

Air War Series

Game Title: Eagle Day

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## SCENARIO: EAGLE DAY, THE BATTLE OF BRITAIN

### 25.0 INTRODUCTION

*Eagle Day* is a two player wargame of the Battle of Britain, August-September 1940. The Intruder player commands the German. The Interceptor player commands the Royal Air Force (RAF). The objective of the German is to gain air superiority over Britain (to prepare for a hypothetical German invasion of England). The objective of the RAF is to prevent this and also to cripple the German for future operations.

### 26.0 FORCES

**Intruder:** Controls German forces.

**Interceptor:** Controls British forces.

### 27.0 GAME LENGTH

The game lasts five days (each day representing one day of operations). Each day has eight hours of operations.

### 28.0 HOW TO WIN THE GAME

Each player gains Victory Points (VP) for certain game actions. At the end of the game, each player totals their VP. Then, the British player subtracts his VP from the German. This gives the level of victory.

Players will need to keep track of VP by using the roster on the back of this sheet.

#### ***28.1 Levels of Victory***

16 or more	German Strategic
-8 to +3	British Operational

#### ***28.2 Acquiring German VP***

One for each British air unit in the Damage Box at the end of the game.

Zero for each ground unit destroyed.

One for each aircraft factory bombed; plus, if all are bombed, receive a bonus of +4 VP.

One for each naval base bombed; plus if all are bombed, receive a bonus of +2 VP.

***Note:*** The German player can bomb British aircraft factories, naval bases, air units on the ground, and ground units. He cannot bomb airbases per se (though the air units based on them can be bombed and strafed, but nothing happens to the airbase itself).

### **28.3 Acquiring RAF VP**

Two for each German unit in the Damage Box at the end of the game.

## 29.0 HOW TO SET UP THE GAME

Germans set up first, then the British. Place the Day marker on Day 1.

### **29.1 German**

**German Command Level.** Start at three. Maximum is four.

**German Territory.** All land grids in France, Belgium and the Netherlands. Plus, see the *Luftflotte Five* special rule.

#### **German Deployment.**

On any *Luftflotte Two* or *Luftflotte Three* bases:

4 x Me-109s 2 x Ju-87s

On any *Luftflotte Five* base: 1 x He-115

On any *Luftflotte Two*, *Luftflotte Three* or *Luftflotte Five* bases:

2 x Me-110s 4 x He-111s

2 x Do-17s 3 x Ju-88s

**German Reinforcements.** There are no German reinforcements (only refits).

**Campaign cards.** Shuffle the German deck.

### **29.2 British**

**British Command Level.** One; plus add +1 for each RAF HQ on the map. HQ may be face up or down to provide the bonus. Maximum is 5.

**British Territory.** All land grids in Britain.

#### **British Deployment**

On any British cities or airbases:

3 x RAF HQs

5 x AAA

On any British airbases:

2 x Spitfire 1 x Blenheim

3 x Hurricane 3 x Decoys

1 x Defiant

**British Reinforcements.** There are no British reinforcements (only refits).

**Campaign cards.** Shuffle the British deck.

## 30.0 SPECIAL RULES

### **30.1 Command Levels**

Command Levels may change owing to cards; or—for the British side—destruction of HQ units. A player's command Level may never be reduced to less than one.

### **30.2 Wild Cards**

If a player has all three Wild Cards in his hand, he can play them at the start of any turn. Instead of the effects on the cards, raise the command level by one for the rest of the game.

### **30.3 Luftflotte Five**

*Luftflotte Five* is based in Denmark and Norway, off the east map edge. Its bases are marked on the east row of the map. The German cannot base any short-range (parenthesized movement) units on these grids. Long-range air units may be based there. British units may never enter these grids.

### **30.4 Ju-87 Stukas**

*Stukas* can perform more than one bombing mission per day as long as each one is on a different hour segment. A *Stuka* unit can take off and conduct a bombing attack on one turn, land on the next, then take off on the turn following to bomb again.

### **30.5 German Seaplanes**

The He-115 is a seaplane bomber that specialized in naval attacks. It may be based only in *Luftflotte Five* bases and bases located on the coast. The He-115 may bomb only British naval bases.

### 30.6 Radar

Only the British side has radar. Radar covers all land grids in Britain and all sea grids within the interior of the radar line.

### 30.7 RAF HQs

Any British short-ranged air units based in or adjacent to a grid with an RAF HQ has its speed/range increased by +1. This is cumulative with cards that extend range. In such a case, the RAF HQ must be revealed to use this bonus.

### 30.8 Bomber Command Strikes!

If the British player picks this Campaign card, it may be played during any British Bombing Phase. Roll one die and consult the Bomber Command Table in the game charts.

#### Eagle Day Target Roster

Aircraft Factories VP	Bombed Naval Bases	VP	Bombed
Gloucester +1	Pembroke	+1	
Liverpool	+1	Weymouth	+1
Derby +1	Portsmouth	+1	
Coventry	+1	East London	+1
Southampton +1	Harwich	+1	
West London +1	If all bombed	+2	
Weybridge +1	Total Bombed VP		
Hull +1			
If all bombed +4			

British air units in Damage Box (1VP each)

German air units in Damage Box (-2VP each)

#### Bombing Combat Results Table

Die roll	Target is an aircraft factory or naval base unit	Target is a based air unit	Target is a ground unit
1-3	No effect.	No effect.	No effect.
4	Target bombed.	Place the based air unit in the Abort Box.	No effect.
5-6	Target bombed. Place the	Place the based air unit in the Damage Box.	ground unit in the Damage Box.

#### BOMBER COMMAND TABLE (see the card)

Die roll	Outcome
1-2	Bomber Command Debacle: the Luftwaffe player rolls one die and gains that number of VP (for shot down RAF bombers).
3	No effect.
4	Sealion Ports Hit: the RAF player rolls one die and gains that number of VP.
5	Luftwaffe Airfields Hit: the RAF indicates one Luftwaffe airbase. Pick at random one air unit on it and place it in the Luftwaffe Damage box.
6	Berlin Bombed by Accident: the Luftwaffe player reshuffles all cards in hand back into the deck and

then picks an  
equal number of substitutes.