STUKA LEADER

THE WWII EUROPEAN THEATER SOLITAIRE GAME

DVG
Dan Verssen Games

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Dan Verssen Games (DVG)

CREATED BY
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"Only the spirit of attack, born in a brave heart, will bring success to any fighter aircraft, no matter how highly developed it may be."

— *Adolf Galland*

As the Commander of a group of German Aircraft and Pilots, you have information about Targets that need to be attacked, and the positions of potential enemy air defenses. You will also have resources which you have to manage and allocate accordingly to achieve your objectives.

As your Pilots fly the missions, they will suffer from Stress and Wounds, which will have an impact on their Skills. Do you rest a Pilot, or do you send him out on yet another mission? It is up to you to deploy your Pilots, balance their Skills, Stress, and get the job done.

Gather your courage, fulfill your duty to The Fatherland, stay true to your honor and lead your pilots to victory in Europe, and fly into legend!!

"It's unbelievable what one squadron of twelve aircraft did to tip the balance."
— *Adolf Galland*

Campaign Sheets show the information used for each Campaign. The numbers on the maps are Target numbers that correspond to the numbers on the Target cards.

The Key Terms Sheet lists the Key terms and Definitions found throughout the game.

The Dogfight Sheet contains all the information needed to resolve your Dogfights.
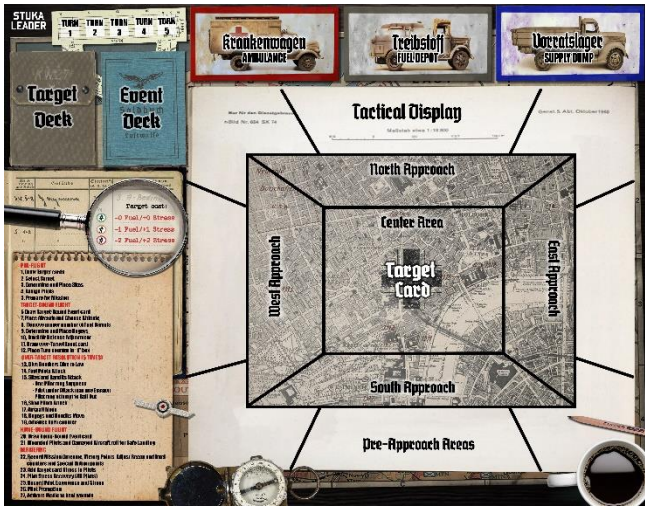
Use the Tactical Display Sheet to resolve the Over-Target step of each Mission. This sheet shows the Sequence of Play and has areas to organize your cards.
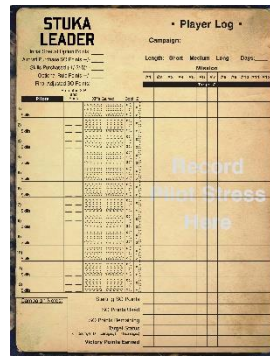
The Pilot Skills Sheet lists all the Pilot Skills presented in the game.

The Player Help Sheet has helpful reference charts and general information you will need to play the game.

The Turreted Bomber Attack Sheet contains all the information required to Attack Turreted Bombers.

Record your Campaign and Pilot information on the Player Log. The information recorded on the Player Log is used to track and determine Pilot Promotion, Special Option point expenditures, Target Status, and the Campaign outcome. This sheet can be downloaded from www.dvg.com

These cards represent your Pilots. Each Pilot has 6 different Skill levels on three double sided cards. This card represents the aircraft the Pilot flies. The Pilot will always fly this Aircraft type. The Pilot card may also be interchangeably referred to as an Aircraft card.
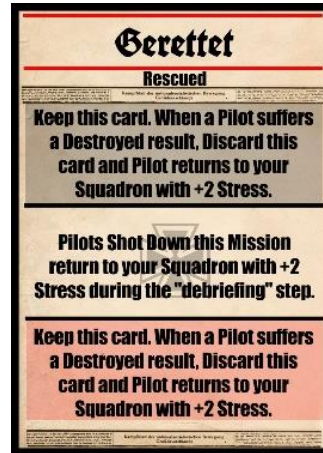
When you are directed to draw an Event card, draw a card from this deck. These cards represent the events happening during a mission.

Target cards detail your Mission Objectives and their defenses.

Whenever a die roll is called for in the game, roll a 10-sided die (D10). This will generate random numbers from 1 to 10. Some dice have numbers ranging from 1 to 10, others range from 0 to 9. Treat the die's "0" face as being a "10".

Each counter has a Low Altitude side (L) and a High-Altitude side (H). The names on the counters correspond to the names on the Aircraft cards.
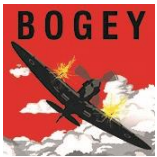
These weapons are used against Sites and Targets.

These counters are double-sided. They have a Site on one side and a Bandit on the other.

Sites with a red background are ground based enemy guns that Attack your Aircraft.

Use the Sites with gray backgrounds for Naval Target cards. These counters have the same Site information on both sides.

: Draw this counter for each Bogey specified on the Target card.

These are enemy fighters that Attack your Aircraft.

Count as a Site draw but are removed after all Sites have been drawn.

Count as a Bogey draw but are removed after all Bogeys are drawn.

: Enemy aircraft that appear on some Target cards. It is your job to shoot them down.

Used to record the amount of Stress suffered by each of your Pilots. When a Pilot suffers Stress, immediately place a Stress counter on that Pilot's Aircraft card.

Used to record the Situational Awareness points each Pilot has during a Mission. Flip and swap counters as needed.

Used to relieve Stress and heal Wounds.

Used to record the Horrido points each Pilot has during a Mission.
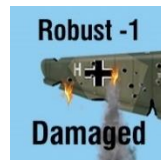
When an Aircraft is damaged, immediately place a Damage counter on that Aircraft card.

Used to note the Hits you have inflicted on the Target.

Place the Intel counter on the Intel word of the Campaign Sheet. Place the Recon counter on the Recon word.

When referencing the Campaign Sheet tracks, use the information on the space to the right of each counter.

Place the "Target" counter on the Campaign Sheet pointing at the Target you are flying against as a reminder of the Location of your current Target.

Place the "Turn" counter on the Tactical Display Turn Track to keep track of Mission Turns.

Pilot Skills can be purchased with Special Option points at the start of a Campaign. Skills are not limited by Counter mix.

Draw when you receive a Minor Hit.

Each counter represents one Special Weapon. Place the counter on the Aircraft card.

Draw when you receive a Major Hit.

Expendable item that allows you to remove two Stress points from each pilot in your squadron.

Each counter represents one Target when you draw an "Objective" target.

: Expendable item that allows a Pilot to instantly remove 1 or 2 Stress.

Campaign Name — Battle of Britain 1940 Standard

Year

Campaign Skill Level

Target Stress / Fuel color

Selectable Aircraft — AVAILABLE AIRCRAFT — Me-109e, Me-110, Ju-87d, He-111, Do-17, Ju-88

Reinforcements — REINFORCEMENTS 1-3-4 Average

Target Numbers — TARGETS: 1, 3, 5, 6, 7, 10, 11, 13, 15, 16, 17, 18, 22, 23, 24, 25, 26, 27, 28, 30, 31, 33, 34, 36, 39, 40, 41, 42, 43.

Background — Realizing that the British would not surrender, the Germans began bombing Britain. The goal was to break the English Spirit and destroy the RAF.

Starting Adjustments — ADJUSTMENTS: Remove 4 No Bogey counters.

Medic — MEDIC: 1-2-2

Notes — NOTES: Target #40 can only be escorted by Me-110.

Target Bonus Pilot Skill Level — TARGET BONUS AIRCRAFT: Skilled.

Enemy Bandit Types — Hurricane, Spitfire

Enemy Bomber Types — BOMBERS N/A

Available Special Weapons — SPECIAL WEAPONS: PC-500 (500kg) Armor Piercing, AB-250-2 (250kg) Cluster

Target Number — Air & Sea Rescue

Duration and Victory

SO Points

Fuel

	Short: 3 Days, 12 SO, Fuel 16		Medium: 5 Days, 25 SO, Fuel 25		Long: 7 Days, 28 SO, Fuel 33	
	VP	Evaluation	VP	Evaluation	VP	Evaluation
	13+	Great	21+	Great	30+	Great
	9 – 12	Good	16 – 20	Good	22 – 29	Good
	7 – 8	Adequate	12 – 15	Adequate	17 – 21	Adequate
	6	Poor	9 – 11	Poor	13 – 16	Poor
	5 –	Dismal	8 –	Dismal	12 –	Dismal

Recon — Recon 2 2 3 3 3 4 4 5 5

Intel — Intel NO CHANGE / -1 SITE / -1 SITE -1 BOGEY / -1 SITE -1 BOGEY / -1 SITE -1 BOGEY / -2 SITE -1 BOGEY / -2 SITE -1 BOGEY / -2 SITE -1 BOGEY

Name of the Campaign.

The Year during which the Campaign takes place. The Year limits which Aircraft you can fly. This also specifies which Bandits will be present. You may only select from the Aircraft types listed on the Campaign Sheet and which have a Service Year range that includes the Year of the Campaign.

 There are four Levels of Campaign difficulty. From easiest to hardest, they are: Introductory, Standard, Skilled, and Expert.

: Shows the Stress suffered, and Fuel used by Pilots when flying Missions in the respective Colors. Green = No Stress / Fuel. Yellow = 1 Stress / Fuel. Red = 2 Stress / Fuel.

Use the Aircraft specified in this list for the Campaign. Expansion Aircraft may be used if they match the year of the Campaign.

This notes the Skill Level of Pilots joining your Squadron mid-Campaign and the number of Pilots available.

Lists the Target cards that are part of the Campaign.

A summary describing the historical background of the Campaign.

Campaign-specific changes made to normal starting conditions.

Specifies the number of Medics you can activate per day.

Where Notes in a Campaign conflict with the Rulebook, the Campaign's Notes take precedence over the Rulebook.

This notes the Skill Level of Pilots you receive as a bonus. You may freely choose which Pilots you may add.

Your Recon counter points to the number of Target cards you may draw during the "Draw Target Cards" step of that Day. This is in addition to any Target cards you may already have in play.

Your Intel counter points to adjustments made to enemy Air Defenses, by adjusting starting Bandits and Sites.

: Shows the types of Bandits present in this Campaign.

Shows the types of Bombers present in this Campaign.

Lists the Special Weapons available for this Campaign.

Most Campaigns have three Lengths: Short, Medium, or Long. Each Length specifies how many Days you will fly, the number of Special Option points available and the Campaign result you achieve (Great, Good, Adequate, Poor or Dismal), based on the number of Victory Points earned.
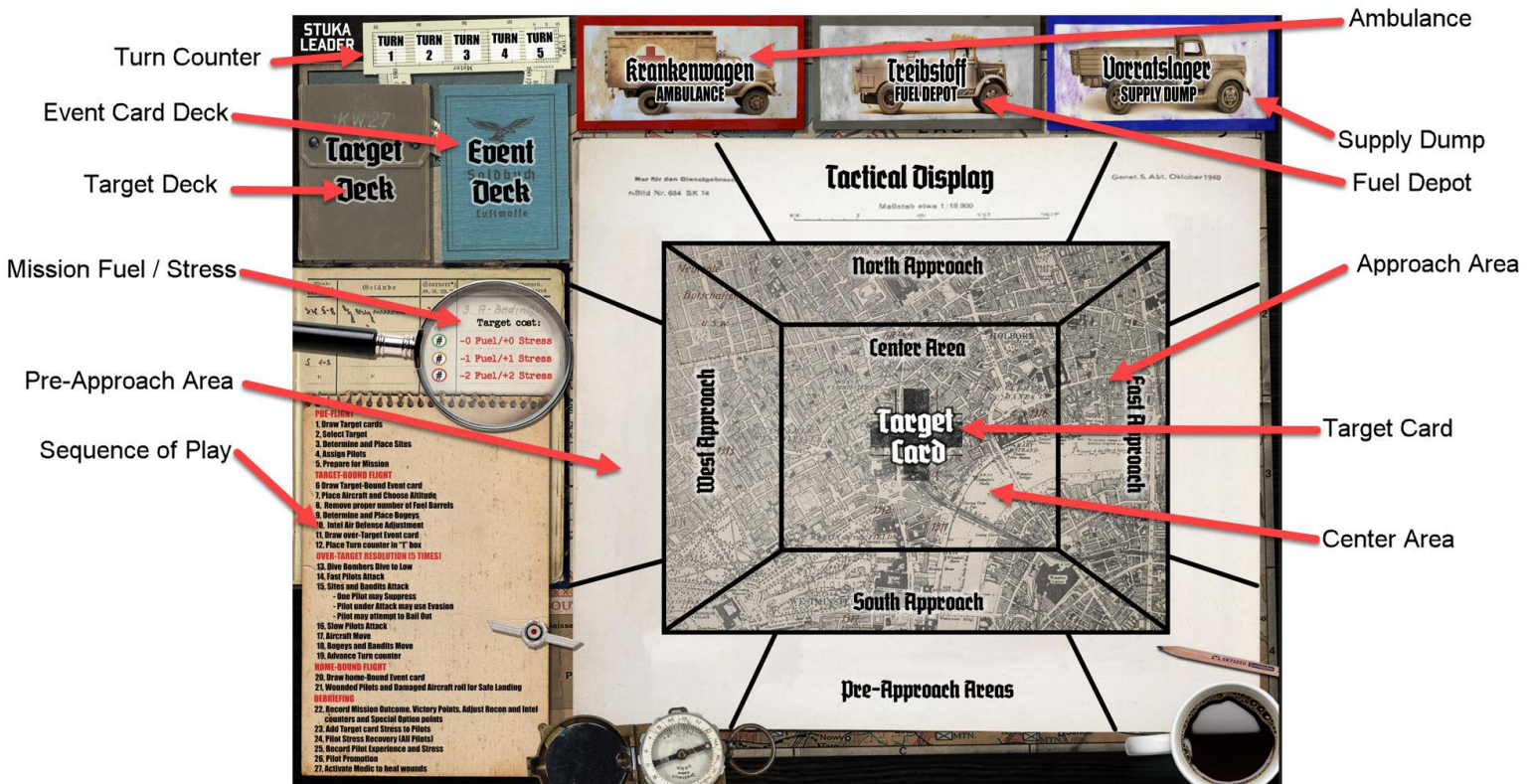
Specifies the number Special Option points you start with.

Specifies the number of Fuel Barrels you start with.

Labels on diagram (left side, top to bottom): Turn Counter, Event Card Deck, Target Deck, Mission Fuel / Stress, Pre-Approach Area, Sequence of Play

Labels on diagram (top): STUKA LEADER, TURN 1, TURN 2, TURN 3, TURN 4, TURN 5, Ambulance

Labels on diagram (right side): Supply Dump, Fuel Depot, Approach Area, Target Card, Center Area

Tactical Display areas: North Approach, Center Area, West Approach, East Approach, Target Card, South Approach, Pre-Approach Areas

Target cost:
−0 Fuel/+0 Stress
−1 Fuel/+1 Stress
−2 Fuel/+2 Stress

Sequence of Play panel:
PRE-FLIGHT
1. Draw Target cards
2. Select Target
3. Determine and Place Sites
4. Assign Pilots
5. Prepare for Mission
TARGET-BOUND FLIGHT
6. Draw Target-Bound Event card
7. Place Aircraft and Choose Altitude
8. Remove proper number of Fuel Barrels
9. Determine and Place Bogeys
10. Intel Air Defense Adjustment
11. Draw over-Target Event card
12. Place Turn counter in "T" box
OVER-TARGET RESOLUTION (5 TIMES)
13. Dive Bombers Dive to Low
14. Fast Pilots Attack
15. Sites and Bandits Attack
   - One Pilot may Suppress
   - Pilot under Attack may use Evasion
   - Pilot may attempt to Bail Out
16. Slow Pilots Attack
17. Aircraft Move
18. Bogeys and Bandits Move
19. Advance Turn counter
HOME-BOUND FLIGHT
20. Draw home-bound Event card
21. Wounded Pilots and Damaged Aircraft roll for Safe Landing
DEBRIEFING
22. Record Mission Outcome, Victory Points, Adjust Recon and Intel counters and Special Option points
23. Add Target card Stress to Pilots
24. Pilot Stress Recovery (All Pilots)
25. Record Pilot Experience and Stress
26. Pilot Promotion
27. Activate Medic to heal wounds

(left column text):

: You have five Turns to Destroy the Target.

: Each Campaign will use different Targets. Place them here, face down in a deck.

Shuffle the Event cards and place them here, face down in a deck.

When you fly a Mission, place your chosen Target card in this area.

Place Medic counters here.

The area to keep all your Fuel Barrel counters.

The area to keep all your SO counters.

The color of each dot reflects how much Fuel is used and how much Stress it costs.

This highlights each step in the game.

is divided into one Center Area, four Approach Areas, and eight Pre-Approach Areas. Always use the shortest path when calculating the Range for an Attack or Movement.

Also known as the Target Area. The Areas adjacent to the Center Area are the four Approach Areas.

(right column text):

The Areas adjacent to the Approach Areas are:

Example: These are the Areas that DeRuyter can move into.

- The Center Area

- The two Approach Areas that touch the current Approach Area, and

- The three Pre-Approach Areas that touch the current Approach Area.

The Areas adjacent to them are:

- The two Pre-Approach Areas that touch the current Pre-Approach Area, and

- The Approach Areas that touch the current Pre-Approach Area.

An Area may be occupied by any number of Aircraft, and any Aircraft may occupy any Area.

Each Pilot card represents an individual Pilot and the Aircraft flown. Each card has two sides that show different Experience Levels for the Pilot. The six Experience Levels for a Pilot span three cards.

Pilot names are for reference purposes only.

The Pilot's Situational Awareness value.

Pilots with Cool recover from Stress faster.

Pilots suffer Stress when they fly Missions.

A Pilot's current Stress Level may be one of Okay, Shaken, or Unfit. A Shaken Pilot's AtA and AtG stats are reduced

If a Pilot's Stress value is in the "Okay" range, use the stats in the Okay row on the card.

If a Pilot's Stress value falls into the "Shaken" range, use the stats in the Shaken row on the card.

A Pilot becomes Unfit when the Pilot's Stress value exceeds the highest value listed in the Shaken range. A Pilot who is Unfit cannot perform Maneuvering, Attacks or Suppression, although he may still attempt to Evade.

The number of Experience points the Pilot must earn to be promoted to the next higher Rank.

From lowest to highest, the Pilot levels are Newbie, Green, Average, Skilled, Veteran and Legendary.

: The number of Horrido uses that a Pilot has.

: The number of Zeal uses a Pilot has.

The Pilot's Air-to-Air and Air-to-Ground stats.

Pilots are either Fast or Slow. This is used to determine their order of performing actions during each turn in the Over the Target Step.

The military designation for the Aircraft. The rules may interchangeably refer to a Pilot card as an Aircraft card.

Some Aircraft are of inferior quality, while others are of better quality. The SO points you receive or must pay for selecting these Aircraft, are noted on their cards. Record the SO point adjustment on the Player Log in the Aircraft Purchase SO Points +/- (column).

By taking certain Aircraft types, you will pay or receive SO points. Any SO point adjustments are noted on the Aircraft cards.

If I select 2 He-111's at a cost of 3 SO each, I will have to pay 6 SO points at the start of my long Campaign.

The period that the Aircraft was in service.

A modifier to the Maneuver Success chart based on Aircraft ability.

A modifier to the Bandit / Site Hit numbers based on the strength and durability of your Aircraft.

The maximum number of Weapon Weight points the Aircraft can carry.

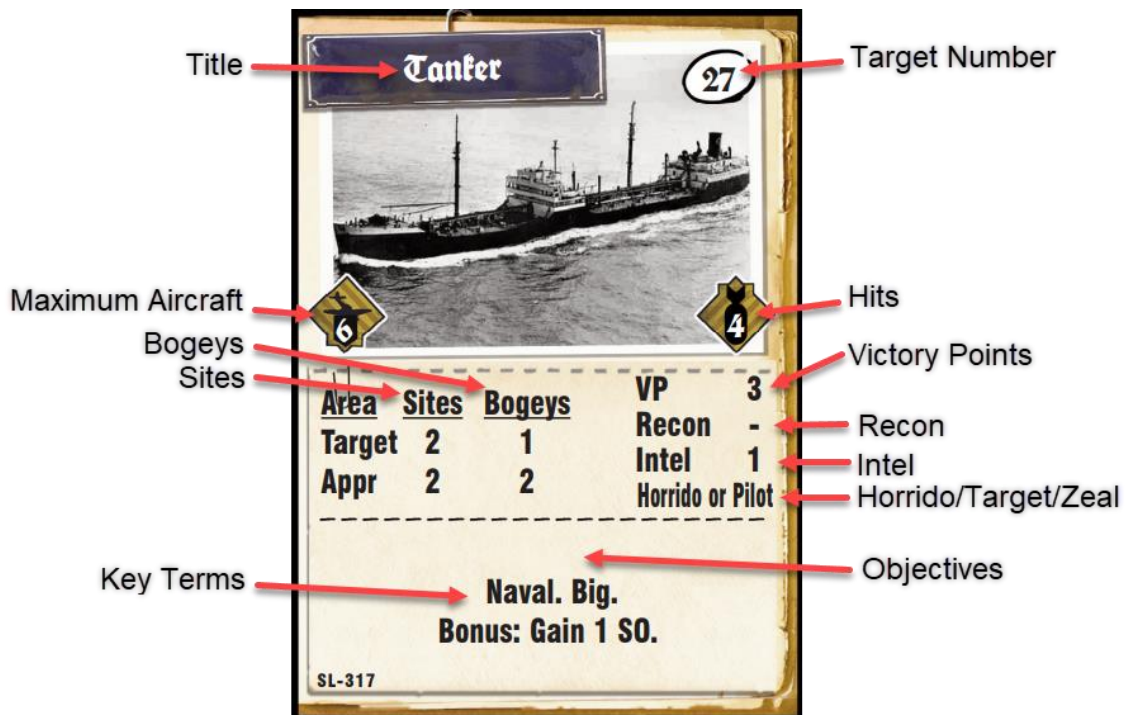If the Aircraft has Fixed Forward Guns, the To Hit number is here.

The Gunners / Turrets Attack number is shown here, along with any Special Ability information for the Aircraft.

: A list of the types of Ordnance counters you may load on the Aircraft.

Some Aircraft have Key Terms noting their Special Abilities. You can find a description of each Key Term on the Key Terms Sheet.

Title — **Tanker** — Target Number (27)

Maximum Aircraft — 6

Bogeys
Sites

Hits — 4
Victory Points

Area	Sites	Bogeys
Target	2	1
Appr	2	2

VP — 3
Recon — -
Intel — 1
Horrido or Pilot

Recon
Intel
Horrido/Target/Zeal

Key Terms — Objectives

Naval. Big.
Bonus: Gain 1 SO.

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A brief description of the Target.

The number of Hits needed to Destroy the Target.

This number designates the maximum number of Aircraft you can send on this Mission. You can choose to send fewer Aircraft, but not more.

This shows the number of Site counters drawn for each of the Approach Areas, and the Center Area.

This shows the number of Bogey counters drawn for each of the Approach Areas, and the Center Area.

Some Targets have Key Terms that affect your Mission. The rules and effects for each Key Term are found on the Key Terms Sheet.

Each Campaign uses a series of different Targets. The unique reference number of each Target in a Campaign is shown on the Campaign Sheet.

The number of Victory Points you gain if you Destroy the Target.

The number of steps you move your Recon counter to the right on the Campaign Sheet if you destroy the Target. If you are attacking two Targets on the same Day, do not move your Recon counter until both Missions are completed.

The number of steps you move your Intel counter to the right on the Campaign Sheet if you destroy the Target. If
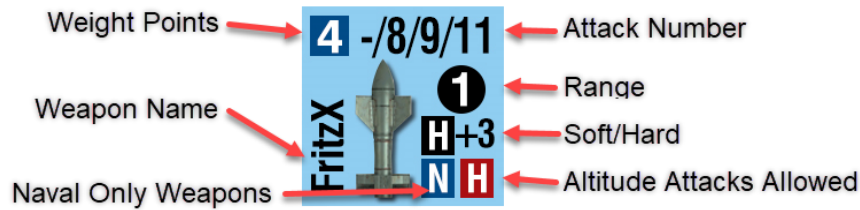
you are attacking two Targets on the same Day, do not move your Intel counter until both Missions are completed.

Some Targets have the Zeal (Z) notation. Pilots with expended Zeal counters replenish them if this Target is Destroyed, even if they did not participate in the Mission.

_____ : Some Targets have the _____ ____ indicator. Pilots with used Horrido counters replenish their expended Horrido uses if you Destroy this Target, even if they did not participate in the Mission,   you may choose to add a Pilot to your Squadron with the Skill Level noted on the Campaign Sheet. This Pilot comes with an Aircraft of the proper type and year per the Campaign.

Some Targets have the _____ _____ . Pilots with used Horrido counters replenish their expended Horrido uses if you Destroy this Target, even if they did not participate in the Mission, you may choose to add a Pilot to your Squadron with the Skill Level noted on the Campaign Sheet. This Pilot comes with an Aircraft of the proper type and year per the Campaign.

Some Targets have a noted Objective. When Attacking a Target with Bomber, Site, or Bandit Objectives, place the specified number of Bomber, Site or Bogey counters per the Target card. Bogeys and Bombers move per the Special Target rules on page # 23

Weight Points → **4 -/8/9/11** ← Attack Number

Weapon Name → **FritzX** — **①** ← Range

— **H+3** ← Soft/Hard

Naval Only Weapons → **N H** ← Altitude Attacks Allowed

These counters represent Air-to-Ground weapons. They can Attack Sites and Targets, but not Bandits or Bombers.

The Weight points of the Weapon. This is used to determine the number of Weapons carried on an Aircraft.

Aircraft can only be equipped with certain Weapons. If the Aircraft does not have a Weapon listed on its card, it cannot be equipped with that Weapon.

Each counter can have up to four Attack Numbers, indicating how many Hits can be inflicted on the Target per Attack. The smallest Attack Number is the minimum that the modified D10 Attack roll must reach to score a Hit. The Attack roll may have modifiers such as Pilot skills or Event cards.

: If the modified die roll is equal to or greater than the first number but less than the second number, one Hit is scored. Some Weapons, as well as an Aircraft's Gun, only have one number, thus they either inflict zero Hits or one Hit per Attack.

If the modified die roll is equal to or greater than the second number but less than the third number, two Hits are scored.

: If the modified die roll is equal to or greater than the third number but less than the fourth number, three Hits are scored.

If the modified die roll is equal to or greater than the fourth number, four Hits are scored.

Note that not all weapon counters have multiple Attack Numbers, such as the 50kg bomb.

The maximum range is indicated in the black circle.

Weapons with Range 0 can only Attack a Target in the same Area that the Aircraft is in. An Aircraft's Gun has a Range of 0.

Range 1 Weapons can Attack a Target in an adjacent Area.

If a Weapon has a "-" for an Attack Number, it cannot score that number of Hits.

When using a Fritz X, it cannot score 1 Hit. If your modified Attack roll is 1-7, you Miss. A modified roll of 8 scores 2 Hits. A modified roll of 9 or 10 scores 3 Hits. A modified roll of 11+ scores 4 Hits.

When using a 250kg, if your modified Attack roll is 1-6, you Miss. A modified roll of 7-9 scores 1 Hit. A roll of 10+ scores 2 Hits.

Unless the Aircraft has the "Level" Key Term, its Weapons can only be used at Low Altitude.
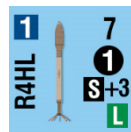
All Sites, and some Targets, have an "S" notation for "Soft" or "H" notation for "Hard". Weapons gain a bonus to their Attack rolls when these Targets are present. The specific bonus is noted on the Weapon counter next to the "S" or "H" in the black square.

The "N" notation on Torpedoes indicates they can only be used against Naval Targets and their Sites. Naval Targets have the "Naval" Key Term on their Target cards.
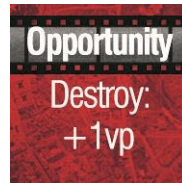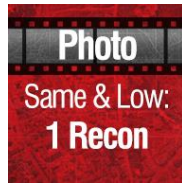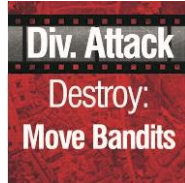
If the Pilot carries a Drop Tank through the entire Mission, he suffers 1 less Stress in the Adding Target Stress step in the Debriefing step after the Mission.

The Pilot can Discard any Weapon or Drop Tank counters at any time during their Turn.

Remove each expended Weapon counter from the Aircraft when it is used for an Attack, whether it Hits or not.

Soft → Site Name → | Attack Numbers / Range / Altitude Indicator

Special SITE Indicator

Div. Attack	Fire Director	Photo	Opportunity	Radio Call
Destroy: Move Bandits	Destroy: Sites: -1	Same & Low: 1 Recon	Destroy: +1vp	Same & High: +2 Target AtG

Sites are enemy anti-aircraft artillery that Attack your Aircraft. A Site which suffers at least 1 Hit from a Gun or Weapon attack is Destroyed.

All Sites are Soft. Some Weapons gain a bonus when attacking a Soft Target.

The weapon type or caliber of the Site.

The numbers the Site must roll to respectively inflict a Minor, Major, or Destroyed result on your Aircraft.

The Site can Attack Aircraft at Low Altitude.

The Site can Attack Aircraft at High Altitude.

Sites with a Range greater than 0 have a notation of their Range.

If the Target card has a "Naval" Key Term, it is a ship. Draw the gray Naval Sites counters for the Mission. These counters have the same Site information on both sides of the counter.

Treat these Sites as having the "Naval" Key Term.

Some Site counters give a special effect instead. Rather than being enemy gun emplacements, they are tactical opportunities you can use to your advantage during the Mission. The effects of Special Sites are explained on p.36.

Special SITE Indicator | **Opportunity** Destroy: +1vp

When drawing Sites for the Target, I draw the "Special SITE Indicator" counter. After placing the rest of the Sites, I draw a Special SITE at random and replace the "Special SITE Indicator" counter with a Special SITE counter.
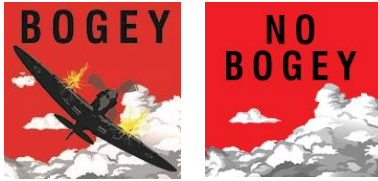
Bogeys are enemy fighters that have not been identified. Bogeys become BANDITS when engaged by Friendly fighters or when Attacking Friendly Bombers.

Bandits are enemy fighters that Attack your Aircraft. These counters have yellow stripes as a visual reminder that they can only be Attacked by Guns. A Hit from a Gun Attack will Destroy a Bandit.

The military designation for the Aircraft.

Use this modifier when the Bandit is performing a Dogfight Maneuver, attacking one of your Aircraft, or when being Maneuvered on or attacked by one of your Aircraft.

The numbers the Bandit must roll respectively to inflict a Minor, Major, or Destroyed result on your Aircraft.

: Some Bandits have FF Guns AND a rear Gunner. If a Bandit has this notation, the rear gunner uses the FF to hit numbers, -1

If the Bandit is a Veteran or Legendary, once it is Destroyed, remove the counter from the Campaign.

Bombers are enemy Aircraft that only appear as Air Objectives for certain Targets.

The military designation for the Aircraft.

The numbers the Bomber must roll respectively to inflict a Minor, Major, or Destroyed on your Aircraft when it is under Attack.

Use this modifier when you are maneuvering against this Bomber.

Bombers can perform Defensive Fire AFTER a fighter (Friendly or Bandit) maneuver, but before the Attacking aircraft fires. Modifiers are Attacking Aircraft AtA and Friendly Robustness.

: Some Bombers also have FF Guns. These are for AtG use only.

EX: Ju 87g has FF Guns. These were 37mm cannon used to destroy tanks, not for AtA

Bombers with numbers in [ ] brackets may only make a Gun Attack at Aircraft that are Advantaged or Tailing the Bomber.

Bombers with numbers in [ ] brackets and black background may make a Gun Attack on any Aircraft attacking the Bomber from any direction.

German Title → **Nebel**

English Title → **Fog**

Target Bound → **One random Pilot gets lost in the Fog and returns Home.**

Over-Target → **Roll a d10..**
4- = Dense Fog. Attack called off. Go to Home-Bound Step. 5-9 = Reduce AtG Attack rolls and Site Attack rolls by 2, 10 = Clear Spot! No effect

Home-Bound → **Pilots on this Mission suffer +2 Stress and gain +1 XP.**

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You will draw Event cards three times during each Mission.

A brief description of the Event in both German and English.

Look at the top section of the card during the Target-Bound step.

Look at the middle section of the card during the Over-Target step.

Look at the bottom section of the card during the Home-Bound step.

Apply the effects on the respective section of the Event card for that step. All effects occur immediately, unless stated otherwise on the card.

"Superior technical achievements - used correctly both strategically and tactically - can beat any quantity numerically many times stronger yet technically inferior."
-- Adolf Galland

To begin a Campaign, select the Campaign Sheet you would like to play. Introductory Campaigns are the easiest to play, and Expert Campaigns are the hardest.
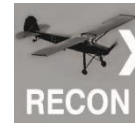
Campaign Tracks record damage inflicted on the enemy's strategic resources by your Squadron. Place the Recon and Intel counters on the corresponding Campaign Tracks. Place counters on the farthest left space.

When referencing the tracks, read the result to the immediate right of the counter.

This track represents your knowledge of enemy operations. As you find out more of the enemy's plans, you can draw more Targets each Day. Draw each card one at a time. Any Target cards already in play (such as Improvement Targets) do not count against the daily Recon quota.

This track represents the enemy's ability to anticipate which Targets you might attack, and to position their defenses in their vicinity. As the enemy's intelligence abilities are degraded, the number of Sites and Bandits placed to defend a Target are reduced.

Next, choose the Duration (number of Days) of the Campaign you wish to play. Most Campaigns have a Short, Medium, and Long duration.

	Short:	4 Days, 16 SO, Fuel 15	Medium:	8 Days, 32 SO, Fuel 27	Long:	12 Days, 48 SO, Fuel 40
	VP	Evaluation	VP	Evaluation	VP	Evaluation
	16+	Great	33+	Great	49+	Great
	12 – 15	Good	24 – 32	Good	36 – 48	Good
	9 – 11	Adequate	19 – 23	Adequate	28 – 35	Adequate
	7 – 8	Poor	15 – 18	Poor	22 – 27	Poor
	6 –	Dismal	14 –	Dismal	21 –	Dismal

If you fly the "France 1940" Campaign with a Medium Duration, you will fly eight Days, receive 32 initial SO points, 27 Fuel points, and need 33+ Victory Points to achieve a "Great" Campaign Evaluation.

Throughout the game, you will see this notation for various SO point and VP costs:
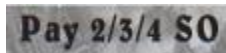
Pay 2/3/4 SO This refers to the costs that must be paid for a Short / Medium / Long Campaign, respectively.

: The Promotion SO point cost of a Newbie Pilot is 2/4/6 SO points. This means it would cost 2 SO points in a Short Campaign, 4 SO points in a Medium Campaign, and 6 SO points in a Long Campaign to promote the Pilot.

Throughout the game, you will see this notation for the availability of various items:
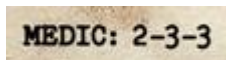
MEDIC: 2-3-3 This refers to the availability of various items for a Short - Medium - Long Campaign, respectively.

Each Campaign Sheet specifies the number of Special Option points available. This is the total number of SO points available throughout the entire Campaign. SO points are difficult to replenish during a Campaign, so you will need to spend them carefully.

You can purchase Skills, Fuel, Schnapps counters, Special Weapons and Priority Options with your Special Option points. The Priority costs are found on the Player Help Sheet. Non-Special Weapons do not cost SO points.
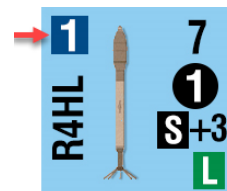
: Rockets weigh 1 WP. You must pay 1 Special Option point for every Rocket counter you equip per Mission. Any Rockets not used are removed from the Aircraft at the end of the Mission like any other Weapon

Some Event cards and Target cards will force you to pay Special Option points. If you are required to spend Special Option points and you cannot, you immediately end the Campaign with a Dismal Evaluation. Some Event cards give you an option to suffer a penalty rather than pay SO points. If you choose not to (or cannot) pay the SO, suffer the penalty.

Place the Tactical Display and your chosen Campaign Sheet in front of you.

At the start of the Campaign, I select my Pilot cards based on the duration of my chosen Campaign.

I have chosen to play the France 1940 Campaign with a Medium Duration.

For a well-rounded Squadron, I make sure that some of my Pilots and Aircraft are especially good at AtA, and others are good at AtG, and a few can handle both equally well.

I record the Pilot Names, Ranks, XPs needed for Promotion, Cool and Zeal on the Player Log.

Look through the Target cards and find the Targets with the same Target numbers as those listed on the Campaign Sheet. These cards will form your Target deck for this campaign. You will not need the other Target cards in this campaign.

Shuffle the Target deck (using the Target cards shown on the Campaign Sheet) and place them face down in the appropriate area of the Tactical Display.

Shuffle the Event card deck and place them face down in the appropriate area of the Tactical Display. During the game, when you need to draw a card and no cards remain in the deck, shuffle the discards to form a new deck.

Place all Bogey / No Bogey counters in a cup. You will draw from these to determine exact number of Bogeys on this Mission.

Each Bandit counter has a Year printed on it. Each Campaign lists the Year and Bandit types present in the Campaign. Place all the Site / Bandit counters that are of the same Campaign Year in a second cup. You will draw Bandits and Sites from this cup during Missions.

The France 1940 Campaign lists D.520, MS.406 and Hurricane as the Bandit types. When drawing Bandits, only count these types of Bandits as draws.

Place all the gray Naval Site counters in a third cup.

Place the called for number of Fuel Barrels in the Fuel Depot on the Tactical Display.

Place the called for number of SO Points in the Supply Dump on the Tactical Display.

Select Pilot cards based on the duration of your Campaign to make up your Squadron.

Squadrons shall consist of 8/10/12 Pilots.

This notes the Skill Level of Pilots joining your Squadron mid-Campaign and the number of Pilots available.

When a Pilot accumulates enough XP to promote to Legendary, immediately decide whether to keep him or "trade" him for a Newbie and gain +3 VP.

1 Newbie, 2 Green, 3 Average, 1 Skilled and 1 Veteran.

: 1 Newbie, 2 Green, 5 Average, 1 Skilled, and 1 Veteran.

: 1 Newbie, 2 Green, 6 Average, 2 Skilled, and 1 Veteran.

1 Newbie, 2 Green, 4 Average, 1 Skilled, 0 Veteran.

: 1 Newbie, 2 Green, 5 Average, 1 Skilled, and 1 Veteran.

: 1 Newbie, 2 Green, 6 Average, 2 Skilled, and 1 Veteran.

1 Newbie, 3 Green, 3 Average, 1 Skilled, 0 Veteran.

: 1 Newbie, 3 Green, 4 Average, 1 Skilled, and 1 Veteran.

: 1 Newbie, 3 Green, 5 Average, 2 Skilled, and 1 Veteran.

1 Newbie, 2 Green, 4 Average, 1 Skilled, 0 Veteran.

: 1 Newbie, 2 Green, 5 Average, 1 Skilled, and 1 Veteran.

: 1 Newbie, 2 Green, 6 Average, 2 Skilled, and 1 Veteran.

Example: I choose the following Pilots:

– Gruber (Me-109e)
– Von Konczal (Me-109e)
– Hecht (Me-110)
– Broeker (Me-109e)
– Krautner (Me-110)
– Heitmeyer (Ju-87d)
– Puffer (Ju-87d)
– Rosmanitsch (He-111)
– Steinbacher (Ju-87d)
– Drexler (He-111)

Record the Pilot Names, Skill Levels, XPs needed for Promotion, Cool and Zeal on the Player Log.

You can purchase up to two unique Skills for each Pilot. Each Pilot Skill costs 1/2/3 SO points, depending on your Campaign duration. Skill availability is not restricted by the number of Skill counters available. There is no limit to the number of Pilots that may have a particular skill.

Record the Skill's SO point cost on the Player Log Sheet and record the Skill under the Pilot's name. This is the only time you can purchase Skills for Pilots. Skills cannot be transferred between Pilots during the Campaign.

Ace Pilots may receive up to two additional skills beside their included one.

After you choose your Campaign length, you can use the Pilot Promotion Priority option. This allows you to immediately Promote one or more of your Pilots to the next higher Rank Level by paying SO points. You can Promote a Pilot more than once. This is the only time you can purchase the Pilot Promotion option for Pilots.

Based on Skill and Campaign Length: Newbie = 2/4/6, Green = 3/6/9, Average = 4/8/12, Skilled = 5/10/15, Veteran = 6/12/18.

Pilot Promotions: Campaign Length S/M/L
Newbie 2/4/6 Green 3/6/9 Average 4/8/12 Skilled 5/10/15 Veteran 6/12/18

Example: I am playing a Medium Length Campaign. I want to Promote one Average Pilot to Skilled. I pay 8 SO points. I want to Promote him a second time, so I pay 10 more SO points to make him Veteran.

After you choose your Campaign, you place the number of available Medics in the Ambulance box. Medics cost 2/4/6 SO each to activate (use).

After you choose your Campaign, you may purchase additional Fuel Barrels. Fuel Barrels cost two SO for three Barrels.

A Pilot may Bail Out of their aircraft at any time.

When a Pilot attempts to Bail Out, whether they are successful or not, the Aircraft is destroyed.

If a Pilot is unsuccessful on their Bail Out attempt, they are KIA and removed from the campaign.

To attempt a Bail Out, roll D10.

A modified roll of 2- is UNSUCCESSFUL

A modified roll of 3+ is SUCCESSFUL

Modifiers:

	Mod
Pilots with Miss One Day Wounds	-1
Pilots with Miss Two Days Wounds	-2
Aircraft Damaged	-1
Aircraft Destroyed	-2

Any Pilot that performs a Successful Bail Out is returned to the Squadron with +2 Stress and a new Aircraft.

Battle of Britain 1940 Standard

BANDITS
Hurricane, Spitfire

BOMBERS
N/A

SPECIAL WEAPONS
PC-500 (500kg)
Armor Piercing
AB-250-2 (250kg)
Cluster

AVAILABLE AIRCRAFT
Me-109e
Me-110
Ju-87d
He-111
Do-17
Ju-88
REINFORCEMENTS 1-3-4 Average
TARGETS:
1, 3, 5, 6, 7, 10, 11, 13, 15, 16, 17, 18
22, 23, 24, 25, 26, 27, 28, 30, 31, 33,
34, 36, 39, 40, 41, 42, 43.

Realizing that the British would not surrender, the Germans began bombing Britain. The goal was to break the English Spirit and destroy the RAF.

ADJUSTMENTS: Remove 4 No Bogey counters.

MEDIC: 1-2-2

NOTES: Target #40 can only be escorted by Me-110.

TARGET BONUS AIRCRAFT: Skilled.

Campaigns	Short:	3 Days, 12 SO, Fuel 16	Medium:	5 Days, 23 SO, Fuel 25		Long:	7 Days, 28 SO, Fuel 33
	VP	Evaluation	VP	Evaluation		VP	Evaluation
	13+	Great	21+	Great		30+	Great
	9 – 12	Good	16 – 20	Good		22 – 29	Good
	7 – 8	Adequate	12 – 15	Adequate		17 – 21	Adequate
	6	Poor	9 – 11	Poor		13 – 16	Poor
	5 –	Dismal	8 –	Dismal		12 –	Dismal

Recon	2	2	3	3	3	4	4	5	5
Intel	NO CHANGE	-1 SITE	-1 SITE -1 BOGEY	-1 SITE -1 BOGEY	-1 SITE -1 BOGEY	-2 SITE -1 BOGEY	-2 SITE -1 BOGEY	-2 SITE -1 BOGEY	-2 SITE -2 BOGEY

Record your Campaign and Pilot information on the Player Log sheet.

The information recorded on the Player Log is used to determine Pilot Stress, Experience, Kills, Promotion, as well as Special Option Point expenditures, Target Status, Victory Points and Campaign outcome. Record any Optional Rules purchased in the Campaign Notes area. This Player Log is included in black and white so it can be printed, photocopied, or downloaded from www.dvg.com for personal use.

" 'He who wants to protect everything, protects nothing,' is one of the fundamental rules of defense."
-- Adolf Galland

1.) Draw Target cards

2.) Select Target

3.) Determine and Place Sites

4.) Assign Pilots

5.) Prepare for Mission

6.) Draw Target-Bound Event card

7.) Place Aircraft and Choose Altitude

8.) Remove proper number of Fuel Barrels

9.) Determine and Place Bogeys

10.) Intel Air Defense Adjustment

11.) Draw Over-Target Event card

12.) Place Turn counter in "1" Box

13.) Dive Bombers Dive to Low

14.) Fast Pilots Attack

15.) Sites and Bandits Attack

      One Pilot may Suppress

      Pilot under Attack may use Evasion

      Pilot may attempt to Bail Out

16.) Slow Pilots Attack

17.) Aircraft Move

18.) Bogeys / Bandits Move

19.) Advance Turn counter

20.) Draw Home-Bound Event card

21.) Pilots and Damaged Aircraft roll for Safe Landing

22.) Record Mission Outcome, Victory Points, Adjust Recon and Intel counters, and Special Option points

23.) Add Target card Stress to Pilots

24.) Pilot Stress Recovery (All Pilots)

25.) Record Pilot Experience and Stress

26.) Pilot Promotion

27.) Activate Medic to heal Pilots

"Today it is even more important to dominate the . . . highly sophisticated weapon systems, perhaps even more important than being a good pilot; to make the best use of this system."
-- Adolf Galland
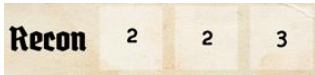
Refer to the Campaign Sheet's Recon track for the number of Target cards you may draw for the Day.
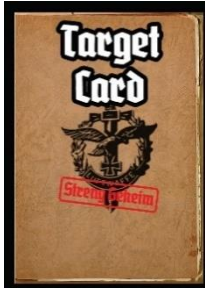
Draw one Target card at a time. You may choose to conduct a Mission with the drawn cards or draw another Target card, until you reach the maximum number indicated on the Recon track. If you draw a Target with the Key Term "Scramble", stop drawing Target cards, and immediately carry out this Mission as your Primary Mission.

If there are other drawn Target cards with the Key Term "Secondary", you can select one of them as the Target for a Secondary Mission for the Day.

If you already have other Target cards in play prior to the Day's draw, they do not count against the Recon number of cards you may draw for the Day.

After drawing your maximum Recon quota of cards for the day, you may choose to purchase the Recon Priority option with your Special Option points.

Recon Priority allows you to spend 1/2/3 SO points to draw one more Target card. Add the card to those already drawn and select your Mission for the Day. You can repeat Recon Priority as many times as you like, unless you draw a Target with the Key Term "Scramble", which will immediately become your Primary Mission.

2.) Place the Aircraft you have chosen to use as escorts in any of the East Pre-Approach areas. (IE: The Northeast, East, and Southeast Pre-Approach areas)

3.) Draw and place the Bogeys as directed by the Target card.

4.) Your Objective is to protect the Bombers / Transports.

5.) Additional Target Bogeys appear in the West Pre-Approach, not the Center area.

6.) Move the Bombers / Transports one space every turn towards the West Pre-Approach.

7.) Every Bomber / Transport that exits the West Pre-Approach of the Tactical Display is +1 VP.

8.) When a Bandit attacks a Bomber, the Bomber has a -2 Maneuver and Gunner: [9].

9.) When a Bandit attacks a Transport, it has -1 Maneuver and NO defensive ability.

10.) If a Bandit scores a Minor result on a Bomber / Transport, treat it as No Effect.

11.) If a Bandit scores a Major result, that Bomber / Transport immediately turns around and attempts to exit the East Pre-Approach.

12.) Bombers / Transport that exit the East Pre-Approach do not count towards VP at all.

13.) If a Bandit scores a Destroyed result, the Bomber / Transport is Destroyed, and Player suffers -1VP.

14.) Generic Bombers / Transports do not suffer Wound or Stress results.

Some Targets are Escort Targets requiring slightly different rules.

1.) Place called for generic Bomber / Transport counters in the East Pre-Approach area. These are not Bombers from your group, they are just generic Bomber / Transport counters.

Some Targets are Intercept Targets requiring slightly different rules.

1.) Enemy Bombers to be intercepted start in West Pre-Approach.

2.) Interceptors start on any of the East, Pre-Approach areas. (IE: The Northeast, East, and Southeast Pre-Approach areas)

3.) Bogeys doing Escort are drawn and placed as shown on Target card.

4.) Enemy Bombers move East one area per turn.

5.) Enemy Bombers must exit the Tactical Display through the East Pre-Approach.

6.) All other rules of Movement and Dogfighting remain.

 Some Targets are Dogfight Targets requiring slightly different rules.

1.) Friendly Aircraft are placed in any of the East Pre-Approach areas. (IE: Northeast, East and Southeast Pre-Approach areas)

2.) Bogeys will start in random Approach or Center Area.

3.) Roll for each Bogey to determine where it starts. Roll D10. 1-2 is West Approach Area. 3-4 is North Approach. 5-6 is South Approach. 7 is East Approach. 8-10 is Center Area.

4.) Unlike previous Leader series Dogfight Missions, the Bogeys move per the rules, toward unengaged Friendly Aircraft.

5.) All other rules of Movement and Dogfighting remain.

Select one Target card as the Primary Mission for this Day. Place it in the Center Area of the Tactical Display Sheet.

In addition to flying the Primary Mission each Day, you can select one available Target card with the "Secondary" Key Term and fly a second Mission during the Day.

When you select the Primary Mission for the Day, you must decide if you also want to fly a Secondary Mission. A Pilot can fly in either a Primary or Secondary Mission, but not both.

Carry out the Mission steps including placing Sites, Pilot and Aircraft selection, equipping Weapons, assigning SA, Zeal

and Horrido counters, the Target-Bound Flight, Over-Target, Home-Bound Flight, and Debriefing the Primary Mission. Complete the Primary Mission, but do not move Intel or Recon counters until after the secondary Mission. Then repeat those same steps for the Secondary Mission and complete the Secondary Mission.

You can use a Target with the "Secondary" Mission Key Term as your Primary Mission.

Reshuffle any unselected Target cards, except for Target cards with the "Improvement" Key Term. Target cards with the "Improvement" Key Term remain in play and are available for Mission selection, until attacked and destroyed.

You can choose not to fly a Mission for the current Day. A "No Mission" Day still counts against the number of Days you have for that Campaign.

If you choose this option, move the Intel and Recon counters one space to the left. Then go to the Mission Debriefing and carry out those steps.

 Each Target card shows the number of Sites drawn for each Approach Area (Appr), and a second number showing the number of Sites drawn for the Center Area (Target). Unless otherwise stated, you do not have to destroy the Sites and Bandits to destroy the Target.

For this Target, place two Sites in each of the four Approach Areas and two Sites in the Center Area.

Randomly draw the stipulated number of Site counters from the cup. Place the counters, with their Site side up, in the Approach Areas and Center Area on the Tactical Display.

 If the counter reads "No Site", remove it from the Tactical Display and return it to the cup. The remaining counters represent the enemy Sites defending the Target.

 You must now decide which Pilots to send on the Mission. Each Target card indicates the maximum number of Pilots that can participate in the Mission. You may send fewer Pilots on a Mission, but you may not exceed the listed number of Pilots.

Select the Pilots from your Squadron who will fly this Mission. Pilots that are Unfit may not be assigned to a Mission.

If you are performing a Secondary Mission, repeat the above steps to assign the Pilots for the Mission.

You may not select a Pilot who has already been selected to fly in one Mission (whether Primary or Secondary) to fly in another Mission on the same Day, even if the original Mission was aborted.

Allocate Weapons and Drop Tanks to each of the Aircraft selected for this Mission. Place each Weapon counter on or next to the Aircraft card you wish to assign it to. The specific ordnance you choose will depend on the combat role you expect each Aircraft to perform during the Mission. The number and types of Weapons your Aircraft can carry is limited in several ways: Weight points per Aircraft, the Weapon list on the Aircraft card, the Weapon list on the Campaign Sheet, and any Special Option points required to be spent on Special Weapons. Non-Special Weapons do not cost SO points.

When planning which Weapons to equip your Aircraft with, it is worthwhile to think ahead to where the Aircraft will begin on the Tactical Display in the Over-Target step, as well as the locations and capability of the enemy Sites.

Once your Aircraft are equipped, record the number of SO points you have spent on the Player Log.

Place Situational Awareness counters on the Pilot cards that have Situational Awareness points.

A Slow Pilot can spend one Situational Awareness counter to perform an extra Attack in the Fast Pilot Attack step. The Pilot can still Attack in the Slow Pilot Attack step, as normal.

A Fast Pilot can spend one Situational Awareness counter to perform an extra Attack in the Slow Pilot Attack step, even if the Pilot has already performed an Attack in the Fast Pilot Attack step.

Spending a Situational Awareness counter only affects the Pilot's Attack for the current Turn.

The Pilot can only use Situational Awareness to gain the extra Attacks. Situational Awareness cannot be transferred to other Pilots.

Remove the counter when the extra Attack occurs.

Situational Awareness is renewed after each Mission.

: Place Zeal counters on the Pilot cards that have Zeal points.

You may expend a Zeal counter to instantly remove 1-2 Stress.

Expended Zeal counters are replenished when a Target with the Zeal Keyword is destroyed, even if a Pilot was not on the Mission.

Place Horrido counters on the Pilot cards that have Horrido points.

You can expend a Horrido counter to do any one of the following:

- Treat an Unfit or Shaken Pilot as being Okay for the current Mission.
- After suffering a Minor Hit, Major Hit, or Destroyed result, treat it as a No Effect.
- Instead of rolling for an Attack, treat the Attack roll as being a "10", before applying modifiers.

Pilots do not recover expended Horrido points until you Destroy a Target with the Horrido and / or Pilot notation. Once you Destroy a Target with the Horrido and / or Pilot notation, all Pilots in your Squadron with Horrido points MAY regain all their expended Horrido points, including those who did not fly in the Mission.

Place available Medic counters in the Krankenwagen (Ambulance) Area.

This step represents the time from when your Aircraft take off until they reach the Target.
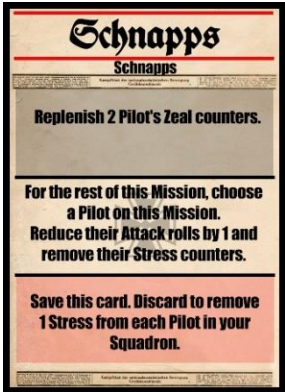
Draw an Event card and resolve the Event in the top section.

After the Target-Bound Event is resolved, you may decide to Abort none, some, or all the Aircraft on the Mission.

Aircraft that Abort do not gain Experience points but do suffer Target Stress as normal. If all Aircraft Abort, go directly to Home-Bound step. Aircraft that do not Abort must continue with the Mission and participate in the Over-Target and Home-Bound steps.
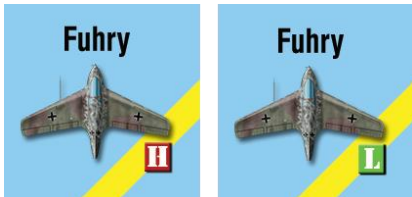
Place each of your Aircraft counters in one of the Pre-Approach Areas. More than one Aircraft may begin in an Area. Also, select the initial Altitude for each Aircraft counter.

Keep in mind that unlike some other Air Leader games, you may not change the Altitude of your Aircraft during the Over-Target steps, except when performing a Dive Attack.

Remove the directed number of Fuel Barrels per Aircraft per Target Fuel Costs this mission. If an Aircraft Aborts, the Fuel is still lost.

The Target card shows the amount of enemy fighter cover over the Target and Approach Areas. The exact number of Bogeys present is not known until you reach the Target. The exact Aircraft type and skill level of a Bogey is not known until you engage them.

Draw the stipulated number of Bogey / No Bogey counters from the Bogey cup at random. Place the counters in the Approach Areas and Center Area respectively as indicated on the Tactical Display.

For this Target, draw 2 Bogey counters for the Center Area and 1 Bogey counter for each Approach Area.

If the counter reads, "No Bogey" remove it from the Tactical Display and return it to the cup. The remaining counters represent the enemy fighters defending the Target.

When a Bogey Counter is Engaged by a Player's Fighter, or maneuvers against a friendly Bomber, draw an Actual Bandit from the Bandit/Site cup. Replace the Bogey Counter with the Actual Bandit. Return Bogey Counter to its cup.

Bandits do NOT revert to Bogeys.

Every Bandit has a Year noted on its counter. Only use the Bandits with the same Year as the Campaign.

Bandits have different Skill Levels. From lowest to highest, they are Newbie, Green, Average, Veteran, and Legendary.

The France 1940 Campaign lists D.520 and Hurricane as the Bandit types. When drawing actual Bandits, only count these types of Bandits as draws. Any other Bandits do not count and are set aside until you have drawn the prescribed number of the correct Bandits, then return them to the cup.

Consult the Intel track to determine whether any Site or Bogey counters should be added or removed.

If the Intel track indicates a removal of Sites or Bogeys, select the counters you would like to remove and put them back into the cup.

If the Intel track notes the addition of Sites or Bogeys, draw, and place the extra required counters in the Center Area.

If the track notes "No Change", then no Bogey or Site adjustments are required.

Draw an Event card and resolve the Event shown in the middle section.

Place the Turn counter in the "1" box on the Tactical Display. You have five Turns to complete your Mission.

The Over-Target step is divided into 5 identical Turns. During each Turn, resolve the combat and movement on the Tactical Display. Use the Turn counter to keep track of the current Turn.

If you have an Aircraft with the "Dive" Key Term and you want it to perform a Dive Attack this turn, flip the Aircraft's counter from High to Low.

The Aircraft will perform a Dive Attack later in the Turn during its Attack step.

Perform Dogfight Maneuvering and resolve any Attacks for your Fast Pilots during this step.

Pilots can expend Weapons to Attack the Target, Bombers, or Sites.

Each Pilot Attacks individually and may only Attack one Target. Declare and resolve the Attack for one Pilot before declaring an Attack for another Pilot.

A Pilot is limited to which enemy units it may Attack based on its current position, Altitude, and Weapons load.

Each Turn a Pilot may declare one enemy (Target, Site or Bandit) to Attack:

• Attack the Target with one or more Air-to-Ground Weapon counters, provided they are in range of the Target and the Aircraft is at the proper Altitude.

• Attack the Target with a Gun Attack if the Aircraft is at Low Altitude, has FF Guns, and is in the Center Area.

• Attack one Site with one or more Air-to-Ground Weapon counters, provided the Site is in the range of the weapon and the Aircraft is at the proper Altitude as indicated on the weapon counter.

• Attack one Site with a Gun Attack if the Aircraft is at Low Altitude, has FF Guns, and is in the same Area as the Site.

• Attack any one Bandit with a Gun Attack if the Aircraft is in the same Area as the Bandit. Bandits are always at the same Altitude as your Aircraft.

Attack any one Bomber with Air-to-Air Weapon counters if they are in range and at the same Altitude.

When attacking Enemy Turreted Bombers, use the Turreted Bomber Attack Sheet. The order of Attack is the same as Attacking Bandits and Non-Turreted Bombers. Choose your Attack Pass and roll a D10. This will give you the modifiers to your Attack and the Bombers Defensive Fire. The sequence of action is the Bomber performs Defensive Fire, then the Friendly Escort performs its Attack.

When a Pilot is ready to Attack, declare the Target of the Attack, as well as whether it will be attacked with Weapon counters that need to be expended, or Guns.

 The number of Hits needed to Destroy a Target is listed on the Target card.

You must inflict 3 Hits to Destroy this Target.

Sites and Bandits act during this step. See the Dogfighting and Air-to-Ground Attack rule sections for details.

A Pilot may Bail Out of their aircraft at any time. See the Dogfighting section for details.

Slow Pilots act during this step and use the same Maneuvering and Attack rules as Fast Pilots

During this step, you may move your Aircraft from their current Area into an adjacent Area or leave your Aircraft in the Area it is currently in (Escorted Bombers must move). EXCEPTION: Jets may move two adjacent Areas.

Unlike some other Air Leader games, you may not change the Altitude of your Aircraft, except as previously noted for Dive attacks.
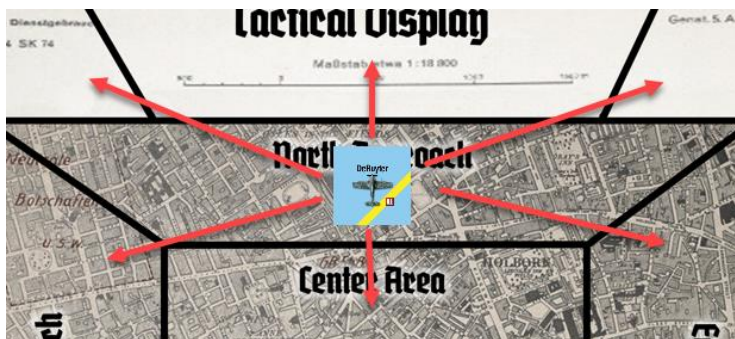
I have an Fw-190a-8 at High Altitude in the North Approach Area. It can move to any of the following Areas:

the Center Area, the East or West Approach Areas, or any of the three Northern Pre-Approach Areas.

(The rules of Engagement are covered in the Dogfighting section below.)

- If you Move your Aircraft and it is Neutral, Advantaged To, or Tailing a Bandit, break the Engagement and Move your Aircraft as normal. The Bandit does not Move with you.
- If you Move your Aircraft and it is Disadvantaged or Tailed by a Bandit, Move your Aircraft as normal. The Bandit also Moves with your Aircraft and maintains its Position.
- If your Aircraft is Neutral, Advantaged, or Tailing, you may break the Engagement and remain in the same Area. You may then create a new Engagement.
- EXCEPTION: Jets may break Engagement at any time, from any position and move without being followed.

After your Aircraft move Bogeys / Bandits move in this step. Each Bogey / Bandit may move one Area each Turn but is not required to move. Bogeys / Bandits do not use Altitude. Use the following rules to determine if and where a Bogey /Bandit moves:

- If there are one or more Unengaged Player Aircraft within the Bogey's / Bandit's range, the Bogey / Bandit does not move.

- If no Unengaged Player Aircraft are within the Bogey's / Bandit's range, move the Bogey / Bandit one Area closer to the closest Unengaged Player Aircraft.

- If there are two or more Unengaged Player Aircraft at the same distance, randomly determine which one the Bogey / Bandit moves toward.

During the Bandits Move step, a Bogey is in the Center Area, and Pretsch is in the South Pre-Approach Area. The Bogey moves into the South Approach Area.

However, if Pretsch is in the South Pre-Approach Area and Faber is in the West Pre-Approach Area, there is an even chance that the Bogey will randomly move into either the South or West Approach Area.

Advance the Turn counter to the next box on the track. If the counter is already in the "Turn 5" box, end the Over-Target step of the Mission, and go to the Home Bound step.

Dogfighting occurs when friendly Aircraft and enemy Aircraft occupy the same Area and attempt to shoot each other down.

An Aircraft or Bandit is always in one of the following Positions when Engaged in a Dogfight:

- Your Aircraft's nose is pointed at the Bandit's tail. Your Aircraft has a very superior position.

- Your Aircraft's nose is pointed at the Bandit's side. Your Aircraft has a superior position.

- Your Aircraft's nose is pointed at the Bandit's nose. Neither Aircraft has a superior position.

- The Bandit's nose is pointed at your Aircraft's side. Your Aircraft is in an inferior position.

- The Bandit's nose is pointed at your Aircraft's tail. Your Aircraft is in a very inferior position.

Place the two counters in a Neutral Position when they first Engage each other.

Any Player Aircraft that are carrying 0 Weight points, (other than Drop Tanks) and do not have an "[ ]" or "[ ]" AtA rating, are Escorts.

During each Over-Target turn, an Escort with Neutral Position may Engage one Neutral Bandit before the Bandit rolls to determine which Aircraft it will Engage.

A Bomber is a friendly Aircraft that is carrying 1 or more Weight points, excluding a Drop Tank and Rockets.

Aircraft with the "Large" Key Term are always treated as Bombers, even if they are carrying 0 Weight points.

Bomber also refers to enemy Aircraft counters that have their Attack numbers in brackets "[ ]" or [ ].

If, at any time, there are unengaged friendly Aircraft and Bogeys in the same Area, determine which of your friendly Aircraft the Bogeys will Engage. Determine the Engagement for each Bogey in the following order:

An Unengaged Escort may Engage one Unengaged Bogey before the Bogey rolls to determine which Aircraft it will Engage. (This will prevent the Bogey from choosing to Attack your Bombers or an Escort that you do not want Engaged.)

You may Engage one Unengaged Bogey with one Unengaged Escort of your choice.

If a Bogey is not Engaged by an Escort, it is free to maneuver against and attack a friendly Bomber without Engagement.

If all Player Aircraft are Engaged, do not Engage the Bogey.

If all the Bogeys are Engaged, you may Maneuver against and Attack any Bomber without engagement. If all Bogeys are Engaged, do not Engage any remaining Player Aircraft.

A friendly Aircraft or Bandit cannot be Engaged against more than one Bogey or friendly Aircraft at a time

Perform Maneuvering and Attack for your Engaged Fast Pilots.

Reference the Maneuver section at the top of the Dogfight Sheet and select one of the Maneuvers for your Pilot to attempt. (You may choose not to perform a Maneuver if you are satisfied with your position.)

Damaged or Unfit Pilots (if engaged by a Bandit) may only select Tight Turn for their Maneuver.

In My Sights and Out of the Sun can only be attempted if your Aircraft is Neutral, Advantaged, or Tailing.

To attempt the Maneuver, roll a D10, add your Pilot's AtA stat, the Aircraft Maneuver value, and the WP Penalty. Subtract the Bandit's AtA Skill.

Aircraft receive a -1 penalty for each WP of Rockets or Drop Tanks carried.

Add this modifier to the die roll.

Use for Offense during: Maneuver Success roll

Use for Defense during: Bandit Maneuver Success roll

Each Maneuver shows 4 possible results, based on a modified D10 die roll. The die roll result ranges are: 2 or less, 3 to 5, 6 to 8, and 9 or higher.

Using the selected Maneuver roll, refer to the Dogfight Sheet for one of the following results:

- No effect. The Maneuver did not change the Aircraft's Position.

- Adjust the Aircraft Position by 1 Toward Tailing.

- Adjust the Aircraft Position by 2 Toward Tailing.

- Adjust the Aircraft Position by 4 Toward Tailing.

- If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 1 to its Attack roll.

- If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 2 to its Attack roll.

- If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, add 4 to its Attack roll.

- Adjust the Aircraft Position by 1 Toward Tailed.

- Adjust the Aircraft Position by 2 Toward Tailed.

- If the Aircraft is Neutral, Advantaged, or Tailing after this Maneuver, subtract 1 from its Attack roll.

- If the Aircraft is Tailed or Disadvantaged, change its Position to Neutral.

- If the Aircraft is Disadvantaged, change its Position to Advantaged.

You are Neutral to the Bandit. You get a "+4 Pos" result. Adjust your Aircraft to Tailing the Bandit and ignore the third and fourth Position adjustments.

Rotate the two counters to show the new Positions of the Aircraft and Bandit.

Next, perform an Attack for the Aircraft if it completes the Maneuver in a Neutral, Advantaged, or Tailing Position.

If the Aircraft is Disadvantaged or Tailed after performing their Maneuvering, they cannot perform an Attack.

In air combat, Gun Attacks are used to Attack Bandits in the same Area as the Aircraft.

Gun Attacks and Rockets may also be used to Attack Enemy Bombers.

To Attack a Bomber, the Aircraft must be at the same Altitude as the enemy Bomber.

Roll a D10 for the Gun Attack, adjusting for any applicable modifiers. You Destroy the Bandit or Bomber if the modified die roll is equal to or greater than the Aircraft's Gun rating.

To perform an Attack roll a D10, add your Pilot's AtA stat and subtract the Bandit's AtA skill.

Add +1 to the roll if your Aircraft is Advantaged. Add +3 to the roll if your Aircraft is Tailing.

If a Hit is achieved, the targeted Bandit or Bomber (except for the B-29 which requires 2 hits) is Destroyed and removed from the Tactical Display. Place the Bandit counter back in the cup, unless it is a Veteran or Legendary Pilot, which is removed from the Campaign.
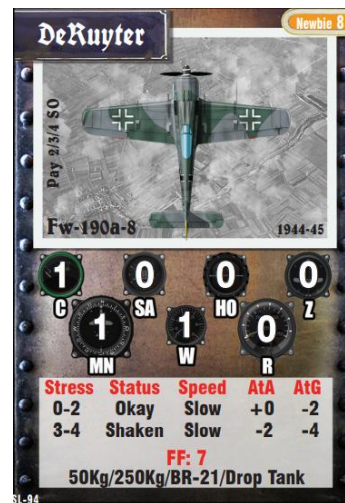
When DeRuyter (as a Newbie Pilot) has 0 to 2 Stress, he uses his Okay stats.

He is Slow and has +0 Air-to-Air Combat and -2 Air-to-Ground Attack modifiers.

When he has 3 to 4 Stress, he becomes Shaken. He remains Slow, and his modifiers decrease to -2 Air-to-Air Combat and -4 Air-to-Ground Attack.

When he has 5 or more Stress, he is Unfit, and can no longer make any Attacks.

When DeRuyter Engages a D.520 Bandit, also at Newbie Skill Level, the Bandit Attacks before he does, because DeRuyter is Slow.

DeRuyter is Attacking the D.520 with a Gun Attack. I roll one 10-sided die for the Attack. I add +0 to the Attack because they are neutral to each other. I also add my Pilot's AtA Skill to the die roll (+0) and subtract the D.520's AtA Modifier (-3). The D.520 will be Destroyed if I Hit it. I roll a 4. The modifiers change the die roll to an 7, which is equal to or higher than the Attack Number (7) for my Guns. The D.520 is Destroyed.

When a Veteran or Legendary Bandit is destroyed, remove that counter from the Campaign and place it in the "Enemy Bandit Veteran/Legendary Kills" area of the Dogfight sheet. These counters will not appear again during the Campaign.

Destroying a Legendary Bandit counts as 2 victories.

Each time a Pilot Destroys a total of five enemy counters, whether Sites, Targets, Bandits or Bombers, the Pilot is an Ace. A Pilot can earn Ace status up to 2 times throughout a Campaign for every five Sites, Targets, Bandits or Bombers Destroyed.

If a Target has been hit by different Pilots, the Pilot making the final attack that achieves the required Hits to destroy the target earns the credit for that victory. Destroying a Target counts as 2 victories.

Make a note of each counter Destroyed by marking the Star in the "experience" area for each Pilot.

When a Pilot becomes an Ace (5 victories), the Pilot receives their choice of a +1 AtA or a +1 AtG counter at the end of the Mission. Place this counter on their Pilot card during the Debriefing stage as a reminder of their ace status.

If a Pilot becomes an Ace and survives the Campaign gain +1 VP.

Pilots from the Aces Expansion DO NOT gain Ace status for five more victories.

A.) A Pilot scores one victory every time an enemy counter is Destroyed.
B.) Destroying a Legendary Bandit or scoring the final hits that Destroy a Target counts as 2 victories.

: Wolf Destroys five enemy counters during the Campaign. Wolf earns +1 AtA or +1 AtG.
At the end of the Campaign, gain +1VP if Wolf survives.

Bombers cannot initiate a Dogfight with enemy Bogeys, Bandits or Bombers. If a Bandit does not attack them, they do not participate in Dogfighting or initiating an attack for the Turn.

Aircraft with "[ ]" or "[ ]" AtA may only perform AtA Suppression Attacks against Bandits attacking other Aircraft with "[ ]" or "[ ]".

Bombers may perform AtG Suppression against Sites by dropping ordnance.

Return any Aircraft or Bandits to Unengaged following their Attack on a Bomber or Large Aircraft.

Enemy Bombers have an Altitude designated on their counters. Bombers begin the Mission at the noted Altitude and remain at that Altitude throughout the Mission.

To Attack them, friendly Aircraft must be at the Bomber's Altitude.

Site, Bandit, and Bomber counters have their Attack Numbers across the top of their counters.

A Bomber has their Attack values in "[ ]" or "[ ]". This means they can only Attack enemy Aircraft when they are Engaged as Defensive Fire. They cannot initiate an Attack.

Gunners (Hit numbers in "[ ]") may only fire at Attacking Aircraft that are Advantaged on or Tailing them.

Turrets (Hit numbers in"[ ]" with black background) may fire at any Attacking Aircraft.

Bombers perform their Defensive Fire attacks AFTER a Fighter (friendly or Bandit) maneuver, but before the Fighter Attacks.

Treat each Bomber as an individual Target that must be Destroyed like a Bandit.

: Target #20 specifies the Objective: five medium Bombers. To Destroy the Target, you must Destroy the five medium Bombers.

Perform an Attack for each Unengaged Escort or Bandit.

Do not roll for Maneuvering when Attacking an Engaged aircraft. They Attack from the Neutral Position.

You have four Escorts and there are three Bogeys. Your extra Escort may Attack any remaining Engaged Bandits from a Neutral Position after your Aircraft Attack.

You may choose any enemy Bogey for your Escort to Attack. You may also choose to Maneuver against and Attack an enemy Bomber.

When selecting a Target for an unengaged Bogey, they will first Maneuver against and Attack a random Bomber. After this Attack they return to Unengaged. If there are no

Bombers, they will Attack a random Escort. This Attack is an exception to the Engagement rule about only Engaging one Aircraft at a time. This Attack is not considered an Engagement for the purposes of that rule.

You have two Escorts and two Bombers facing five Bogeys. After assigning your two Escorts to the Bogeys the Unengaged Bogeys will randomly Maneuver against and Attack the Bombers.

In addition to the Weapon counters you load on the Aircraft, some Aircraft are also equipped with forward-firing (FF) Guns.

In Air-to-Ground combat, only FF Guns may be used to Attack the Target or a Site in the same Area as the Aircraft.

The Aircraft must be at Low Altitude. Use the Pilot's Air-to-Ground modifiers when making the Attack roll.

When you expend Air-to-Ground Weapons to Attack the Target or a Site, you may score one or more Hits. Roll a D10 for each Weapon expended and look at the Attack Number(s) on the weapon.

If one or more Hits are inflicted on a Site, the Site is Destroyed and removed from the Tactical Display. Place the Site counter back in the cup. Record the Site as a victory on the Pilot Log.

AtA Rockets have a range of 1 and may only be used against Bombers. There is no need to Maneuver to launch Rockets. If the To Hit Number is rolled, the Bomber is destroyed.

AtG Rockets have a range of 1 and may only be used in ground attacks.

: These are NAVAL only weapons. They have a range of 1 and may only be used against NAVAL Targets.

This is the ultimate special weapon! Release in Target area to destroy entire Target Area and everything in it! Lose 5VP for using this weapon.

Use the Target Damage counters to record the Hits inflicted on the Target.

: I drop a 250kg Bomb on the Target and roll a die. My result is a 10. The Target suffers two Hits. I place a "2 Hits" Damage counter on the Target card.

A Target is Destroyed if it suffers the number of Hits equal to or greater than the number listed on the Target card. You do not have to Destroy the Sites and Bandits to Destroy the Target.

Whichever Pilot scores the final Hits that Destroys a Target receives credit for 2 victories on the Pilot Log. Destroying the last Objective on an AtA Target does not receive 2 credits.

You do not have to inflict Hits against a Target that does not have a Hit rating, such as enemy Objective Bombers. Do not modify the Hits needed to Destroy a Target card that does not have a Hits rating.

Target #15 "Medium Dogfight" does not have a Hit rating. Regardless of Event cards or intel modifiers, you only need to shoot down all the Objective Bandit counters.

Damage never spills over to another Target. Extra Hits inflicted on a Site do not carry over to another Site or the Target. Likewise, extra Hits scored against the Target do not affect Sites in the same Area.

After your Fast Aircraft Attack, all surviving Sites and Bandits Attack.

A Site is limited to which Aircraft it can Attack based on the Aircrafts Altitude and Range to the player's Aircraft.

A Bogey may only attack an aircraft in the same Area.

Each Site or Bandit Attacks individually and may only Attack one Aircraft. Resolve the Attack for each Site or Bandit before starting an Attack for another Site or Bandit. You may choose to resolve these Attacks in any order.

A Site or Bandit automatically Targets the closest Aircraft.

If there are two or more Aircraft at the same distance from the Site or Bogey, randomly determine which one the Site or Bandit Attacks.

Bandits Maneuver using the same rules as your Fast Pilots.

The Bandit will attempt a Maneuver based on its Position.

On the Dogfight Sheet, there are four columns for Bandit Maneuvers:

is for Tailing

is for Advantaged or Neutral

is for Disadvantaged

is for Tailed.

Roll a D10 and refer to the appropriate column to determine which Maneuver the Bandit will attempt. Add the Bandit's AtA Skill and subtract the Friendly Aircrafts MN.

Once you determine which Maneuver the Bandit is attempting, roll a second D10 to determine the level of success. Add the Bandit's AtA Skill, and subtract your Pilot's AtA stat, your Aircraft's MN stat and any WP penalty.

Use the modified roll to determine the result of the Maneuver. Adjust the counter Positions and perform an Attack as detailed in the Fast Pilot rules, with an additional modifier.

This modifier is the _____ rating of your Aircraft and may be a positive or negative modifier.

An He 162 has a Robust rating of -1. If a Site or Bandit is Attacking an He 162 it adds +1 to their Attack rolls.

Roll a D10 for the Bandit to resolve the Attack. Add the Bandit's AtA Skill, and subtract your Pilot's AtA stat, and your Aircraft's Robustness stat.

- If the modified die roll is less than the first number, there is no effect on the Targeted Aircraft.

- If the modified die roll is equal to the first number but less than the second number, draw a YELLOW Wound counter and apply the effect.

- If the modified die roll is equal to or greater than the second number but less than the third number, the Target Aircraft is Damaged. Damaged Aircraft receive a -1 to their Robustness rating. The Player then pulls a RED Wound counter from the Wound Cup. If an Aircraft receives a second Damaged result, it is Destroyed. Damaged Aircraft are automatically repaired overnight.

- If the modified die roll is equal to or greater than the third number, the Target Aircraft is Destroyed. The Pilot may attempt to Bail Out. If unsuccessful, remove the Pilot from the game.

Bombers perform their Defensive Fire attacks AFTER a Fighter (Friendly or Bandit) maneuvers, but before the Fighter Attacks. Modifiers are Attacking Aircrafts AtA and Friendly Robustness.

Gunners (Hit numbers in [ ]) may only fire at Attacking Aircraft that are Advantaged or Tailing.

Turrets (Hit numbers in [ ] with black background) may fire at any attacking aircraft.

The counter's Range (if any) is in a black circle. If a counter does not have a Range number, it can only Attack Aircraft in its same Area.

The 4" has a Range of 1 and can attack both High and Low Altitudes. It is in the Center Area, and one of your Aircraft is in the East Approach Area. As the Areas are adjacent, which is a Range of 1, your Aircraft is in range of the 4", and can be attacked regardless of its Altitude.

The H or L indicates its ability to Attack Aircraft at High or Low Altitudes respectively. It is possible for a Site to have both Altitude indicators.

Faber is flying at High Altitude in the same Area as a Lt MG. The Lt MG can only target Low Altitude Aircraft. Faber cannot be targeted.

All Sites have an "S" in the top-left corner to indicate they are Soft Targets. Some Weapons get a bonus to Attack Soft Targets. The bonus modifier is shown on their Weapon counters.

: These Sites can only fire at an Aircraft in their same Area.

Both the 20mm Site and Pilot Pretsch are in the East Approach Area. Pretsch is at Low Altitude, so the Site can Attack Pretsch during its Attack Step.

These Sites can fire at an Aircraft that is at both Range 0 and 1.

Each Special Site counter represents a condition that must be met to gain its benefit.
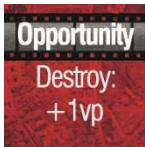
If you Destroy this Site, gain 1 VP.

If you have an Aircraft in the same Area as this Special Site at the end of any Turn at Low Altitude, shift the Recon counter by 1 to the right at the end of the Mission.

: If you Destroy this Site, all Sites suffer -1 on their Attack rolls during the Over-Target step.
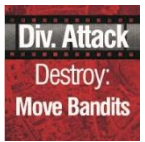
If you Destroy this Site, move all Bandits 1 step toward or into the Area where the Site was Destroyed, during the next Bandit Move step. This overrides the usual Movement rules for Bandits for this step only.

If you have a friendly Bomber or "Large" aircraft in the same Area as this Special Site at the end of any Turn at High Altitude, gain +2 on all AtG Attack rolls for all Aircraft until the end of the Mission.

After the Target of a Site or Bandit's Attack is determined, you may have your Aircraft react to the Attack. You can first attempt to Suppress the Attack. If you choose not to Suppress, or it fails, you can attempt to Evade.

An Unengaged Aircraft may perform a Suppression Attack against the Site or Bandit. Specify a Gun Attack or the Weapon counter(s) to be expended. Apply all Attack modifiers to the Suppression rolls as normal. If the Suppression die result indicates that a Hit is inflicted, the Site or Bandit Attack is cancelled out.

Bombers can only perform AtA Suppression Attacks against Bandits attacking other Bombers. Bombers may perform AtG Suppression against Sites by expending Weapons counters.

When an Aircraft attempts a Suppression Attack, place a +1 Stress counter on its card, whether the Suppression was successful or not.

The Site or Bandit does not suffer damage from the Suppression Attack. If the Suppression attempt fails, the Aircraft cannot try again for that Attack, but it can try to Suppress future Attacks in other Turns.

Harig has been targeted by a Light Machinegun Site. Krebs, also in Harig's Area, drops a 250kg Bomb in a Suppression attack, hitting the Light Machinegun. The Light Machinegun Attack against Harig is cancelled, but the Site is not destroyed.

The Aircraft which is the Target of an Attack may choose to go Evasive to reduce the chances of being hit. When an Aircraft goes Evasive, place a +1 Stress counter on the Pilot. When rolling for the Site or Bandit Attack, roll 2 dice, and use the lower result of the two Attack rolls.

Bernbaum has been targeted by a 5.25" Site. He chooses to go Evasive and rolls two dice for the 5.25" Site's Attack. The rolls are 9 and 3. Using the 3 results, Bernbaum suffers a Minor Hit from the Site, in addition to +1 Stress from performing the Evasion maneuver.

Evasion can be used for Site and Bandit Attacks while an Aircraft is Over-Target, or when reacting to an Event card

where weapon counters can be expended to reduce the number of Event Attacks.

An Unfit Pilot can perform an Evade maneuver, at the cost of gaining another +1 Stress.

Roll a D10 for the Site counter and apply Robustness modifier to resolve the Attack.

If the modified die roll is less than the first number, there is no effect on the Targeted Aircraft.

If the modified die roll is equal to or greater than the first number but less than the second number, Draw a YELLOW Wound counter from the Wound Cup. Apply its effects.

If the modified die roll is equal to or greater than the second number but less than the third number, the Target Aircraft is Damaged.

Damaged Aircraft receive a -1 to their Robustness rating.

Draw a RED Wound counter from the Wound Cup.

If an Aircraft Receives a Major Hit a second time during a Mission, it is Destroyed.

If the modified die roll is equal to or greater than the third number, the Target Aircraft is Destroyed. Remove the Destroyed Aircraft from the Mission. The Pilot may attempt to Bail Out (see page 19).

: The P-47 (+0 AtA) performs a Maneuver which has the Bandit Neutral to Protz who is +0 AtA. The P-47 is about to perform an Attack. Protz does not Suppress or Evade. I roll once for the Bandit. If I roll a modified 2 or lower, the attack fails, and Protz suffers no effect. If I roll a modified 3-5, Protz draws a YELLOW Wound counter. If I roll a modified 6, Protz draws a RED Wound counter, and his Aircraft is Damaged. If I roll a modified 7 or higher, Protz's Aircraft is Destroyed. Protz may choose to Bail Out.

A Mission ends when either Turn 5 ends, or when all Friendly Aircraft are in Pre-Approach areas.

Out of Fuel. Aircraft crashes and is lost. Pilot may attempt a Bail Out.

Aircraft has sufficient fuel remaining. Proceed to the Home-Bound step.

Draw an Event card and resolve the Event shown in the bottom section.

Pilots suffering miss xx Day Wounds and Damaged Aircraft must roll D10 for Safe Landing.

3-   Crash. Aircraft is destroyed and Pilot is killed.
4+   Safe Landing.

If the Target was Destroyed during the Mission, set the Target card aside until the Campaign is over. If the Target was not Destroyed, shuffle it back into the Target Deck.

If the Target was Destroyed, refer to the Target card to determine which Intel and Recon tracks are adjusted, and by how many steps.

Move the Intel and Recon counters to the right along their tracks, by the number of spaces equal to the number found on the Target card. A counter is never moved to cover the last space on the track.

If I Destroy this Target, I do not move the Recon counter or my Intel counter.

If the Target was not Destroyed, do not adjust the Campaign tracks.

If you inflict at least one-half of the Hits needed to Destroy a Target (rounded down), but less than the total number of Hits needed to Destroy the Target, you have Damaged the Target. Note on your Player Log the number of Hits you scored on the Target. You score one-half of the Target's VPs, rounding down, and shuffle the Target back into the deck.

If you draw the Target again, it retains the Hits you previously inflicted on it. If you Destroy the Target on the second attempt, gain one-half the Target's VPs, rounding up, and apply its normal Intel and Recon track adjustments.

If a Target is not selected for that days Mission, reshuffle it into the Target deck.

If the Target was Destroyed and has the "Zeal" notation, all Pilots in your Squadron regain their Zeal uses that have been expended.
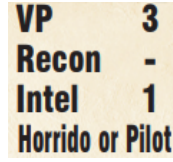
 If the Target was Destroyed and has the "HO OR Pilot" notation, all Pilots in your Squadron regain any Horrido uses that have been expended, OR you may choose to add a Pilot of the specified Skill to your Squadron.

 If the Target was Destroyed and had the "HO AND Pilot" notation, all Pilots in your Squadron regain any Horrido uses that have been expended, AND you may add a Pilot of the specified Skill to your Squadron.

The number of Reinforcement Pilots for each Campaign will be listed on that Campaign Sheet.

Reinforcement Pilots are used to replace lost Pilots during your campaign.

The Skill Level of the Reinforcement Pilot will be specified on the Campaign Sheet.

Reinforcement Pilots can be any type of Aircraft, but cannot have the same name as the Pilot they replace.

When you run out of Reinforcement Pilots, replace losses with Newbie Pilots.

Record Mission outcome, Victory Points and Adjust Recon, Intel counters. Adjust Special Option points.
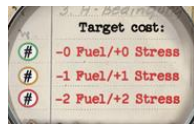
 After the Mission is over, each Pilot that flew the Mission also suffers Stress based on the Target's Dot color on the Campaign Sheet or the Target card. This may be reduced by 1 Stress if the Pilot carried a Drop Tank throughout the Mission. (If it is a 0 Stress Target, the Pilot still receives a -1 Stress)

After the Target Stress points are applied to each Pilot, reduce the total Stress points for a Pilot by the Cool number shown on the Pilot card.

This Pilot had 3 Stress going into the Mission. The Pilot suffers +1 Stress from an enemy Site, and later, suffers +1 more Stress from the Target Stress points, before a -1 Stress due to the Pilot's Cool Rating of 1. The Pilot's Stress total at the end of the Day is 4.

When a Pilot does not fly during a Day, the Pilot recovers Stress equal to the Cool Rating + 2 and removes one day of Wounds.

A Pilot suffered 7 Stress during the last two Missions. The Pilot is Shaken and will not be flying a Mission today. At the end of the Day, the Pilot will recover 1 Stress due to Cool, and 2 more Stress because the Pilot rested during the Day instead of participating in a Mission. At the beginning of the next Day, the Pilot will have 4 Stress and be able to use the Okay stats.

Once after every Mission you may spend 5/8/11 SO points to remove Stress equal to 2 plus each Pilot's respective Cool rating, from every Pilot in your Squadron.

Purchase each counter for 3/6/9 SO prior to beginning the campaign. Discard after any Mission to remove 2 Stress from every Pilot in the Squadron.

Give each Pilot that flew the Mission +1 Experience point in the XP's Gained column on the Player Log.

If the Target was Destroyed and no friendly Pilots were lost during the Mission, each Pilot that flew the Mission gains +1 additional Experience point. You can also gain additional Experience from Target cards, Target Range or Event cards.

When a Pilot becomes an Ace (5 victories) they receive their choice of a +1 AtA counter or a +1 AtG counter during debriefing. The player gains +1 VP at end of campaign if the Ace is still alive. (Pilots from the Aces expansion do NOT gain Ace status.)

A Pilot scores one Victory every time he Destroys an enemy counter. Destroying a Legendary Bandit or scoring the final hits to destroy a Target scores as two Victories.

Check for Pilot Promotion after resolving all Mission Stress. If the Experience point total for a Pilot is equal to or greater than the Promotion number for the Pilot, the Pilot is promoted. Promotion consists of switching the Pilot card for the next higher Rank Level and noting this on the Player Log. Pilots are Promoted from: Newbie to Green, Green to Average, Average to Skilled, Skilled to Veteran. and Veteran to Legendary. When a Pilot accumulates enough XP to promote to Legendary, immediately decide whether to keep him or "trade" him for a Newbie and gain +3 VP.

A Pilot has just completed a successful Mission. This has earned the Pilot two more Experience points, bringing the new Experience total to 12. The Pilot is Promoted from Skilled to Veteran.

Also, check to see if the Pilot's Cool rating has changed and record the new Cool on the Player Log as required.

A newly promoted Pilot reduces their Experience point total by the amount equal to the Promotion number for the new Level. If there are any leftover Experience points, they are kept toward the next Promotion.

Also, record the Promotion number for the next level, which is the number of Experience points needed to be Promoted.

A Newbie pilot with 4 Experience points has just returned from a Mission, earning 2 Experience points, giving a total of 6 Experience points. To promote to Green requires 5 Experience points, so the Pilot is promoted to the Green level, with 1 Experience point carrying over toward promotion to the next level, Average.

When a Pilot is promoted, usually one or more of the Pilot's stats may increase. In some instances, a Pilot may also go from Slow to Fast, with a decrease in one or more stats. This is not an error, but rather to reflect that gaining Fast is a significant tactical advantage, balanced out by a temporary stat decrease.

27.) USE MEDIC TO HEAL PILOTS

Medic: You may choose to spend two SO to activate the Medic Skill. Use Medic to treat a wounded Pilot. A Medic can do one of the following when activated:

- Remove two Stress from one Pilot.

- Remove a Miss One Day Wound Counter from one Pilot.

- Replace a Miss Two Day Wound Counter with a Miss One Day Wound counter.

CAMPAIGN OUTCOME

If this Mission was the last Mission of the Campaign, find your Campaign result on the Campaign Sheet. Compare your total Victory Points to the numbers listed in your Campaign's duration.

Short:	4 Days, 16 SO, Fuel 15
VP	Evaluation
16+	Great
12 – 15	Good
9 – 11	Adequate
7 – 8	Poor
6 –	Dismal

Example: If you were playing a Short, France 1940 Campaign, and earned 16 or more VP over the 4 Day period, you have earned a Great Campaign Victory outcome.

ACES EXPANSION RULES

These Aces cards are not included in the Stuka Leader core set, but they are found in the "Stuka Leader Aces Expansion Pack" (available at DVG.com.)

After choosing Pilots for a Campaign, you may replace any Average Skill Rank Pilot with an "Ace" Pilot.

Cost: Upon replacing an Average Pilot, you must pay the SO cost listed depending on the Length of your Campaign.

Example: I am playing a Medium France 1940 Campaign. I replace an Average Pilot with "Ace" Galland and pay 22 SO points. I now use Galland as normal.

Skill(s): Some Ace Pilots have Skills. The cost of the Skills is included in the Pilot's cost. When you pay the cost of the Ace, place their Skill counters on their card and record the Skills on the Player Log. Some Aces have no Skills, some have one Skill, while others have two or more.

Leadership: Aces do not use Experience. All Experience earned by an Ace is instead given to any other Pilot who flew on the same Mission.

Example: Ace Galland finished a Mission with 2 other Pilots. They Destroyed the Target and no one was Shot Down, so every Pilot earns 2 XP. Galland's 2 XP is distributed to the other Pilots. He can either give the two other Pilots 1 XP each, or one Pilot his 2 XP.

Example: Ace Galland has the Honorable Skill. He gains 1 XP for every point of Stress he suffers from a Bandit or Site Attack. He suffered 4 Stress during the Mission, so he gains 4 XP to give to the other Pilots who flew on the Mission with him.

Ace Counters: The counters for the Aces Expansion Deck are included as part of the core set's counter sheets. If you do not have the Aces Expansion, put these to the side, as they are not used for any of the Pilots found in the core set.

At the start of a Campaign, decide which Optional Rules you want to use, pay the SO costs, and record them in the Campaign Notes section of the Player Log.

You can take 1 more Aircraft than the Target card specifies, but you lose 1 VP from the mission. If you take 1 fewer Aircraft than the Target card specifies, and still Destroy the Target, you gain 1 extra VP from the mission. If you select this option, pay 3/6/9 SO.

Instead of selecting your Pilots, choose the number of fighter aircraft and bomber aircraft you wish to have in your squadron, then randomly determine your squadron composition. Place all selectable Pilot counters in a cup. Randomly select the counters from the cup for each given Level. Draw the required number of Pilots for each Skill Level, before you draw for the next Level. Gain SO points as normal for the Aircraft drawn. If you use this option, gain 6/12/18 SO.

: I am preparing my squadron for the Short France 1940 Campaign. I place my Pilot counters in a cup and choose my first selection to be a "Newbie". I select one counter and add him to my Squadron roster. I then draw two more counters for my Green Pilots, and so on, until I have selected the required number of Pilots at each Skill Level.

Before any Pilot performs an Attack or Suppression for the Turn, you can choose to add +1 to all his Attack and Suppression rolls for the Turn. The Pilot suffers +1 additional Stress point each Turn this is used. A Pilot may only do this once per Turn. If you select this option, pay 3/6/9 SO.

Using Expansion Targets outside of their Expansion presents one major problem. That problem is the grading system. These Targets are not figured into the Campaign results, so they will increase the chances of a better score. Because of that, the cost of this Optional Rule is 5/8/10 SO.

If you choose to use this rule, simply add the chosen targets to your Target deck. Any Target chosen will be a yellow dot. 1 Fuel and 1 Stress.

If you wish to use Expansion aircraft in either the Core game or other Expansions, go ahead. It can be more historical if you add the Me-109f or the B-24 to the Core game. (Try the Battle of Britain with Italian Aircraft… Fun!)

In the years leading up to the commencement of hostilities, the Luftwaffe High Command had kept itself busy preparing for every kind of mission possibility, with multiple designs created for each purpose by over half a dozen firms which would become household names, including Messerschmitt, Focke-Wulf, Junkers, Dornier, Heinkel, Henschel and Arado. This gave rise to a plethora of aircraft types ranging from reconnaissance and interceptors to close support and bombers, with the likes of the Me 109, Fw 190 and Ju 87 Stuka ultimately making their mark on aviation combat history. The German penchant for iterating on existing designs often also led to aircraft being refashioned into other uses, such as the Ju 88 which started out as a dive bomber and ended up in other roles including close support (with a 75mm gun which could be jettisoned), torpedo bombing, reconnaissance, night fighting and even remotely controlled pilotless drone.

If there was one blemish on their record, it would be the Luftwaffe's failure to commission a heavy bomber into service, coming closest with the commercially designed Fw 200 Condor - but otherwise dependent on the trusty He 111s and Me 110s to carry the load, as it were, until the war's end. At the same time, there was no shortage of aggressive experimentation, which gave rise to prototype technologies that would have been cutting-edge for its time, including radar, pressurized cabins, ejection seats, and jet engines, all of which were incorporated into production-ready models. However, most of these innovations came too little and too late to have any effect on the eventual outcome of the war.

As early as 1937, Dornier had filed for a patent on an aircraft design with the novel concept of twin engines and propellers at the front and rear of the airframe, in a reciprocal push-pull configuration. While other similar designs were explored over the course of the war, the Dornier Do 335 eventually made its first flight in October 1943. Although there were ongoing issues with the landing gear and wheel

doors, the 335-design proved to be the fastest piston-engined aircraft of the war, reaching a maximum speed of 765 km/h (477 mph). Its nickname, Pfeil, deservingly means "arrow". By the end of the war, even with priority given to production of the Do 335, only about three dozen aircraft had been built.

As aircraft designers in the 1930s began moving away from the open-cockpit, fabric-covered biplanes in favor of the stressed-skin, retractable-gear monoplane, Fiat persevered with the former approach in its C.R. family, of which the C.R. 42 was the ultimate design. It was a smart and delightful aircraft to fly, but in truth, the design was already quite outmoded at its first flight in January 1939. Despite this, the C.R. 42 found ready acceptance in foreign markets, where orders were placed from Belgium, Finland, Hungary and Sweden, with over 1,780 units delivered across all variants before production was terminated in 1942. The C.R. 42B with its German-fitted DB 601A engine had the dubious distinction of being the fastest biplane fighter of its time at 520 km/h (323 mph).

With its distinctive mottled camouflage, this tidy little fighter was virtually unknown to the Allies prior to 1941. An Fw 190A-3 captured in 1942 by the Allies confirmed their worst suspicions: it was faster and more heavily armed than any Allied fighter in service, with its robust build and excellent maneuverability. Its diminutive size also made it harder to spot and attack in the air. Notably, the Fw 190 could carry a formidable array of weapons as a multi-role fighter-bomber, including tank-buster rockets (which in the right hands, proved equally lethal against bombers), torpedoes, and even an armored wing-edge for ramming other aircraft.

The later 190D models were designated Ta 152 after the design lead, Kurt Tank, who himself outflew a flight of P-51Ds during a test flight in the H-model prototype. Despite its technical superiority, in production numbers with just over 20,000 built, the Fw 190 never quite supplanted its more popular cousin, the Me 109.

The Focke-Wulf Ta 183 was one of the futuristic designs which emerged from the Emergency Fighter Program directive of July 1944, which sought to accelerate the development of experimental jet fighter designs to provide the Luftwaffe with technological superiority over emerging Allied designs. With its 40° swept wings mounted mid-fuselage and T-shaped tail with canted horizontal stabilizers, the Ta 183 was an uncanny foreshadowing of jet designs to come in the next decade, including the MiG-15, Saab J29 and IAe Pulqui II. A total of 16 testing prototypes were proposed to be built, but none of the airframes had been completed by April 1945 when British forces overran the Focke-Wulf design facility at Bad Eilsen.

The Heinkel He 51 was one of the early fighters which was ordered into production for the rejuvenated Luftwaffe in 1933. As the Treaty of Versailles prohibited Germany from having an air force, much of the Luftwaffe's formation had been undertaken in secret, although as the Allies were increasingly seen to be unwilling or unable to enforce terms of the treaty, German aircraft designers also began to be more brazen in their efforts. The He 37 had been created earlier as a prototype fighter, which in turn served as the baseline for the He 51. When the Luftwaffe was publicly unveiled in March 1935, there was already a combat-ready unit, the JG1 " Richthofen" squadron, based at Doeberitz with their new He 51s. The He 51 continued to prove its worth in Spain as part of Legion Kondor and were also produced as seaplane variants for the Kriegsmarine. Although they were superseded by more modern designs by the outbreak of the war, the He 51 continued in service as a trainer until 1943.

From inception to its first flight, the He 162 Salamander program took an incredible mere seven weeks under near-impossible circumstances. When the specification for a new single-engine jet fighter was issued in September 1944, the Rhineland hitherto had been under constant

bombardment from Allied raids, with POL (petroleum-oil-lubricant) supplies running low, and experienced aircrew in dwindling numbers. Heinkel rose to the challenge, and such was their expediency that by the end of October, they had produced a design which placed a dorsal turbojet between twin tailfins and pressed the prototype into flight just over five weeks later in early December 1944. By VE-Day a few months later, about 300 units had been delivered, with another 800 on the way from the factory production line, although in the final analysis, it was insufficient to influence the outcome.

Contrary to the notion that biplane designs were obsolete at the start of World War II, the Henschel Hs 123 proved the exception to the rule and remained in service all the way to 1944. The A-1 production model had already seen service in the Spanish Civil War a decade earlier, providing practical service in support of ground forces by bombing and strafing with great effectiveness, as well as demonstrating a toughness for taking AA hits and returning safely to base, thus also showcasing to Luftwaffe strategists the necessity for a close support doctrine. This led in part to the development of the Ju 87 and although production of the Hs 123 had ceased by the commencement of World War II, there were enough remaining aircraft in service to provide real and practical support on the Polish and Balkan fronts, demonstrating their resilience to the terrain and weather conditions far better than modern types, and fighting on until 1944.

As a single-seat, twin-engined aircraft purpose-designed for ground attack and close support, the Henschel Hs 129 was a concept ahead of its time. With lessons learned from the Spanish Civil War, the Ministry of Aviation released a specification in 1938 for an aircraft which could support the Wehrmacht on the ground, as well as to compliment the Ju 87 Stuka dive bomber. Because of its expected proximity to ground-based small-arms fire, the final design included reinforced self-sealing fuel tanks, as well as an armored cockpit around the single pilot with a 3-in armored glass windscreen. Although early prototypes were underpowered, the introduction of French-made Gnome-Rhône 14M radial

engines solved that issue. The aircraft's armaments were also gradually improved to match the armored threat on the ground, with the MG17 (7.92 mm) and MG131 (13 mm) machine guns up gunned to the MK 101 cannon (30 mm) and culminating in the massive BK 7,5 (75 mm) anti-tank cannon.

One of the most radical and unconventional aircraft designs to emerge from the war, the futuristic flying-wing known as the Horten Ho 229 was submitted as a design proposal for a bomber that was capable of carrying a 1,000 kg (2,200 lb) load over 1,000 km (620 mi) at 1,000 km/h (620 mph), the so-called "3×1000 project". The low-drag flying-wing design was proposed in order to reduce weight and drag to meet the required goals. Three prototypes were built in all, the third being a replacement after the loss of the second prototype, and test flights continued right up until VE-Day, when the third prototype fell into American hands and was subsequently transported to the United States for evaluation and research.

The Macchi C.202 was simply a direct and erstwhile logical descendant of the C.200, with a relatively painless development period between its first flight in August 1940 and operational delivery in July 1944. The complexity of the design, however, was not suited to mass-production, with just over 1,000 aircraft produced in four years, out of 1,451 placed on order. This rebooted model retained all the handling and maneuverability aspects of its vaunted predecessor and saw extensive service on both Eastern and Mediterranean fronts, with almost all the Italian aces achieving their success in the C.202.

The Messerschmitt Me 109 could not have had a more inauspicious beginning: it was considered inferior to the Allied aircraft, derisively written off as "never making it as a fighter", and Messerschmitt himself was in disfavor with the government. Yet not only did it shrug off its early unwelcome reputation, but it also became the Luftwaffe's primary fighter from 1937 onward and had established itself as a combat-proven aircraft at the onset of hostilities against Poland in August 1939. The early E-model ("Emil") was successful against most of its opposition (except the Spitfire,

which it outnumbered), and after 1942, it was surpassed in numbers by the improved G-model ("Gustav") which comprised over 70% of the total delivered to the Luftwaffe. Such was its ubiquity that the top scoring Luftwaffe pilots, with 250 to 350 kills each, flew the Me 109 throughout their careers. It was also exported to other countries throughout the war and thereafter, with over 35,000 units built in 21 years of production, making it the most numerous of any WWII aircraft type outside the Soviet Union.

Originally incepted as a *Zerstörer* ("destroyer", or heavy fighter), the Messerschmitt Me 110 was a two-seater, twin-engined day and night fighter designed as a long-range bomber escort for missions deep into enemy territory. At the outbreak of World War II, it achieved modest success against weaker opposition in the continental European theatre, but eventually, more than met its match against the Spitfires and Hurricanes of RAF Fighter Command in the Battle of Britain. However, instead of production being slowed or even terminated, the updated versions of the Me 110 G- and H-models (with improved DB 605 engines) saw its delivery numbers tripled in 1943 as the need for night fighters rose to prominence. They were equipped with radar and increased weaponry, such as the upward-firing "Schräge Musik" machine guns, which were aimed by the pilot using a series of mirrors similar to a submarine periscope. Unsurprisingly, RAF Bomber Command was slow to respond and often mistook their missing aircraft as lost to flak, as the downed aircraft had no surviving crews to report on this emerging threat.

This curious little jet fighter with its futuristic swept-back batwings and lack of a horizontal tail was one of the boldest designs to make it off a drawing board. Among its other oddities was the omission of a landing gear, instead taking off from a jettisoned carriage, and landing on a spring-mounted skid, which often resulted in an engine explosion when the residual propellant fuel was violently mixed together. The design work had been completed on the Me 163 as early as March 1938, although it wasn't until early 1941 which saw the initial prototype flights, starting with glider trials, then rocket-powered flights, and ultimately culminating in setting

a world speed record at 1004 km/h (624 mph) in October 1941.

The Messerschmitt Me 262 had every potential to be a game-changer in the annals of aerial warfare. As early as 1939, Messerschmitt had been asked to consider a design for a jet-propelled aircraft, with the Me 262V1 making its first flight in April 1941. But official disinterest and other priorities from the government meant that the Me 262 experimental combat unit was not established until June 1944, with the first combat squadron only entering service three months later. In comparison to its closest Allied rival, the RAF's Meteor I, the Me 262 was much faster and more heavily armed, with other variants such as the twin-seater, radar-equipped night fighters proving especially lethal and leaving the Allies with no immediate response. As would be expected of such an innovative design, there were ongoing problems with the axial turbojet engines as well as unreliable landing gear, and even the Mk 108 cannons were prone to jamming. Over 1,400 aircraft had been delivered by VE-Day, and in its brief career, the Me 262 accounted for more than 100 Allied bomber and escort kills.

The Messerschmitt Me 410 Hornisse had a less than impressive beginning: its predecessor, the Me 210, was one of Messerschmitt's rare failures with flight instability and landing gear issues that had led to its cancellation, with just 352 aircraft delivered out of 1000 on order, and there was even an official demand for Willi Messerschmitt's resignation from the company board. The redesigned Me 410, with an upgraded engine and reconfigured wing, proved more successful, and entered service in the latter half of the war in a number of configurations, including a reconnaissance version with internal cameras, as well as a bomber-hunting, night-fighter version armed with radar and external Rüstsätze weapon packs, totaling over 1,100 units delivered

The Reggiane Re.2001 was an offshoot of the earlier Re.2000 program which had been soundly rejected by the Regia Aeronautica. The earlier model had several deficiencies - namely, vulnerable fuel tanks in the wings as well as an unreliable engine - which this new design sought to remedy. However, additional delays occurred as the wing structure underwent extensive redesign, and the original order of 300 units was eventually reduced to 250, reaching operational status almost a year behind schedule in June 1941. About 100 of these were daytime variants, and the other 250 were "*Caccia Notturna*" night fighters. Heavy attrition and poor maintenance meant that less than three dozen aircraft were still operational at the Italian Armistice of September 1943.

With its distinctive sheathed landing gear and outward-deploying bomb crutch, the Junkers Ju 87 Stuka enjoyed a formidable reputation against ground troops and shipping, especially on the battlefronts where the Luftwaffe had achieved air superiority. The Ju 87 proved to be such an effective dive bomber that an automatic device, similar to an autopilot, had to be installed to prevent pilots from blacking out during the steep pull-out. Although there were plans to taper off production when the war commenced, the Ju 87's fearsome effect and combat victories in Europe ensured that not only did it continue to be built, but improved models were successively rolled out, including the D-, G- and H-models, of which the G-model featured tank-busting Flak cannons for close air support. Production output continued until September 1944, when the line was finally terminated with over 5,700 units produced.

The Arado Ar 234 was the first and only jet reconnaissance bomber to see operational service in the war. Sporting a clean, minimalist design with a high wing and two underslung turbojets, it also featured innovations for its solo pilot such as a fully pressurized cockpit (which comprised the entire nose) as well as an ejection seat. It fully deserved its nickname, the Blitz ("Lightning"), for its top speed of 742 km/h (460 mph). Although the Ar 234 spent another year in development after its first flight in June 1943, it entered service in time to fight on all British and Eastern fronts, notably destroying the vital bridge at Remagen with 1,000lb bombs, although in the final reckoning, it did not see service in sufficient numbers to deflect the ultimate outcome of the war.

The *Amerikabomber* project was an initiative by the Ministry of Aviation in 1942 to create a long-range bomber for the Luftwaffe which was capable of reaching the United States. Arado began its own research and development in 1943 to meet this requirement, resulting in a number of flying wing design configurations under the designation E.555. Perhaps the most prominent and well-known of these designs was the E.555 I, a six-engined aircraft mounted over the dorsal and between twin tails, although the overall E.555 program was eventually abandoned following a decision in late December 1944 from the Ministry.

Originally designed as a passenger aircraft, the fuselage of the Dornier Do 17 was so slender that the national carrier, Lufthansa, declined to accept the model (and thus gaining its nickname, the "Flying Pencil".) Fortunately, the Ministry of Aviation felt otherwise and began to develop the nascent design into a functional bomber. By the mid-30s, at least two variants (the E-model bomber and F-model reconnaissance) were on order, and the improved P-model was added a few years later, forming the backbone of the tactical bomber corps, particularly in the early Blitzkrieg period. A handful were also converted into an early model of night fighters, although this role would be subsumed by its later design, the Do 217.

Building on the design experience gained from its predecessor, the Do 17, the Dornier Do 217 was one of the more formidable bomber designs to see service in the Luftwaffe. It had a heavier capacity than any other German bomber at the time, and its well-regarded airframe served as the testbed for a family of technological advances. Among its innovations included the bomber K-model with its air-to-ground glide bombs and radio-guided missiles, steered by a bombardier on the aircraft, as well as the reconnaissance P-model's pressurized cabin which allowed it to attain a service ceiling of over 16,000m (53,000 ft), effectively putting it out of reach of most Allied fighters of the day.

As with so many other bomber designs of the period, the Heinkel He 111 was originally created with a dual-purpose for both civilian and military usage. As early as 1937, reconnaissance models under the Deutsche Lufthansa livery were already conducting secret photographic missions over France, Britain, and the Soviet Union, and in the same year, the B-1 model also entered service with the Luftwaffe. Together with its later H- and P-model siblings, the He 111 would continue in service throughout the war, accentuated by the lack of a heavy bomber to join the Luftwaffe. As more advanced Allied fighters began to turn the technological tide, additional armament and armor were added, which resulted in a decline in flight performance. Yet this workhorse continued to flourish in several variants, including as a torpedo bomber, glider tug and missile platform, with post-war production ongoing in Spain until 1956.

With the reconnaissance variant reaching a wingspan of 32m (105 ft), the Junkers Ju 86 was one of the largest aircraft fielded by the Luftwaffe in the years before World War II. With its graceful tapering wing and sturdy airframe (including a retractable ventral turret), the Ju 86 was employed mainly in the bomber and reconnaissance roles. Over Spain, the early D-model bombers proved to be vulnerable to even biplane fighters before the E- and K-models with their upgraded engine configurations increased their speed and odds of survivability. The reconnaissance R-model with its massive wingspan was unarmed and regularly operated over the south of England, where its cruising altitude of 13,000m (42,650 ft) put it out of reach of all but the most dogged Allied fighter pilots.

The Savoia-Marchetti S.M. 79 Sparviero was one of the most prolific and easily recognizable Italian aircraft of World War II, with its distinctive tri-engine configuration and dorsal "hump" along its fuselage. Developed in the early 1930s as a fast transport, it set a number of speed records when it was unveiled, for a time enjoying fame as the fastest medium bomber in the world. As with so many aircraft of the decade, it first saw action in the Spanish Civil War with the *Aviazione Legionaria*, where it acquitted itself admirably as a bomber. It became the mainstay of the Italian bomber corps and served in every Italian theatre. By the advent of World War II, its rate of success was beginning to diminish as

more advanced Allied fighters appeared, although as a torpedo bomber, it continued to menace Allied military and cargo shipping in the Mediterranean. After the war, the S.M. 79 continued in Italian service until 1952.

As a jack-of-all-trades, there have been few designs which have been developed into as many variants as the Junkers Ju 88. Originally adapted from a civilian design into a dive bomber, the Ju 88 airframe proved so versatile and prolific that in due course, it was also pressed into service as a level bomber, close support, torpedo combat, reconnaissance, night fighter and even as a pilotless drone which was steered by a separate fighter mounted on the dorsal. It had an impressive load-carrying capacity and sizeable internal fuel tanks and did not suffer from any significant degradation in performance when it was modified. If the Ju 88 had a drawback, it was the lack of defensive armament, and its inherent internal configuration which made it such a versatile workhorse also proved difficult to work around. Over 10,000-day models of this aircraft were built, with another 4,000 delivered as night fighters, which accounted for more Allied night bombers destroyed than all the other fighters combined.

STUKA LEADER — German Aircraft

Campaign	Year	Level	Me-109e	Me-110	Me-109g	FW-190a	FW-190a-8	Fw-190a-5	Ta-152	Me-163	He-162	Me-262	Me-410	He-51	Fw-190d	Do-335	Me-109f	Re.2001	Mc-202	CR-42	Ta-183	Ho-229	Ju-87d	He-111	DO-17	Ju-88	Ju-86	Hs-123	Ju-87g	HS-129	Sm-79	DO-217	AR-234	E-555
Poland	1939	Intro	x	x																			x	x	x									
France	1940	Intro	x	x																			x	x	x	x								
Dunkirk	1940	Standard	x	x																			x	x	x	x								
Kanalfampf	1940	Standard	x	x																			x	x	x	x								
Battle of Britain	1940	Standard	x	x																			x	x	x	x								
Stalemate	1941	Standard	x	x		x																	x	x		x								
Americans Arrive	1942	Skilled	x	x		x																	x	x		x								
Things Tighten	1943	Skilled	x	x	x	x							x										x	x		x								
Valiant Defense	1944	Skilled		x	x	x	x			x		x	x											x		x								
Normandy	1944	Skilled		x	x	x	x			x		x	x										x	x		x								
Op Bodebplatte	1945	Skilled		x	x	x	x			x		x	x										x	x		x								
Def of Fatherland	1945	Expert		x	x	x	x		x	x	x	x	x										x	x		x								
Jadgverbant '44	1945	Expert					x					x																						
Early Days	1936-37	Standard	x											x									x				x	x						
The End	1938-39	Standard	x											x									x				x	x						
Barbarossa	1941	Standard	x	x		x																	x	x		x								
Stalingrad	1942	Skilled	x	x		x																	x	x		x								
Dnieper	1943	Skilled	x	x											x								x	x		x			x					
Kursk	1943	Expert		x	x							x												x		x			x					
Bagration	1944	Skilled		x	x							x				x								x		x			x					
Seelow Heights	1945	Expert		x	x							x				x								x		x			x					
Malta	1940	Standard																	x	x											x			
Germans Arrive	1941	Standard	x	x				x											x	x			x	x	x	x					x			
Op Pedistal	1942	Standard	x	x				x											x	x			x	x	x	x					x			
Allies Advance	1942	Skilled	x	x		x											x	x					x	x		x								x
Sicily	1943	Skilled		x	x	x													x				x	x		x								x
Italy	1944	Expert		x	x		x	x					x						x					x		x								x
Tide Turns	1945	Skilled		x	x					x	x	x	x								x	x		x		x							x	x
Germany Attacks	1946	Expert			x	x				x	x	x	x								x	x		x		x							x	x
Attacking the USA	1947	Expert							x	x	x	x									x	x											x	x

STUKA LEADER — Enemy Aircraft

			Fighters																				Bombers															
Campaign	Year	Level	PZL P.11	D.520	MS.406	Hurricane	Spitfire	P-38	P-47	P-51	I-15	I-16	Yak-1	Yak-9	La-5	Yak-3	Gladiator	P-39	P-40	Meteor	P-80	Valpire	PZL P.37	Potez 633	Fairey Battle	Blenhiem	B-25	B-26	B-17	SB-2	Il-2	Pe-2	Swordfish	A-20 Havoc	B-24	Baltimore	B-29	Winsor
Poland	1939	Intro	x																				x															
France	1940	Intro		x	x	x																		x	x													
Dunkirk	1940	Standard		x	x	x	x																			x												
Kanalfampf	1940	Standard				x	x																															
Battle of Britain	1940	Standard				x	x																															
Stalemate	1941	Standard				x	x																				x											
Americans Arrive	1942	Skilled				x	x	x																			x	x	x									
Things Tighten	1943	Skilled				x	x	x	x																		x	x	x									
Valiant Defense	1944	Skilled					x	x	x	x																	x	x	x									
Normandy	1944	Skilled					x	x	x	x																	x	x	x									
Op Bodebplatte	1945	Skilled					x	x	x	x																												
Def of Fatherland	1945	Expert						x	x	x																	x	x	x									
Jadgverbant '44	1945	Expert						x	x	x																	x	x	x									
Early Days	1936-37	Standard									x	x																		x								
The End	1938-39	Standard									x	x																		x								
Barbarossa	1941	Standard											x																	x	x							
Stalingrad	1942	Skilled											x	x																	x							
Dnieper	1943	Skilled											x	x																	x	x						
Kursk	1943	Expert													x	x															x	x						
Bagration	1944	Skilled													x	x															x	x						
Seelow Heights	1945	Expert													x	x															x	x						
Malta	1940	Standard															x										x							x					
Germans Arrive	1941	Standard				x	x										x										x							x	x				
Op Pedistal	1942	Standard				x	x										x										x							x	x				
Allies Advance	1942	Skilled				x	x	x										x	x								x									x	x		
Sicily	1943	Skilled				x	x	x		x								x	x									x									x		
Italy	1944	Expert					x		x	x																		x	x							x			
Tide Turns	1945	Skilled							x	x										x	x	x						x	x							x		x	x
Germany Attacks	1946	Expert							x	x										x	x	x						x	x									x	x
Attacking the USA	1947	Expert							x	x											x																	x	

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