

Skies Above Britain



Situation Manual



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Introduction



Play to Learn, Learn to Play

This manual may be used in four ways. **First**, it presents all the information you need to play a campaign (and this game is primarily designed to be played as a campaign). **Second**, it presents introductory scenarios intended to teach the game. We enjoy learning to play a game by sitting down with it and playing. Playing a full patrol right out of the box is probably too much for most folks, so we devised a recipe of scenarios to teach the game part by part. We organized the *Rule Book* to support this method of learning. **Third**, most scenarios are followed by examples of play. Many people learn by seeing the rules in action, and even if you don't actually play all of the scenarios, perusing the examples that show those scenarios may demonstrate how the game works. **Fourth**, you can use this manual to generate the set-up for a single patrol. We realize you may not have the time or inclination to play a campaign, so the set-up information in each "chapter" can be used as a generic patrol generator.

Scenarios

This manual offers eleven scenarios. They are introductory, designed to ease you into playing the game. The first five require only the dogfight rules while the next few add bomber rules. The pair of interception scenarios include the majority of the Interception Sequence, and locate much of the game on the Interception Map printed on the game board. We don't offer scenarios that include the Raid Track or the Raid Vector Sequence, because by the time you have learned those rules you will know the entire game. At that point, you can play a full patrol. And that means you're ready for a campaign.

To learn the game, play the scenarios in order. Each tells you what portion of the *Rule Book* is needed. There is a player aid that presents the sequence of play in shorthand form, and you may find it and others useful.

You may find the illustrated examples of play useful too, even if you don't play the scenarios. They are intended to show how game mechanisms work. Each part of the game is simple, yet there are many parts and it may not be apparent at first glance how those parts fit together. Seeing them in action can help understand how rules are applied.


Campaign

Although negotiating an encounter with a German bomber raid is interesting, we feel the depth of this game comes from managing the squadron over the course of several patrols. Thus, *Skies Above Britain* is really a campaign game. You start the campaign with a squadron of pilots, some newly trained and some seasoned veterans. The trick is keeping those pilots alive while gradually improving the quality of the squadron. If you finish the campaign with a majority of veterans, and a few aces, you've done well. You can measure your failures with each new green pilot sent to replace a dead one. How you choose to populate your squadron will have much to do with what happens during a patrol. For example, will you pair green and veteran pilots together so that the seasoned pilot can look after the greenhorn? Or will you group veterans and aces together to maximize their effectiveness?

The length of the campaign may vary according to your taste. Play just one "chapter" of six patrols, or play all four chapters of the Battle of Britain. Managing the squadron is most engrossing over the course of the entire battle. We organized the campaign by chapters, each comprising six or eight patrols, and each depicting a discrete phase of the battle. From the sparring over the channel in July to the deep raids in September, your task is to keep your squadron viable while disrupting every raid.



Dogfight Scenarios

Put Hit markers in a cup; when one of your RAF Fighters suffers a Hit  draw one at random and attach it to the fighter.



Rules

Scenarios 1-5 use only the Dogfight Cycle rules in the Rule Book. After reading to p. 16, you can play these scenarios (you will also need to read about card icons, starting on p. 55, but you can do that when you encounter an icon on a Dogfight Card). You might also want to keep a player aid handy, the one that explains icon results.



Ignore Fuel and icon results that only affect Green pilots (they will be explained later in the rules).

Components

Each Dogfight scenario uses the components shown here. You may not need to use all of them in every scenario, you might only need one or two, depending on what happens and what choices you make.

Shuffle two decks of Dogfight Cards, Tailed and Head-On & Tailing. Use the decks that match the type of RAF Fighter you're using, Hurricane or Spitfire. Keep them face-down nearby, and shuffle a deck when it is empty.

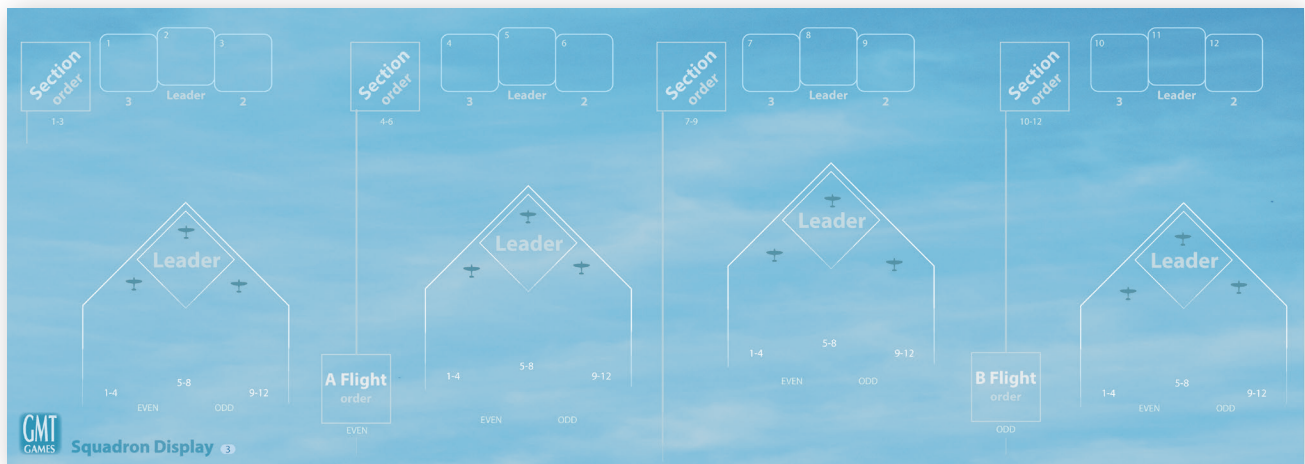


Maneuvers

Ammo



die



Squadron Display

You don't strictly need the display, you can arrange your RAF Fighters in Vic formations directly on your game table, but it is helpful when you need to randomly select a RAF Fighter (see page 3 of the Rule Book).

Scenario 1: A Fly By?

August 1940: Flight Lt. Gordon Olive, A Flight/65 Squadron, maneuvered above a formation of Ju-88s when "tracer indicated that I was being shot at, and I turned to meet a head-on attack by a lone Me-109. We flew at each other all guns going, and I ducked under him at the last moment..." You are Gordon Olive, facing your enemy alone at the start of this dogfight. See if you can bag your quarry!

Special Instructions

This dogfight takes place in the Lost Contact area **4** (designate a 4" x 6" space on your table for that). Your Spitfire is an independent RAF Fighter. You are Engaged with a single 109 in a Head-On attitude. Start the first round of Dogfight with **Step A. Combat**. *Most likely there will only be one round, a brief but possibly violent fly-by.*

Scenario Ends: Run the Dogfight Cycle, one round after another. When your fighter is no longer Engaged, or if it enters a Fate Box (due to a Hit Check), the scenario ends.

Outcomes

Victory: You scored a Damage result ☒ on the German fighter, while your fighter did not suffer a Hit.

Tough Scrape: You scored a Damage result ☒ and your fighter also suffered a Hit.

Fly By? No Damage result ☒ and no Hit result 🌸.

Close Shave: No Damage result but your fighter suffered a trivial Hit.

Short Career: No Damage result, but your fighter is in a Fate Box. It suffered a severe Hit.

Set-Up

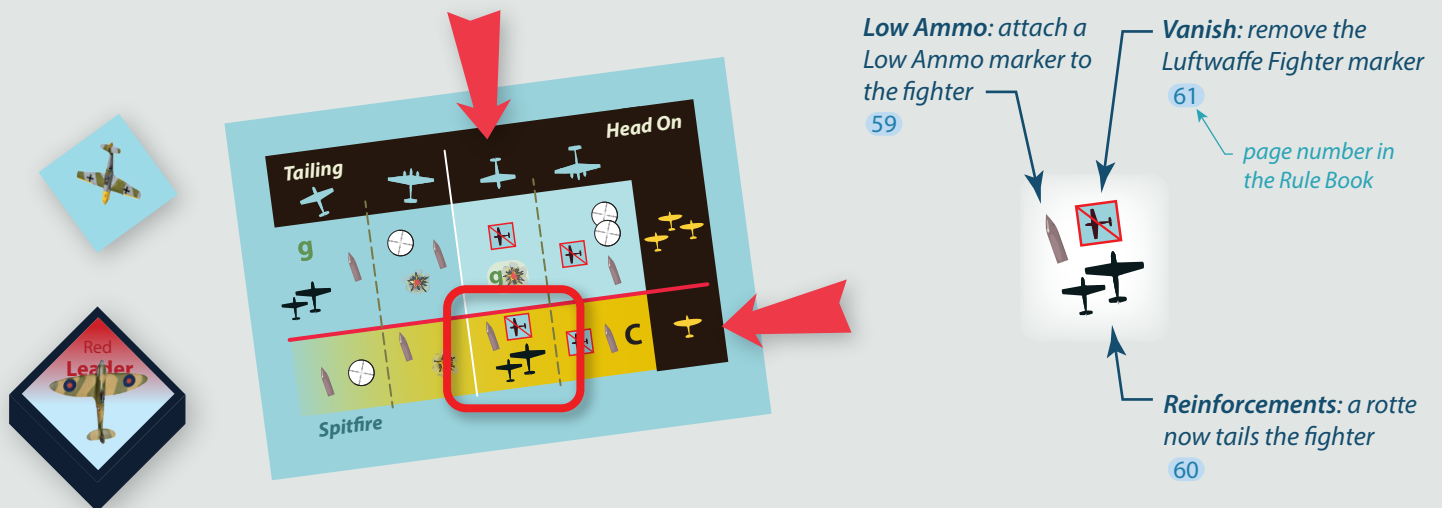


Fate: **46** If you like, you can resolve your severely Hit fighter's fate by rolling a die and noting the result in the Fate Box. This is an integral part of *Skies Above Britain*, but we omit it here for the sake of teaching the game little by little. Resolving fate is something you do at the end of every patrol, and it lets you know which pilots land safely, which bailed out, or which pilots suffered their demise.

Example: Scenario 1

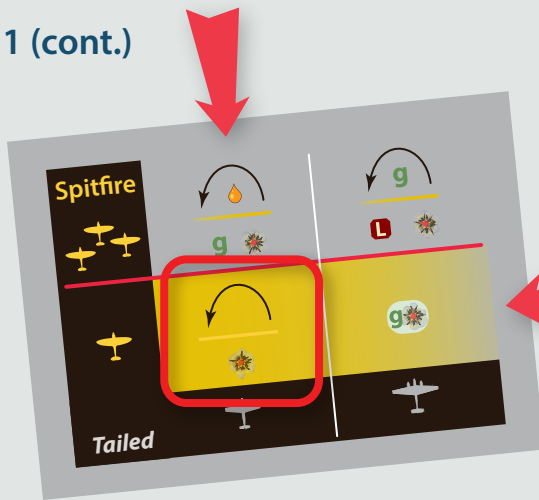
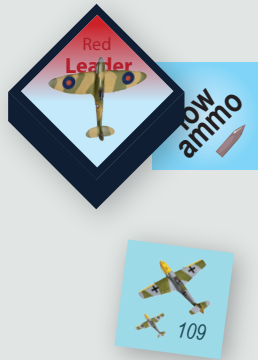
- The player draws a head-on Dogfight Card (Spitfire). They locate the result at the intersection of column (109 head-on) and row (individual RAF Fighter).

There are three results, and all must be applied (the results are explained on the player aid and in the Rule Book):



Example: Scenario 1 (cont.)

2



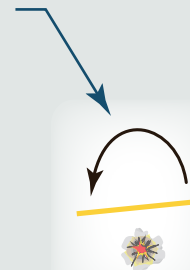
There are two results, but one negates the other:

Tight Turn: the RAF Fighter out-turns the 109. This cancels the other result and moves the rotte to head-on.

61



British fighters could turn inside the radius of German turns, making this a relatively strong and reliable maneuver.

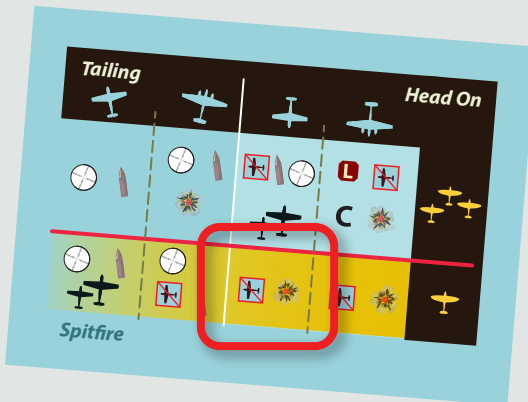


Hit: thanks to the Tight Turn result, this Hit is cancelled and the player does not draw a Hit marker.

58

This is the situation after applying the results from page 3. The player may select a maneuver (there is no reason not to). They choose a Turn maneuver 13. Then, they draw a tailed Dogfight Card (Spitfire). They locate the result at the intersection of column (109) and row (individual RAF Fighter).

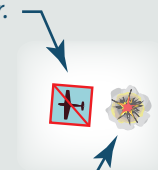
3



There are two results:

Vanish: remove the Luftwaffe Fighter marker.

61



Hit: the player randomly draws a Hit marker from the cup and attaches it to the fighter.

58



This is the situation at the start of the next Dogfight Round. The fighter is once again head-on with 109s. The player draws a Dogfight Card and applies the results.

4



The player rolls a die to make a Hit Check 16 58. A '6' is rolled, which is less than the number printed on the Hit marker (an '8'). That means the Hit proves severe. It is a fuselage hit (as noted on the Hit marker), so the player moves the fighter to the fuselage Fate Box (printed on the game board), and puts the Hit marker back in the cup.



That ends the scenario (outcome = Short Career), but for the sake of narrative, the player could make a Fate Check which usually happens at the end of a patrol (RTB Sequence 46). To do that, roll a die and locate the result in the Spitfire column of the table (it is printed in the Fate Box). In this example, the player rolls a '9', which means the fighter lands safely (Hangar result).



result	Hurricane	Spitfire	fuselage		
Hangar	7-12	8-12	6+	2-5	1
ashes	4-6	5-7	7+	4-6	1-3
fire	1-3	1-2	8+	5-7	1-4

Green pilot

Scenario 2: Tailed

18 August 1940: The Me-109s of ace pilot Helmut Wick's 3/JG2 are escorting a bombing raid over England. Wick sees a Section of Spitfires coming at him head-on. "I pulled the stick full backwards," he recalled later, "and positioned myself behind them..." You are controlling Red Section of this Spitfire Squadron. Wick's single Me-109 sets up Tailing it. Maneuver to shake this 109 off your tail and, if possible, shoot him down!

Special Instructions

Use the Squadron Display. Place Red Section (Spitfires) on one of the Section spaces. It is tailed by a lone 109. If one of your fighters is knocked out of formation (Loose result **L**), slide it off the display. If no longer engaged with a Luftwaffe Fighter marker, it goes home (remove it from play - this is called Return to Base or RTB **46**).

Scenario Ends: Run the Dogfight Cycle, one round after another. When your fighters are no longer engaged **11**, or if they enter Fate Boxes (due to a Hit Check), the scenario ends.

Outcomes

Victory: You scored one or more Damage results \otimes on German fighters, while **none** of your fighters were sent to Fate Boxes.

Tough Scrape: More Damage results \otimes than fighters in Fate Boxes (severe Hits).

Inconclusive: No Damage results and no severe Hits. Or, Damage equals fighters in Fate Boxes.

Fly a Desk: More RAF Fighters in Fate Boxes than German fighters killed (\otimes result).

Set-Up



The 109 tails the Section.

To play this training scenario, select a Maneuver and then draw a Dogfight Card (Tailed).



Example: Scenario 2

1

The player chooses Evade as their maneuver, and then draws two cards **13**.

They choose this one, to avoid the two Hits the other would garner. Two of the three results must be applied, the third can be ignored because it only applies to a Green pilot (had one of the pilots been Green, it would have applied to that fighter).



59 60 58

Example: Scenario 2 (cont.)

2

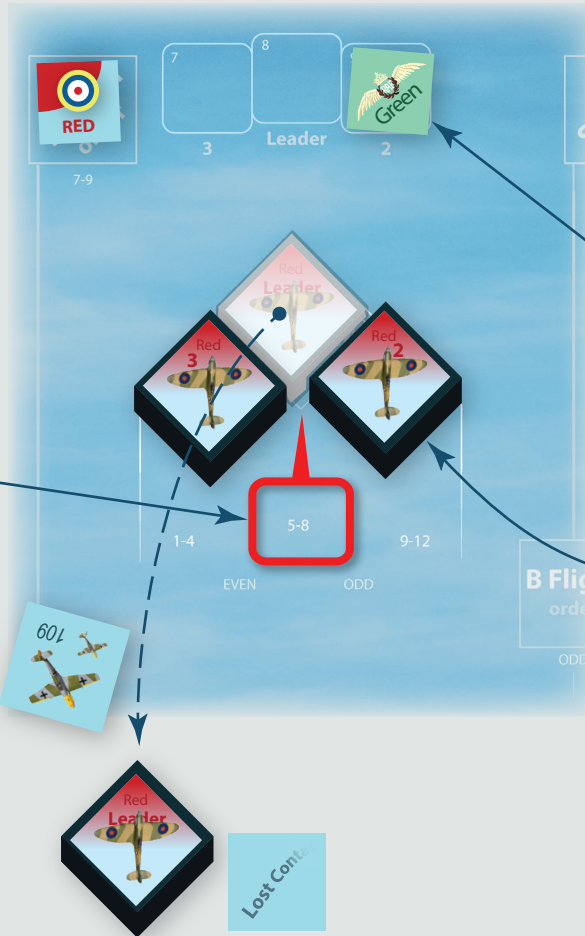
The Evade maneuver automatically reduces the Luftwaffe Fighter marker, which means it is removed (that marker only represents one fighter).

L To apply the Loose result, the player rolls a die to randomly select one of the three fighters. They roll a '5', which means Red Leader falls out of formation and is now Lost Contact.

59



To apply the Reinforcement result, the player may assign the new German rotte either to the Section or to Red Leader. The player decides to roll a die instead of making that decision, and rolls a '7', and uses the Squadron Display to interpret the result. Red Leader is selected and now engaged to the new 109s that entered play via the Reinforcement result.



Although the Green Hit can be ignored in this scenario, the player wants to see what would happen if there was a Green pilot in the Section. They assign one to Red 2. This is the space reserved for pilot markers (or, the player could place the Green marker directly on the stickered block).

Now, they draw a Hit marker and assign it to that fighter.



The Tight Turn and its Fuel icon are ignored. Why? The Maneuver was not Turn.

3



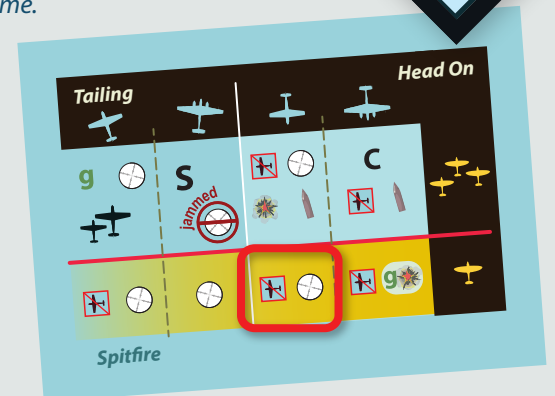
The player rolls a die to make a Hit Check, rolling a '12', so the Hit on the Green fighter is trivial and the Hit marker is returned to the cup. Red Section is no longer engaged, so the scenario ends for them, they return to base (RTB). In a normal patrol, these fighters would be able to take other actions. They would be Lost Contact but not forced to RTB.

4

The player draws a Dogfight Card for Red Leader, resulting in the rotte **vanishing**, but not before Red Leader gets one of them (that is, the **Damage** result means one of the German fighters was destroyed).



That ends the scenario with a Victory outcome.



Scenario 3: On their Tail

13 August 1940: Fighter Command's 43 Squadron, from RAF Tangmere, attacked Me-109s of I./JG2 as it was sweeping ahead of an incoming raid by Junkers (bombers). You lead your Hurricanes of Blue Section into the dogfight when --- stroke of luck -- a Schwarm of 109s appears right in your sights!

Special Instructions

You're flying Hurricanes this time (more lethal to bombers but a little more vulnerable to 109s). Blue Section tails a 109 schwarm and are Lost Contact.

Scenario Ends: Run the Dogfight Cycle, one round after another. When your fighters are no longer engaged, or if they enter Fate Boxes (due to a Hit Check), the scenario ends. You may find the schwarm more durable than the lone Messerschmitt of previous scenarios (and more lethal).

Outcomes

Victory: You scored one or more Damage results (⊗) on German fighters, while **none** of your fighters were sent to Fate Boxes.

Tough Scrape: More Damage results (⊗) than fighters in Fate Boxes (severe Hits).

Inconclusive: No Damage results and no severe Hits. Or, Damage equals fighters in Fate Boxes.

Fly a Desk: More RAF Fighters in Fate Boxes than German fighters killed (⊗ result).

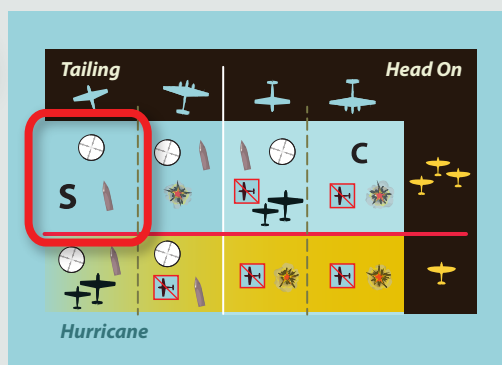
Set-Up



Blue Section (Hurricanes) tails the schwarm. Draw a Tailing & Head-On Card (use the deck for Hurricanes).

Example: Scenario 3

1



Split: the schwarm splits into two rottes and one of them now trails Blue Section, tailing it. Thanks to the Damage result, however, one of the rottes is now a lone 109.

To start the scenario, the player draws a Dogfight Card and applies the results:

Damage: the player rolls a die to randomly determine which RAF Fighter scored the kill. They roll a '7', so it is Blue Leader. If playing a campaign, they would make a note of this on the Pilot Roster.



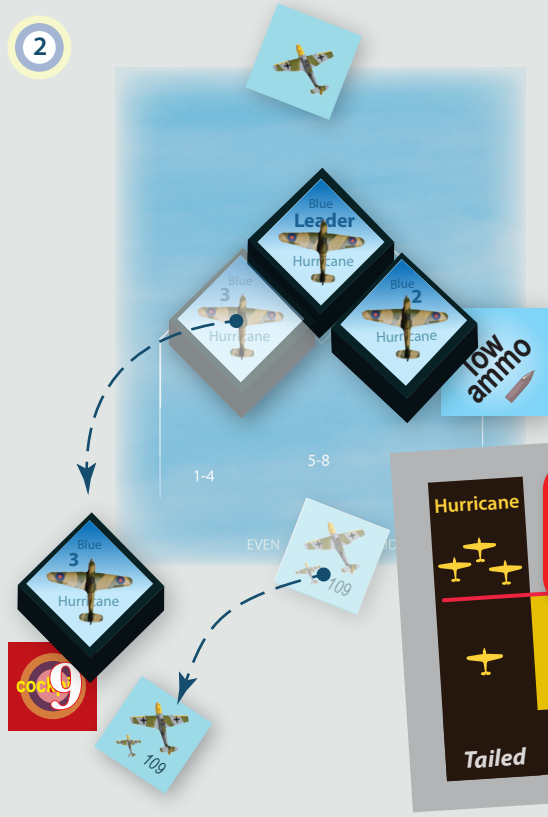
Low Ammo: the player rolls a die to randomly determine which fighter is Low Ammo. They roll a '12', so it is Blue 2.



60

Example: Scenario 3 (cont.)

2



In the second dogfight round, the player deliberately refrains from selecting a maneuver. Why? If the Section maneuvers, it must let the lone 109 go free (it would be removed from play; see "Tailing and Tailed" 13). The player chooses to keep the Section in pursuit (no maneuver), but the rotte will get a shot at the fighters before resolving the tailing combat against the lone 109. It's a gamble.

The player draws a tailed Dogfight Card and applies the results:

Slip: since the Section is not performing a Slip maneuver, this result is ignored 60 .

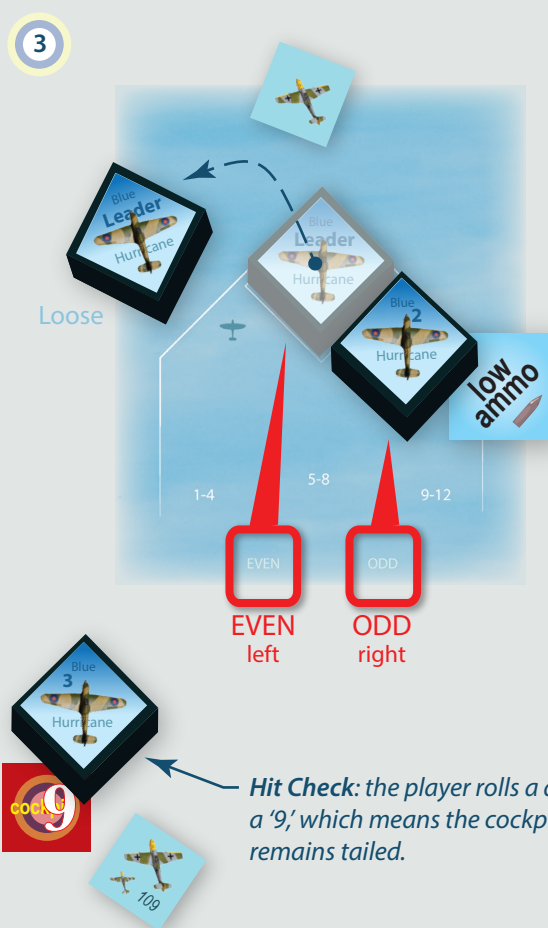
Hit: the player rolls a die to see which fighter is Hit. A '4', so Blue 3 gets a Hit marker.

Fuel: in this scenario, fuel rules are not enforced, so the Section does not spend fuel. To know how fuel is spent, see 58 .

Loose: the player rolls a die to determine which fighter breaks loose from the Section. A '3' is rolled, so it is Blue 3. The player chooses to have the 109s follow it.



3



Now there are two dogfights. The player draws a Dogfight Card to resolve the tailing combat against the lone 109, and applies the results:

Loose: this breaks the Section apart, since there are only two fighters in the formation.

Had there not been a Damage result, the player would have to choose which RAF Fighter stayed behind the German.

Damage: the player rolls a die to randomly determine which RAF Fighter scored the kill. They roll a '5', an odd number, so it is Blue 2. The lone 109 is destroyed. The Luftwaffe Fighter marker is removed and the Section is no longer engaged.

Low Ammo: the player rolls a die to randomly determine which fighter is Low Ammo. They roll a '7', an odd number, so it is Blue 2. That fighter is now out of ammo.



Hit Check: the player rolls a die for the Hit Check. Rolls a '9', which means the cockpit hit is trivial and Blue 3 remains tailed.



low ammo + low ammo = no ammo

Example: Scenario 3 (cont.)

4 This is the situation at the start of the next dogfight round:



tailed
ready for the next round

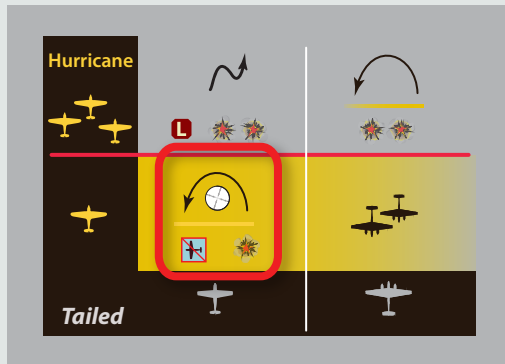


returned to base (RTB)
no longer in play



In this scenario, an unengaged fighter returns to base, but if playing a patrol it could remain in play in the Lost Contact area. With no ammo, however, it's a good idea to return it to base (during the Interception Sequence, that RTB move can be made in the Chase step of the Entropy Phase 37).

5 Blue 3 is still tailed. In the next dogfight round, the player selects a maneuver before drawing a Dogfight Card. The player chooses a Turn maneuver.



Tight Turn: this result negates the other two results, since Blue 3 is performing a Turn maneuver. The Damage result ⊕ inside the Tight Turn icon means one German fighter is destroyed. The Luftwaffe Fighter marker is flipped over.

The scenario isn't over yet, but we'll end the example here. We leave while the Hurricane banks into the 109s, having just flamed one of them, and now a Head-On Dogfight card will need to be drawn to see what else happens...



If this were a patrol and not just a training exercise, Blue Leader and Blue 3 might still be in play. They would be independent RAF Fighters in the Lost Contact area. Blue 2 could also be there, if it survives the dogfight, but it is likely that with no ammunition the player would have him RTB.

Scenario 4: RAF Advantage

18 August 1940: Me-110s of ZG/26 "Horst Wessel" squadron pass over Harrietsham, Kent when they're bounced by Hurricanes of 56 "Punjab" Squadron. You control Yellow Section -- capitalize on your starting advantage and win this dogfight!

Special Instructions

Use the Squadron Display. Place Yellow Section (Hurricanes) on one of the Section spaces. Shuffle the deck of RAF Advantage Cards and draw one. The left side tells you how many 110s your Section engages, a rotte or a schwarm. If the event text on the right side applies, follow its instructions.

Heavy Escort but no Sun: For this training scenario, assume escort is "heavy" and there is no Sun. These factors may apply to the event text.

Scenario Ends: Run the Dogfight Cycle, one round after another. When your fighters are no longer engaged, or if they enter Fate Boxes (due to a Hit Check), the scenario ends.

Outcomes

Victory: You scored one or more Damage results (⊗) on German fighters, while **none** of your fighters were sent to Fate Boxes.

Tough Scrape: More Damage results (⊗) than fighters in Fate Boxes (severe Hits).

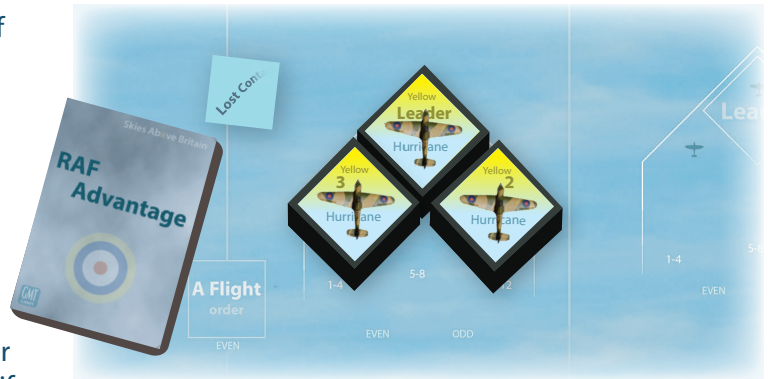
Inconclusive: No Damage results and no severe Hits. Or, Damage equals fighters in Fate Boxes.

Fly a Desk: More RAF Fighters in Fate Boxes than German fighters killed (⊗ result).

Example (set-up): Scenario 4



Set-Up

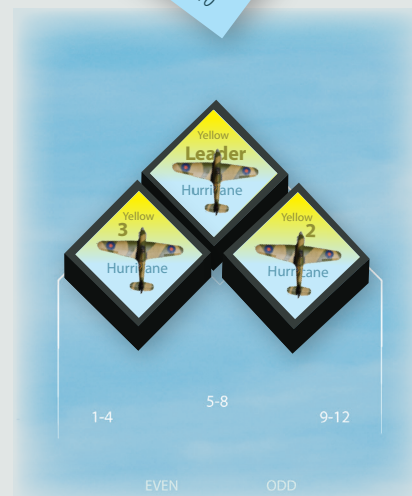


Yellow Section (Hurricanes) intercepts 110s. Draw a RAF Advantage Card and place a 110 schwarm or rotte as directed by the card.

The player draws a RAF Advantage Card. The left side of the card indicates that Yellow Section tails a schwarm. The event text indicates that the player may alter this starting situation. Instead of tailing the schwarm, they may attack head-on. In this example, the player opts to tail the 110s.



Head-on instead?



Scenario 5: Luftwaffe Advantage

18 August 1940: The Me-110s of ZG/26 "Horst Wessel" squadron are back again in the afternoon, escorting a bombing raid to RAF North Weald. As Acting Squadron Leader Peter Townsend positions his 85 Squadron Hurricanes to make a run at the bombers, the 110s attack. You are in control of Townsend's B Flight (Red and Yellow sections).

Special Instructions

Draw two Luftwaffe Advantage Cards and apply each to one of the Sections. German fighters will be 110s.

Heavy Escort in the Sun: For this training scenario, assume escort is "heavy" and it is in the Sun (or "coming out of the sun" - it means the same thing).

Scenario Ends: Run the Dogfight Cycle, one round after another. When your fighters are no longer engaged, or if they enter Fate Boxes (due to a Hit Check), the scenario ends. Keep in mind that once a RAF Fighter breaks out of its Section (Loose result **L**), it can't get back in. It Returns to Base as soon as it is no longer engaged to a Luftwaffe Fighter marker. If this were a patrol, Lost Contact fighters could remain in play and **reform** as a Section **39** **45**.

Outcomes

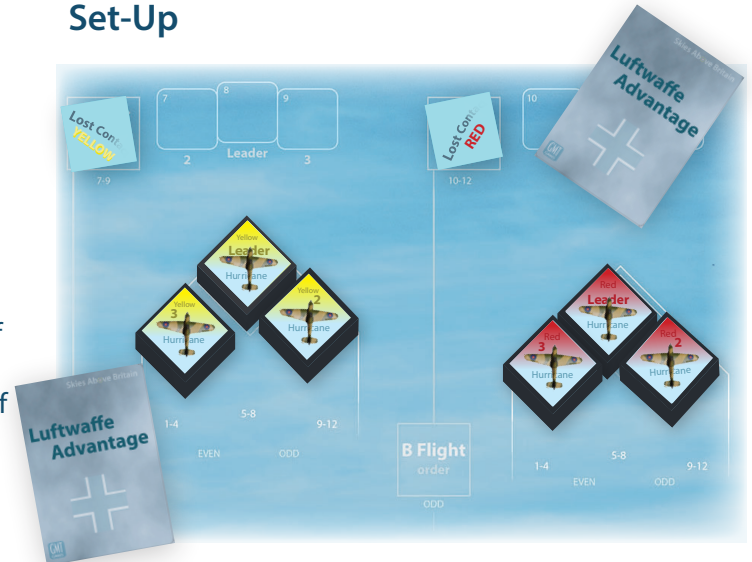
Victory: You scored one or more Damage results **⊗** on German fighters, while **none** of your fighters were sent to Fate Boxes.

Tough Scrape: More Damage results **⊗** than fighters in Fate Boxes (severe Hits).

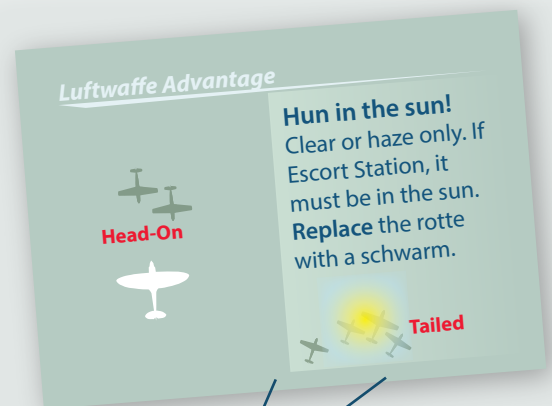
Inconclusive: No Damage results and no severe Hits. Or, Damage equals fighters in Fate Boxes.

Fly a Desk: More RAF Fighters in Fate Boxes than German fighters killed (**⊗** result).

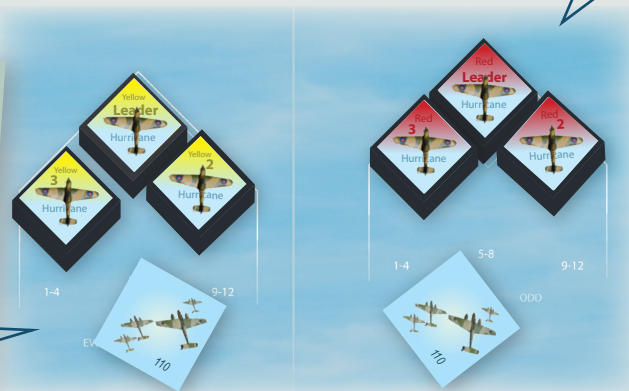
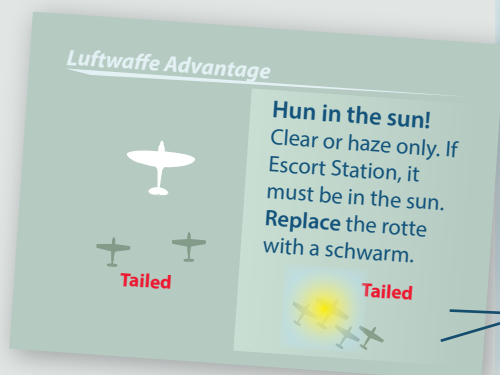
Set-Up



Red and Yellow Sections (Hurricanes) are about to be intercepted by 110s. Follow the instructions on the Luftwaffe Advantage Cards. Use 110 Luftwaffe Fighter markers (rottes and/or schwarms).



Example (set-up): Scenario 5



The player draws a Luftwaffe Advantage Card for each Section and applies the result. Because the Germans have the advantage of being in the sun, the event text applies. Both Sections begin tailed by a swarm of 110s.

Bomber Scenarios

The Hit markers have **Return Fire** markers printed on the back. A

Bomber Card may require you to draw one at random from the cup and apply it to the RAF Fighter. Their results are explained on p. 62 of the Rule Book, and on the player aid.



Put all of the **Damage** markers in another cup.

When you score a Damage ⊗ result on a Bomber, it is not automatically destroyed like a German fighter. Instead, draw one of these at random and attach it to the Bomber (that is, place it on its image on the tile or marker).



The **Dorsal Gunner** marker enters play when this result + appears on a Bomber Card. It works just like a Fuselage Damage marker except it also cancels Hits on fighters that attack it from the tail approach.



Dorsal Gunner Damage

Rules

Scenarios 6-9 use only the Bomber Cycle rules, pages 17-23 in the Rule Book. Scenario 8 might also invoke the Dogfight Cycle, if German fighters show up (*the cavalry to the rescue*).



Ignore Fuel and icon results that only affect Green pilots (they will be explained later in the rules).

Components

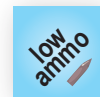
Each Bomber scenario uses the components shown here. You may not need to use all of them in every scenario, you might only need one or two, depending on what happens and what choices you make.



die



Delay



Ammo

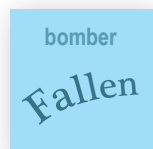
Shuffle the Bomber deck, either Light or Medium, depending on what the scenario's special instructions tell you.



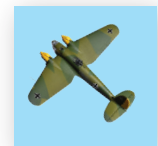
Each scenario will present your RAF Fighters with Bombers to attack, and they will be represented on Bomber Tiles (each comprising a kette of three Bombers), or a lone Bomber marker (representing a single Bomber).



Bomber tiles



Fallen markers



Bomber marker

Scenario 6: Lame Duck

12 August 1940: 32 Squadron scrambles at 1740 hours and spots a raid of Ju-88s crossing the coast near Portsmouth. "One 88 appeared to detach itself from the main formation," reported Flying Officer John Humpherson. "I went in to attack. I put in a short burst..." You control Humpherson's Hurricane, Green 1, as he targets the lone straggling bomber and tries to bring it down.

Special Instructions

Place a Junkers marker and Green Leader (Hurricane) on your game table. They comprise the Bomber Formation area (in this case, the straggler is a bomber 'formation' of one aircraft). The Approach step of the Bomber Cycle has already taken place, so situate Green Leader so that it is approaching the Bomber's flank. Begin this training scenario with the Burst step of the Bomber Cycle.

Scenario Ends: Continue the Bomber Cycle, one round after another, until the Bomber is either destroyed or your fighter is in a Fate Box, no longer has ammo, or is Lost Contact (the Bomber slips into the clouds).

Outcomes

Victory: You destroyed the Bomber.

Tough Bird: You didn't destroy the Bomber but Green Leader isn't in a Fate Box.

Missing in Action: Green Leader is in a Fate Box.

Set-Up

The Bomber starts with two Damage markers on it (draw two at random, but for this training scenario, ignore their Catastrophic Effects, if any).



Shuffle the Bomber Deck (medium bombers). Green Leader attacks from the beam (the flank). Draw a card and apply the result.

Example: Scenario 6

①

Damage 55 : the player randomly draws a Damage marker from the cup and assigns it to the bomber. Then, they roll a die to check for Catastrophic Effect...a '1'...so the bomber does not explode.

Catastrophic Effect number (roll equal to or higher and the bomber explodes).

Low Ammo 59 : the player places a Low Ammo marker on Green Leader.

medium	nose	starb'd or port	tail
	9	11	R
	4	3	R
	3	3	R
	R	9	

Example: Scenario 6 (cont.)

2



Green Leader disengages. The next bomber round commences. The player elects to try a tail approach. The tail approach invokes delay, and the player assigns a Delay marker to signify this.

3

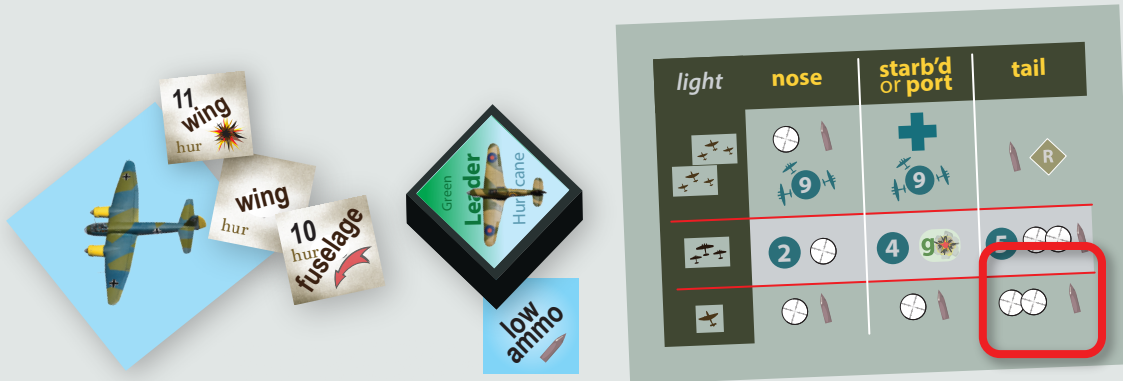


The bomber round concludes here, because the Delay marker prevents Green Leader from performing its attack now. He must wait for the next bomber round.

In this scenario, there is no consequence to this delay. If there were other fighters and they were attacking from the flank (port or starboard), they would attack this round during Green Leader's delay. And if this were the patrol of a campaign, an Escort Reaction card would be drawn, which could bring 109s or 110s into the Bomber Formation Area, thus triggering the Dogfight Cycle.

Attacking from the tail is the most lethal approach for both aircraft. The flank approach is the most physically improbable shot and is the least lethal.

4

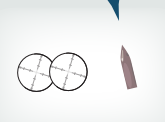


Low Ammo : Green Leader is now out of ammo.

In the next bomber round, the player draws a Bomber Card and applies the results. The bomber is destroyed and the scenario ends in Victory.



Damage 56 : Green Leader scores two Damage results, which means the player draws two Damage markers. Of course, in this case there is no point. The bomber can't withstand even one more without being Destroyed.



Scenario 7: Finishing the Job

30 September 1940: 504 Squadron catches up to an outbound raid south of Portland and immediately makes a tail approach to engage the rear sections (ketten) of the He-111 formation. In the first few passes, Red Section damages one kette sufficiently that it slows and loses altitude, becoming isolated from the rest of the formation. Take control of Red Section and finish off these isolated bombers!

Special Instructions

Place Red Leader so that it tails one of the Heinkels on a Bomber Tile. The other two Bombers each have one Damage marker already (draw randomly but ignore their Catastrophic Effects, if any). Start Red 2 and 3 anywhere nearby in the Bomber Formation Area. They may approach from any angle (but remember to attach a Delay marker for a Nose or Tail approach). The curtain rises on this training scenario at the start of round 2.

Scenario Ends: Continue the Bomber Cycle, one round after another, until the Bombers are either destroyed or your fighters are in Fate Boxes, no longer have ammo, or are Lost Contact (in this scenario, once Lost Contact, a RAF Fighter Returns to Base).

Outcomes

Victory: All three Heinkels are either fallen or destroyed, and none of your RAF Fighters are in Fate Boxes.

Tough Battle: All three Heinkels are either fallen or destroyed, but at least one of your RAF Fighters is in a Fate Box.

Stymied: At least two of the Heinkels remain in the kette (they are neither fallen nor destroyed).

Embarassing: All three Heinkels remain in the kette (they are neither fallen nor destroyed).

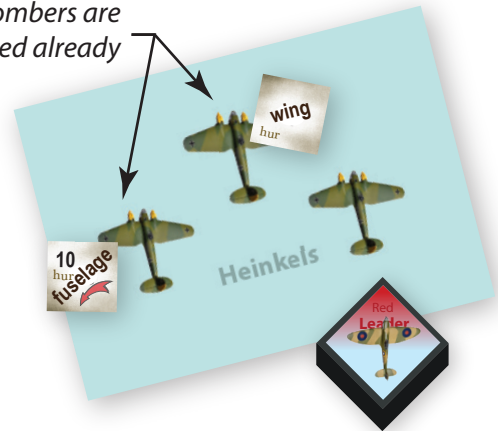
Example: Scenario 7

- Red 2 approaches from the flank while Red 3 arcs around to approach from the nose. A Delay marker is assigned to him, reminding the player to defer resolving Red 3's burst to the next round.

Red Leader remains on the tail, determined to down it.

Set-Up

two Bombers are damaged already



Red Leader scored no result in the first round but remains engaged on a bomber's tail.



Red 2 and Red 3 are ready for an Approach. Choose any angle of approach (they don't have to be the same, they may choose different approaches).



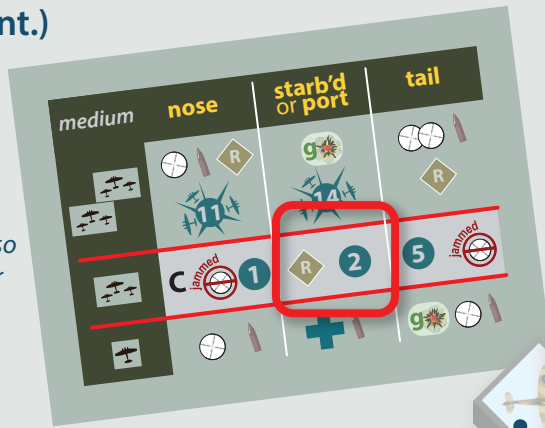
During the Burst step, you will draw a separate Bomber Card for each RAF Fighter. Even if they attack by the same approach, draw 3 cards, one for each fighter. They attack individually, not as a Section.



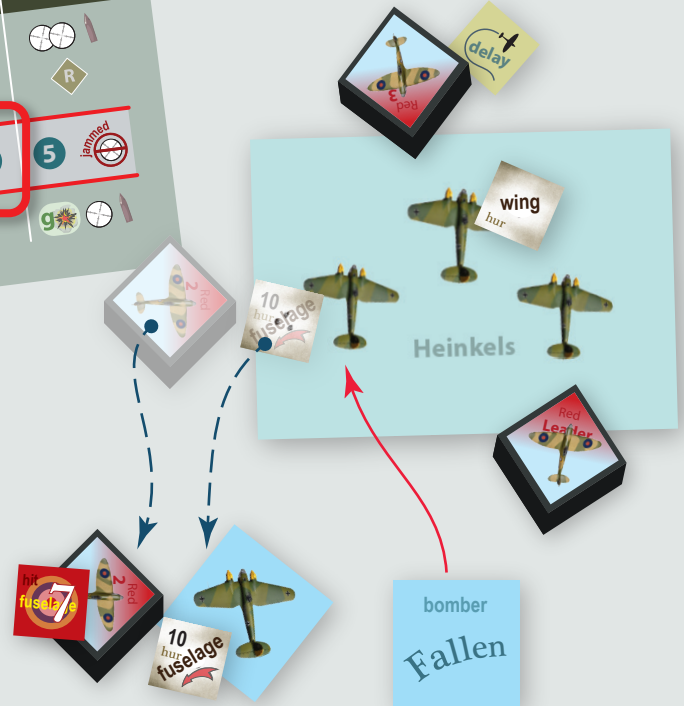
Example: Scenario 7 (cont.)

2

Return Fire 62 : the player randomly draws a Return Fire marker from the cup. It is a Hit, so the player turns the marker over and applies it to the fighter.



The player elects to resolve Red 2's flank attack first. They draw a Bomber Card and apply the results:



Distress 57 : there are 5 markers and fighters on the Bomber Tile, which is equal to or greater than the Distress number ('2'), so the bomber falls out of formation. The player places a Fallen marker on the tile and shifts the bomber's Damage marker and the fighter off to the side, placing with it a lone Bomber marker. They remain engaged and in the Bomber Formation Area.

3

The player resolves Red Leader's tail attack. They draw a Bomber Card and apply the results:

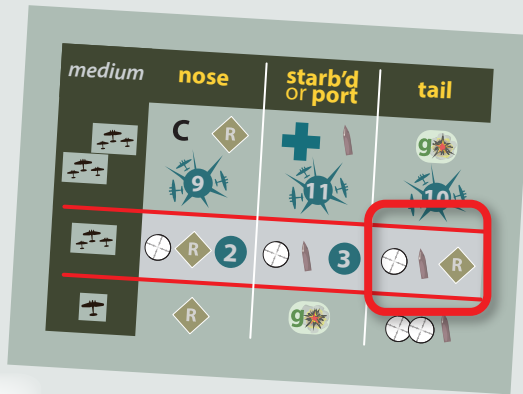
Damage 55 : the player randomly draws a Damage marker from the cup and assigns it to the bomber.



Low Ammo 59 : the player places a Low Ammo marker on Red Leader.



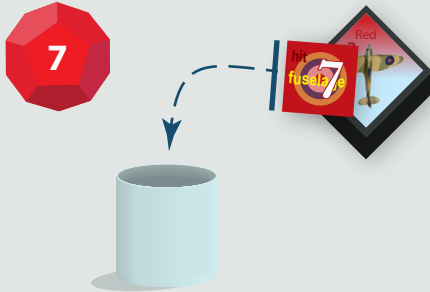
Return Fire 62 : the player randomly draws a Return Fire marker from the cup. It is a Jammed Guns result. The player puts the Return Fire marker back in the cup and attaches a Jammed marker to Red Leader.



Example: Scenario 7 (cont.)

4 **Disengage 23** : the player chooses to keep Red Leader engaged on the tail of the bomber and Red 3 must remain in his approach (he has a Delay marker). Red 2 disengages from the lone bomber.

Hit Check 23 : the player rolls a die to check the Hit marker on Red 2. They roll a '7', so the Hit is trivial and the Hit marker is put back into the cup.



5 **Approach & Burst** : the player resolves the three attacks, one at a time by drawing a Bomber Card for each and applying the results. They decide to start with Red 3's attack from the nose.

Red 2 can approach again, free of its Hit marker. It will approach the lead bomber from the flank.

Hit (Green pilot) 58 : since Red 3 is not a green pilot, this result is ignored.

Low Ammo 59 : Red 3 is now Low Ammo.

Distress 57 : the bomber is knocked out of formation.

medium	nose	starb'd or port	tail
	C	R	
	7	9	9
	9	2	3

Delay marker removed this round.



6 This is the situation after Red 3's attack. All three bombers are considered lone bombers. The player could replace the Bomber Tile and its lone bomber with a lone Bomber Marker, but in this example they won't bother.

Red 2 is still approaching the lead bomber from the flank, even after Red 3 knocked it out of the kette.



Example: Scenario 7 (cont.)

7 Red 2's attack from the flank is resolved now. The player draws another Bomber Card and applies the results:

medium	nose	starb'd or port	tail

Dorsal Gunner 57 : the bomber's dorsal gunner is hit. The player places a Dorsal Damage marker on the bomber. It counts as fuselage Damage, which means the Heinkel will be destroyed if it suffers two more Fuselage Damage results.

Low Ammo 59 : Red 2 is now Low Ammo.

8 Still on the tail, Red Leader's attack is next. The player draws a Bomber Card and applies the results:

medium	nose	starb'd or port	tail

Double Damage 55 : Red Leader's guns are jammed, so the player must roll a die...a '5'...which is an odd number. Only one of the Damage results is cancelled and the Jammed marker is removed.

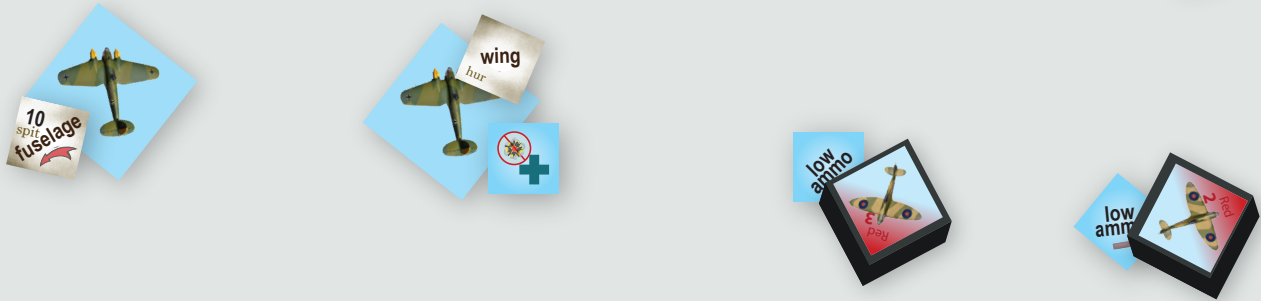
Low Ammo 59 : Red Leader is now out of ammo.

Return Fire 62 : the player randomly draws a Return Fire marker from the cup and assigns it to Red Leader. It is a Hit, so the player flips it over.

Catastrophic Effect: the player draws one Damage marker and then rolls a die to check for Catastrophic Effect. They roll an '11', which means the bomber explodes. It is destroyed, so the player removes the Bomber Tile.

Example: Scenario 7 (cont.)

9 *Disengage 23* : all three fighters disengage.



10 *Approach & Burst*: Red 2 and 3 make another approach while Red Leader goes home (he doesn't have to RTB, but there is nothing for him to do since he is No Ammo). The player draws a card for Red 3's attack and applies the result:

medium	nose	starb'd or port	tail
	6	8	
	9	2	4
	C		

Dorsal Gunner 57 : since the bomber's dorsal gunner is already kaput, treat this as a fuselage Damage result.

Low Ammo 59 : Red 3 is now out of ammo.

11 *Approach & Burst*: In the next round, Red 3 exits (no ammo) and Red 2 attacks. The player draws a card and applies the results:

medium	nose	starb'd or port	tail
	9		
	7	9	6
	C	3	4

LC **Return Fire 62** : the player randomly draws a Return Fire marker from the cup and assigns it to Red 2. It is a Lost Contact result, which means Red 2 leaves the Bomber Formation Area. Perhaps the pilot evaded or veered when Red 3 made his attack, or maybe Red 2 is having engine problems. Whatever the problem, the bombers are long gone.

Low Ammo 59 : Red 2 is already Low Ammo, so this result makes him No Ammo.


The scenario ends with an RAF Victory.

Scenario 8: A Full Basket

15 September 1940: An afternoon raid by 27 He-111s slips through to bomb Portland. As they exit, B Flight/152 "Hyderabad" Squadron intercepts what they had been told was a formation of "six-plus." Instead, your B Flight Spitfires are pitted against 18 of those Heinkels that are racing for home.

Special Instructions

Place six Bomber Tiles (Heinkels) in the pattern you see here. Round 1 of the Bomber Cycle starts with all six Spitfires of Red and Green Sections entering the Bomber Formation Area from the rear (tail position). Place the fighters so that each is directly behind a Bomber (more than one fighter may line up behind the same Bomber, if you like; they will attack that Bomber one at a time and one Bomber Card at a time).

Tail High: B Flight enters from high altitude and attacks from the tail on round 1, so you must apply the tail high penalty: if a fighter gets a Hit result  (from a Return Fire marker), flip the Return Fire marker over and then draw another Hit marker (attach the higher numbered Hit marker and put the other back in the cup). This penalty applies only on the first round [21](#).

Scenario Ends: Continue the Bomber Cycle, one round after another, until all of your fighters are in Fate Boxes, no longer have ammo, or are Lost Contact.

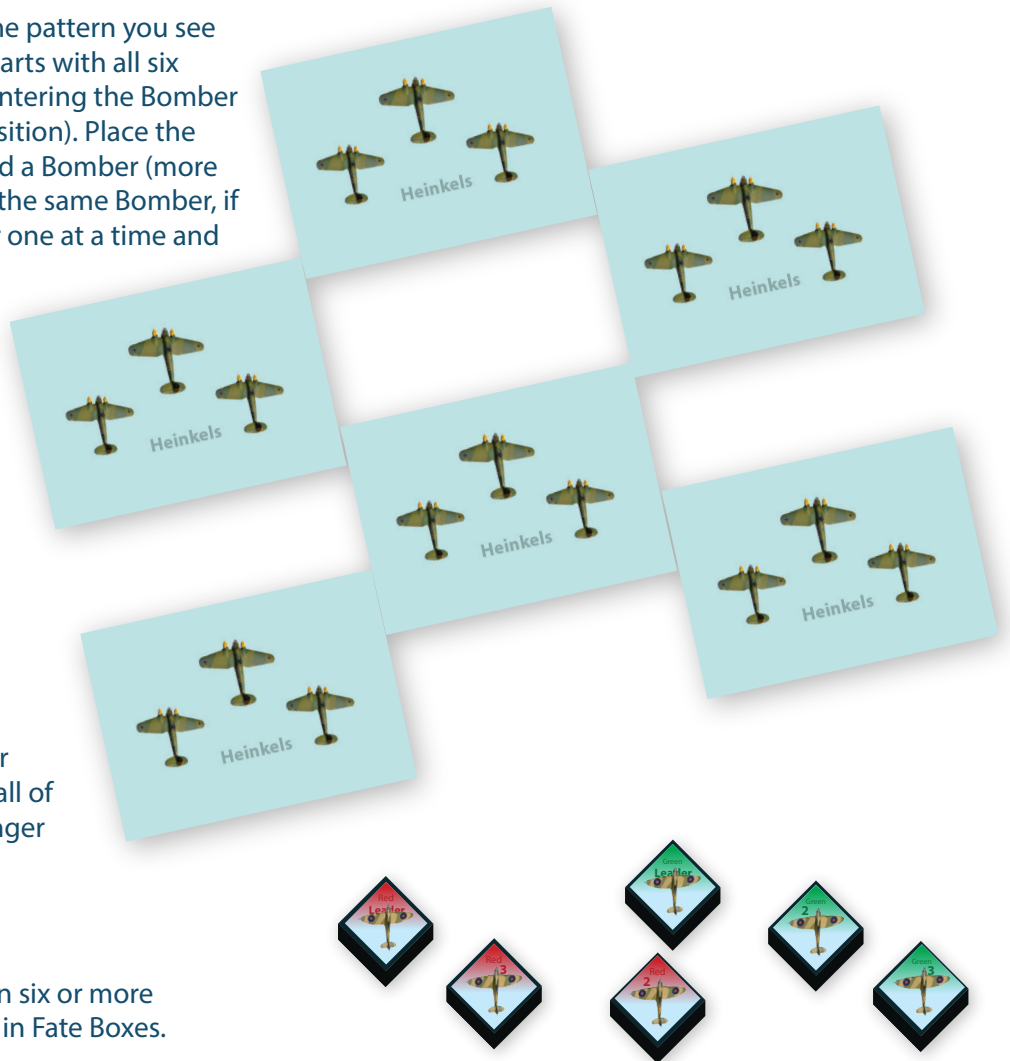
Outcomes

Victory: You destroyed or made fallen six or more Bombers, and 3 or fewer Spitfires are in Fate Boxes.

Tough Day: You destroyed or made fallen six or more Bombers but four or more fighters are in Fate Boxes.

Disappointing: Any other result.

Set-Up



RAF Fighters (Spitfires) of Red and Green Section in the Bomber Formation Area (behind the Bombers). While in the Bomber Formation Area, they operate as independent fighters, not as Sections. On round 1, there is no delay, so the Spits attack immediately.

Approach Summary...

Round 1: all fighters approach from the tail, and the tail/high penalty applies [21](#). A fighter may approach any bomber on any Bomber Tile. There is no delay for a tail approach on round 1 (do not attach a Delay marker). Use the top row of the Bomber Card. Fighters engaged on the tail are not required to disengage. They may remain engaged for Round 2 (do not attach a Delay marker) [23](#).

Round 2+: from round 2 onwards, the tail high penalty is no longer in effect. Each fighter may remain at the tail approach and may attack without delay if already engaged on the tail (do not attach a Delay marker) [20](#). Alternatively, a fighter may disengage and approach from another angle. All fighters don't have to approach from the same angle.

Scenario 9: Tally Ho!

7 September 1940: Big raids are targeting the Port of London for the first time, and in the second wave 21 inbound Ju-88s are intercepted over Folkestone by Sdn. Ldr. Caesar Barrand Hull's 43 "Fighting Cock" Squadron. The Hurricanes are massively outnumbered by escorting Me-109s.

Special Instructions

Place all twelve fighters (Hurricanes) in the Bomber Formation Area. Place seven Junkers Bomber Tiles as shown. The curtain rises at the start of round 1, and your squadron approaches from the flank. You can expect 109s to enter the Bomber Formation Area at the end of round 2.

Escort: At the end of round 2, and at the end of each round thereafter, roll a die and draw Luftwaffe Advantage Cards. Apply each card to a RAF Fighter (select the RAF Fighters randomly, but those with Delay markers have priority).

Die roll: 1-6 = 3 cards; 7-10 = 4 cards; 11-12 = 6 cards. If there are more cards than RAF Fighters, ignore the excess cards.

Dogfight: Each Advantage Card triggers a dogfight. Play it immediately.

RTB: At the start of a Bomber round, one or more RAF Fighters may Return to Base instead of approaching a Bomber. To RTB, a RAF Fighter may not already be engaged. Place RTB RAF Fighters out of play.

Scenario Ends: Continue the Bomber Cycle one round after another until your fighters are in Fate Boxes or have RTB'd.

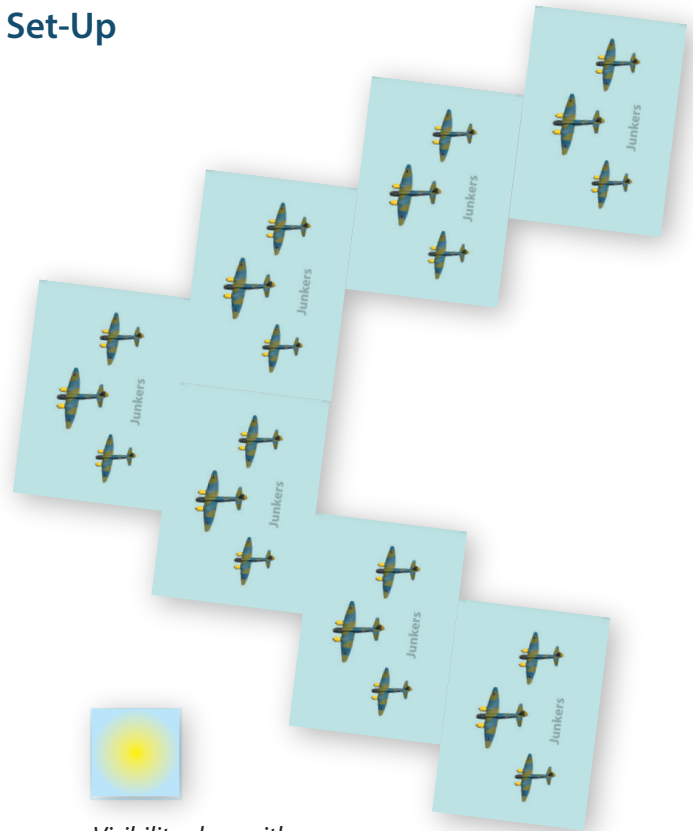
Outcomes

You gain **1 VP for each Bomber Tile you isolate**, and **1 VP for each Bomber destroyed**.

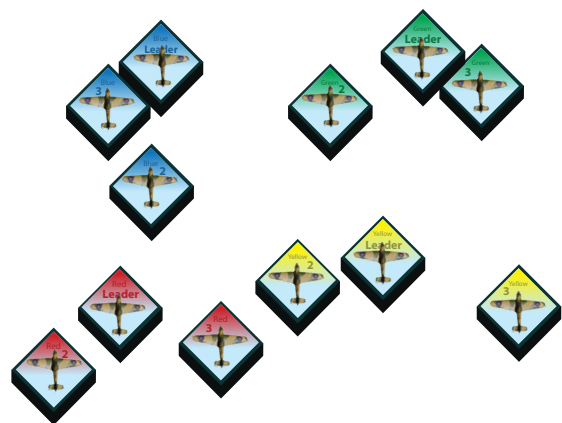
Victory is yours if you gained more VP than you lost in RAF Fighters (a RAF Fighter in a Fate Box is considered "lost"). But if you did not gain at least 5 VP, your victory is downgraded to a **Poor Show**. And, if you lose six or more fighters, it is either a **Defeat** or a **Pyrrhic Victory** (or maybe a Pyric Victory if your planes went down spectacularly).

Design Note: Why is a fighter allowed to target any bomber in the formation? Why isn't a bomber in the middle of the formation just as easy (or difficult) a target as one on the outside? The flat space of the Bomber Formation Area and its tiles represent a 3D formation of medium bombers, some are flying above others and some are below. Two dimensionally we see an inside and a perimeter, but even a bomber 'in the middle' of the formation is actually vulnerable from above or below. Except on the initial approach, we don't bother with differences in altitude, as we allow the game to assume that your fighter has found the most advantageous angle of attack.

Set-Up



Visibility clear with sun,
Escort is Heavy 109s



Twelve RAF Fighters enter from the flank on round 1. They must all approach from the flank, but starting on round 2 they may approach from any direction.

You can try this scenario with Spitfires, too. You will find that Hurricanes handle the bombers a little more effectively, thanks to their more robust armament.

Intercept Scenarios

Rules

Scenarios 10-11 use the majority of the *Rule Book*, to p. 40 plus the section on icon results (starting again on p. 53). It does not use the Raid Vector Sequence nor pilot experience. These scenarios are intended to show how the Bomber Cycle is framed by the Interception Sequence, and how that sequence portrays the gradual decay of order during a raid. Don't be surprised to find yourself mostly in the Entropy Phase.



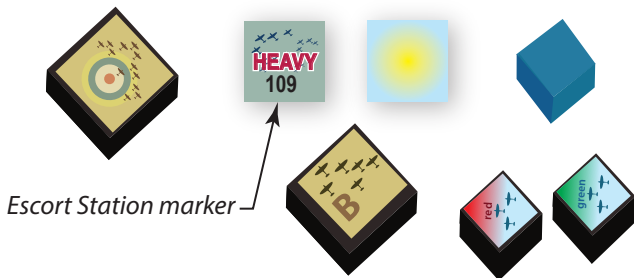
Ignore icon results that only affect Green pilots (they will be explained later in the rules). *If you like, however, you are welcome to add two or three Green pilots to your squadron for these scenarios. Use the Green pilot marker to signify which fighters have Green pilots. Those fighters will be affected by any results that apply to Green pilots* 49.

Fuel 24 29 58

Unlike previous scenarios, you need to track Fuel expenditure. Place each Section's Fuel cube on the Fuel Track, as indicated by the scenario's illustration. When called to spend Fuel, slide the cube one space to the right.

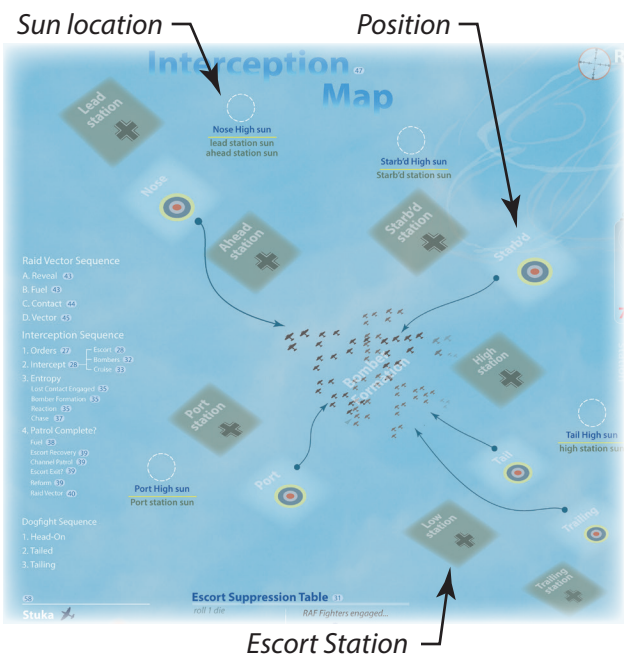
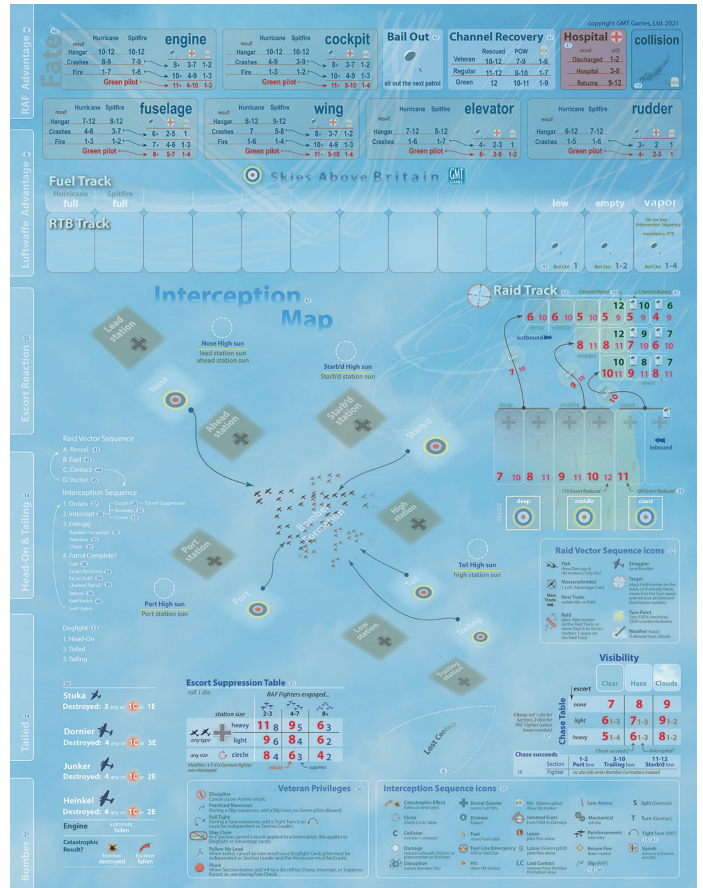
Components

Each Intercept scenario uses the components shown here in addition to those for Dogfight and Bomber scenarios. The game board can be used to divide the Bomber Formation Area from the area designated as Lost Contact. Note that the Squadron Display, the game board, the Bomber Formation Area, and the Lost Contact area can all be shifted about to suit your play style and the area available on your table.



Interception Map

You will use the Interception Map, with its Sun locations, Positions, and Stations. Ignore the Raid Track.



Scenario 10: No Escort

12 August 1940: Fighter Command scrambles 610 Squadron and vectors it to a raid estimated at "six-plus" headed toward RAF Lympne. This action begins at the moment Sqdn. Ldr. John Ellis spots the raid's 9 Do-17s and radios "Tally Ho!" Your squadron trails the bomber formation, you must decide what orders to give your Spitfires and how to make your approach (your squadron has 12 Spitfires).

Special Instructions

Place the Squadron Formation marker in the Trailing position on the Interception Map, low altitude. Start this training scenario with the Orders Phase of the Interception Sequence.

Visibility: Clouds, no Sun



Escort: None (skip the Escort Exit step of the Patrol Complete Phase).

Although there is no escort in this scenario, you will still need to draw an Escort Reaction card during the Entropy Phase (check for **Clouds Escape** 37 and **Ambush** 36). Draw the card and make the checks only if RAF Fighters are in the Bomber Formation Area.

Channel Patrol: None (skip the Channel Patrol step of the Patrol Complete Phase 39).

Raid Vector: Skip the Raid Vector step of the Patrol Complete Phase 40.

Scenario Ends: Continue the Interception Sequence until all fighters are on the RTB Track, in Fate Boxes, or all Bombers are destroyed. If all fighters are no ammo (those not in Fate Boxes or on the RTB Track), they RTB at their earliest opportunity.

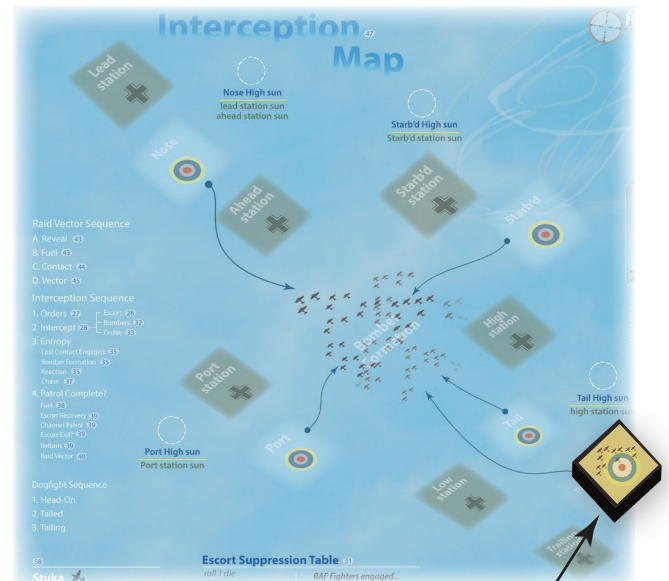
Outcomes

Good Show: You destroyed four or more Bombers and isolated all three Bomber Tiles.

Poor Showing: You didn't achieve a "Good Show," but none of your RAF Fighters are in Fate Boxes.

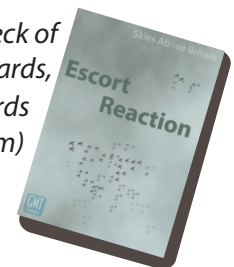
Bungled: One or more of your RAF Fighters are in Fate Boxes. If all three Bomber Tiles are isolated, it was worth the price.

Set-Up

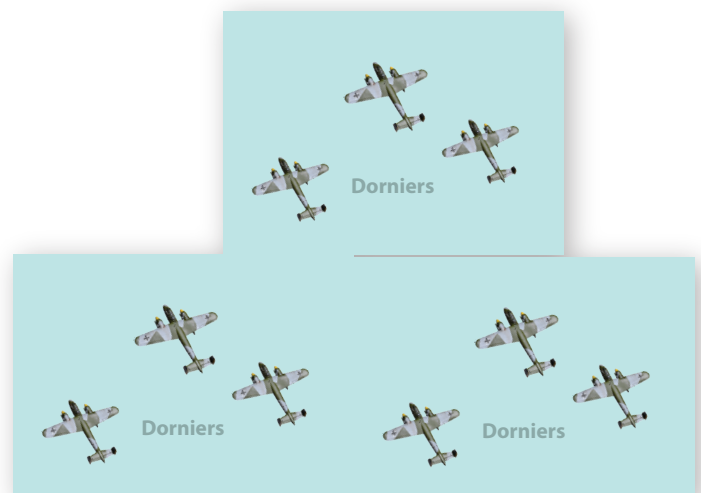


Trailing - place the Squadron here, low altitude

shuffle the deck of Escort Reaction Cards, and shuffle Bomber Cards (medium)

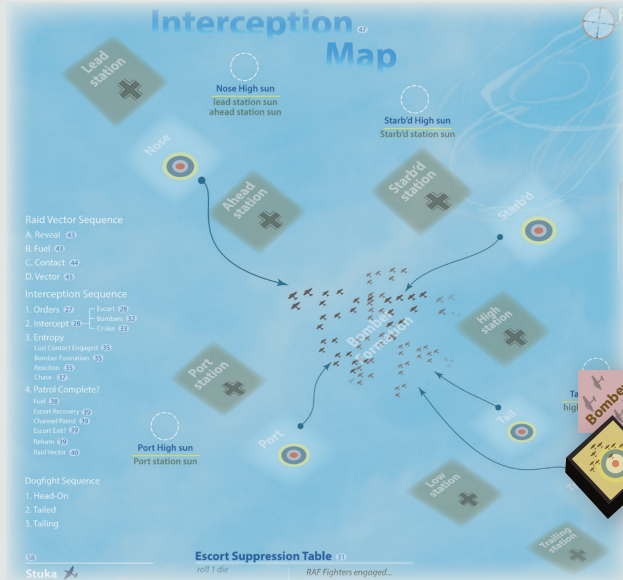


arrange three Bomber Tiles as shown; this comprises the Bomber Formation Area



Example: Scenario 10

1 The player's choice: Either cruise to another position or attempt interception. Choosing the latter, the player assigns a Bombers order to the squadron.



The player refers to the Intercept Table on the player aid, and uses the "no escort" column. They use the "low" row and notes that there is a Fuel icon there. That means each Section must spend 1 Fuel to perform this action (intercept bombers).

Formation's Position **TRAILIN**

Formation's altitude	no Escort	Escort Station...apply highest Interception (red) number						Escort type
		Lead	Ahead	Starb'd or Port	High	Low	Trailing	
high	7	7	8	8	11	9	9	109 ✖
low	10	6	7	7	10	7	8	110 ✖
		9	10	11	10	9	9	110 ✖

Fuel Track: Hurricane full, Spitfire full, low, empty, vapor

RTB Track: Tailor 1, Tailor 1-2, Tailor 1-4

The squadron spends fuel to accelerate and climb in pursuit of the bombers.

player aid

Next, the player finds the intersection of column and row and notes the number, a '10'. They roll a die...a '7'...which means the squadron fails to intercept the bombers. They need to roll a ten or higher.

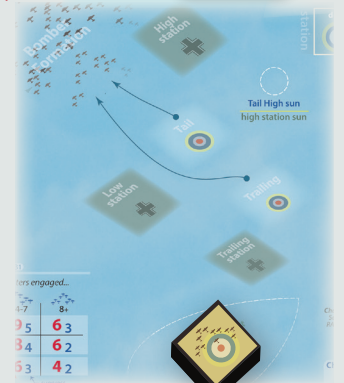


Formation's Position **TRAILING**

Formation's altitude	no Escort	Lead	Escort Station...apply highest Interception (red) number				Escort type
			Ahead	Starb'd or Port	High	Low	
high	7	7	8	8	11	9	109 ✖
low	10	6	7	7	10	7	110 ✖
		9	10	11	10	9	110 ✖

Visibility is clouds, so the squadron is now Lost Contact (the Raid has disappeared from view).

The player has second thoughts about this, noticing that there is an option to re-roll the Intercept die if more fuel is spent (Extra Fuel 33). The player decides to push the squadron and spends the fuel, and rolls the die again.



Fuel Track: Hurricane full, Spitfire full, low, empty, vapor

RTB Track: Tailor 1, Tailor 1-2, Tailor 1-4

Red die showing the number 3

This time the number rolled is even lower, so despite the extra fuel, the result is the same and the squadron remains Lost Contact.

Example: Scenario 10 (cont)

- 2 Interception failed and the squadron has lost contact with the Raid, having lost it in the clouds. The Entropy phase is the next step in the sequence of play. With no fighters in the Bomber Formation Area, the player skips down to the Chase step.

The player opts to perform Chase Section by Section rather than have each fighter attempt it individually. The odds seem better, since they would have to roll two dice for each fighter and take the lower number rolled. Looking at the Chase Table printed on the game board, a '9' or higher is needed for success.

Starting from left to right on the Squadron Display, the player checks the success of Red Section first.

The player rolls a '5'...which is failure. Red Section remains Lost Contact.

3. Entropy

fail → LU

A. Bomber Formation 35

B. Escort Reaction 35 | Luftwaffe no Adv c

C. Chase 37

		Visibility		
		Clear	Haze	no Sun
Chase Table Chase: roll 1 die for Section, 2 dice for RAF Fighter (select lower number) 37	escort			
	none	7	8	9
	light	6 ¹⁻³	7 ¹⁻³	9 ¹⁻²
	heavy	5 ¹⁻⁴	6 ¹⁻³	8 ¹⁻²

Chase succeeds?		Chase succeeds?		intercepted?	
38		1-2	3-10	11-12	
Section	Port low	Trailing low	Starb'd low		
Fighter	no die roll; enter Bomber Formation instead				
38					

Red Section: Lost Cont. RED, Leader 3, 5 (roll), 1-4 EVEN, 5-8 ODD

Yellow Section: Lost Cont. YELLOW, Leader 3, 2 (roll), 1-4 EVEN, 5-8 ODD

Green Section: Lost Cont. GREEN, Leader 3, 10 (roll), 1-4 EVEN, 5-8 ODD, 9-12 ODD

Blue Section: Lost Cont. BLUE, Leader 3, 9 (roll), 1-4 EVEN, 5-8 ODD, 9-12 ODD

A Flight order: EVEN ODD

B Flight order: ODD

Rolling for Yellow Section and then Green Section, the player learns that only Green Section made it onto the Interception Map. They roll a second die for position...rolling a '9'...which puts Green Section back at Trailing Low.

Not liking the results, the player changes their mind about Blue Section, and elects to roll for each fighter individually. Two dice are rolled for each, and the lower number is the one that must be used to determine success. After checking for each fighter, only Blue Leader succeeds.

That puts Blue Leader in the Bomber Formation Area, and the other two fighters remain Lost Contact.

9 12 (Leader)

1 8 (Spillare)

4 10 (Spillare)

Example: Scenario 10 (cont)

3 Entropy ends with Green Section on the Interception Map and Blue Leader in the Bomber Formation Area. The Patrol Complete? phase begins and the squadron must spend Fuel.

C. Chase 37

4. Patrol Complete? yes / no

A. Fuel push cubes 1 space right 38

B. Escort Recovery remove Suppressed markers

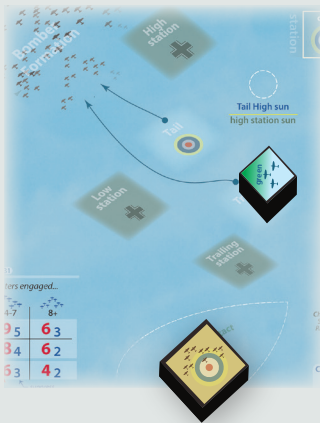
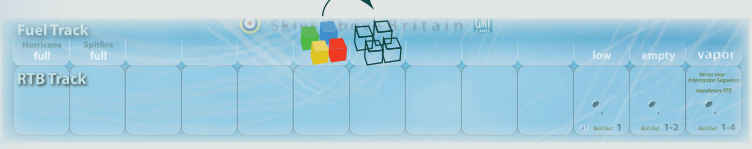
C. Escort Exit? check each Escort marker 39

D. Channel Patrol 39 Coast Zone?

E. Reform Lost Contact 39

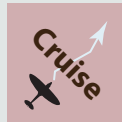
F. Raid Vector move Raid marker & rev

G. Swirl Again

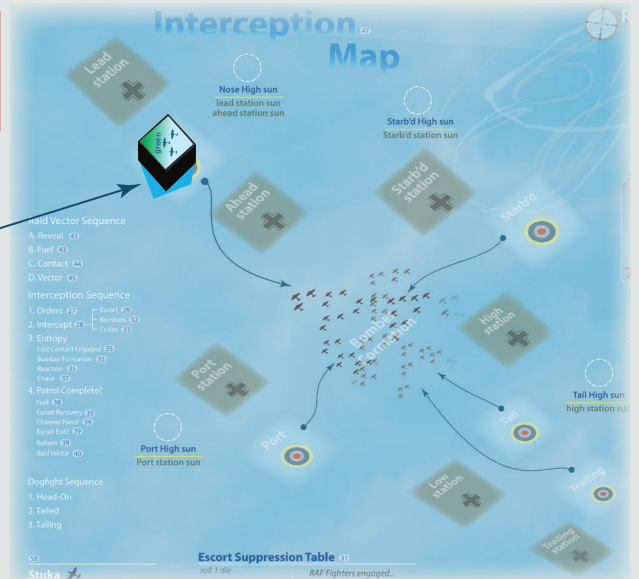



Since there is no escort on the Interception Map, the player skips Escort Recovery and Escort Exit. The Raid Track is not used in this scenario, so the Channel Patrol step is skipped. There isn't anything to do in the Reform step, and there are no Raid Vector markers in play (the Raid Track is not used in this scenario), so the player restarts the Interception Sequence with the Orders Phase.

4 The player assigns a Cruise order to Green Section. Then, they move Green Section to another position on the Interception Map, choosing the Nose. They also climb to high altitude.



altitude block signifies high altitude



Interception Map

Lead Vector Sequence

- Reveal (G)
- Fuel (G)
- Contact (G)
- Vector (G)

Interception Sequence

- Orders (Z) - Escort (P)
- Intercept (Z) - Bombers (Z)
- Entropy
 - Lost Contact/Engaged (S)
 - Bomber Formation (S)
 - Patrol (S)
 - Class (S)
- Patrol Complete?
 - Fuel (S)
 - Escort Recovery (S)
 - Channel Patrol (S)
 - Escort Exit (S)
 - Return (S)
 - Raid Vector (S)

Dayflight Sequence

- Head-On
- Tailed
- Tailing

Escort Suppression Table

Stuka

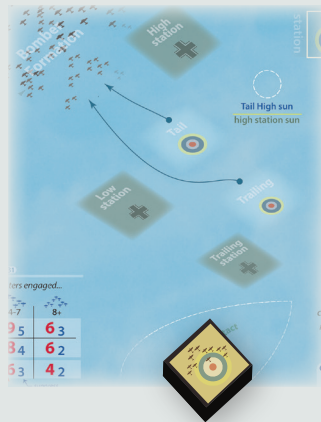


Then, in the Entropy Phase, Blue Leader engages a bomber. The player could have him attack from any approach but chooses to have him attack from the tail, necessitating a Delay marker. The attack will be resolved in the next Entropy Phase. Had Blue Leader entered the Bomber Formation Area as the result of a successful Interception 32, there would have been no delay.

Example: Scenario 10 (cont)

- 5 During the Chase step of Entropy, the rest of the squadron once again has an opportunity to get back onto the map.

The player consults the Chase Table and notes that a '9' is needed once again.



		Visibility		
		Clear	Haze	no Sun
Chase Table	escort			
	none	7	8	9
	light	6 1-3	7 1-3	9 1-2
	heavy	5 1-4	6 1-3	8 1-2
Chase succeeds		Chase succeeds? ↑ intercepted?		
Section	1-2 Port low	3-10 Trailing low	11-12 Starb'd low	
Fighter	no die roll; enter Bomber Formation instead			

They roll a die for Red Section...another '5'...so that fails. Rolling for Yellow Section the player learns that it too failed to find or catch up to the bombers. The two remaining fighters in Blue Section will try again, but this time as a Section. They too fail. All remain Lost Contact.

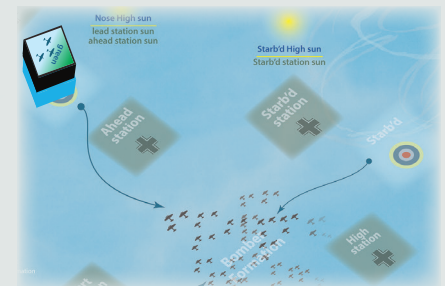
The Interception Sequence ends with more Fuel expenditure.

- 6 Starting the Interception Sequence again, the player assigns a Bombers order to Green Section. This time they only need to roll a '3' or better to intercept, which they do handily.



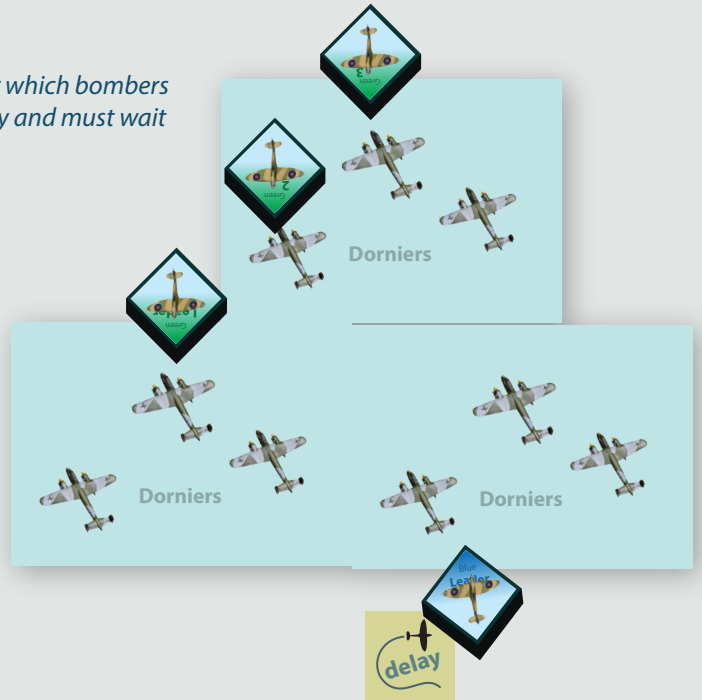
Green Section enters the Bomber Formation Area and immediately attacks from the nose.

Formation's Position		Escort Station...apply highest Intercept			
NOSE		no Escort	Ahead	Starb'd or Port	High
Formation's altitude	Lead				
high	3	9	10	7	6
	7	7	8	7	5
low	6	8	11	9	4
	6	6	10	7	4

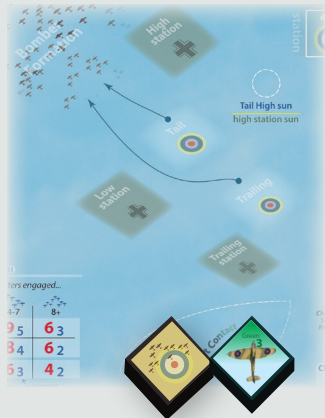


Example: Scenario 10 (cont)

- 7 The player arranges the fighters of Green Section so it is clear which bombers they are approaching. Blue Leader is still approaching its prey and must wait until Entropy to resolve his tail attack.



- 8 This is the situation in the Bomber Formation Area after resolving the attacks of Green Section's fighters. One bomber fell out of formation and one element was isolated, while Green 3 suffered a Return Fire result that knocked it out of the Bomber Formation Area (it is Lost Contact now).



- 9 During Entropy, the three fighters in the Bomber Formation Area attack, including Blue Leader.



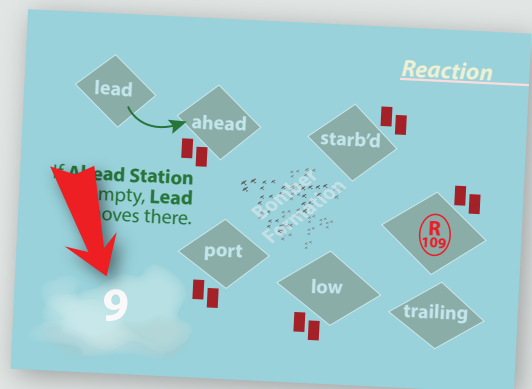
Example: Scenario 10 (cont)

10 After drawing three Bomber Cards and applying results, this is the situation in the Bomber Formation Area.



11 Next, the player must draw an Escort Reaction Card. There is no escort on the Interception Map, but that card is the game's way of generating reactions and consequences beyond the player's control.

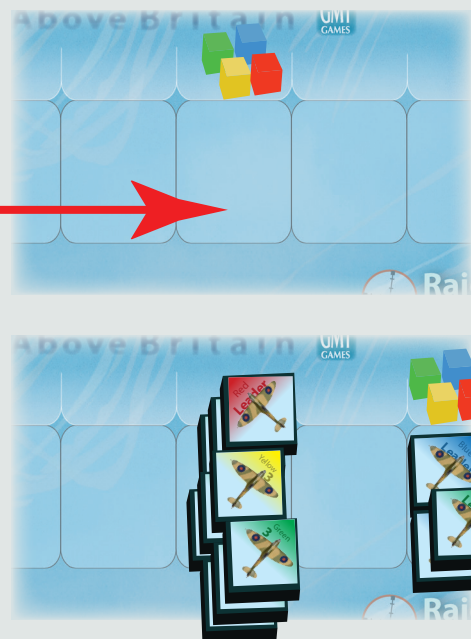
The only relevant part of the card is the Clouds Escape number (there is no Ambush result), so the player rolls a die...a '9'...which means the bombers slip into the clouds. This does not affect the Bomber Formation Area, but the Lost Contact fighters may no longer attempt Chase. It means no more fighters may enter the Bomber Formation Area.



12 During the Chase step of Entropy, the Lost Contact fighters Return to Base (RTB).



And, after another Patrol Complete Phase (incurring Fuel expenditure), and another Entropy Phase in which Blue Leader and Green 2 manage to destroy a Dornier, the three fighters in the Bomber Formation Area also RTB. They do this after another Patrol Complete Phase (and Fuel expenditure). The scenario is over. The outcome is a Poor Showing.



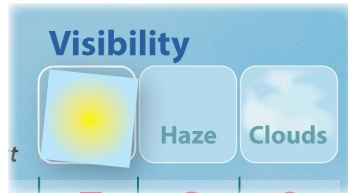
Scenario 11: Escort

19 July 1940: Stukas are dive-bombing Dover harbor and 32 Squadron scrambles from RAF Hawkinge to respond. Sqdn. Ldr. J. Worrall leads his 12 Hurricanes to intercept at 6,000 feet. Take control of 32 Squadron and intercept the Stukas. But beware -- this time the bombers are chaperoned.

Special Instructions

Place the Squadron Formation marker in the Port position on the Interception Map, low altitude. Start this training scenario with the Orders Phase of the Interception Sequence.

Visibility: Clear



Sun Location: Tail



Escort: 109 (heavy) in the High station

Channel Patrol: None (skip the Channel Patrol step of the Patrol Complete Phase 39).

Raid Vector: Skip the Raid Vector step of the Patrol Complete Phase 40.

Scenario Ends: Continue the Interception Sequence until all fighters are on the RTB Track, in Fate Boxes, or all Bombers are destroyed. If all fighters are no ammo (those not in Fate Boxes or on the RTB Track), they RTB at their earliest opportunity.

Outcomes

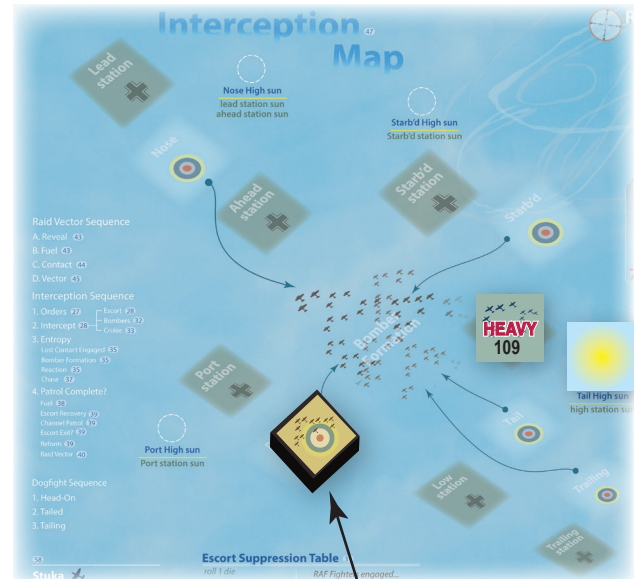
Victory: You destroyed two or more Bombers and all the others are flying independently (that is, no Stuka is in a kette).

Missed Opportunity: All Bomber Tiles are isolated and at least one Stuka was destroyed.

Ambushed: Three or more RAF Fighters are in Fate Boxes. If you also managed to earn "Victory," upgrade this outcome to "Hard Won Victory."

They Got Us: Only one Bomber Tile is isolated (or none are) and no Stuka was destroyed or fallen. If one or more RAF Fighters are in Fate Boxes, the squadron leader is lectured upon his return to Hawkinge. "Bombers, Worrall. Your job is to intercept bombers."

Set-Up

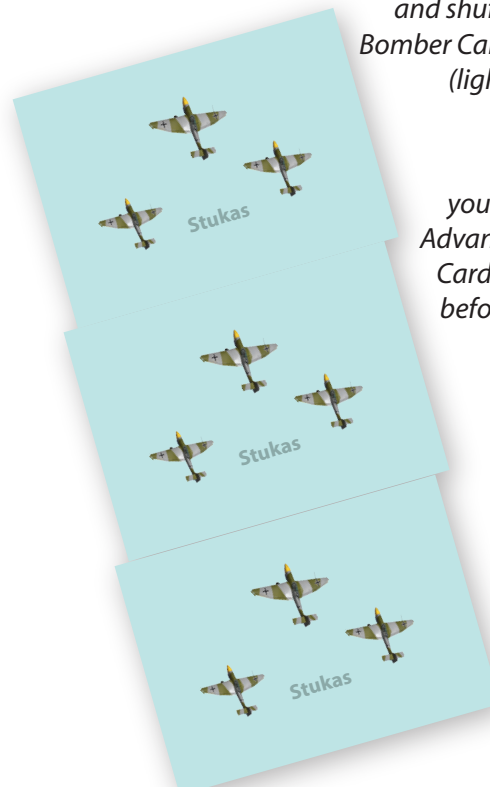


place the Squadron here

shuffle the deck of Escort Reaction Cards, and shuffle Bomber Cards (light)



you will probably need Advantage and Dogfight Cards, too; shuffle them before drawing the first card



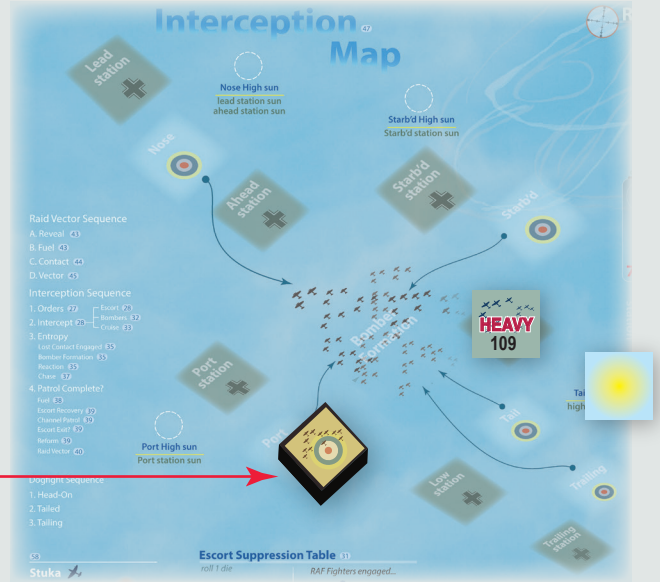
arrange three Bomber Tiles as shown; this comprises the Bomber Formation Area

Example: Scenario 11

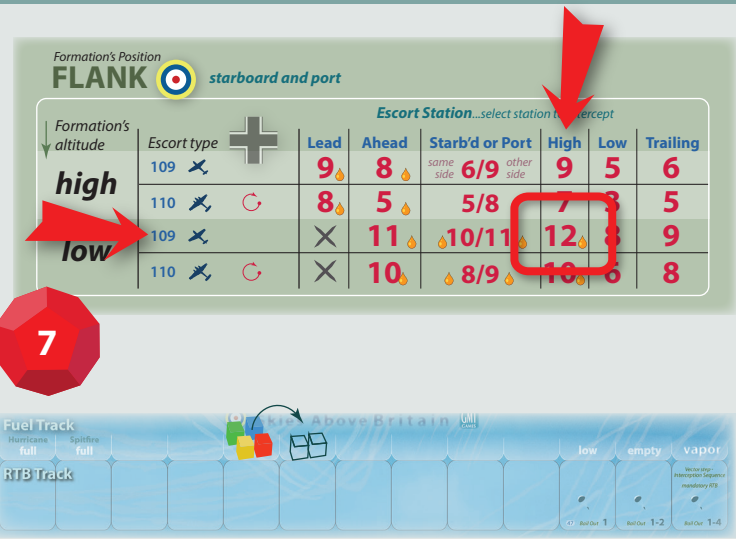
- 1 The player commences the Interception Sequence with the Orders Phase, and assigns separate orders to each flight. Flight A will intercept the escort stationed high while Flight B will intercept the bombers.



The player opts to signify these orders by placing Order markers on the Squadron Display. They could also replace the squadron's formation marker with the two Flight markers, placing the Order markers on them. Or, the player could just remember which order is assigned to which flight.



- 2 Moving on to the Intercept Phase, the player implements the two orders. They start with the Escort order. For that, the player pulls out the player aid and finds the Flank table. They roll a die and compare the number rolled...a '7'...to the number printed at the intersection of the Low row (109s) and the High escort station column. (Regardless of the number rolled, this initiates the Dogfight Cycle, but this die roll determines who has advantage.) The Fuel icon next to the '12' means Flight A spends Fuel (that is, its two Sections spend Fuel). The number rolled is less than the '12' printed at the intersection of column and row, so the Germans have advantage. That means the player must draw from the Luftwaffe Advantage Card deck, drawing one card for each of Flight A's Sections. Also, This interception automatically renders Flight A Lost Contact.



Red and Yellow Sections spend fuel to accelerate and climb in pursuit of the German fighters.

Example: Scenario 11 (cont)

3



The Dogfight is not shown in this example, but it resulted in one kill for Red 3, while Red Leader became low ammo and Red 2 was knocked out of the Section and flies independently. Yellow 3 fared worse, he suffered a severe Hit. They are all Lost Contact, except for Yellow 3, he's in a Fate Box.

The player now rolls a die to make an Escort Suppression Check. The table is printed on the game board. Using the "heavy" row (the escort station marker is heavy), and the middle column (6 RAF Fighters), the number rolled is...an '8'. That's enough to suppress the escort station but not enough to reduce it.



Escort Suppression Table

roll 1 die

		RAF Fighters engaged...		
		2-3	4-7	8+
station size	heavy	11 8	9 5	6 3
	light	9 6	8 4	6 2
any type	circle	8 4	6 3	4 2

reduce ↑ suppress ↖



result	Hurricane	Spitfire	wing
Hangar	9-12	8+	3-7 1-2
Crashes	1-8	1-4	10+ 4-9 1-3
Fire	Green pilot	11+	5-10 1-4

Squadron Display

Yellow: Lost Contact, Leader, 3. Status: 1-3, 2, 3. Order: 1-4 (EVEN), 5-8 (ODD), 9-12.

Red: Lost Contact, Leader, 3. Status: 4-6, 2, 3. Order: 1-4 (EVEN), 5-8 (EVEN), 9-12 (ODD). Status: low ammo.

Blue: Leader, 3. Status: 7-9, 2, 3. Order: 1-4 (EVEN), 5-8 (ODD), 9-12.

Green: Leader, 3. Status: 10-12, 2, 3. Order: 1-4 (EVEN), 5-8 (ODD), 9-12.

4



The player now executes Flight B's order to intercept the bombers. Consulting the other side of the player aid, they see that being low altitude requires Fuel expenditure (1 Fuel for each of the flight's two Sections). The player will use the "no escort" column because the only escort station marker on the map is suppressed. They roll a die...a '3'...and the attempt fails. The player spends more Fuel to roll again...a '10'...and the attempt succeeds. The fighters enter the Bomber Formation Area initiating the Bomber Cycle.

Interception

Had the escort in the high station not been suppressed, an '11' would have been needed, which means B Flight would have been intercepted by 109s initiating the Dogfight Cycle. Nicely done, A Flight!

Raid Vector Sequence:
 A. Reveal (C)
 B. Fuel (C)
 C. Contact (C)
 D. Vector (C)

Interception Sequence:
 1. Orders (F2)
 2. Fuel (E2)
 3. Contact (E3)
 4. Vector (E3)

Dogfight Sequence:
 1. Orders (E2)
 2. Fuel (E2)
 3. Contact (E3)
 4. Vector (E3)



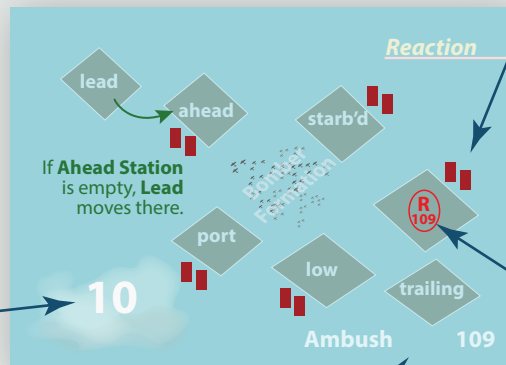
Formation's Position		Escort Station...apply highest Interception (red) number							
FLANK		rank = starboard or port							+
Formation's altitude		no Escort	Lead	Ahead	Starb'd or Port	High	Low	Trailing	Escort type
high	same side	5	4	6	8/4	10	5	3	109 ✈
	other side		2	4	8/3	7	4	2	110 ✈
low	same side	7	5	8	10/5	11	9	3	109 ✈
	other side		3	5	10/4	9	3	2	110 ✈

Design note: When using the 'no escort' column, unless cloudy, failure just means the squadron is now in a different position. They are in the process of intercepting, but interception has not happened just yet. It may be taking longer than anticipated and perhaps the bombers climbed or banked (but not enough to change the sun position).

Example: Scenario 11 (cont)

7 The player now draws an Escort Reaction Card and applies the results.

Visibility is clear, so the player does not roll a die to check for Clouds Escape.



The escorts at the high station are suppressed, so these two Luftwaffe Advantage Cards are not drawn. Had the station not been suppressed, two RAF Fighters in the Bomber Formation Area would have been engaged by 109s.

The 109 escort station marker is reduced. The player flips the marker over.



One Lost Contact RAF Section is **Ambushed**. The player draws a Luftwaffe Advantage Card and plays a Dogfight. Yellow Section is targeted by the 109s (the player rolled a die to select it randomly). The Dogfight is not shown in this example, but there was no adverse effect (the 109s attacked head-on and fly by without hitting either fighter in Yellow Section).



8 We end this example here. The player has half the squadron Lost Contact, and the other half in the Bomber Formation Area. The Chase step is next. Will the player send their Lost Contact fighters home or will they perform Chase? The 109s will soon shake off their suppression, and the outcome right now is "Missed Opportunity," and another bomber round or maybe two is needed to finish the job.



Lost Contact



Bomber Formation Area

Patrol Example

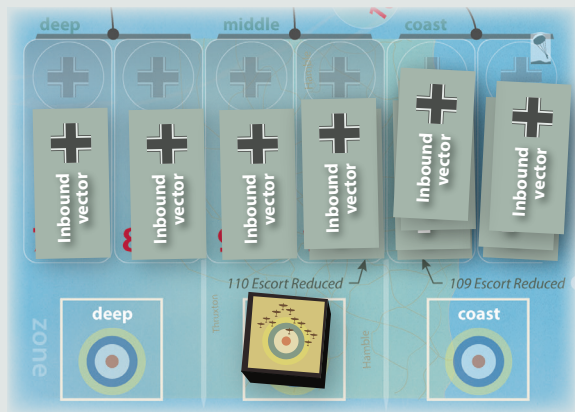
This is an example of how to set-up and play a patrol. It uses the Campaign set-up for Chapter 1 and skips over details of dogfights and action in the Bomber Formation Area to focus on the Raid Vector Sequence, the transition to the Interception Sequence, and the use of pilots and experience.

PATROL EXAMPLE

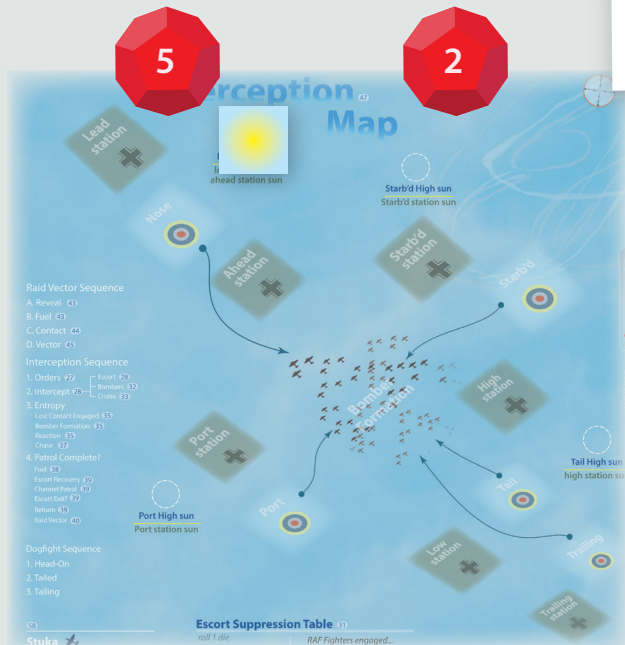
1 The player begins by starting with an empty game board. They set-up the inbound row of the Raid Track following the graphic on the set-up page for chapter one, drawing the Vector markers randomly and blindly.



Then, they roll a die to determine the starting zone of the squadron, rolling a '6.' The squadron starts in the Middle zone.



2 The player checks for starting visibility, rolling another die...a 5...so visibility is clear. After another die roll...a 2...they determine that the Sun begins in the Nose location.



Chapter 1: Skirmishing over the Channel

Channel War :: 10 July to 10 August 1940: France is still falling but already that fight spills over into the stretch of sea between Britain and the continent. Convoys ply along Britain's coast and to ports in Scandinavia and elsewhere, and the Luftwaffe's opening moves target those ships and perhaps the ports in easy reach to its air assets newly stationed in France. Or will they launch a raid deep into England?

Chapter Length: 6 Patrols

Raid Vector Markers 42

Randomly draw Raid Vector markers and place them on the track as shown (don't place Outbound markers yet).

Squadron Formation marker: Roll a die and place the squadron in the zone indicated, low altitude (if you roll 8 or higher, spend 3 Fuel).



Visibility 25

During set-up at the start of each patrol, roll a die to determine the Visibility. Refer to the Starting Visibility table. If Sun is present, roll another die to locate it on the Interception Map.

die roll	Starting Visibility	die roll	Sun Location
1-8	Clear, Sun	1-3	Nose
9	Haze, Sun	4-6	Port
10-11	Haze, no Sun	7-9	Starbd
12	Clouds, no Sun	10-12	Tail

Escort 24

When it is time to populate the Interception Map with Escort Station markers, roll a die and find the result in the Escort Stations table. Do this in clear visibility the moment the Raid marker is placed on the Raid Track, or in other visibility when you make Contact.

die roll	Station (Type, Size)
1-3	High (109 Heavy), Low (110)
4-5	High (109), Starbd (110 Heavy)
6-7	Ahead (109), High (109)
8	Port (109), Starbd (110)
9	Lead (109), Starbd (109)
10	Trailing (109 Heavy)
11	Lead (109)
12	no escort

Twenty Pilots 48 49

You start the campaign with 20 pilots (you may field 12 fighters each patrol, so only 12 pilots may fly each time). If starting a campaign, roll a die and apply the result on the Pilot Assignment table. It tells you the distribution of experience your squadron starts the campaign with. If garnered, an Ace Skill may be assigned to any pilot.

die roll	Green	Regular	Veteran	Ace Skill
1-3	1	18	1	0
4-6	2	16	2	0
7-9	3	14	3	0
10-12	4	13	3	1

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3 The player does not make an Escort Stations Check just yet. They will wait until the Raid marker arrives on the Raid Track. That will happen sometime during the Raid Vector Sequence during the Reveal step.

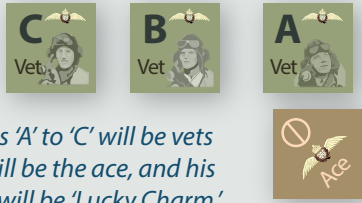
Since this is the first patrol of the campaign, the player must determine the composition of their pilots. They roll a die and consult the Pilot Assignment table. Rolling a '10', they learn they have four green pilots, three veterans, and the rest are regulars. One pilot has an ace skill.

7-9	3	14	3	0
10-12	4	13	3	1

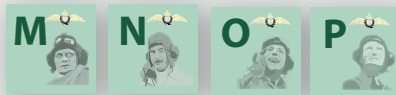
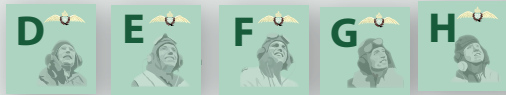


Patrol Example (cont)

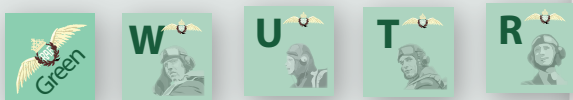
- 4 The player now arranges the 20 Pilot markers in front of them, and decides which ones will be green, which will be veteran, and which one gets the ace skill. They make a note of all this on the Pilot Roster.



Pilots 'A' to 'C' will be vets
'A' will be the ace, and his skill will be 'Lucky Charm.'



Pilots 'D' to 'P' will be regular.



Pilots 'R' to 'W' will be green.

See instructions for use of this form in the Rule Book, page 48.

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pilot	patrols	kills escort/bombers	ace skills	notes
A	ch1 ch2	ch3 ch4		✓
B			⊘	✓
C				✓
D				
E				
F	ch1 ch2	ch3 ch4		
G				
H				
I				
J				
K	ch1 ch2	ch3 ch4		
L				
M				
N				
O				
P	ch1 ch2	ch3 ch4		
R				
T				⊘
U				⊘
W				⊘

Patrols 4 Regular, 9 Veteran. 2 Fatigue, 4 Exhaustion (Hosp). Ace Skill 5 kills. Confirmed Kills 4.

The player notes which pilots are flying this first patrol.

- 5 Now the player assigns pilots to fighters for this maiden patrol.

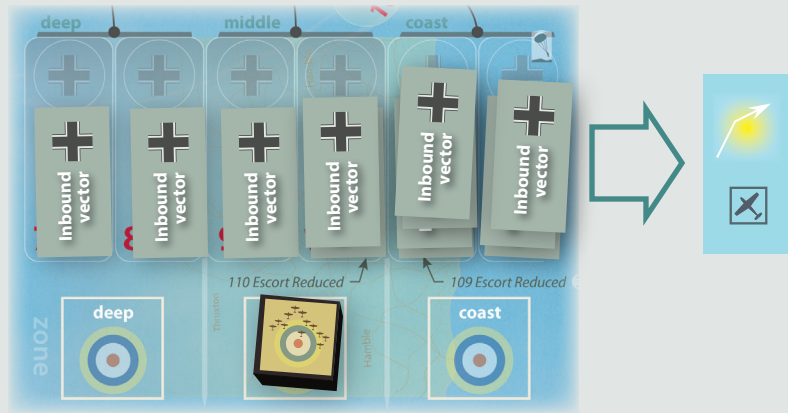
They place the remaining pilots at the top of the Squadron Display, in their corresponding areas according to experience. None are fatigued, so no pilot should be in a Fatigue box.

Finally, they choose Hurricanes for this campaign, arranging them on the display.



Patrol Example (cont)

6



The player initiates the Raid Vector Sequence by revealing the first Raid Vector marker. It has two icon results. The player is obligated to apply the first (top) result and then the second result. The first result is Turnpoint, so the player rolls a die to move the Sun marker to an adjacent location. It is now in the Starboard location. (The Raid is not yet visible, the Raid marker is not on the Raid Track yet, so perhaps this is the squadron turning. In any case, this first result has little meaning.)

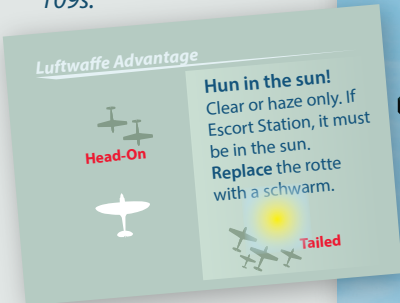
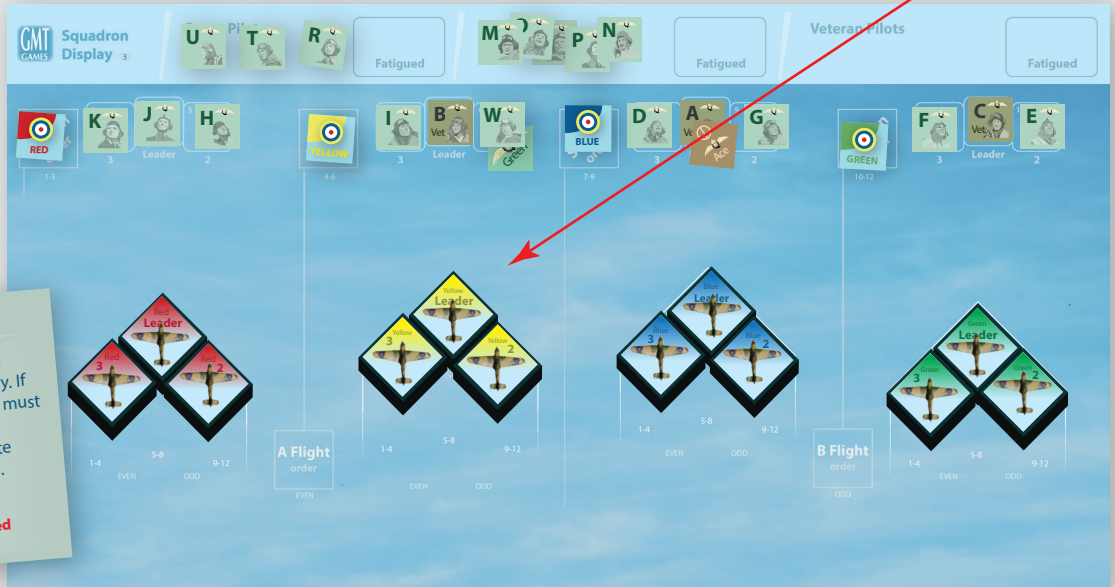
The second (lower) icon result is Messerschmitts. This means the squadron is surprised by a fighter sweep, or perhaps loose escort from a nearby raid has seen the squadron before the squadron is able to locate it. In any case, the player rolls a die to determine which Section is attacked. A '5' is rolled, so it is Yellow Section 3.

5

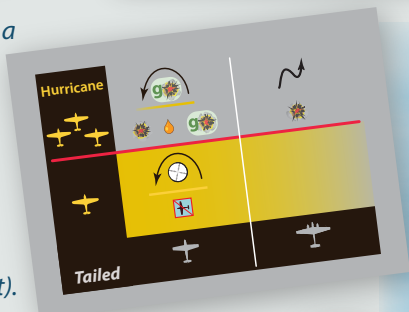
7

The player draws a Luftwaffe Advantage Card.

The Event text applies (there is Sun), so instead of a head-on encounter, Yellow Section finds itself tailed by a swarm of 109s.



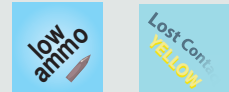
The player selects a maneuver, Turn, and draws a Dogfight Card (Tailed). The maneuver works (Tight Turn icon), but Pilot W is Hit (he is a green pilot).



Yellow Leader is a veteran, and uses his privilege to cancel the Hit on the green pilot. The player rotates Pilot B's marker to indicate that he has used his privilege.



After drawing a Head-On Dogfight Card for the second round of the dogfight (not shown), Yellow 3 is Low Ammo but the swarm vanishes. Yellow Section is Lost Contact now (it was engaged at the end of round one).



Patrol Example (cont)

8

The next Raid Vector marker is revealed to be a Straggler icon result. The player elects to have Yellow Section chase after it, since it is Lost Contact. They could assign another Section instead, or ignore it hoping to keep the squadron together until Contact, but here the player decides to try for what seems like an easy VP. The player rolls a die to determine the bomber type, consulting Chapter One's Bomber Type table in the Situation Manual. After two Bomber rounds, Yellow Section exhausts its ammunition but manages to destroy the Dornier. Yellow Section returns to base (RTB).

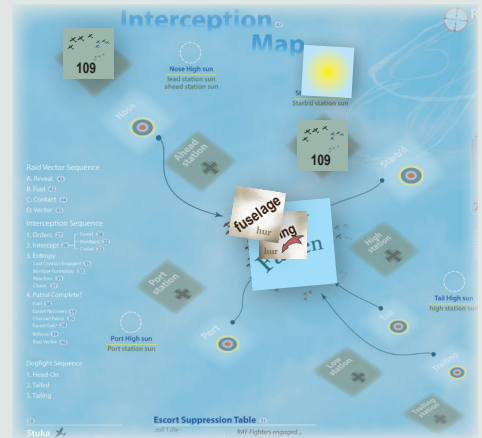
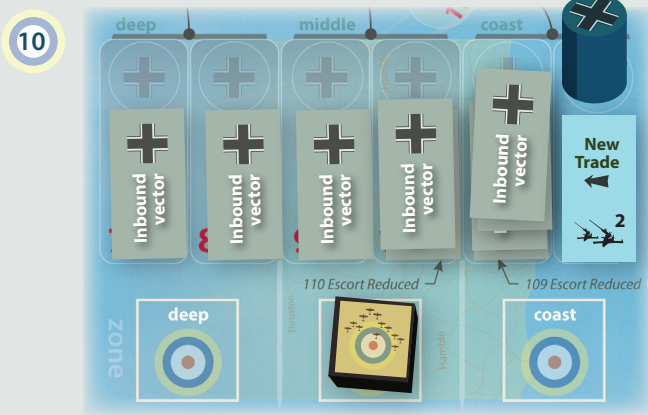
Yellow Section spent Fuel twice, once for Messerschmitts! and once for the Straggler result.

9

The player reveals the last Raid Vector marker in the space, to finish the Reveal phase. It has two icons, New Trade and Flak. the player applies the top one first (New Trade). Since the Raid marker is not yet in play, the player places it on the track. Then, because visibility is clear, the player rolls a die and consults the Escort Stations table in the Situation Manual, and places Escort Station markers on the Interception Map.

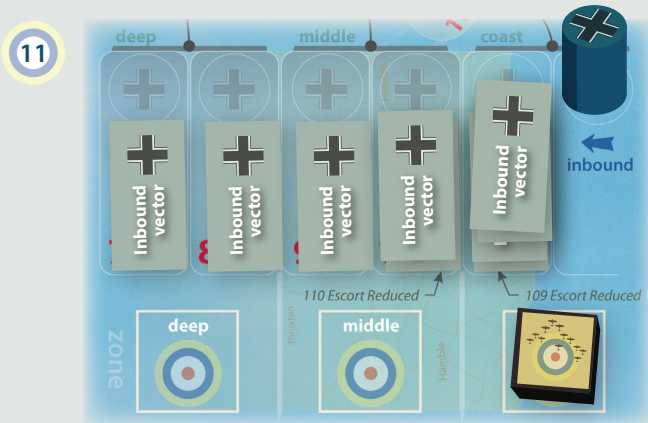


Patrol Example (cont)

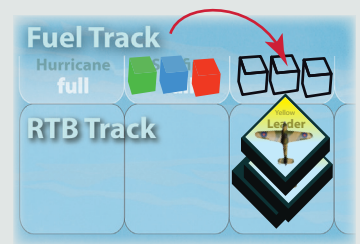


To apply the Flak icon result, the player randomly draws two Damage markers and places them on the Interception Map. They decide to not wait to check the Wing Damage's Catastrophic effect and rolls a die...an '11'...which triggers the effect. One bomber will be knocked out of formation replaced by a Fallen marker (that is, when it comes time to set up the Bomber Formation Area, one bomber will be covered by the Fallen marker and a lone Bomber marker will be placed in the Bomber Formation Area with the Wing Damage marker).

The Flak result also allows Tally Ho. The squadron is not high altitude, so it can't perform Contact now, but it can either move or change altitude. The player opts to spend Fuel and move the squadron to the coast zone. That ends the Reveal phase.

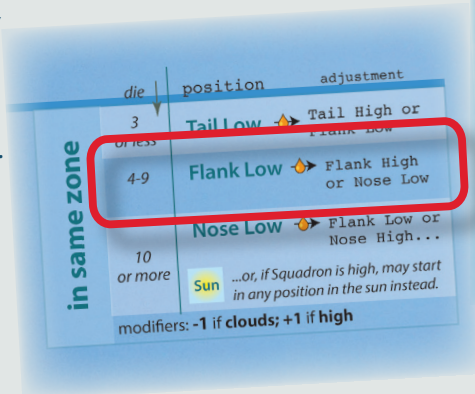


The Fuel phase is next, and the three remaining Sections spend Fuel (Yellow Section has returned to base, so at this point there is no purpose to keeping its Fuel cube on the track).



Contact is next. The player is eager to intercept the Raid before it drops ordnance, so they elect to perform Contact now. The squadron is in the same zone as the Raid, which means they consult the "in same zone" side of the Contact table (on the player aid).

They roll a die...no modifiers to apply (squadron is low altitude and visibility is clear)...rolling a '5'. That puts the squadron in either the Port or Starboard position, at low altitude. They have the option to spend Fuel and adjust. They do so, moving the squadron to Starboard at high altitude. It is now in the sun, which puts it in a very good position to fly past the escort to get at the bombers during the Interception Sequence.



Patrol Example (cont)

13 Visibility is clear, so the player rolls a die and consults the Bomber Type table in the Situation Manual to set up the Bomber Formation Area. Stukas! Another die determines their quantity and configuration.



We end this example here, at the start of the Interception Sequence. That sequence commences with the Orders Phase. During the Patrol Complete Phase, the player will advance the Raid marker to the next space on the Raid Track and reveal its Raid Vector markers. It is likely the Raid will drop ordnance then, and move to the Turn space on that track, so the squadron needs to do its work in the Bomber Formation Area before then.

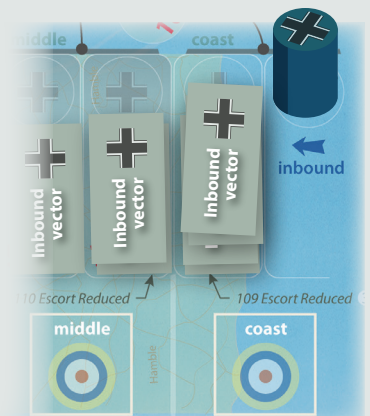


Bomber Type and Formation

When it is time to determine the type of Bombers that populate the Bomber Formation Area, and their configuration (of Bomber Tiles), roll a die and apply the result shown in the **Bomber Type** table. After determining the Bomber Type, roll a die to determine the formation the Bombers are flying. Refer to the **Bomber Configuration** table (below the Bomber Type table). The result is a diagram at the intersection of Bomber Type (column) and the number rolled (row). Arrange the Bomber Tiles in the Bomber Formation Area, in the configuration shown in the diagram. No tile starts isolated.

		Bomber Type			
die roll →		1-6	7-8	9-10	11-12
		Stuka	Junkers	Dornier	Heinkel
die roll ↓		Bomber Configuration			
1-5	6 tiles				
6-10	6 tiles				
11-12	5 tiles				

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Campaigns



Chapters and Patrols

A campaign consists of at least one “chapter,” and a chapter consists of either six or eight “patrols.” Each patrol begins with the **Raid Vector Sequence** 43 and continues until all RAF Fighters are either in Fate Boxes, have bailed out, or have Returned to Base. At the end of a patrol, perform the **RTB Sequence** 46 .

Between Patrols

Remove all Jammed, Low/No Ammo, and Channel Bailout makers. Then put all 12 fighters back onto the Squadron Display. Do this even if a fighter crashed or collided or was on fire. *Fighter Command managed to replace machine losses during the Battle of Britain. Assess the condition of your pilots and their experience levels. Then, assign pilots to fighters. Pilots in the hospital or the Bailout box may not be assigned a fighter (but those in the Bailout Box may leave it after you assign pilots to fighters; bailed out pilots require a one-patrol delay to return to the squadron 46).* Start the next patrol.

Pilots & Fighters

We recommend using the full *Rule Book*, including the section on Pilot Experience. Depending on the starting chapter, you start with either 16 or 20 pilots in your squadron but may fly only 12 fighters in a patrol (Hurricanes or Spitfires, choose the type at the beginning of the campaign). At the start of each patrol, choose which pilots fly, assigning each to a fighter (Red Leader, Red 2, Red 3, etc.). You are not required to fly all four Sections each patrol, but each Section that does fly must start with 3 fighters (or 4 if using the Innovator Ace skill 51). Pilots that are killed, become POWs, or are discharged from the hospital (their wounds preclude them from returning to duty), should be scratched off your pilot roster. During the RTB Sequence at the end of a patrol, you may replace one pilot. Replacements are green (zero patrols flown, zero kills). If you prefer a more nuanced replacement system, try the optional Graduated Replacements feature in the Optionals booklet. Also, the optional Random Events table may temporarily alter the one-pilot per patrol replacement rate.

The campaign requires you to manage your pilots, selecting who will fly each patrol and who will ‘sit on the bench.’ You might choose to fly the same pilots regularly, risking fatigue but increasing their experience. You might treat some pilots as just fill-ins when any of your best 12 are lost, but doing that might fail to give the benchwarmers enough experience to get better. You are at liberty to manage your pilots as you see fit.

Pilot Fatigue

Many of the decisions you make about which pilots fly and which stay home, will revolve upon the problem of fatigue. Strategically, Fighter Command rotated its squadrons and managed to outlast its German adversary by maintaining a reasonably fresh force in the air throughout the battle, but some squadron personnel were tested to their limits by the trials of the campaign. In its abstraction, Skies Above Britain condenses the campaign by presenting only a representative number of patrols in each chapter, leaving out those where the squadron pancaked before encountering the enemy. During the battle, some squadrons wore down to the nub, and some pilots flirted with exhaustion. In the game’s abstraction, the Fatigue rule (two consecutive patrols renders a pilot in a state of Fatigue 49), presents a microcosm of the larger problem of fatigue faced by RAF Fighter Command. Your task is to maintain an effective squadron while achieving results.

see instructions for use of this form in the Rule Book, page 46. Copyright GMT Games, LLC.

pilot	patrols		kills		ace skills	notes
	escort	bombers	escort	bombers		
A	ch1	ch3	●●●	●●●		
	ch2	ch4	●●●	●●●		
B	●●●	●●●				
	●●●	●●●				
C	●●●	●●●				
	●●●	●●●				
D	●●●	●●●				
	●●●	●●●				
E	●●●	●●●				
	●●●	●●●				
F	ch1	ch3	●●●	●●●		
	ch2	ch4	●●●	●●●		
G	●●●	●●●				
	●●●	●●●				
H	●●●	●●●				
	●●●	●●●				
I	●●●	●●●				
	●●●	●●●				
J	●●●	●●●				
	●●●	●●●				
K	ch1	ch3	●●●	●●●		
	ch2	ch4	●●●	●●●		
L	●●●	●●●				
	●●●	●●●				
M	●●●	●●●				
	●●●	●●●				
N	●●●	●●●				
	●●●	●●●				
O	●●●	●●●				
	●●●	●●●				
P	ch1	ch3	●●●	●●●		
	ch2	ch4	●●●	●●●		
R	●●●	●●●				
	●●●	●●●				
T	●●●	●●●				
	●●●	●●●				
U	●●●	●●●				
	●●●	●●●				
W	●●●	●●●				
	●●●	●●●				

Patrols 4 Regular, 9 Veteran. 2 Fatigue, 4 Exhaustion (Hoop). Ace Skill 5 kills. Confirmed Kills 4.


Chapter 1: Skirmishing over the Channel

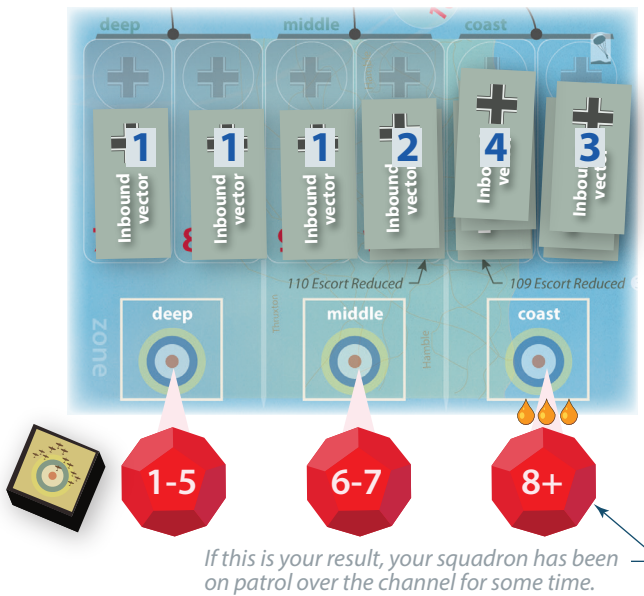
Channel War :: 10 July to 10 August 1940: France is still falling but already that fight spills over into the stretch of sea between Britain and the continent. Convoys ply along Britain's coast and to ports elsewhere, and the Luftwaffe's opening moves target those ships and perhaps the ports in easy reach of its air assets newly stationed in France. Or will they launch a raid deep into England?

Chapter Length: 6 Patrols

Raid Vector Markers 42

Randomly draw Raid Vector markers and place them on the track as shown (don't place Outbound markers yet).

Squadron Formation marker: Roll a die and place the squadron in the zone indicated, low altitude (if you roll 8 or higher, each Section spends 3 Fuel ).



Twenty Pilots 48 49

You start the campaign with 20 pilots (you may field 12 fighters each patrol, so only 12 pilots may fly each time). If starting a campaign, roll a die and apply the result on the **Pilot Assignment** table. It tells you the distribution of experience your squadron starts the campaign with. If garnered, an Ace Skill may be assigned to any pilot.

Pilot Assignment

die roll	Green	Regular	Veteran	Ace Skill
1-3	1	18	1	0
4-6	2	16	2	0
7-9	3	14	3	0
10-12	4	13	3	1

Visibility 25

During set-up at the start of each patrol, roll a die to determine Visibility. Use the **Starting Visibility** table on this page. If Sun is present, roll another die to locate it on the Interception Map (place the Sun marker in that Location).

Starting Visibility

die roll	Starting Visibility	die roll	Sun Location
1-8	Clear, Sun	1-3	Nose
9	Haze, Sun	4-6	Port
10-11	Haze, no Sun	7-9	Starb'd
12	Clouds, no Sun	10-12	Tail

Escort 24





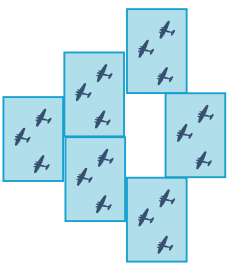
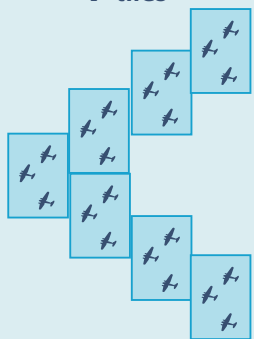
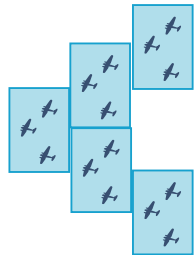
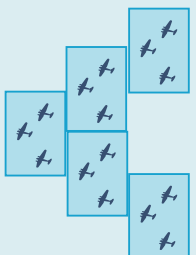
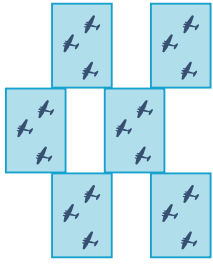
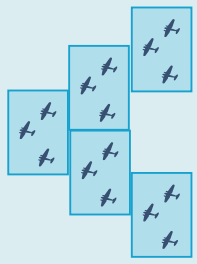
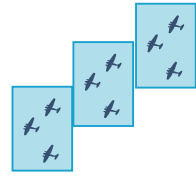
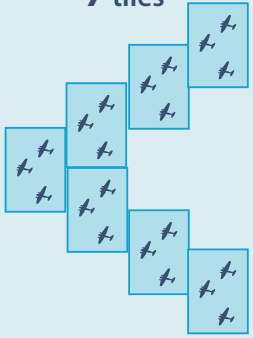
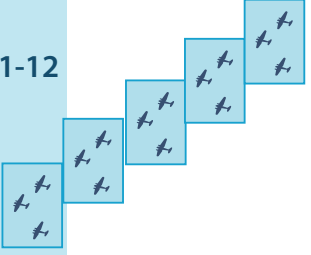
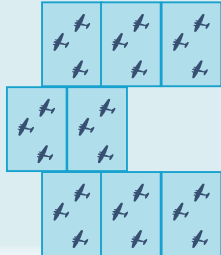
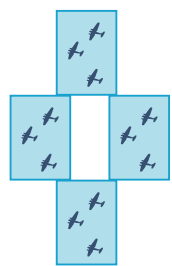
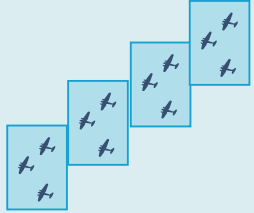
When it is time to populate the Interception Map with Escort Station markers, roll a die and find the result in the **Escort Stations** table. Do this in clear visibility the moment the Raid marker is placed on the Raid Track, or in other visibility when you make Contact.

Escort Stations

die roll	Station (Type, Size)
1-3	High (109 Heavy), Low (110)
4-5	High (109), Starb'd (110 Heavy)
6-7	Ahead (109), High (109)
8	Port (109), Starb'd (110)
9	Lead (109), Starb'd (109)
10	Trailing (109 Heavy)
11	Lead (109)
12	no escort

Bomber Type and Formation

When it is time to determine the type of Bombers that populate the Bomber Formation Area, and their configuration (of Bomber Tiles), roll a die and apply the result shown in the **Bomber Type** table. After determining the Bomber Type, roll a die to determine the formation the Bombers are flying. Refer to the **Bomber Configuration** table (below the Bomber Type table). The result is a diagram at the intersection of Bomber Type (column) and the number rolled (row). Arrange the Bomber Tiles in the Bomber Formation Area, in the configuration shown in the diagram. No tile starts isolated.

Bomber Type				
die roll →	1-6	7-8	9-10	11-12
	 Stuka	 Junkers	 Dornier	 Heinkel
Bomber Configuration				
die roll ↓	6 tiles	7 tiles	5 tiles	5 tiles
1-5				
6-10				
11-12				


Chapter 2: Hardest Days

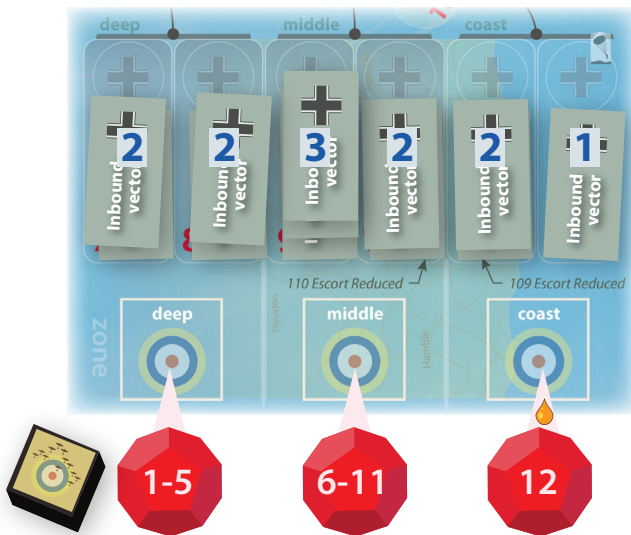
Eagle Day :: 11 August to 18 August 1940: The Battle of Britain commences in earnest as the Luftwaffe targets ports, radio defense towers, and airfields near the coast. Perhaps there will be deeper raids inland. It does its utmost to take advantage of good weather to destroy the RAF's ability to defend Britain.

Chapter Length: 6 Patrols

Raid Vector Markers 42

Randomly draw Raid Vector markers and place them on the track as shown (don't place Outbound markers yet).

Squadron Formation marker: Roll a die and place the squadron in the zone indicated, low altitude (if you roll 12, each Section spends 1 Fuel ).



Twenty Pilots 48 49

You start the campaign with 20 pilots (you may field 12 fighters each patrol, so only 12 pilots may fly each time). If continuing a campaign already started, keep the pilots you already have. (do not use the Pilot Assignment table again). If starting a new campaign, roll a die and note the result in the **Pilot Assignment** table. It tells you the distribution of experience your squadron starts the campaign with. Ace Skill may be assigned to any pilot.

Pilot Assignment

die roll	Green	Regular	Veteran	Ace Skill
1-4	2	16	2	0
5-8	3	16	1	1
9-12	4	14	2	1

Visibility 25

During set-up at the start of each patrol, roll a die to determine Visibility. Use the **Starting Visibility** table on this page. If Sun is present, roll another die to locate it on the Interception Map (place the Sun marker in that Location).

Starting Visibility

die roll	Starting Visibility	die roll	Sun Location
1-6	Clear, Sun	1-3	Nose
7-8	Haze, Sun	4-6	Port
9	Haze, no Sun	7-9	Starb'd
10-12	Clouds, no Sun	10-12	Tail

Escort 24





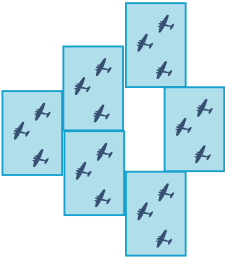
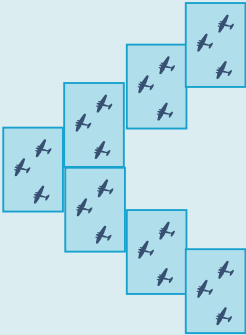
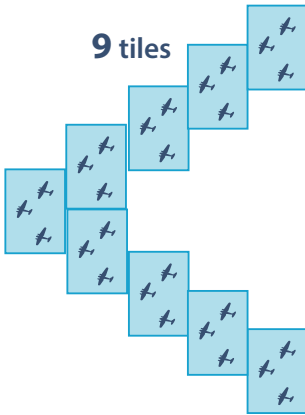
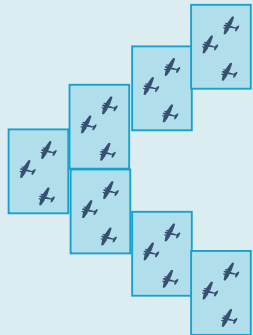
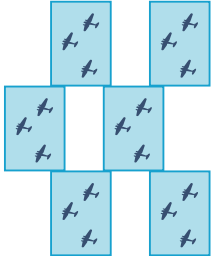
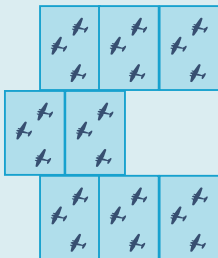
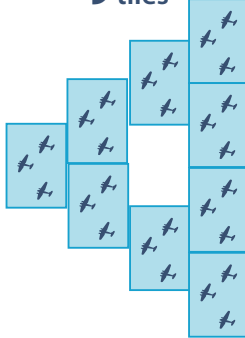
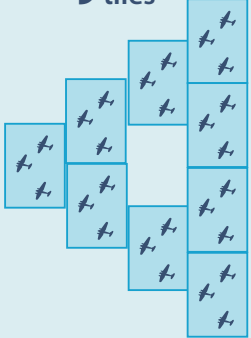
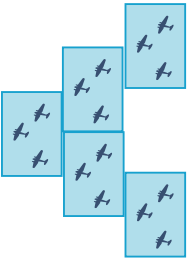
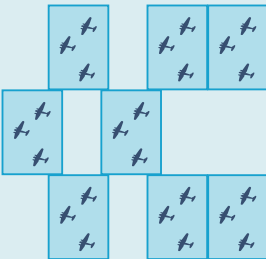
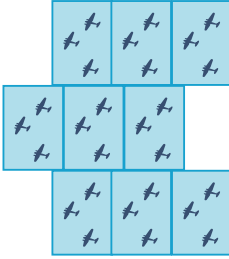

When it is time to populate the Interception Map with Escort Station markers, roll a die and find the result in the **Escort Stations** table. Do this in clear visibility the moment the Raid marker is placed on the Raid Track, or in other visibility when you make Contact.

Escort Stations

die roll	Station (Type, Size)
1-2	High (109 Heavy), Trailing (110 Heavy)
3-4	High (109 Heavy), Starb'd (109)
5-6	High (109 Heavy), Port (109)
7-8	all Heavy: Ahead (109), Port & Starb'd (110)
9	Ahead (109 Heavy), Low (110)
10	Lead (109 Heavy), Port & Starb'd (110)
11	Ahead (109), Low (110)
12	Ahead (109 Heavy)

Bomber Type and Formation

When it is time to determine the type of Bombers that populate the Bomber Formation Area, and their configuration (of Bomber Tiles), roll a die and apply the result shown in the **Bomber Type** table. After determining the Bomber Type, roll a die to determine the formation the Bombers are flying. Refer to the **Bomber Configuration** table (below the Bomber Type table). The result is a diagram at the intersection of Bomber Type (column) and the number rolled (row). Arrange the Bomber Tiles in the Bomber Formation Area, in the configuration shown in the diagram. No tile starts isolated.

Bomber Type				
die roll →	1-3	4-6	7-9	10-12
	 Stuka	 Junkers	 Dornier	 Heinkel
Bomber Formation Table				
die roll ↓	6 tiles	7 tiles	9 tiles	7 tiles
1-5				
6-10				
11-12				


Chapter 3: Finest Hour?

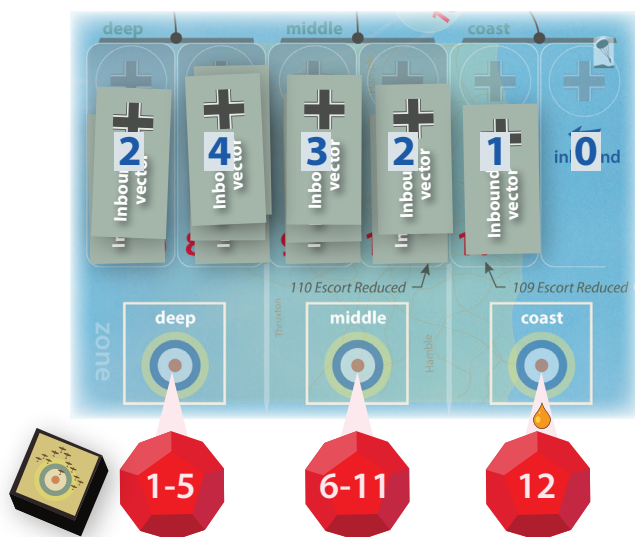
Peak :: 19 August to 6 September, 1940: The Luftwaffe increases pressure on RAF airfields, launching deeper raids aimed at disrupting Fighter Command's ability to respond effectively. Bombers are protected by increasing numbers of escort, but deep raids push the Me109 to its range limit. Pilot losses mount on both sides, as do civilian casualties down on the ground.

Chapter Length: 8 Patrols

Raid Vector Markers 42

Randomly draw Raid Vector markers and place them on the track as shown (don't place Outbound markers yet).

Squadron Formation marker: Roll a die and place the squadron in the zone indicated, low altitude (if the number rolled is 12, each Section spends 1 Fuel .



Twenty Pilots 48 49

You start the campaign with 20 pilots (you may field 12 fighters each patrol, so only 12 pilots may fly each time). If continuing a campaign already started, keep the pilots you already have. (do not use the Pilot Assignment table again). If starting a new campaign, roll a die and note the result in the **Pilot Assignment** table. It tells you the distribution of experience your squadron starts the campaign with. Ace Skill may be assigned to any pilot.

Pilot Assignment

die roll	Green	Regular	Veteran	Ace Skill
1-4	3	16	1	0
5-8	4	15	1	1
9-12	5	13	2	2

Visibility 25

During set-up at the start of each patrol, roll a die to determine Visibility. Use the **Starting Visibility** table on this page. If Sun is present, roll another die to locate it on the Interception Map (place the Sun marker in that Location).

Starting Visibility

die roll	Starting Visibility	die roll	Sun Location
1-7	Clear, Sun	1-3	Nose
8	Haze, Sun	4-6	Port
9	Haze, no Sun	7-9	Starb'd
10-12	Clouds, no Sun	10-12	Tail

Escort 24




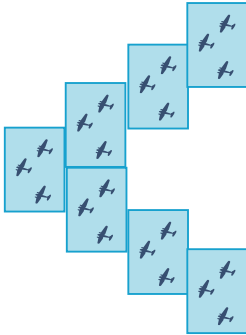
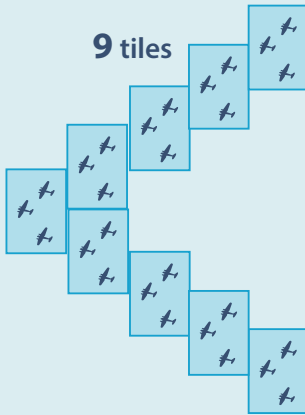
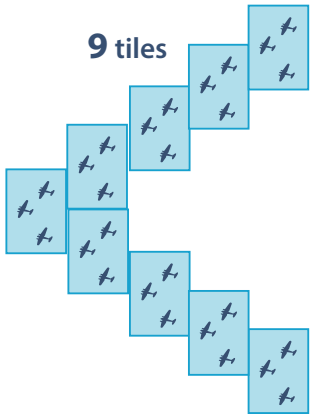
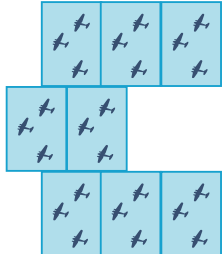
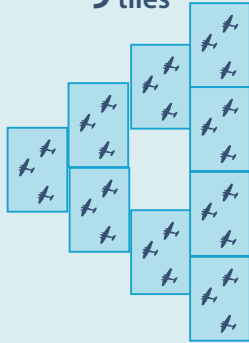
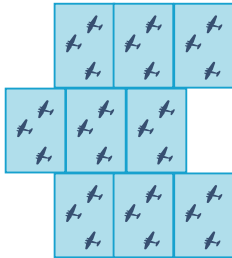
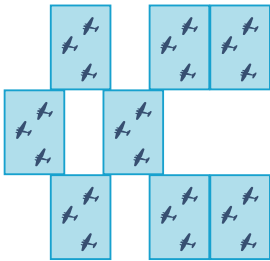
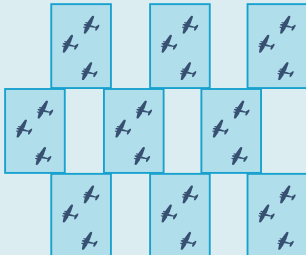
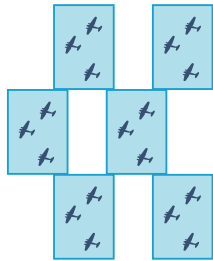
When it is time to populate the Interception Map with Escort Station markers, roll a die and find the result in the **Escort Stations** table. Do this in clear visibility the moment the Raid marker is placed on the Raid Track, or in other visibility when you make Contact.

Escort Stations

die roll	Station (Type, Size)
1-3	all Heavy: Ahead (109), Port & Starb'd (109)
4	High (109 Heavy), Low (109), Lead (109)
5-6	High (109 Heavy), Starb'd (110 Heavy)
7-8	High (109 Heavy), Port (110 Heavy)
9	Port (109 Heavy), Starb'd (110 Heavy)
10	Ahead (109), Low (110), Port (110 Heavy)
11	Lead (109), Port (110), Starb'd (110)
12	High (109 Heavy), Trailing (109 Heavy)

Bomber Type and Formation

When it is time to determine the type of Bombers that populate the Bomber Formation Area, and their configuration (of Bomber Tiles), roll a die and apply the result shown in the **Bomber Type** table. After determining the Bomber Type, roll a die to determine the formation the Bombers are flying. Refer to the **Bomber Configuration** table (below the Bomber Type table). The result is a diagram at the intersection of Bomber Type (column) and the number rolled (row). Arrange the Bomber Tiles in the Bomber Formation Area, in the configuration shown in the diagram. No tile starts isolated.

Bomber Type Table			
die roll →	1-2	3-8	9-12
	 Junkers	 Dornier	 Heinkel
Bomber Formation Table			
die roll ↓	1-5	6-10	11-12
	7 tiles 	9 tiles 	9 tiles 
	8 tiles 	9 tiles 	9 tiles 
	8 tiles 	9 tiles 	6 tiles 

Chapter 4: Ebb of Battle

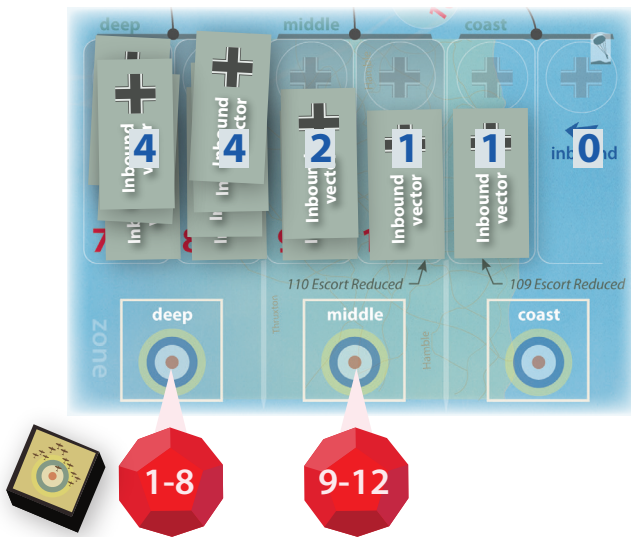
Late :: 7 September to 1 October, 1940: The war has come home to Britain. The Luftwaffe focuses on cities and ports, especially London. Its resources are stretched as Fighter Command fails to crumble. By now, several RAF squadrons have adopted new tactics, many of its pilots having learned the hard way. Historically, this chapter ends with Germany switching over to night raids, having failed to establish air supremacy in the skies above Britain.

Chapter Length: 8 Patrols

Raid Vector Markers 42

Randomly draw Raid Vector markers and place them on the track as shown (don't place Outbound markers yet).

Squadron Formation marker: Roll a die and place the squadron in the zone indicated, low altitude.



Sixteen Pilots 48 49

You start the campaign with 16 pilots (you may field 12 fighters each patrol, so only 12 pilots may fly each time). If continuing a campaign already started, keep the pilots you already have (even if 17 or more, but none may be replaced if you have more than 16). If starting a new campaign, roll a die and note the result in the **Pilot Assignment table**. It tells you the distribution of experience your squadron starts the campaign with. Ace Skills may be assigned to any pilot(s).

Pilot Assignment

die roll	Green	Regular	Veteran	Ace Skill
1-4	0	12	4	0
5-8	1	12	3	1
9-12	2	12	2	2

Visibility 25

During set-up at the start of each patrol, roll a die to determine Visibility. Use the **Starting Visibility table** on this page. If Sun is present, roll another die to locate it on the Interception Map (place the Sun marker in that Location).

Starting Visibility

die roll	Starting Visibility	die roll	Sun Location
1-7	Clear, Sun	1-3	Nose
8	Haze, Sun	4-6	Port
9	Haze, no Sun	7-9	Starb'd
10-12	Clouds, no Sun	10-12	Tail

Escort 24




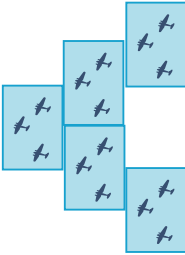
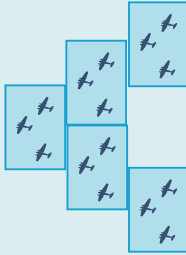
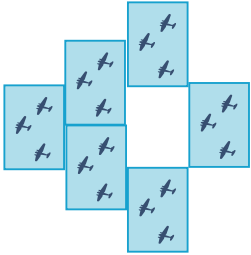
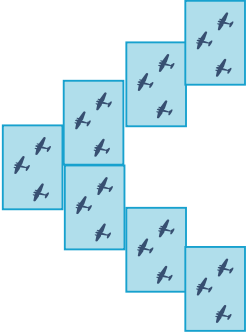
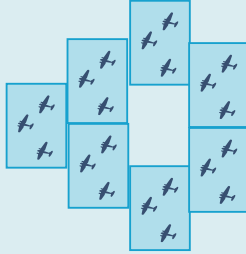
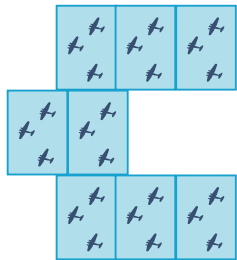
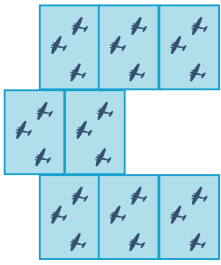
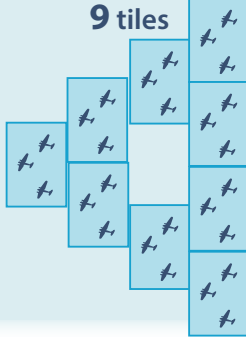
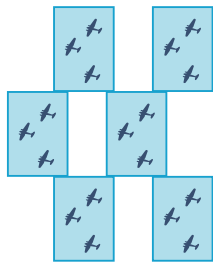
When it is time to populate the Interception Map with Escort Station markers, roll a die and find the result in the **Escort Stations table**. Do this in clear visibility the moment the Raid marker is placed on the Raid Track, or in other visibility when you make Contact.

Escort Stations

die roll	Station (Type, Size)
1-2	all Heavy: Ahead (109), Port & Starb'd (109)
3-4	High (109 Heavy), Low (109), Ahead (109)
5	High (109 Heavy), Starb'd (109 Heavy)
6	High (109), Starb'd (109 Heavy)
7-9	Starb'd (109 Heavy), Port (109 Heavy)
10	Lead (109), Low (110), Port (109 Heavy)
11	Trailing (109), Port (110), Starb'd (110)
12	Lead (109 Heavy), Port (110), Trailing (110)

Bomber Type and Formation

When it is time to determine the type of Bombers that populate the Bomber Formation Area, and their configuration (of Bomber Tiles), roll a die and apply the result shown in the **Bomber Type** table. After determining the Bomber Type, roll a die to determine the formation the Bombers are flying. Refer to the **Bomber Configuration** table (below the Bomber Type table). The result is a diagram at the intersection of Bomber Type (column) and the number rolled (row). Arrange the Bomber Tiles in the Bomber Formation Area, in the configuration shown in the diagram. No tile starts isolated.

Bomber Type			
die roll →	1-4	5-6	7-12
	 Junkers	 Dornier	 Heinkel
Bomber Formation Table			
die roll ↓	5 tiles	5 tiles	6 tiles
1-5			
6-10			
11-12			

Fatigue & Exhaustion 49

Two consecutive patrols triggers Fatigue. Four consecutive patrols triggers Exhaustion.



Fatigue: A fatigued pilot suffers a -1 die roll modifier during Recovery, Fate checks (both die rolls), and Collision checks. A pilot loses their Fatigue status by not flying one patrol. *For example, a pilot flies the first patrol of the chapter and then flies the second patrol. That pilot is now fatigued. He flies the third patrol of the chapter suffering fatigue modifiers. In the fourth patrol, the player has him rest, he is not assigned to a fighter. He is now rested, no longer fatigued, so when assigned to a fighter in the fifth patrol he no longer suffers Fatigue modifiers.*



Exhaustion: An exhausted pilot must be placed in the hospital (that is, placed in the Hospital Box on the game board). He remains there just as though he is wounded (roll a die at the start of a patrol to determine if he is "returned" or "discharged").

Historical Squadron Rosters

These Pilot Rosters are available for download from the *Skies Above Britain* game page at www.GMTgames.com

303 Squadron, Early September, 1940

54 Squadron, July 1940

See instructions for use of this form in the Rule Book, page 48.

PILOT ROSTER					
pilot	patrols		kills escort/bombers	ace skills	notes
	ch1 ch2	ch3 ch4			
A S/Ldr. Kellet	●●●●	●●●●			
B P/O Zumbach	●●●●	●●●●			
C P/O Feric	●●●●	●●●●			
D F/O Paszkiewicz	●●●●	●●●●			
E F/O Henneberg	●●●●	●●●●			
F Sgt. Karubin	●●●●	●●●●			
G Sgt. František	●●●●	●●●●			
H F/O Urbanowicz	●●●●	●●●●			
I Sgt. Szapoznikow	●●●●	●●●●			
J Sgt. Wojtowicz	●●●●	●●●●			
K P/O Daszewski	●●●●	●●●●			
L P/O Pisarek	●●●●	●●●●			
M Sgt. Wunsche	●●●●	●●●●			
N F/O Cebrynski	●●●●	●●●●			
O Sgt. Brzezowski	●●●●	●●●●			
P Sgt. Andruszkow	●●●●	●●●●			
R F/O Zak	●●●●	●●●●			
T P/O Radomski	●●●●	●●●●			
U Sgt. Belc	●●●●	●●●●			
W F/Ldr. Forbes	●●●●	●●●●			

Patrols 4 Regular, 9 Veteran. 2 Fatigue, 4 Exhaustion (Hosp). Ace Skill 5 kills. Confirmed Kills 41.

See instructions for use of this form in the Rule Book, page 48.

PILOT ROSTER					
pilot	patrols		kills escort/bombers	ace skills	notes
	ch1 ch2	ch3 ch4			
A P/O Gray	●●●●	●●●●			
B F/Lt Way	●●●●	●●●●			
C Sgt. Norwell	●●●●	●●●●			
D Sgt. Gibbins	●●●●	●●●●			
E P/O Turley-George	●●●●	●●●●			
F Sgt. Collett	●●●●	●●●●			
G S/Ldr. Leathart	●●●●	●●●●			
H F/O Cook	●●●●	●●●●			
I F/O Shallard	●●●●	●●●●			
J F/O Blake	●●●●	●●●●			
K P/O Kemp	●●●●	●●●●			
L F/Lt. Deere	●●●●	●●●●			
M F/O McMullen	●●●●	●●●●			
N P/O Coleman	●●●●	●●●●			
O P/O Gribble	●●●●	●●●●			
P F/Sgt. Tew	●●●●	●●●●			
R P/O Matthews	●●●●	●●●●			
T P/O Allen	●●●●	●●●●			
U P/O Evershed	●●●●	●●●●			
W P/O Finnie	●●●●	●●●●			

Patrols 4 Regular, 9 Veteran. 2 Fatigue, 4 Exhaustion (Hosp). Ace Skill 5 kills. Confirmed Kills 41.

No. 303 ("Kosciuszko") Squadron

Flying Hurricanes from RAF Northolt, 303 was one of two fighter squadrons in the Battle of Britain comprising mostly Polish air force veterans. The squadron became operational just in time for the massive early September battles over London. It quickly made up for its late start by destroying more enemy aircraft than any other squadron in Fighter Command during the campaign. One member, the Czech exile Sgt. Josef František, achieved 17 kills and became the campaign's top-scoring RAF pilot. While 303 Squadron's prewar and early-war experience certainly contributed to its performance, it was also legendary for its fearless tactics, as 303 pilots often flew perilously close to enemy planes before taking their shots. This roster is not from any specific day, but is culled from operational reports at the start of September 1940 -- so it can work for Chapter 3 or Chapter 4 of the game.

No. 54 Squadron

Flying Spitfires from RAF Hornchurch and often from RAF Manston, 54 Squadron saw heavy combat as it covered the Dunkirk Evacuation in May 1940. The "Dunkirk Warriors," as they were soon labeled by the press, were highly experienced and battle-hardened by the time of the skirmishes over the English Channel in mid-July (Chapter 1 in the game). Among its aces was Flight Lt. Alan Deere, a New Zealander who dispatched several enemy planes during the campaign and was shot down more than once himself. Attrition eventually forced the squadron's withdrawal from 11 Group on Sept. 2. This roster is not from any specific date, but is culled from the squadron's operational reports in mid- to late July 1940.

A Pilot Roster for 501 Squadron can be copied from the **Optionals** booklet.