



303 SQUADRON



Frequently
asked
questions

Pilots

1. Ronald Kellett:

- Does Kellet's ability apply only to players ending their movement phase in the Area where Kellet is located, or also to those who started their movement in the same Area as Kellet, but moved to another Area?

If, during combat, a player is in an area with Kellet (*i.e. has completed a move on that area*) the Kellet ability applies to him.

Special Situation: During Combat, a player has played a card allowing movement from another Area and has moved to an Area with Kellet. If he has a Maneuver token, he may keep it (*he has not yet completed the combat round and is in the Area with Kellet*).

- When the ability is activated?

Kellett's ability works during Combat.

2. John Kent:

- Does the reroll allow you to reroll all the dice or a single die?

One reroll affects one die.

- Can a Player reroll one die multiple times?

Yes.

- Can a player decide to reroll the second die after seeing the result on the opponent's dice?

Yes.

- Can each player reroll the die as many times as there are pilots in the area or is it a TOTAL number of re-rolls possible?

All players in the Kent Area have a total of as many rerolls as there are players there. (*So if Kent and 2 other players are in the same Area, then EACH player would have up to 3 re-rolls.*)

3. Witold Urbanowicz:

- Does the player have to choose two dice from three immediately after he rolls all 3 dice?

No. The second die may be chosen in the second round of Combat. An unused die may be used by another player during his Combat Phase.

4. Josef František:

- Does the player have to choose two dice from three immediately after he rolls?

No. The second die may be chosen in the second round of Combat.

5. Ludwik Paszkiewicz:

- Can dual support be used (*by all pilots*) only once or once per pilot?

Each pilot in the Area can receive Support twice.

- Is Paszkiewicz also eligible for dual Support?

Yes.

- Can dual Support come from the same player?

Yes.

- If a dual Support results in 2 sets of three symbols (e.g., Joker+Joker, Evade+Hit, Joker+Hit) in one turn, can the player use both sets?

Yes, but each set must have a leading symbol.

German modes

Offensive mode – the German squadron moves according to its movement points, other rules follow the Patrol mode rules.





Rules

- If a unit has an ability (e.g. *Hun in the sun*), does it always work or only if the Scenario/Event says so?

The Scenario/Event or use of an Ace determines the ability of Luftwaffe aircraft.

- What the players do during the Fight Phase?

In any order, each player decides to fight or not fight. If a player A decides to fight, that player must fight two Combat rounds, then Player B may choose to fight and performs 2 Combat rounds, etc. Once all players who choose to fight have each completed their two Combat rounds, the phase ends."

- If I use yellow dice as Hit in the first Combat round, can I use this dice as another symbol in the second combat round, such as Evade?

No, you decide about the symbol when you choose it (*only once*).

- If the bomber waits for the next turn, then what does it mean (*text from rulebook*): „unless scenario rules state otherwise, German bombers attack only one target and then RETURN to their base”?

It means: Bombers attack one target until it's destroyed (*they can spend several rounds bombing the target, if the first round of bombing is not successful. Players have time for reaction*). If destroying the target does not end the Scenario, and it's the only target for this group of bombers, you can remove the bombers from the board.

- What happens when the pilots attack a bomber that is bombing a target and places a Maneuver token on it?

It's interrupts the bombing.

- Can the discard pile be viewed?

No, you only see the last card. Łokiewski's ability allows you to look through your discard pile.

- If I start the Scenario with damage, do I draw and apply the effect of the damage token?

Yes, you draw the damage token and apply its effect.



Movement

- Landing consumes an additional movement point. Does taking off also consume an additional movement point?

No.

- If an exact route is specified in the Scenario, does the German squadron move according to that route, Area by Area, or according to their movement? (*i.e., for example, if there are only BF 110s in the group that have 2 moves, do they move 2 Areas according to the route, or exactly to the next area listed in the route?*)

A Squadron moves according to the mode it is in, e.g. in Patrol mode it moves Area by Area, accelerating if it is in an Area adjacent to an Area where players are present. In Offensive mode it moves according to its speed.

- I have to use 1 point of movement to Disengage from two German planes when I start movement. But what happens if I move from another Area and there is, in my path, an Area with enemy planes?

You go on your movement as usual (*for 1 point you can move to another Area*), you don't need spend 1 point of movement to Disengage if you fly through another Area with enemy.



Symbols

- Can a player use a symbol from Support to use the special ability of his active Combat card?

No, Support symbols do not activate the card's abilities.

- Is it also possible to take a Maneuver token from the dice on which you rolled a Maneuver, as is the case with a printed Maneuver symbol on a card?

Yes (*e.g. as a reminder that you did not use the Maneuver from the first round of Combat*).

- If I previously owned a Maneuver token (*e.g. from the first round of Combat*), can I allocate it to the other plane I am fighting during the second round of Combat?

Yes.

- Does activating a card's special ability require matching symbols from one card and dice, or can such a match be between two played combat cards and dice?

The match can be between two played combat cards and dice, but only the special ability of the active card (*just played*) can be activated. Symbols from a combat card and dice played in the first round of Combat can be used to activate the special ability of a card played in the second round of Combat.

Combat cards

- „You may assign one maneuver token to any Luftwaffe aircraft in this Area” - does this token need to be owned first or is it an additional token you get from the card?

A card gives you a token that you can allocate according to its special ability. You can also use this token for another purpose.

- „For each evade + evade set, add one Joker to this card. You get a Maneuver token.” - does this mean that the player can use Support from this card? (*This card has two support symbols - a hit and a joker.*)

Yes.

- Can this player use another player’s Support in the second round of combat if he used his „own Support” in the first round of Combat?

Yes. He may also use another player’s Support in even the round of combat in which he used that card’s special ability. Note that each player can only receive Support from another player once during the entire Combat Phase.

- „For each hit + hit combo, you may play an additional card from your hand as Support” - does „additional” here mean that it can be a second Support card? Can you use someone else’s Support and your own Support in the same combat round?

This is an additional support card (*it does not count towards the limit of receiving one support per Combat*) He may use someone else’s support as well as his own (*and even another, if he used the Paszkiewicz ability*).

- „You receive one maneuver token. One Luftwaffe plane rolls one less die (*player chooses which one*)” - How long does this effect last? Does it only apply to that player’s combat phase or to all players? Does it affect the Counterattack phase? Or does it also apply to subsequent turns?

This effect applies to one Luftwaffe airplane and works on that Area for one Combat round. The player activating this effect chooses one Luftwaffe airplane and decides which die will not be used (*e.g. Bf 110: White or Red*). Regardless of which player fights this opponent, that plane will not use the selected die during one round of Combat. This effect does not work during a Counterattack.

- „You get two evade symbols. Any player in this Area may reroll one of their dice.” Can a die only be rerolled on the second round of combat after seeing an enemy die?

No, the player who played this card must use its effect in the round in which they played it. The other players may use the effect of this card in any round of their battles.

- „You receive a HIT die. Use the maneuver to cancel one Luftwaffe die.” Does this mean that you get an extra die from this card? Can I replace one of the previously rolled dice with it, or use it in Round 3 of combat, if any?

You receive an ADDITIONAL die with a hit symbol. Therefore, you have one standard die and an additional die to use in this Combat round. If activating the special ability of another card requires a Hit Die, you may use this extra die for that purpose. Three dice will be used in the entire battle.

- Some combat cards have two Joker symbols where the Counterattack defence propeller symbols usually are. Does this mean they can defend against any type of counterattack damage?

Yes.

- Can they use both Joker symbols to prevent two damage?

Generally no. Only if you use the Krasnodebski ability can you prevent two damage using one card with two symbol.

- There is a combat card that allows a third round of combat. Do I roll an extra RAF dice and play a third card? Are all the results combined?

Yes, you roll a third die and combine the previously played cards/dice if you fight with that same oponent.

Airplanes

Bf 110 dice clarification: 2 versions of Bf110 : easier (*black dice for every additional Bf 110*) and harder (*black dice for each Bf 110*) version.

Scenarios

Convoy:

- What happens when a Bf 110 has dropped the bomb?

Bf 110 is harrassing (*preventing*) the movement of the ships, even after the bombs are dropped.

