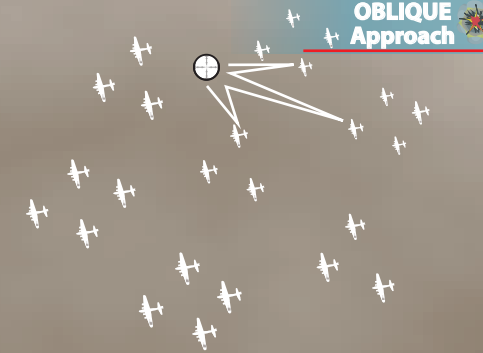**4** TAIL Approach — OBLIQUE Approach

5 NOSE Approach

6 OBLIQUE Approach

7 TAIL Approach — OBLIQUE Approach

8 TAIL Approach — OBLIQUE Approach

9 *Nein!* OBLIQUE Approach — NOSE Approach — TAIL Approach
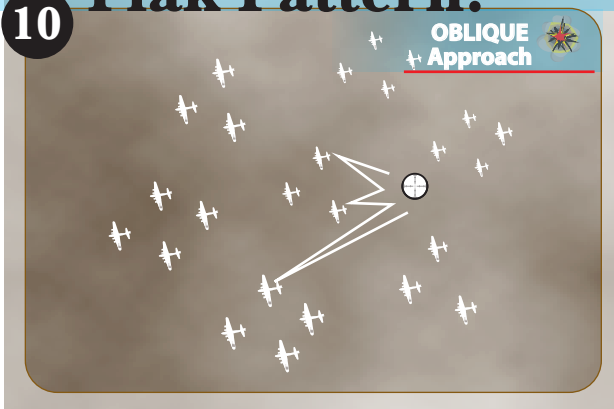
Flak Pattern?

10

OBLIQUE
Approach

Anchored?

Roll a die and place Anchored markers in position boxes.

7 **15**

HIGH | LEVEL & LOW

2 ←FLANK→ **3-4**

NOSE | TAIL

5

LOW

1

LOW | HIGH

6

10 **9** ←FLANK→ **7-8**

None | HIGH | LEVEL & LOW

Sun?

Roll a die and place the Sun marker in the corresponding box on the formation map.

7 **45**

3-4 High Flank

1-2

High Nose

5-6

High Tail
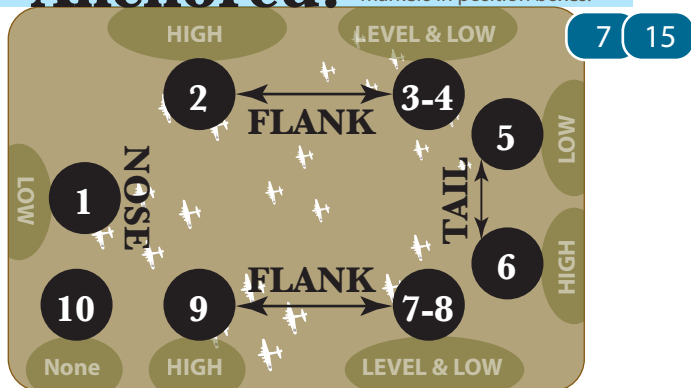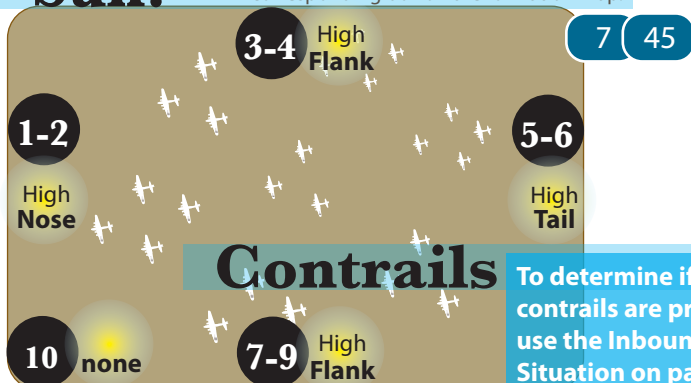
Contrails

To determine if contrails are present, use the Inbound Situation on page 20.

10 none

7-9 High Flank

Tactical Points?

die roll →	1-4	5-6	7	8	9	10
TP	1	2	3	4	5	6

Flight Limit?

die roll →	1-2	3-6	7-9	10
Turn	4	5	6	8

Previous Damage?

To determine the Damage markers that the formation begins with, use the Inbound Situation on page 19-20 and roll a die.

Flak Resolution: **27**

During the Blast & Flak Phase, roll a die. Use the Flak Location windows to determine which bomber is Damaged, and which fighter is Hit (if any). The number rolled tells you which window to use.

Treat each ⊕ icon as a Damage result on each bomber indicated. **44** For each ✹ icon, one fighter is Hit (draw a Hit marker and apply to a fighter in any of the corresponding Approach Boxes; if more than one fighter can be chosen, choose the one that gets the marker, or do so randomly). Only a fighter in an Approach Box may be Hit. **45**

Damage?

Roll a die and apply the Damage pattern indicated: **1** to **10** Draw Damage markers randomly, and resolve catastrophic effects immediately.

Example: If you roll a 3, apply this result.

Damage?

10

Two Damage markers on any two bombers in this element (two Damage markers total, not 2 per bomber).

Two Damage markers on any two bombers in this element (two Damage markers total, not 2 per bomber).

Anchored?

Roll a die and place Anchored markers in position boxes.

7 15

LEVEL & HIGH   LEVEL & LOW

HIGH   **1**   **2** ←FLANK→ **3*-4**   **5**   HIGH

NOSE   TAIL

LOW   **10**   **9** ←FLANK→ **7*-8**   **6**   LOW

LEVEL & HIGH   LEVEL & LOW

Sun?

Roll a die and place the Sun marker in the corresponding box on the formation map.

7 45

4 High Flank

1-3 High Nose   **5-6** High Tail

10 none   **7-9** High Flank

Tactical Points?

Roll a die and award yourself the TP indicated. Place the TP marker on the corresponding space of the Turn Track.

die roll →	1-3	4-5	6	7	8	9	10
TP	1	2	3	4	5	6	7

Flight Limit?

Roll a die and place the Flight Limit marker on the turn indicated (place the marker on the Turn Track).

die roll →	1	2	3-4	5-6	7-8	9	10
Turn	6	7	8	9	10	11	12

* Anchored? If you roll a 3 or 7, apply the result and roll again. Apply the next result as well as the first result. If you roll a 3 or 7 the second time, ignore the asterisk (that is, do not roll a third time).

Contrails   **7**

Roll a die to determine if contrails are present.

die roll →   **1-5**   **6-10**

No contrails   If Sun is present, contrails are present, which means you may spend 1 TP to enter all TAIL/LEVEL and skip the first Escort Phase of the Mission.

Winning and Losing

SHORT CAMPAIGN

A Short Campaign lasts one Season. After completing the last Mission of the Season, refer to the Victory Schedule at the back of this Manual to see how you fared. If you earned enough VP not to lose but not enough to win, you may immediately convert this to a Medium Campaign and continue playing, or treat the outcome as indeterminate (a slow death for Germany). It is also possible to lose due to insufficient pilots (see Pilot Loss on the back of this Manual).

MEDIUM CAMPAIGN

A Medium Campaign lasts at least one Season. After completing the Season, refer to the Victory Schedule at the back of this Manual. If you earned enough VP to win, congrats, the Campaign ends. However, if you did not win but earned enough VP not to lose, you must play the next Season (VP start again at zero, but EP continue to accrue). If you earn enough VP to win that Season, victory is yours. If you neither won nor lost, you play the third Season in chase of the win. This may be repeated until you either win, lose, or conclude the 1945 Season (which you will either win or lose; in 1945 there is no in-between). It is also possible to lose due to insufficient pilots (see Pilot Loss on the back of this Manual).

FULL CAMPAIGN

The Full Campaign must begin with the 1942 Season. Play one Season after the next until you win **four** of them. However, if you lose a Season you lose the Campaign. It is also possible to lose due to insufficient pilots (see Pilot Loss on the back of this manual). When you commence a new season, VP start at zero (but EP continue to accrue).

DECISIVE VICTORY

If you earn twice the number of VP required to win a Season, the win is considered decisive. It means you really did make an impact on the onslaught of bombers.

If playing a Medium Campaign, one decisive win grants you a sudden death victory — game over — congrats! If playing a Full Campaign, each decisive win counts as two Seasons won.

TWO PLAYERS

If two players, combine both players' VP to determine if the team won or lost the Season. When the Campaign is over, after determining if the team won or lost, determine which player gets promoted (or court-martialled, in case of a loss). If the team won, the player who earned the most VP is promoted (if you played more than one Season, tally VP from all Seasons). If the team lost, the player who earned fewer VP is court-martialled. If players earned exactly the same VP, break the tie by awarding preference to the player who has more pilots on his Roster (living pilots, that is, including wounded pilots). If still a tie, the player with fewer green pilots is promoted (or not court-martialled, as the case may be). If still a tie, award preference to the player whose Roster has more experten (count the pilots, not the skills; thus, a pilot with more than one experte skill counts as one pilot). And, if still a tie, shake hands and call it a day.

Pilot Roster JG

Pilot			EP	Mission Notes

Pilot Loss

*If more pilots are killed in a Season than the **loss limit**, you lose the Season regardless of VP. Also, you must maintain the minimum number of pilots available to fly (**pilot minimum**), or lose the Campaign. "Available to fly" means not killed and not in the Wounded Box. Check at the start of each Mission (after replacing pilots). If two players, the loss limit and pilot minimum applies to the team as a whole, not to each player individually (do not split these in half). In other words, one player can lose more than their fair share of pilots, but as long as the total does not breach the Limit or Minimum, the team has not lost.*

Season	Loss Limit	Pilot Minimum
1942	6	16
1943 Early	8	14
1943 Mid	10	12
1943 Late	10	10
1944 Early	10	8
1944 Late	10	6
1945	8	4

Victory Points (VP)

	Fallen Bomber	Destroyed Bomber
Basic Game		
Inbound	2 VP	2 VP
Outbound or Near Target	1 VP	1 VP
Advanced Game		
Inbound	0 VP	2 VP
Outbound or Near Target	0 VP	1 VP

Victory Schedule

Season	VP to Win	VP to Lose
	If you earned this many VP, you win the Season.	*If you did not earn this many VP, you lose the Season.*
	See p. 25 of this Manual.	*See p. 25 of this Manual.*
1942	15	05
1943 Early	20	10
1943 Mid	40	30
1943 Late	60	40
1944 Early	40	30
1944 Late	30	20
1945	20	20