

2nd Edition Rules (May 2017)

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1 Introduction

You are the Deputy Director of Operations for the Eighth Air Force in charge of reducing Germany's ability to wage war.

Your Bomber Groups and Fighter Groups will execute missions to damage and destroy key Axis strategic targets. You face the same problems the Army Air Force Leaders

faced: bad weather, multiple targeting priorities, Axis Fighters (Bandits) attacking your Bombers, and Flak guns over the target. You will lose aircraft and crews, but your precision bombing missions will reduce vital Axis industries and resources and shorten the war. Multiple Campaigns are available to play, representing different periods during the war.



1.1 Rulebook Format

The following outlines the rulebook format.

Component Overview (Section 2) – Use this section as a reference for the components in the game, plus key points and component details.

Campaign Setup (Section 3) – When you are ready to start a game, see this section to setup up your game.

Sequence of Play (Section 4) – This section lists the overall Sequence of Play once the game is setup.

Weekly Sequence of Play (Sections 5 Through 14) – Describes the steps performed every week.

Monthly Sequence of Play (Sections 15 through 22) – Describes the steps performed at the end of each Month.

End of Campaign (Sections 23 and 24) – Describes the steps performed to Evaluate and Score your game.

Optional Rules (Sections 25 through 30) – Contains a set of Optional Rules you can use during your game.

Aircraft (Section 32) – Describes the Aircraft you will use during the game.

Variant Rules (Section 0) – Shows the counters for the Single-Bomber and DiF Variants

Errata (Section Error! Reference source not found.) – Contains the game errata (updates to printed components)

2 Component Overview

This section provides component reference information for counters, cards, Campaign Sheets,

and the Display. Reference this section when learning and playing the game.

2.1 Counters

The following summarizes the key Counters used in the game.

Bomber Groups



Each Bomber counter represents a historical Bomber Group (BG) and matches to a corresponding set of Bomber Group cards.

Fighter Groups



Each Fighter counter represents a historical Fighter Group (FG) and matches to a corresponding set of Fighter Group cards.

Bandits



The Bandit counters represent Luftwaffe fighter aircraft or Flak guns. The No Bandit counters don't attack. Bandit counters are placed in a cup and are randomly drawn during a mission.

Special Bandits



Bandit counters with an S (Sturmgruppen) or J (Jet) are only added to the Bandit cup due to German tactics or technologies.

Novice/Veteran Bandits



Used with the optional Veteran/Novice Bandit rules. Bandit counters are added to the Bandit cup based on the Campaign year.

Tactics



Used by Bomber Groups and Fighter Groups with Renowned Commanders. Tactics help you fight Bandits and evade Flak attacks.

Luftwaffe Squadron



The Luftwaffe Squadrons are placed on the Map to attack the Mission groups executing a mission.

Bombs



Bombs are used to destroy targets. There are several types of bombs, each uniquely able to attack different types of targets.

Technology



The Germans can invest in Technologies to help win the war. The German Technologies are identified on the German Defense Commander card.

Deployed Technologies



Allied Technologies can be purchased and utilized by an Individual Bomber or Fighter group.

Recon Aircraft



Recon Aircraft are used with the Optional Intel rules to increase the Intel level of a selected target.

Intel Level Markers



Used to mark a target's current Intel level and penalties/bonuses based on a Recon mission.

Group Destroyed Losses



Used to represent Fighter and Bomber Group Losses due to Bandits and Flak.

Target Damage Counters



Targets damaged by bombs are marked with individual damage markers during the bombing attack, and damage level markers

after the bombing attack.

Incendiary



Targets damaged by Incendiary bombs are marked with an Incendiary marker.

Supply



Used on the Aircraft Factory track to indicate the number of Supply Points generated by a German Aircraft Factory. Red numbers indicate a Damaged Factory. At the end of the month, surviving Supply

Points become Luftwaffe Squadrons.

Build Factory



Placed on the Aircraft Factory track when an Aircraft Factory target is destroyed. At the end of the month, for each Build Factory counter placed, draw one Aircraft Factory Target card.

Target Bandits



Placed on a Mission Target card that has the Bandits trait as a reminder to draw additional Bandits over the Target.

Mission



Represents the Mission Group as it navigates to/from the Target.

Diversion



Placed on a Bomber Group that is flying a diversion mission.

ASW Mission



Placed on a B-24 Bomber Group that is flying an Anti-Submarine Warfare (ASW) Mission.

Theater Markers



Placed in the current Theater advancement space to track the Allied advancement in the different theaters.

Theater Modifiers



Modifiers can be applied for Theater Advancement based on Target destruction and

Secondary Mission outcomes.

Target



Placed on the map in the hex of the Mission Target.

Mission Path



Used to identify the Mission path from the UK Base to/from the Target. Also identifies the maximum range of Escorts (if applicable).

Weather



When using the optional Weather rules, identifies the Weather in the current Sector. Without a counter, the weather is assumed to be Partly Cloudy.

Tactical Targets



Used for ETO (European Theater Operations) Secondary Missions. The ETO Secondary Missions only apply to the Allied Invasion Campaign.

Luftwaffe Response



Placed on the German Defense Commander to identify the current Luftwaffe Response Level.

Luftwaffe Response Modifiers



Placed on the German Defense Commander card prior to rolling for the Luftwaffe Response as a reminder of any Luftwaffe Response

modifiers.

Bandits Destroyed



Used on the Bandits Disrupted track to identify the current number of Bandits Destroyed.

Date Trackers



Used to track the Current Year, Month, Week, and Day. The Day counter is only used in the Operation Argument Campaign, and is placed on the Campaign sheet.

U-Boats



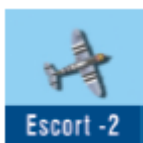
Used to identify the number of U-Boats deployed as a Luftwaffe Commander Tactic.

Distinguished Unit Citation



Used to identify Groups that have earned the DUC. The group gets +5 XP points.

Fighter Group Engagement



Used with the optional Fighter Group Engagement rules. All Engagement counters are placed in a cup and randomly drawn after each Fighter engagement.

2.2 Renowned Commander Counters

2.2.1 Overview



All Groups have a Group Commander, but special Renowned Commanders can be purchased that provide Tactics and Special Abilities to his

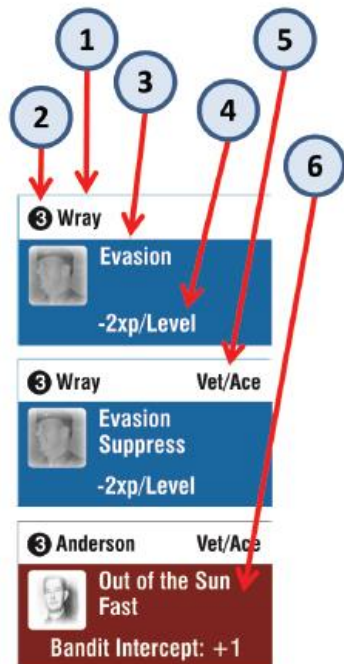
permanently assigned Group. Several Groups allow a specific Renowned Commander to be used for free.

When the Group becomes Veteran, the Renowned Commander counter is flipped to its Vet/Ace side. Blue Commanders are for Bomber Groups and Red Commanders are for Fighter Groups.

2.2.2 Key Points

- Bomber Group Commanders are Blue, Fighter Group Commanders are Red.
- Renowned Commanders can be killed based on Events. Killed Commanders are removed from play and cannot be used again.
- Commander Tactics can only be used for one Bandit Attack turn, and are then are discarded for the remainder of the mission.
- Renowned Commander Shower allows his assigned Group to use one unavailable Technology or Equipment, including Special Bombs. You must pick which one technology is available when you select him.

2.2.3 Details



1 - **Commander's Name**

2 - **Cost:** The number of SO points needed to purchase the Commander.

3 - **Tactics:** Identifies the Tactics that the Group can use when executing a Mission.

Each Tactic can only be used once a mission.

Only one Tactic can be used each turn.

4 - **Abilities:** Identifies the Special Abilities that are applied to the assigned group.

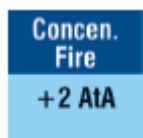
5 - **Vet, Ace:** Groups with a skill level

of Veteran or Ace use this side.

6 - **Type:** Fighter Group Commanders are Red, Bomber Group Commanders are Blue.

2.2.4 Commander Tactics Description

The following describes the Tactics that can be used.



Concentrate Fire - The Group gets a +2 AtA Attack modifier for one attack on a declared Bandit.



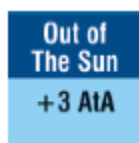
Evasion - The Group rolls two dice for each Bandit attack this turn. Use the lowest roll as the attack roll. A Slow Group cannot perform an AtA attack this turn if the tactic is used. If you use Evasion against Flak attacks, apply a -1 AtG modifier when Bombing the target.



Good Aim - During the turn, the Group gets a +1 AtA attack modifier when attacking all Bandits for this turn.



Suppress - Subtract 2 from all Bandit attack rolls against this Group this turn. Declare before rolling.



Out of the Sun - Must be used by a Fighter Group on the first Axis Fighter Attack turn. The Fighter always attacks first (Fast) and gets a +3 AtA Attack modifier. This tactic affects all Axis Bandits.



Situational Awareness (SA) - The Group attacks as a Fast Group and a Slow group during the same turn.

2.2.5 Commander Abilities Description

The following describes the Commander's special abilities.

ASW AtG- The B-24 Bomber Group gets the indicated Air to Ground Modifier when attacking U-Boats.

AtG - The Group gets the indicated Air to Ground modifier when bombing the Target.

Bandit Intercept - The Fighter Group can intercept an additional Bandit.

Flak Defense - Subtract the indicated number from all Flak attack rolls made against the Group.

Formation -Add the indicated number to all Formation check rolls.

Ignore Frontal Attack Tactic - The Group ignores the German Frontal Attack Tactic (i.e. no Bandit Tactic Attack)

One Early Tech - The Group can purchase one specified technology that hasn't been researched (i.e. isn't available in the current Campaign or the current Month/Year). The technology must be specified when the Commander is selected.

Promotion XP/Level - The Group can promote to the next skill level with fewer Experience Points.

Range, AtA - The Fighter Group can extend its maximum Range, but must apply a negative modifier to all Air to Air attacks.

Reassign - For all Group Reassign rolls, apply the indicated modifier.

Replenish - The Group gets the indicated number of Replacement points at the end of each week.

Weight, Formation - The Bomber Group can carry an additional Bomb Weight, but must apply the negative modifier to all Formation Checks.

2.3 Campaign Sheets

2.3.1 Overview



The US Army Air Force Daylight Strategic Bombing Campaign started in August 1942 and lasted until May 1945. The primary goal was to destroy the Luftwaffe by targeting factories related to the aircraft industry. But they were often given secondary objectives based on particular Strategic or Political needs. The provided Campaigns cover the whole range of the Bombing Campaign, and have real objectives that were given to the Eighth Air Force.

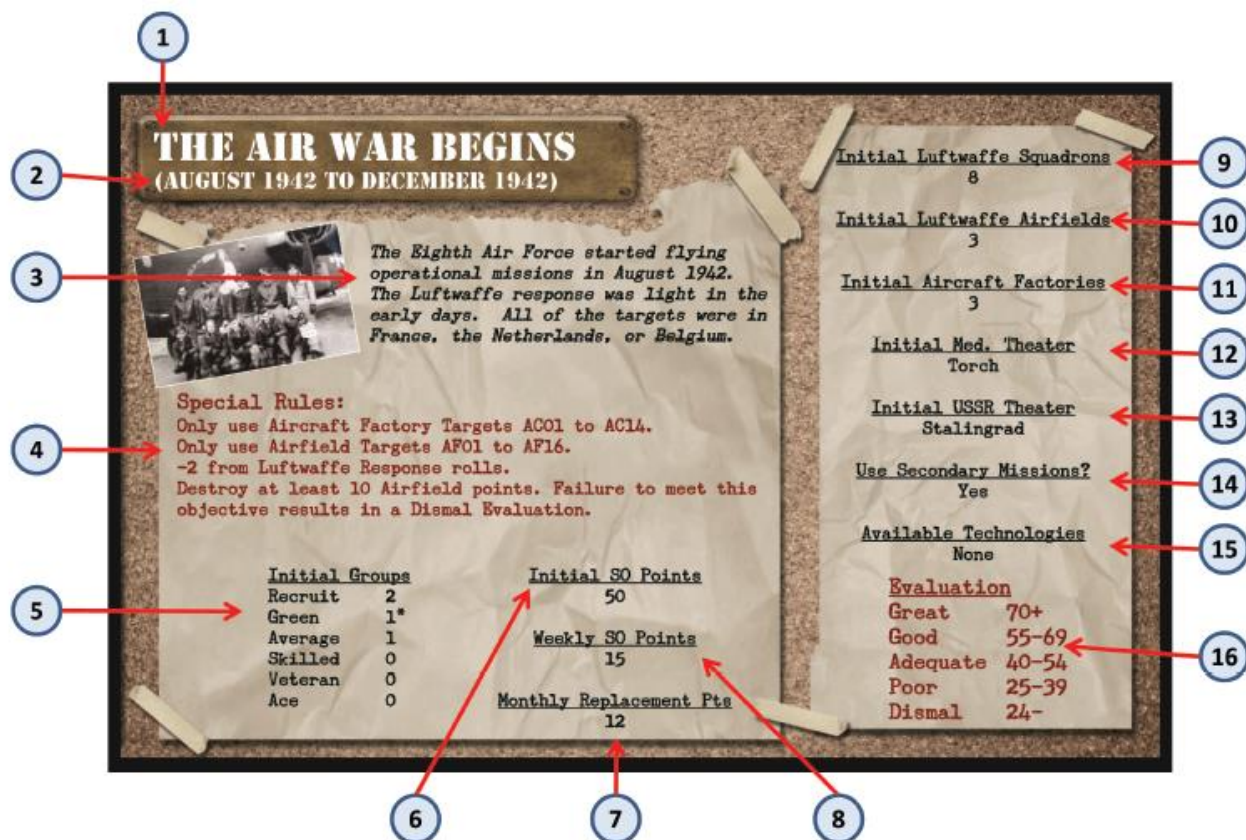
The Campaign Sheets describe the starting conditions, special operating conditions, and evaluation criteria. There are 11 Campaigns to choose from, varying from 1942 through 1945.

2.3.2 Key Points

- No targets in 1942 Campaigns can be German targets (removed from Target decks). Ignore all Special Weapon Tactics during the 1942 Campaigns.
- The Allied Invasion Campaign is the only Campaign that uses the ETO Theater marker and uses the ETO Tactical Targets.
- Some months in a Campaign only have 2 or 3 weeks' worth of missions. This represents generally poor weather conditions during those months.
- For Operation Argument, you get the Weekly 50 Point allocation for each day of the Campaign.
- For Combined Bomber Operations, select Targets and perform Mission as normal. However, before running a mission you can roll a 1d10 and apply that amount of damage to the Target. This can be done twice.
- Operation Crossbow (or just Crossbow) refers to the V-Weapon Targets. Use V-Weapon Targets V01 through V12 for the Campaign.

2.3.3 Details

- Campaign Name:** The name of the Campaign.
- Date:** The Starting and ending date of your campaign.
- General Information:** The reason you are completing this campaign.
- Special Rules:** These rules are specific to this campaign. If a special rule on a campaign



sheet contradicts a rule in the rulebook, the campaign sheet's rules take precedence.

5 - Initial Groups: You start with Bomber and Fighter Groups at each level shown in this section. If you select more Groups than are listed, all additional Groups have the Skill level noted with the asterisk.

Example: You begin The Air War Begins Campaign with two Recruit, one Green and one Average Level Bomber and Fighter Groups. When you purchase more Aircraft, they will all come in at Green Level.

6 - Initial SO Points: At the beginning of the campaign, you will have this number of Special Option points to spend on Bomber Groups, Fighter Groups, Group level upgrades, Recon Units, and Renowned Commanders.

7 - Monthly Replacement Points: At the end of each month, you gain this number of Replacement points to replace destroyed bombers or fighters in your Groups.

8 - Weekly SO Points: At the beginning of each week, you gain this number of additional Special Option points.

9 - Initial Luftwaffe Squadrons: At the beginning of the campaign, this number of Luftwaffe counters are placed on the Western European Theater section of the Tactical Display.

10 - Initial Luftwaffe Airfields: At the beginning of the campaign, draw this number of Airfield Target cards and place them in the Target Placement area of the Tactical Display.

11 - Initial Aircraft Factories: At the beginning of the campaign, draw this number of Aircraft Factories Target cards and place them in the Target Placement area of the Tactical Display.

12 - Initial Med. Theater: At the beginning of the campaign, place your Med. Theater counter on the designated box of the Med. Theater track.

13 - Initial USSR Theater: At the beginning of the campaign, place your USSR Theater counter on this box of the USSR Theater track.

14 - Use Secondary Missions?: Identifies if Secondary Missions are used during the Campaign.

15 - Available Technologies: Shows the Technology counters you can purchase for your Bomber or Fighter Groups during the campaign.

16 - Evaluation: Shows the number of Victory Points you must earn throughout the campaign to attain each level.

2.4 Display Sheet

2.4.1 Overview

The Display Sheet is used to track and manage your Campaigns. It tracks the Calendar year/month/week, European Theater Operations (ETO) Map, Mission Execution, Theater Status, Technology Availability, and Luftwaffe status.

2.4.2 Key Points

- Groups can move into any hex on the Display Map, including unnumbered and partial hexes.
- There can be more targets than Target spots on the Display.
- For every Bandit Destroyed or Airfield VP earned, you advance the Bandits Disrupted counter by 1, until you reach Box 5. When it reaches Box 5, remove a Luftwaffe Squadron and reset the Destroyed counter to Box 0.

2.4.3 Details

1-3 Calendar: Consult your Campaign Sheet to place the Campaign's Year and Month counters on the Calendar's starting Year and Month boxes. Each Mission lasts one Week. After you have completed the indicated number of weeks below the month, move the month counter into the next month's box.

4 - Target Placement Area: Place your drawn Target cards above the Tactical Display Sheet.

5 - Mission Area: Place your Bomber Groups and Fighter Group counters in this area. As you are Attacked by Bandits, those counters are placed in the Bandit boxes.

6 - Deck Placement Area: This area is for your Secondary Mission Deck and Target Deck.

7 - ETO Tactical Targets: When you are playing the Allied Invasion campaign, place your ETO Target counters in this area.

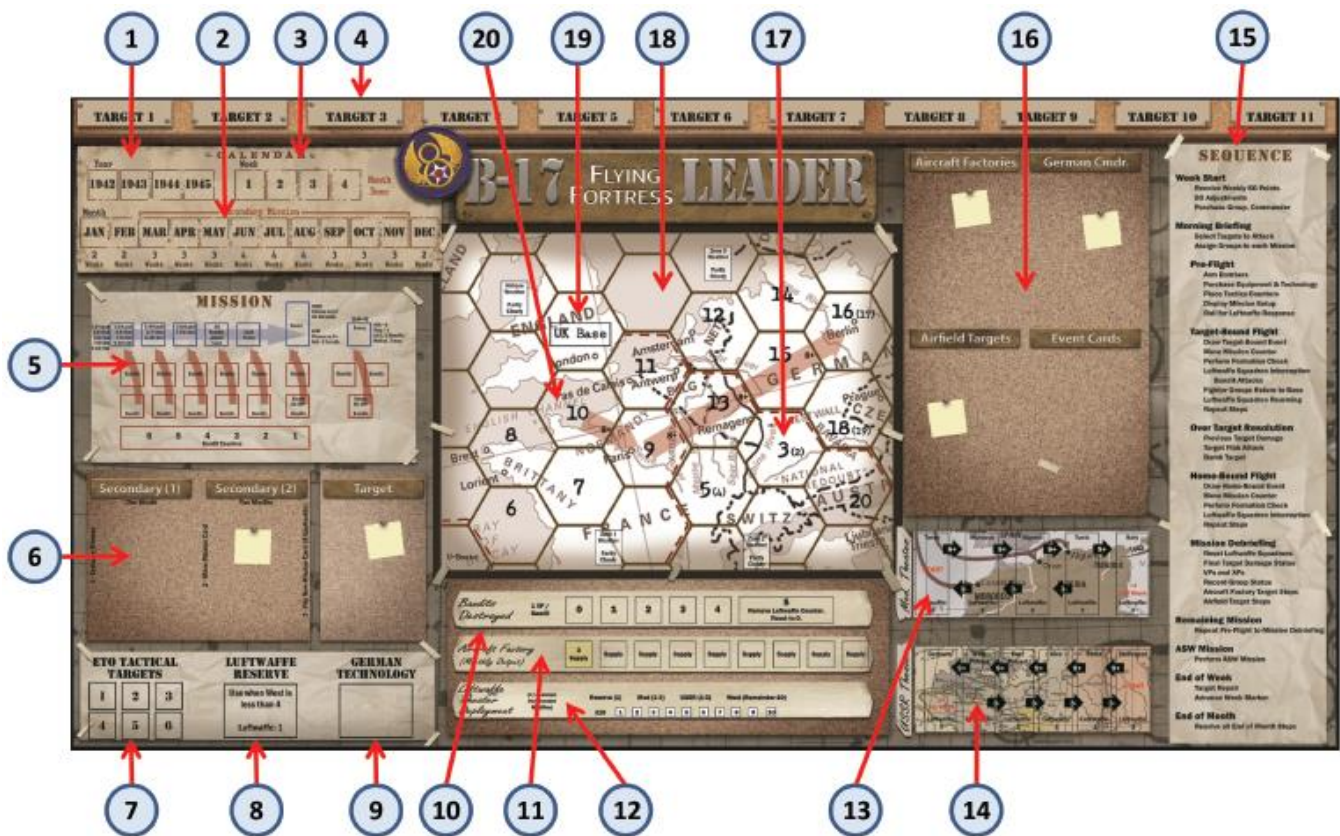
8 - Luftwaffe Reserve Area: At the end of each month, you will gain 1 Luftwaffe Squadron for each Supply Point on the Aircraft Factory track. Depending on your Deployment die rolls, you will place some of those Luftwaffe Squadrons in the Reserve box.

9 - German Technology: When a German Commander's technology becomes active, put the technology counter in this box.

10 - Bandits Disrupted: As you destroy Bandits, move the counter down this track. Each time you destroy 5 Bandits, permanently remove one Luftwaffe Squadron from the display map and reset the counter to 0.

11 - Airfield Factory Track: Each time an Airfield Factory Target card is drawn, place its Supply value on this track in supply points. When the target is destroyed, remove that number of Supply points from the track. At the end of the Month, remaining Supply points are used to create new Luftwaffe Squadrons.

12 - Luftwaffe Theater Deployment: This area shows where the new Luftwaffe Squadrons will go: Reserve, the Western European Theater (display map), the Med. Theater, or the USSR Theater.



13 - Med. (Mediterranean) Theater: This track increases or decreases your chances of Luftwaffe Squadrons being sent to the Med. Theater.

14 - USSR Theater: This track increases or decreases your chances of Luftwaffe Squadrons being sent to the USSR Theater.

15 - Sequence: The Sequence of Play

16 - Deck Placement Area: Place the designated draw decks in this area.

17 - Display Map hexes: When you roll dice for Luftwaffe Squadron placement the die values match the numbers in the hexes, including numbers in parentheses.

18 - The Western European Theater Display Map: This area of hexes is where your Missions take place.

19 - UK Base: All Missions begin in the UK Base hex (except Missions for the Allied Invasion Campaign).

20 - Allied Invasion Starting Hex: When you are playing the Allied Invasion campaign, place your Mission counter in Hex 10 and move it along the arrow pathway to Berlin.

impact Germany's ability to wage war. While the Bombers were considered "self-defending", the German Luftwaffe was able to destroy large numbers of undefended "Flying Fortresses" when flown deep into Germany. Fighter escorts initially had a limited range, and couldn't always escort the Bombers to the target and back. Later in the war, Fighters carrying drop tanks executed Sweeps ahead of the Bombing stream to attack German fighters organizing to attack the Bombers.



The Bombers and Fighters were organized into Groups of 48 aircraft each, and are represented on Bomber and Fighter cards. Each Group card represents a Group of aircraft and their crews. Each Group has 6 different Skill Levels; Recruit, Green, Average, Skilled, Veteran, and Ace. Each skill level for a Group is represented by its own card. Each Group has a status of Okay, Shaken, or Unfit based on the current number of losses sustained.

Groups that are Okay operate at their peak efficiency.

Shaken groups operate at reduced efficiency.

2.5 Bomber and Fighter Group Cards

2.5.1 Overview

Heavy Bombers were used to fly and deliver ordinance to key German Strategic Targets to

Unfit groups (losses below Shaken) cannot attack Bandits or bomb Targets, and cannot go on missions. When Groups become Unfit when Target-Bound on a Mission, they return to Base at the end of the turn.

Example: The 96th Bomber Group is Okay if it takes 7 or fewer Losses. When it takes its 8th Loss, the 96th becomes Shaken. When it takes its 11th Loss, the Group is Unfit and can no longer be sent on Missions until the Group Rests or the Group is Replenished with Replacements.

If a Groups Losses equal 16 (i.e. Strength = 0), then the Group is completely Destroyed and permanently removed from the game.

At the end of the Month, Replacements arrive that can be distributed across all of your Groups to remove Destroyed Bombers and Fighters.

2.5.2 Key Points

- All groups start with a Strength of 16 (1 strength = 3 aircraft).
- Groups with more Destroyed points than the Shaken range become Unfit, and cannot go on Missions, Attack Bandits, or Bomb Targets.
- Bomber Groups can be in Formation or Dispersed (D). When Dispersed, Bomber groups suffer a -2 AtA and -2 AtG modifier.
- Bombers have a limit to the amount of Bomb weight they can carry.
- Don't forget to subtract the Durability value from all Bandit and Flak attacks.
- All AtA attacks hit the Bandit on a modified roll of 10+.
- Higher skilled Groups may be Reassigned at the end of each month (i.e. no longer available for use).
- The Campaign Sheet identifies the number of free Monthly Replacements Points to replace for Destroyed Bombers and Fighters. Additional replacements can be purchased (1 SO Point = 2 Replacement Points).
- Some Groups have Replacement points Characteristics that reduce damage weekly.

2.5.3 Details

1 - Aircraft Type: The military designation for the Aircraft in the Group, including its Version identifier.

2 - Years in Service: The Years the Group was in service.

3 - Cost: The number of SO points needed to purchase the Group.

4 - Aircraft Name: The name of a representative aircraft from the group.

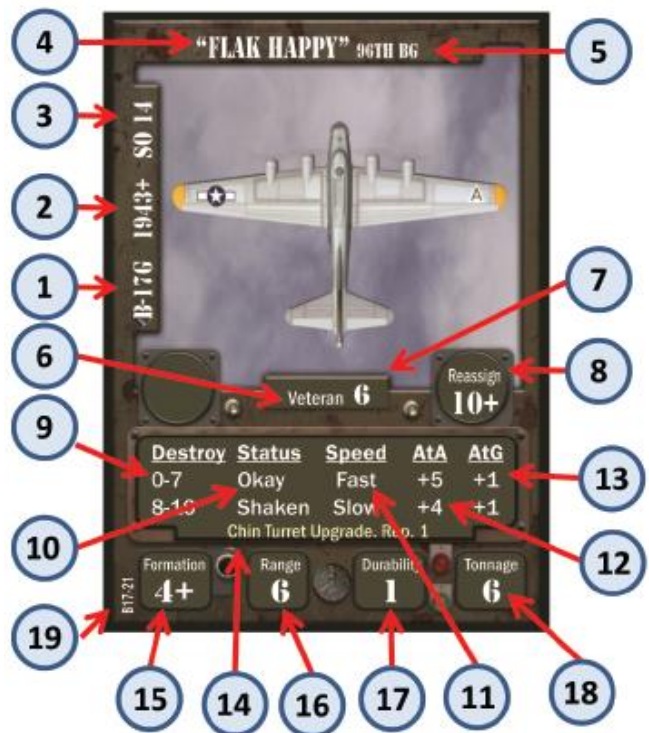
5 - Group: Represents the Bomber Group (BG) or Fighter Group (FG) number.

6 - Skill Rating: Group skills are, in order from lowest to highest: Recruit, Green, Average, Skilled, Veteran, and Ace. The higher the rating, the better the Group's skills.

7 - Experience: The number of XPs the Group must earn to be promoted to the next higher Skill Level.

8 - Reassigned: Used to determine if the Group is Reassigned at the end of each Month.

9 - Destroyed: All Groups start with a Strength of 16. Groups can suffer Strength losses from Bandit and Flak attacks. If a Group's destroyed count falls into the "Okay" range, they use the stats in the Okay row on their card. If a Group's destroyed count falls into the "Shaken" range, they use the stats in the Shaken row on the card. If a Group's destroyed count is more than the "Shaken" range, the Group becomes "unfit" and cannot attack or bomb if it is currently on a mission, and cannot go on a new mission.



10 - Status: Okay or Shaken. This is based on the Group's current number of Losses.

11 - Speed: Fast or Slow. A Fast Group Attacks before Bandits each turn. A Slow Group Attacks after Bandits each turn.

12 - AtA: Air to Air skill. This number is used to modify all Air to Air Attacks against Bandits. On a modified AtA roll of 10+, the Bandit is destroyed.

13 - AtG: Air to Ground skill. This number is used to modify all Air to Ground Attacks against Targets.

14 - Characteristics: Contains Group Characteristic information (see below for description)

15 - Formation: The Group's Formation number. When performing a Formation Check, if the die roll is equal to or greater than the Formation number, the Group is in Formation. Otherwise, the

Group is Dispersed (D). Dispersed groups have a -2 ATA and -2 AtG modifier.

16 - Range: The maximum number of hexes the Group can travel on the Campaign Map. Count all hexes the Group flies into during the Mission.

17 - Durability: Represents the durability of the Aircraft Type, which is a modifier for all attack rolls made against the Group. Subtract positive durability from all attacks, and add negative durability to all attack rolls.

18 - Weight: The maximum bomb weight the Bomber Group can carry on a Mission.

19 - Card Number: Each card in B-17 Leader has a unique card number.

2.5.4 Group Card Characteristics Description

The following describes the Group Characteristics.

Chin Turret Upgrade - Indicates the group already is equipped with the Chin Turret upgrade. Do NOT add a +1 AtA modifier (built-in to stats already). Reduces Bandit Frontal Attack tactic from +4 to +2.

Commander - The group can use the indicated Commander without paying 50 points.

Replacement (Rep #) - Remove the indicated number of Destroyed points at the end of each mission.

Target - The group gets the indicated AtG bonus when bombing a target of the listed Target type. *Note: Target Crossbow refers to V-Weapon Site Targets.*

Tech. - The group can use the indicated technology without paying 50 points if the technology is available in the Campaign.

2.6 Secondary Mission Cards

2.6.1 Overview

Secondary Mission Cards are used on some Campaigns to add additional targets to your target list. They represent additional targeting priorities to your Command. Secondary Missions last for 2 months. At the end of the Secondary Mission, you evaluate how well you did and apply the appropriate bonuses (for Success) or penalties (for Failure).

2.6.2 Key Points

- Secondary Missions last for 2 months.
- Only 1 Secondary Mission is active at a time.
- After the Secondary Mission is evaluated, remove all Secondary Mission targets not destroyed.
- Secondary Missions are not performed in December, January, or February.
- All Success bonuses or Failure penalties last for one month unless otherwise specified.

2.6.3 Details

1 - Name: The name of the Secondary Mission.

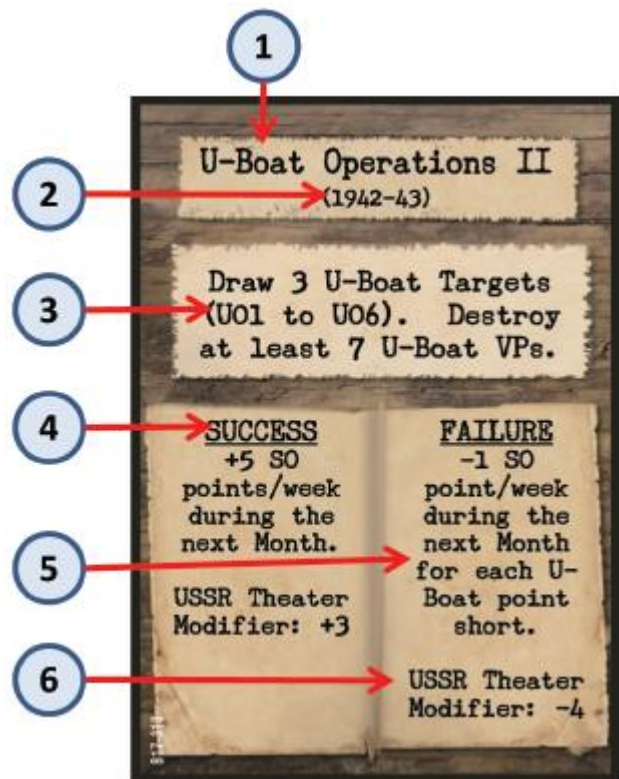
2 - Active Years: If the current Campaign Year falls within the active year(s), place the Secondary Mission in the draw pile.

3 - Objective: Defines how many Target cards to draw of the specified Target Type, and the amount of Target Supply points you need to destroy to succeed in the mission.

4 - Success: The Success bonus and Theater modifier earned if you succeed in meeting the objective. It lasts 2 months.

5 - Failure: The Failure penalty and Theater Modifier if you fail in meeting the objective. It lasts 2 months.

6 - Theater Adjustment: Place the specified counter on the Theater track area as a reminder when you roll to adjust the track next.



2.7 Target Cards

2.7.1 Overview

Targets are Axis-controlled facilities that are critical to the German war effort. The number and type of Targets drawn is based on the Campaign and Secondary Missions.

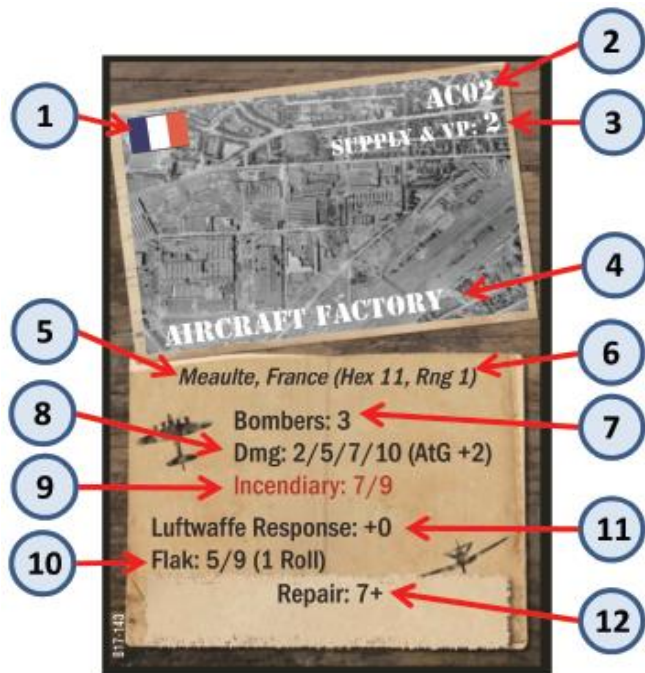
Each target has Supply Points that identify production values in the top right corner to show its contribution to Germany's War Effort. The Supply Points also represent the number of Victory Points earned if the Target is destroyed.

2.7.2 Key Points

- Targets limit the number of Bombers that can be on the mission.

- At the end of each week, Damaged Targets not attacked that week make a Repair roll. If successful, Target damage is reduced by one level.
- Operation Crossbow refers to V-Weapon Site Targets
- Special Weapon Targets are added to your existing Target list when a German Defense Commander with that Technology is revealed.

2.7.3 Details



1 - Country Flag: The flag of the target Country.

2 - Target Type and Number: The Target Type is noted by a prefix (listed below), and followed by the Target's Number.

- AC - Aircraft Factory
- AF - Airfield
- BB - Ball Bearing Factory
- N - Naval Port
- Oil - Oil Storage/Refinery
- SW - Special Weapons
- T - Transportation
- U - U-Boat Pen/Port
- V - V-Weapon Site
- VF - Vehicle Factory

3 - Supply Points & VPs (Victory Points): The target's Supply point value is also the Victory Points earned when the Target is Destroyed.

4 - Target Type: The type of target.

5 - Target Location: The country and town where the target is located.

6 - Target Hex: The hex number on the Display Sheet, and the hex range from the UK Base.

7 - Maximum Number of Groups: The maximum number of Bomber Groups that can participate in the

mission. You may send fewer Bomber Groups on a mission, but you may not send more than the listed number.

8 - Damage: If the Target has suffered Hits less than the first number, the Target is Undamaged.

- If the Target has suffered Hits equal to or greater than the first number, but less than the second, the Target has suffered Light damage.
- If the Hits suffered is equal to or greater than the second number, but less than the third, the Target has suffered Medium damage.
- If the Hits suffered is equal to or greater than the third number, but less than the fourth, the Target has suffered Heavy damage.
- If the Hits suffered is equal to or greater than the fourth number, the Target is Destroyed.
- AtG Modifier: The Bomber Air-to-Ground (AtG) modifier is used when bombing target.



9 - Incendiary - Identifies that the Target is Incendiary. If the Target is damaged with an Incendiary bomb, place an Incendiary counter on the Target.

10 - Flak: The Flak attack numbers and number of d10 dice to roll.

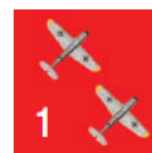


11 - Luftwaffe Response - Add or subtract the modifier when rolling for the Luftwaffe Response.

12 - Special Notes: These notes pertain to this specific Target card.

2.7.4 Target Special Note Descriptions

The following describes the Target's Special Notes.



Bandits - Place the "Target Bandits" counter in the same hex as the target with the matching number up. Draw the indicated number of Bandit counters when the mission Group enters the Target hex.

Bonus - Receive the noted bonus if the target is destroyed.



Dispersed - Some Bombs get an attack bonus against Dispersed Targets.



DUC - If the Target is Destroyed, award a Distinguished Unit Citation (DUC) to the Lead Bomber Group. The Group also gets +5 XP.

Hardened - Subtract 1 Hit from the Hits inflicted by each Bomb counter against the Target.

Optional: High Intel Req - If using the optional intel rules, the Target must have a High Intelligence level before it can be attacked.

Overkill - You gain the noted bonus if you inflict the specified number of Hits on the Target.

Penalty - Suffer the indicated penalty each Week the target is Undamaged.

Repair: If this damaged Target is not attacked during a week, roll a die. If you roll the Repair value or higher, the Target reduces its damage by one level - from Heavy Damage to Medium Damage, to Light Damage to Undamaged.

Reserve - When the Target is destroyed, remove the indicated number of Luftwaffe Squadrons from the Reserve.



Theater - When the Target is destroyed, apply the indicated Die Roll Modifier (DRM) to the indicated Theater.

Under Construction - Do not roll for attacks from that weapon site.

2.8 German Defense Commander Cards

2.8.1 Overview

Throughout the war, the Luftwaffe and German Defense Command tried various tactics and technologies in an attempt to stop the Daylight Bombing Campaign.

German Defense Commanders invest in various Tactics and Technologies in an effort to stop your Bombing Campaign. They also identify the die roll ranges to determine the Luftwaffe Response for each mission (All Out, High, Average, or Poor).

2.8.2 Key Points

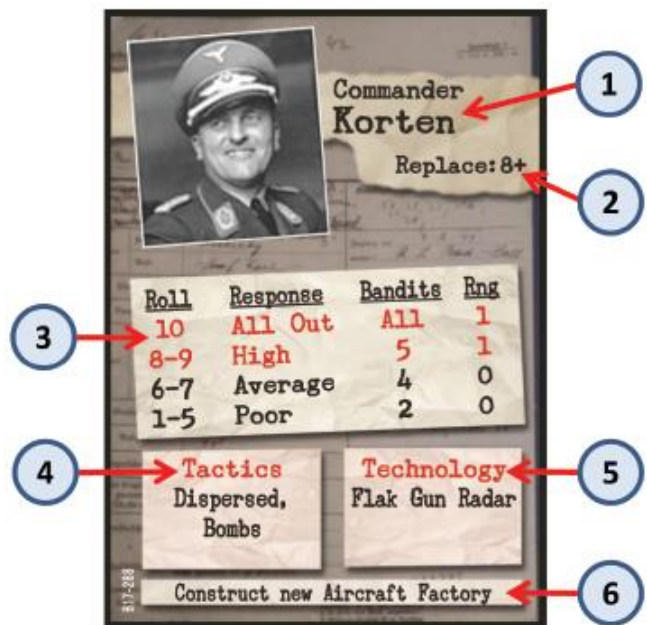
- Luftwaffe Responses of All Out and High allows Luftwaffe Squadrons in adjacent hexes to attack the Mission Group.
- For Luftwaffe Responses of Average and Poor, only Luftwaffe Squadrons in the current hex attacks the Mission Group.
- Only Bandit Tactics that match Tactics on the current German Defense Commander are Active.
- German Defense Commander Technologies do not become active immediately. Place the technologies on the Month track the number of months AFTER the month the German Defense Commander takes Command.
- If a German Defense Commander is replaced, any Technologies added as a result stay in the game.

2.8.3 Details

1 - German Commander Name: The name of the German Commander.

2 - Replace: Every Month, roll a die. If the roll is equal to or greater than the Replace value, the Commander is discarded and replaced with a new Commander card.

3 - Luftwaffe Response: Used to determine the Luftwaffe Response on the Display Map for each mission.



4 - Tactics: Identifies the Tactics that are used while the German Commander is in charge. The tactics on the Bandit counters are only active if the corresponding German Commander tactic is active. The various German Commander Tactics are detailed in the Bandit Attacks rule section.

5 - Technology: German technologies are researched for X number of months (place the appropriate technology counter on month track the indicated number of months ahead of the first active month for the Commander with month side up). When you reach the indicated month, the Technology becomes **Active** and is placed in the German Technology Box Active side up on the Tactical Display Sheet. Do not remove the Commander's Technology counters if he is replaced.

6 - German Commander Traits: Contains Commander Trait information.

2.8.4 Luftwaffe Response Description

The following describes the Luftwaffe Responses.



All Out - The hex containing your Mission Aircraft is attacked by all Luftwaffe Squadrons in that hex and in the adjacent hexes.



High - The hex containing your Mission Aircraft is attacked up to 5 Luftwaffe Squadrons in that hex and in the adjacent hexes.



Average - The hex containing your Mission Aircraft is attacked by up to 4 Luftwaffe Squadrons in that hex.



Poor - The hex containing your Mission Aircraft is attacked by up to 2 Luftwaffe Squadrons in that hex.

2.8.5 German Tactics Description

The following describes the German Tactics. Only Bandits that have the Tactic matching the current German Defense Commander are Active and used against your groups.

Group Attack - If the German Defense Commander has the Group Attack Tactic, then only roll one die to determine what Bomber Group to attack. All non-intercepted Bandits attack the one Bomber Group (ignore 2 Bandit Limit).

Dispersed - If the German Defense Commander has the Dispersed Tactic, all the Bandits automatically attack the Bomber Group that is Dispersed (randomly choose for ties). If no Bomber Groups are Dispersed, then place the bandits as usual.

U-Boat Support (SO count, die roll to place, # dice to roll) - Roll the indicated number of dice (third number, ex: x3). If the die roll is equal to or greater than the second number (ex: 5+), then place a U-Boat counter with the matching SO count (first number) on the ETO Map (bottom left corner). For each U-Boat counter placed, you lose that many SO points each week. They can be destroyed by an ASW mission. Remove any U-Boat counters when the German Commander is replaced.



Example: I just flipped over Kammhuber who has a U-Boat Support 2, 5+, x3 Tactic.

Because of the x3, I roll 3 dice. I get a 9, 2, and 6.

Because 9 and 6 are greater than 5 (5+), I place two U-Boat counters with SO Points of 2 on the Map.

I lose a total of 4 SO Points/week while the U-

Boats are active on the Map.



Bandit Tactics - for Rocket Attack (R), Bombs (B), Frontal Attack (F), Sturmgruppen Fw-190 (S), and Out of the Sun (OS), see section 2.12.4.

2.8.6 German Technology Description

The following describes the German Technologies.



Flak Gun Radar - When active, add +2 to all Luftwaffe Flak attack rolls. This technology is negated by Allied Chaff technology.



Surveillance Radar - When active, add +2 to all Luftwaffe Response rolls. This technology is negated by Allied Jammer technology.



Example: I draw German Defense Commander Jodl and place his card on top of the German Defense Commander pile.

On his commander card, he has the surveillance Radar German technology. The Surveillance radar counter is placed 1 month ahead of when Jodl becomes active, which is August. I place the Radar counter on the Sept. box.

At the end of August, when I advance my Month counter to September, the Surveillance Radar counter is removed and flipped over to the Active side and placed in the German Technology box. The Technology effects now become active.



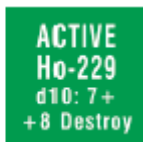
Me-262 (Special Weapon) - When placed on the Month Track (2 months out, not 4), draw the Me-262 Special Weapon card, and corresponding

Target cards mentioned on the Special Weapons card. While the Me-262 counter is still on the Month track, destruction of Target SW07 will move the counter out by one month. When active, add Me-262 counters to the Bandit cup per the Me-262 Special Weapons card (Special Notes).



Type XXI U-Boat (Special Weapon) - When placed on the Month Track (3 months out, not 4), draw the Type XXI U-Boat

Special Weapon card, and the corresponding Target cards mentioned on the Special Weapons card. While the Type XXI counter is still on the Month track, destruction of Target SW10 will move the counter out by one month. If all three Targets are destroyed before it becomes active, remove the Technology counter from the Month track. It does not become active. If active, place 1 Type XXI U-Boat counter on the ETO Map each month. You lose 6 SO points for each deployed Type XXI U-Boat counter the first week of each month. You can attack deployed Type XXI U-Boats with an ASW Mission.



HO-229 Bomber (Special Weapon) – When placed on the Month Track (3 months out, not 4), draw the Ho-229 Special

Weapon card, and the corresponding Targets cards mentioned on the Special Weapons card. While the Ho-229 counter is still on the Month track, destruction of Target SW03 will move the counter out by one month. If all three Targets are destroyed before it becomes active, remove the Technology counter from the Month track. It does not become active. If active, at the start of each Month, roll a die. On a roll of 7+ (not 6+), destroy 4 points from the two strongest Bomber Groups (randomly determine if tied).



V-3 Cannon (Special Weapon) – When placed on the Month Track (2 months out, not 3), draw the V-3 Cannon Special

Weapon card, and the corresponding Target cards mentioned on the Special Weapons card. If both targets are destroyed before it becomes active, remove the Technology counter from the Month track. It does not become active. If active, at the start of each Month, roll a die. On a roll of 5+, destroy 4 points from a random Group (Bomber or Fighter).

2.8.7 German Commander Traits Description

The following describes each German Commander trait.

Western Deployment Focus (+X) – When rolling to determine Luftwaffe Squadron Theater Placement, add a +X to the die roll.

Reserve Focus (-X) – When rolling to determine Luftwaffe Squadron Theater Placement, subtract X from the die roll.

Construct New Aircraft Factory – Draw a new Aircraft Factory Target card and add the corresponding Supply counter. Do this only when the new Commander takes command (is drawn).

Germany Focus (8 + d10) – When placing Luftwaffe Squadrons on the Map, roll 1d10, add 8 to the die roll, and place the Luftwaffe Squadron on the corresponding Hex number.

German Targets Destroyed (Replace + X) – When rolling to replace the German Defense Commander, add the number of German Targets Destroyed in the current Month to the die roll.

2.9 Event Cards

Bomber Missions rarely went perfectly due to the complexity of taking off, organizing, flying to, bombing, and returning with a large number of aircraft.



Event Cards are drawn during the Mission Target Bound Flight and again during the Mission Home Bound Flight. Apply the Event Card effects only through that portion of the flight (if applicable).

The top section shows Mission Events that occur on the way to the Target. The bottom section shows Mission Events that occur on

the way home from the Target.

Unless an Event card states otherwise, Events only apply to the Fighter/Bomber Groups participating in the Mission. Unless an Event states otherwise, immediately apply its effect.

2.10 Bomb Counters

2.10.1 Overview

The Bombers can carry a wide variety of Bomb ordinance to drop on Targets.

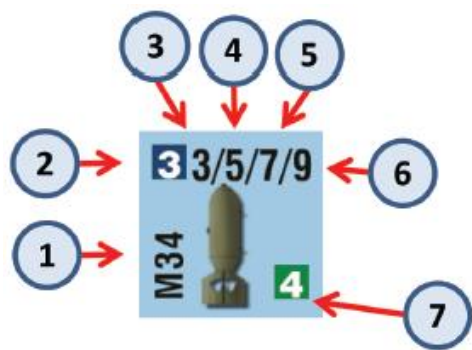
2.10.2 Key Points

- Each Bomber type has a Tonnage value that limits the amount of Bomb Tonnage that can be carried on a mission.
- The number of Attack Numbers determines the maximum amount of damage a Bomb can do on a target. (ex: 3 Attack Numbers can cause a maximum of 3 Damage points)
- Always pay attention to Target traits to determine which Bomb type best suits that particular target.
- Not all bombs are available in the Campaigns. Check the Available Technologies section of the Campaign Sheet.
- Commander Shower can use one Technology (selected when Shower takes command, and does include Bomb technologies) that is NOT on the Campaign sheet for the Group he is commanding. Unavailable Technologies must be removed if Commander Shower is killed.

2.10.3 Details

1 - **Bomb Type** – The type of bomb on the counter.

2 - SO Cost
- The SO Cost value identifies the number of SO points required for a Bomber Group to equip each Bomb counter.



3 - Attack Numbers - The numbers used to determine the amount of damage done to a target. If the modified die roll is equal to the first number but less than the second number, one Hit is scored.

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

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

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

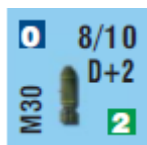
Note: Not all weapon counters have multiple Hit numbers.

7 - Tonnage -The counter's Weight value. Different Bomber Types have different weight limits. You can only place bombs on the bomber up to the weight limit on the card.

Note: Remove each expended weapon counter from the Aircraft, even if they were not needed.

2.10.4 Bomb Special Attributes

Some Bombs have special attributes that are more effective against certain types of Targets.



Dispersed - Weapons with a "D" get the indicated die modifier bonus when attacking a Dispersed Target.



Incendiary - Weapons with an "I" in a red box indicates the Bomb contains Incendiaries. Incendiaries can only be used on Targets with an Incendiary keyword. Incendiaries can cause additional Target damage after the bombing mission.



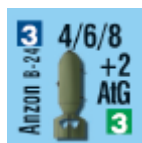
Bunker - Weapons with a "B" do not suffer from the Hardened Target Trait.

2.10.5 Special Bombs

There are special bombs that can be used by the Bomber Groups, but they must be available per the Campaign sheet. If Renown Commander Shower is being used in a Bomber Group, that Group can use one unavailable technology, including Special Bombs.



GB-4 - The GB-4 bomb has a camera and can be steered to the target. It can only be used by a B-17 Bomber Group, and provides a +2 AtG modifier.



Azon - The Azon bomb has radio-controlled tail fins to steer the bomb to the target. It can only be used by a B-24 Bomber Group, and provides a +2 AtG modifier.



Disney - The Disney bomb can only be used against Hardened targets, and does not suffer the 1 Hit penalty for Hardened Targets. Roll 3 dice for each Disney bomb's attack. Each die roll can inflict up to 2 points of

damage.

2.11 Allied Technology Counters

2.11.1 Overview

As the war progressed, the Allies and Germans made significant technology advancements to help each side win the war.

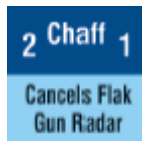
The Campaign sheets identify what Allied Technology and Equipment is available for that campaign. When available, technology and equipment can be purchased and applied to a specific Bomber or Fighter Group.

2.11.2 Key Points

- Technology and Equipment is purchased with SO Points and is applied to only one Group. Place the appropriate Technology counter on the Group card.
- Chaff and Drop Tanks can only be used for one mission, and are then discarded.
- Commander Shower can use one Technology (selected when Shower takes command) that is NOT on the Campaign sheet for the Group he is commanding. Unavailable Technologies must be removed if Commander Shower is killed.

2.11.3 Details

The following describes each Allied Technology.



Chaff (SO Cost: 2, Weight 1) - Chaff consists of bundles of aluminum strips that were dropped from the bombers to confuse the Axis Flak radar systems. Chaff nullifies the German Flak Gun Radar technology.

Chaff must be purchased for every mission and is discarded after the mission. Chaff must be with the Lead Bomber on the mission, and covers the

entire Mission Group. Chaff weighs one Weight Point.



APT-2 Jammer (SO Cost: 3) - The APT-2 jammer is used to jam the Axis Surveillance Radar system, hiding how many bombers are part of the mission. The Jammer nullifies the German Surveillance Radar technology. The

Jammer remains with the Bomber Group that purchased it. The Bomber Group must be the Lead Bomber on the mission, and covers the entire Mission Group.



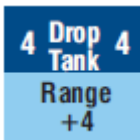
H2X Radar (SO Cost: 3) - The H2X radar is used to bomb targets that are mostly cloud covered (Mostly Cloudy). The Mostly Cloudy -2 AtG modifier doesn't apply, and there is a -2 Luftwaffe Response modifier.

The H2X Radar remains with the Bomber Group that purchased it. The Bomber Group must be the Lead Bomber on the mission, and covers the entire Mission Group. This equipment only applies if using the optional Weather rules.

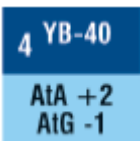


Drop Tanks Range +2 (SO Cost: 2, Weight 2) - Drop Tanks extend the range of Fighter and Bomber Groups, allowing them to fly on long range missions. Drop Tanks can be used to extend Fighter and Bomber range by 2

hexes. For Bombers, Drop Tanks take up Weight that reduces the amount of bombs that can be carried. Drop Tanks must be purchased for each Group. They are only used for one mission, and are discarded after the mission.



Drop Tanks Range +4 (SO Cost: 4, Weight 4) - These Drop tanks are the same as the Range +4 Drop Tanks, but cost more and extend the range to +4.



YB-40 (SO Cost: 4) - The YB-40 is a modified B-17 that was converted to be a gunship. It did not carry Bombs. Bomber Groups with YB-40 equipment get a +2 AtA modifier and a -1 AtG modifier. The YB-40

gunships replace some B-17s in the Bomber Group.



Chin Turret (SO Cost: 5) - Early models of the B-17 (F) and B-24 (D) were delivered with weak Chin Turrets, which limited machine gun fire in front of the aircraft. The Chin Turret Technology upgrades the

Chin Turret of the older models to match the later versions. The Chin Turret upgrade modifies the German Frontal tactic to a +2 modifier and adds a +1 AtA modifier when attacking Bandits.

2.12 Bandit Counters

2.12.1 Overview

Bandits attack your Bomber Stream as you fly to and from the target, attempting to destroy as many of your bombers as possible. Flak Guns attack your Bombers from the ground.

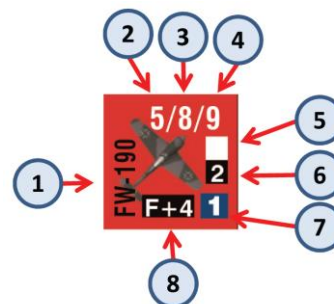
The Aircraft Bandit counters identify the Aircraft Type, Attack Numbers, number of Attack turns, a Defense Value, and any tactics performed by the Bandits.

2.12.2 Key Points

- A Bandit is drawn for each Luftwaffe Squadron counter in range of the Mission Group (depends on Luftwaffe Response level).
- Bandits have two sides. One side is used if the Bandit is in the same hex as your Mission Group (white number in Black box), and the other side is used if the Bandit is from an adjacent hex (black number in White box).
- Draw Bandits from the same hex first, then draw Bandits from adjacent hexes.
- The number of turns the Bandit attacks varies by Bandit type and whether it is in the current hex or adjacent hex.
- Don't forget to subtract the Bandit Defense value from your AtA Attack roll. If the Defense value is negative, then you would add the Defense Value to your AtA Attack roll.
- A Bandit's Tactic is only Active (i.e. used) if the German Defense Commander has the Tactic on his card.
- Flak Guns cannot be Attacked, and always attack Bomber Groups for one turn only.

2.12.3 Details

The details for Bandits are below.



1 - Bandit Type - The name of the Bandit Aircraft.

Attack Numbers (Based on the Example Graphic)

A roll of 4 or less is a miss.

2 - A roll of 5, 6, or 7 causes 1

Destroyed.

3 - A roll of 8 causes 2 Destroyed.

4 - A roll of 9+ causes 3 Destroyed.

5 - Attack Turns for Adjacent Hex - If the Bandit is in an Adjacent Hex, it will Attack for the number of Turns shown in the White Box. When drawing for a Bandit in an Adjacent hex, place the counter showing the side with a number in the White Box.

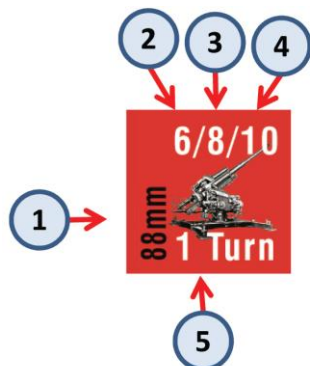
6 - Attack Turns for Current Hex - If the Bandits in the same Hex as your Mission Counter, it will Attack for the number of Turns shown in the Black

Box. When drawing for a Bandit in the same hex, place the counter showing the side with a number in the Black Box.

7 - Defense Value – Subtract from Bomber/Fighter AtA Attack roll (Subtract 1 from Group Attacks)

8 - Tactic (see next section for details)

The details for Flak Guns are below.



1 - Flak Gun Type – The name of the Flak Gun.

Attack Numbers (Based on the Example Graphic)

A roll of 5 or less is a miss.

2 - A roll of 6 or 7 causes 1 Destroyed.

3 - A roll of 8 or 9 causes 2 Destroyed.

4 - A roll of 10+ causes 3 Destroyed.

5 - Attack Turns – All Flak Guns only attack for one turn.

2.12.4 Bandit Tactics



Rockets (R) – If a Bandit counter has an “R” at the bottom, the bandit attacks (If Active) Bombers with Rockets before the first turn. The R stands for Rockets. You roll 2 Dice (2D) and Hit on a 7 or higher.

Perform a Formation check for each Hit inflicted on the Group.

Example: The ME-410 has Rockets. Before the first Attack turn, roll 2 dice. On a roll of 7 or Higher you inflict a Rocket Hit. The Bomber Group that was Hit must roll its Formation value or Higher for each Hit. If any Formation check fails, the Bomber Group is Dispersed.



Bombs (B) – If a Bandit counter has a “B” at the bottom, the fighter attacks (If Active) the Bombers before the first turn by dropping a bomb on them from above. You roll a die and Hit (1 Destroyed) if the die

is equal to or greater than the Attack number after the B. Perform a Formation check if a Hit is inflicted on the Group.



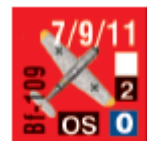
Frontal Attack (F) – If a Bandit counter has an “F” at the bottom, the fighter performs a frontal attack (if Active) on the Bomber. Add +4 to the Bandit attack roll.

If the Bomber has a Chin Turret

Upgrade, only add +2 to the Bandit attack roll. Perform a Formation check if a Hit is inflicted on the Group.



Sturmgruppen Fw-190 (S) – When active, add the Sturmgruppen Fw-190 Bandit counters (with an S in upper left corner) into the Bandit draw cup. Keep each Sturmgruppen Bandit counter in the draw cup until it is Destroyed. Do not place Destroyed Sturmgruppen Bandit counters back into the cup.



Out of the Sun (OS) – If a Bandit counter has an “OS” at the bottom, the Bandit attacks (if Active) a Low Escort or Sweep Fighter Group first with a +3 Attack modifier. This tactic is negated by a Renowned

Commander’s Out of the Sun tactic or if using a High Escort.

2.13 Recon Asset Counters

2.13.1 Overview

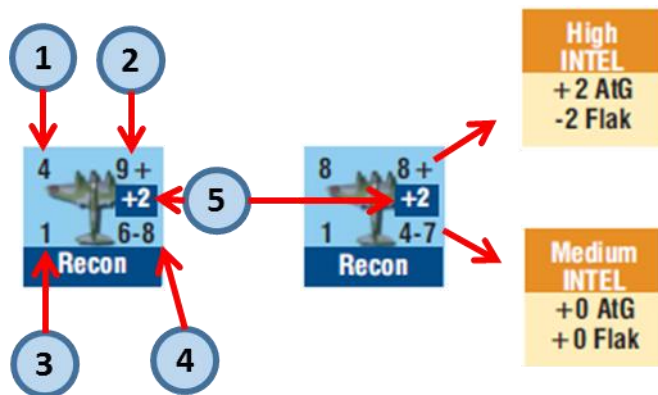
Recon Missions were performed against German targets to help identify critical targeting points and Target defenses to determine the best approach vector.

When using the optional Target Intelligence rules, Recon Assets perform Recon missions against identified German Targets. A die roll determines the success or failure of the mission, and also determines if the Recon Asset is destroyed.

2.13.2 Key Points

- Recon Missions are flown every week just prior to Target Selection.
- All targets start at Low Intel. Before bombing a Low Intel target, roll a die to determine the Low Intel Penalty. Place the appropriate Penalty counters. Remove the counters after bombing.
- For Medium or High Intel targets, place the appropriate Intel counter on the Target card. These counters stay with the Target until Destroyed.
- A Recon Asset is destroyed on an unmodified roll of 1.
- The Recon Counter has two different sides with different SO Costs and Recon capabilities.
- The Target Intel Level never drops.

2.13.3 Details



1 - Cost - The cost in SO Points for the Recon Asset.

2 - High Intel Die Roll - Identifies the required die roll to assign High Intel to the target.

3 - Asset Destroyed Die Roll - Identifies the unmodified die roll that destroys the Recon Asset (1). Always destroy on a natural die roll of 1.

4 - Medium Intel Die Roll - Identifies the required die roll to assign Medium Intel to the target.

5 - Medium Intel Modifier - If the Target is already at the Medium Intel level, add the modifier to the die roll to try for High Intel.

2.14 Player Log

The Player Log records Campaign Information; Campaign Name, Year, Starting Month, Starting SO Points, Weekly SO Points, and Replacement Points/Month.

You also record along the left side your purchased Bomber and Fighter groups, current level, required Promotion XPs (XPs to promote to next level), Replacement Points bonus (from Group Characteristics), and current Group XPs.

Every week, record the Target attacked and number of Destroyed Points for each Group under the appropriate Mission number. At the bottom, for each Mission, record the Starting SO Points, SO Points Used, SO Points Remaining, and Victory Points Earned.

The Player Log can only record up to two months of records. Multiple Player Logs are required for longer Campaigns.

The Player Log sheet can be photocopied or downloaded from www.dvg.com.

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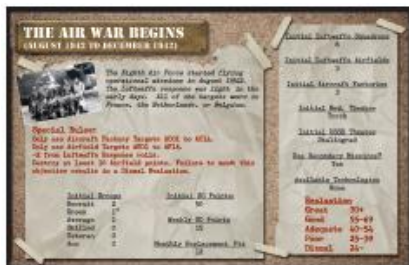
2.15 Dice

Whenever a die roll is called for in the game, roll a ten-sided die (1d10) to generate a number from 1 to 10 or roll two ten-sided dice (2d10) and add the two numbers together to generate a number from 2 to 20. A roll of 0 (zero) counts as 10 (ten).

3 Campaign Set-up

Perform the following steps to setup the Campaign.

3.1 Campaign Selection



Select the Campaign you want to play. Place the Campaign sheet on the table in front of you.

The selected Campaign sheet defines the

initial starting conditions for the game. See section 2.3 for more details on the Campaign Sheets.

To learn how to run Missions, we recommend you start with the Short: U-Boat Focus (August 1942) Campaign. You can skip the End of Month section and go right to the End of Campaign section.

To play the complete game, we recommend starting with The Air War Begins (August 1942 to December 1942) Campaign.

See section 2.3 for details on the Campaign sheet.



All missions start in the United Kingdom (UK) hex, with targets in Axis-controlled countries on the European mainland.

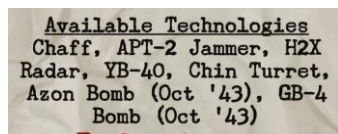
3.2 Campaign Special Rules

Each Campaign has unique Special Rules that can impact Target Selection, earned Victory Points, gameplay, or Campaign Evaluation.



3.3 Allied Technology

Allied Technology evolved throughout the war in response to challenge and German technologies.



The Campaign Sheet identifies what Allied Technology and Equipment is available to purchase during the

Campaign. Each technology costs 50 Points, and is applied to one Group.

See section 2.11 for more details on Allied Technology.

3.4 Display Sheet

The Display sheet is used to track information and counters during the game, including tracking your missions to the German target and back, and resolving Bandit attacks. Target cards are placed along the top of the Display.



Place the Display Sheet on the table in front of you. See section 2.4 for more details about the Display Sheet.

3.5 Year/Month/Week/Day



The Campaign sheet lists the Campaign's starting Year and Month. Place the

Year and Month counters on the appropriate Year and Months squares on the Display sheet. Place the Week Counter on Week 1 of the Week track.

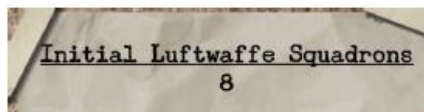
If playing the Operation Argument - Big Week Campaign, place the Day counter on the Day 1 box on the Campaign Sheet.

3.6 Luftwaffe Squadrons

Luftwaffe Squadrons were based throughout Axis-controlled areas, and were vectored towards the Bombers using Radar. The Luftwaffe response to Bombing missions varied depending on a number of factors (weather, mission size, target city,...).

3.6.1 Luftwaffe Squadron Placement

Reference the Campaign sheet to determine the number of Luftwaffe Squadrons that will initially be placed on the map.





Place the indicated number of starting Luftwaffe Squadrons on the Display Map by rolling 2d10, and adding up the dice. Place a Luftwaffe Squadron counter in the hex number that matches each totaled

die roll.

Multiple Luftwaffe Squadrons can be placed within a hex (no limit).



Example: The die rolls are 7 and 4. I place a Luftwaffe Squadron on Hex #11.

3.7 War Theaters

There are three separate War Theaters represented in the game; Mediterranean (Med), USSR, and European Theater of Operations (ETO). Each Theater has specific zones that represent where the Allies have advanced to within the Theater.

3.7.1 Med/USSR Theaters

No Bomber missions are flown in these Theaters. However, the Allied Theater zone does determine the probability that new Luftwaffe Squadrons will be sent to those Theaters versus deploying onto the ETO. Typically, the more advanced the Allies are in the Theater, the more likely the desperate Germans will throw new Squadrons their way.

The Luftwaffe number at the bottom of each zone represents the probability (in 10% increments) a Luftwaffe Squadron will be deployed there. So a Luftwaffe number of 2 means there is a 20% chance of deployment to the Theater (End of Month step).

Zone advancement (modified die roll of 9 or more) and withdrawal (modified die roll of 2 or less) is determined at the end of each month. Secondary Missions, previously deployed Luftwaffe Squadrons, and certain Target traits can add modifiers to influence zone advancement.

3.7.2 ETO Theater

The ETO Theater zones are hexes on the map and are represented by the red arrow on the map. For the Allied Invasion Campaign, your goal is to advance the ETO Theater from the D-Day Landings (Hex 10) to Berlin (Hex 16). The ETO Theater does not withdraw. The ETO Theater advances on a roll of 8+.

3.7.3 Theater Counter Setup

Reference the Campaign sheet to place the USSR Theater and Mediterranean Theater counters.

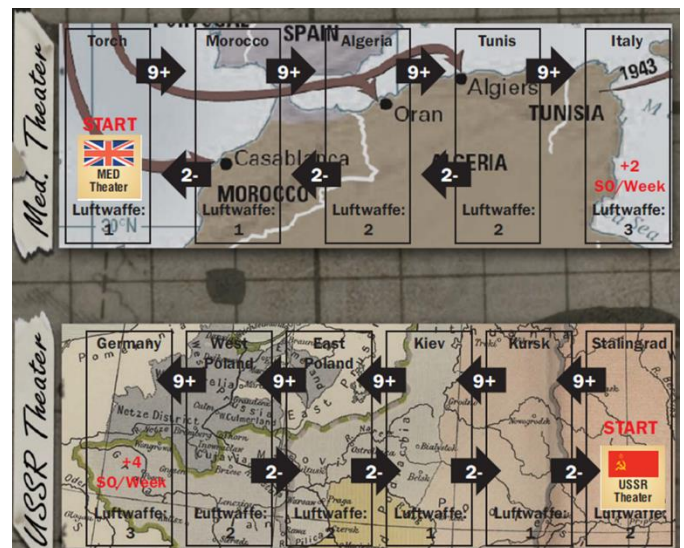
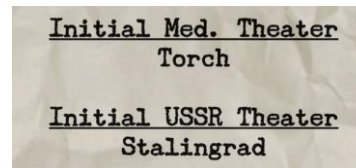
Place the counters on the specified boxes noted on their Theater Maps.

For Short Campaigns, you can ignore Theater setup.



If playing the Allied Invasion Campaign, place the ETO Theater counter on the Map in Hex 10.

Example: The figure below shows the starting positions for The Air War Begins Campaign.



3.8 Bandit Counter Draw Cup



Place the Bandit, No Bandit, and Flak counters in a cup to draw during the game.



Do not place the Sturmgruppen (S) and Me-262 Jet (J) counters into the cup.



If playing with the Optional Veteran/Novice Bandits rule (section 29), then place the appropriate number of Veteran and Novice

counters into the Cup as listed in that section based on the current Campaign year. If not playing with this rule, then do not place the counters into the cup.

3.9 Bomber & Fighter Groups

The Campaign Sheet identifies the starting Special Option (SO) points available to purchase Bomber and Fighter Groups.

3.9.1 Purchase Bomber and Fighter Groups

Select the Bomber Group and Fighter Group cards that you would like to have in your command. Make sure that all Group cards are available at the Campaign Start Month and Year.

See section 2.5 for details about the Group cards.



The Group cards identify how many SO points it cost to select it. Reduce the Group SO cost from your initial allocation.

3.9.2 Bomber and Fighter Group Counters

Find the corresponding Bomber and Fighter Group counters that match your selected Bomber and Fighter Groups.



3.9.3 Assign Skill Levels to Groups

Initial Groups	
Recruit	1
Green	2*
Average	1
Skilled	1
Veteran	0
Ace	0

Each Group has 6 different Skill Levels: Recruit, Green, Average, Skilled, Veteran, and Ace. The Campaign Sheet identifies the number of Groups you can have at each skill level. If you select more Groups than are listed, all additional Groups have the Skill Level noted with the asterisk.

You can demote one Group by one Skill Level to promote a different Group one Skill Level. You can do this multiple times, but each Group can only be promoted or demoted in this manner one time.

For a cost of 4 SO points, you can promote a Group by one Skill Level.

Example: I'm playing the Operation Pointblank Campaign in 1943. I get 96 initial SO Points.

Initial Groups	Initial SO Points
Recruit 1	96
Green 2*	
Average 1	
Skilled 1	
Veteran 0	
Ace 0	
	Weekly SO Points
	1943 - 26, 1944 - 28
	Monthly Replacement Pts
	1943 - 16, 1944 - 18

I purchase my 1 Recruit: The 448th - Sad Sack for (18) SO points. My 2 Green Groups: The 499th - Hawg Wild (22), and the 100th Bloody Hundredth (14). My Average Group: the 96th - Flak Happy (14). And finally my Skilled Group: the 379th - Miss Behaven (14).

I decide to demote my Average Group (Flak Happy) down to Green, and promote my Recruit (Sad Sack) up to Green. I also choose to pay 4 SO points to promote my Skilled Group (Miss Behaven) up to Veteran. Finally, I add one more Group to my Squadron: the 78th Thunderbolt Fighter Group (10) which must come in at Green level due to the placement of the asterisk on my campaign sheet. My Bomber and Fighter Groups cost all 96 of my SO points.

3.10 Renowned Commanders



Renowned Commanders can be purchased and assigned to one of your Bomber Groups (blue Commander counter) or Fighter Groups (red Commander counter).

See section 2.2 for more details on Renowned Commanders.

When selecting a Renowned Commander, deduct the total number of SO points spent on each Commander. Permanently assign the Commander to a particular Group on the appropriate skill side.

3.11 Recon Assets



Recon Assets only apply if using the optional Target Intelligence rules. Recon Assets can fly missions against German Targets in an attempt to increase the Target's Intel Level. See section 2.13 for more details on Recon Assets.

When purchasing a Recon Asset, deduct the SO Cost of the Recon Asset from your Initial SO Point count.

3.12 Player Log

Record your Campaign, Group, and Commander information on the Player Log.

B-17 Leader – Player Log (2 Months)

Campaign: The Air War Begins Year: 1942 Starting Month: August Starting SO Points: 50 Wee

Sheet 1

Sheet 1

Group Info/Commander	Lvl.	Promote	Repl.	Group XP	Month												Month
					Week		1		2		3		4				
					Mission	1	2	1	2	1	2	1	2				
448 th Sad Sack	G	5	-		Target												
					Destroyed												
499 th Hawg Wild	G	6	-		Target												
					Destroyed												
100 th Bloody Hund.	G	5	-		Target												
					Destroyed												
96 th Flak Happy	A	4	-		Target												
					Destroyed												
379 th Miss Behaven	V	8	10		Target												
					Destroyed												
78 th Thunderbolt	G	6	-		Target												
					Destroyed												
					Destroyed												
					Destroyed												
					Destroyed												

3.13 Bandits Destroyed

Place the Bandits Destroyed counter on the Display's Bandits Disrupted 0 box on its counter track.



For every Bandit Destroyed, you advance the counter by 1, until you reach Box 5. At Box 5, remove a Luftwaffe Squadron and reset the Destroyed counter to 0.

3.14 Aircraft Factory Targets

The primary Mission of the Eighth Air Force was to destroy the Luftwaffe prior to the D-Day Landings. Aircraft Factories were a key target in meeting that objective.

From a game perspective, every month full strength and damaged Aircraft Factory targets create new Luftwaffe Squadrons based on their Supply value. Those new squadrons can be added back onto the map, making future missions harder. Destroying an Aircraft Factory Target removes a Supply counter, reducing new Luftwaffe Squadrons. Destroyed Aircraft Factories are replaced with new Factories the following month.

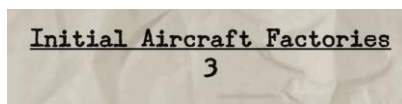
3.14.1 Shuffle Target Deck

Find the Aircraft Factory Targets (some Campaigns specify specific Aircraft Factory targets),

shuffle the deck, and place the cards face down on the Aircraft Factories box on the Display.

3.14.2 Draw Initial Aircraft Factories

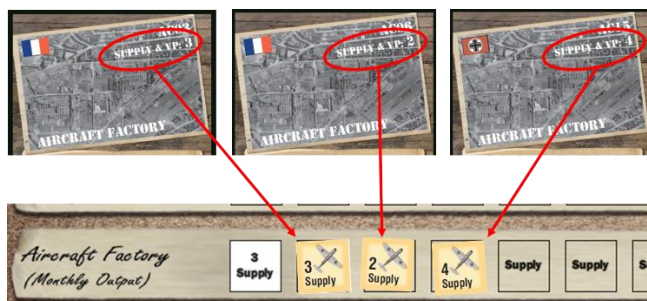
Draw the number of initial Aircraft Factory Target cards as specified on the Campaign Sheet. Place them face up along the top of the Display sheet.



3.14.3 Supply Counters

For each Aircraft Factory Target, place a Supply counter matching the Aircraft Factory's Supply value on the Display sheet's Aircraft Factory track. There is always a minimum of 3 Supply Points on the track.

Example: Three Aircraft Factory Targets cards are drawn, with Supply points of 3, 2, and 4. Place the appropriate Supply Point counters on the Aircraft Factory track.



3.15 Airfield Targets

Airfields were another critical target for the Eighth Air Force.

Destroying Airfield Targets helps reduce the number of Luftwaffe Squadrons on the map. For every destroyed Airfield, the Bandits Disrupted track is advanced by the number of Supply points of the target (same as VPs). When an Airfield target is destroyed, you can draw a new one from the deck.

3.15.1 Shuffle Target Deck

Find the Airfield Targets (some Campaigns specify specific Airfield targets), shuffle the deck, and place the cards face down on the Airfield Targets box on the Display.

3.15.2 Draw Initial Airfield Targets

Draw 3 Airfield Targets and place them face up along the top of the Display.



3.16 Event Cards

Bombing missions during WW2 were anything but uneventful. Weather changes, damaged bombers, killed crew, shifting Luftwaffe resistance, failed rendezvous, ... Let alone fighting off the Luftwaffe and flying through Flak.

The Event cards are drawn both Target-Bound and Home-Bound. They can sometimes help, but also can hurt. See section 2.9 for more details on Event Cards.

Find the Event cards, shuffle the deck, and place the cards face down on the Event Cards box on the Display.

3.17 Campaign Target Cards

The Eighth Air Force was often given specific Industry priorities to attack throughout the war. When the U-Boats were rampaging the Atlantic, for political reasons the U-Boat pens were given priority, even though the Bombers couldn't really damage them.

Many of the Campaigns focus on one or two particular Industries, and identify specific Target Types to include in the Campaign.

The Special Rules section of the Campaign indicates the number of Target cards to draw.

Special Rules:
Pull U-Boat targets U01 to U04.

3.17.1 Shuffle Target Deck

Find the Targets indicated on the Campaign sheet (some Campaigns specify specific targets) and shuffle the deck.

3.17.2 Draw Target Cards

Draw the indicated number of Targets from the deck and place them face up along the top of the Display.

3.18 Secondary Missions

As mentioned above, the Eighth Air Force was frequently given specific Industry priorities to attack for a certain period. Instead of given

the industry focus on the Campaign sheet, Secondary Mission Campaigns randomly assign an Industry Focus for 2 months. Only one Secondary Mission is active at a time.

Each Secondary Mission card has an objective to reach. At the end of the two months, you evaluate how well you did against the objective (success or failure) and get the bonus or penalty based on the evaluation.

See section 2.6 for more details on Secondary Mission.

3.18.1 Sort Through Secondary Missions

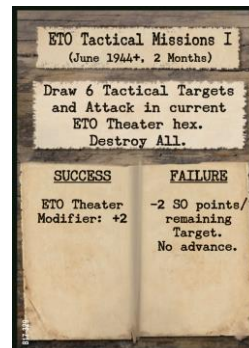
Sort through the Secondary Mission cards and select the cards whose Active Years match the Campaign Start Year and Month. Shuffle the selected Secondary Mission cards and place them face down in the Secondary Cards box on the Display.

3.18.2 Active Secondary Mission

Flip over the top Secondary Mission card and place it back on top of the pile. Shuffle the indicated Target Deck on the Secondary Mission card and draw the listed number of Target cards and place them face up along the top of the Display.

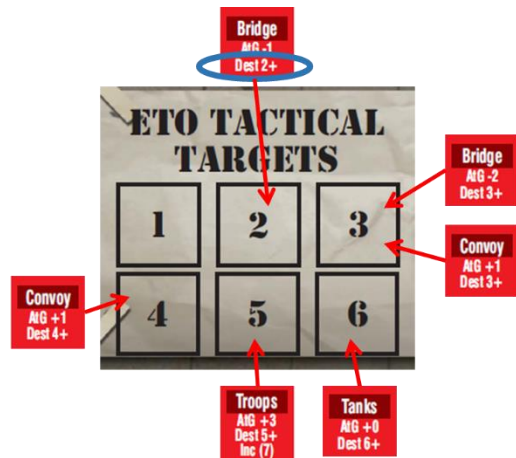
3.18.3 ETO Tactical Missions

During the Allied Invasion, the heavy bombers were used to bomb German Tactical targets along the Allied front.

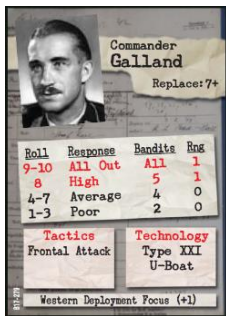


The ETO Tactical Missions Secondary Mission Cards, which are only used in the Allied Invasion Campaign, require you to randomly draw Tactical Target counters from a cup. Group missions are flown to the hex that has the ETO Theater counter.

Draw the indicated number of Tactical Units and place them in the appropriate Strength box on the Display.



3.19 German Defense Commanders



The German Defense Commanders basically determine how the Germans will respond to your missions (Response Level, Tactics, and Technologies to research).

See section 2.8 for more details on the German Defense Commanders.

3.19.1 Select Commander

Shuffle the German Defense Commander cards and place face down on the German Cmdr. box on the Display.

Flip over the top card and place it back on top of the pile.

3.19.2 Tactics

Most of the Tactics are used by the Bandits during Bandit Attacks.

If the German Defense Commander tactic is U-Boat Support, then perform the steps in the U-Boat Support tactic description in section 2.8.5.

If the German Defense Commander tactic is Sturmgruppen Fw-190 Storm, then perform the steps in the Sturmgruppen Fw-190 Bandit Tactics description in section 2.12.4.

3.19.3 Technologies

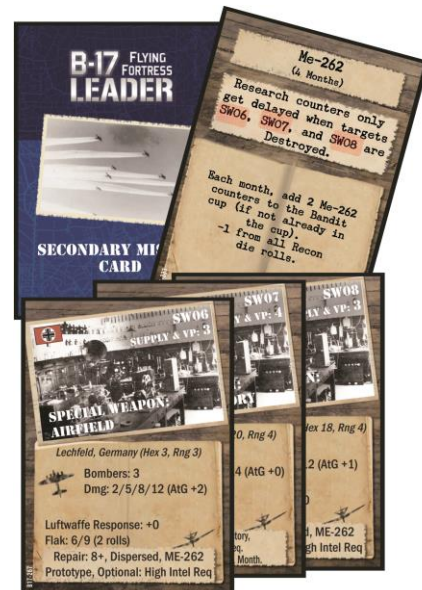
If the German Defense Commander has technologies, then locate the corresponding technology counter and place it on the Month track the indicated number of months ahead of the current month (or if in End of Month phase, the next month), with the ACTIVE side down.



3.19.4 Special Weapon Technologies

If the Technology is a Special Weapon (HO-229 Flying Wing Jet Bomber, ME-262, V-3 Cannon, or Type XXI U-Boat), then locate the Secondary Mission Special Weapons Card for that technology. (Note: See the Errata section for corrections to the Secondary Mission Special Weapons Cards)

Find the Special Weapon (SW) Target cards listed on the card and place them face up at the top of the Display. They are available Targets that you can attack.



Following the instructions for the corresponding Special Weapon in section 2.8.6.

4 Sequence of Play

Weekly Sequence of Play

Week Start (5)

Receive Weekly SO Points (5.1)
SO Adjustments (5.2)
Purchase Groups/Commanders/Recon Assets (5.3, 26.2)

Intelligence (Optional) (26)

Recon Missions (26.3)

Morning Briefing (6)

Determine Weather in Zones (Optional) (27.1)
Delay Mission Execution (Weather Option) (27.2)
Select Target(s) to Attack (6.1)
Assign Groups to each Mission (6.2)
Assign Group to Diversion Mission (6.2.1)
Assign Group to ASW Mission (6.2.3)

Mission Pre-Flight (7)

Arm Bombers (7.1)
Purchase Equipment & Technology (7.2)
Place Commander Tactics Counters (7.3)
Display Mission Setup (7.4)
 Mission/Target Counter
 Target Card
 Select Mission Path
 Bomber Stream Setup
 Fighter Escort/Sweep
Roll for Luftwaffe Response (7.5)

Target-Bound Flight (8)

Draw Target-Bound Event Card (8.1)
(Repeat Until Target Reached)
 Move Mission Counter (8.2)
 Perform Formation Check (8.3)
 Luftwaffe Squadron Interception (8.4)
 Resolve Bandit Attacks (8.5)
 Fighter Group Returns to Base (8.6)
 Unfit Groups Return to Base (8.7)
 Luftwaffe Squadron Rearming (8.8)

Mission Over Target Resolution (9)

Low Intel Modifier (26.4)
ETO Tactical Targets (9.1)
Previous Target Damage (9.2)
(Repeat for each Bomber Group)
 Resolve Target Flak Attacks (9.3)
 Perform Bombing Attack on Target (9.4)

Mission Home-Bound Flight (10)

Draw Home-Bound Event Card (10.1)
(Repeat Until UK Base Reached)
 Move Mission Counter (10.2)
 Perform Formation Check (10.3)
 Luftwaffe Squadron Interception (10.5)
 Resolve Bandit Attacks (10.5)
 Luftwaffe Squadron Rearming (10.6)
Returning to the UK (10.7)

Mission Debriefing (11)

Victory Points & Experience Points (11.1)
Record Group Status (11.2)

Remaining Mission (12)

Repeat Mission Pre-Flight, Target-Bound Flight, Mission Over Target Resolution, Mission Home-Bound Flight, and Mission Debriefing Steps

Perform ASW Mission (13)

End of Week (14)

Monthly Sequence of Play

Secondary Mission (15)

Manage Secondary Mission Cards (15.1)
Evaluate Secondary Mission (15.2)

German Defense Adjustments (16)

War Front Adjustment (16.1)
New Luftwaffe Squadrons (16.2)
Theater Deployment (16.3)
Luftwaffe Squadron Map Placement (16.4)
Luftwaffe Squadron Reassignment (16.5)

German Technology Available

Check Month For Technologies (17.1)
Activate Technologies (17.2)

German Defense Commander (18)

Check for Replacement (18.1)
New German Commander (18.2)

Monthly Housekeeping

Group Reassigned Check (19)
Monthly Replacement Points (20)
Replace Destroyed Aircraft Factories (21)
Adjust Campaign Timeline (22)
 Campaign Complete Check (22.1)
 Adjust Month/Year/Week Counters (22.2)
 Player Log Sheet (22.3)
 New Year/June 1944 (22.4)

End of Campaign

Victory Point Total (23)
Campaign Evaluation (24)

4.1 Optional Rules Charts

Low Intel Die Roll	
1	None
2-3	-1 AtG
4-5	-1 AtG, +1 Flak
6-7	-1 AtG, +2 Flak
8-9	-2 AtG, +1 Flak
10	-1 AtG, +1 Flak Die

Weather Die Roll	
1	Stormy
2	Mostly Cloudy
3-7	Partly Cloudy
8+	Clear

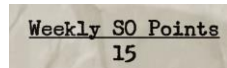
UK Base Roll: +1

WEEKLY SEQUENCE OF PLAY

The following steps are performed weekly.

5 Week Start

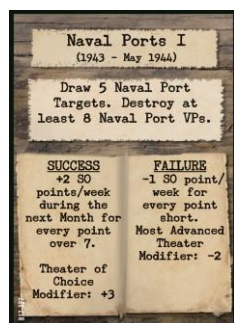
5.1 Weekly SO Points



Receive the Weekly SO points as identified on the Campaign sheet.

5.2 SO Adjustments

Secondary Mission Bonus/Penalty. Adjust your available SO points based on your last Secondary Mission's penalties and benefits (if applicable).



Example: I failed the Naval Ports I Secondary Mission by only destroying 6 Naval Port VPs instead of 8. I must adjust my SO points for the next month.

U-Boat Tactic. Subtract SO Points for each U-Boat point deployed at sea.



Example: Two U-Boats are deployed by German Defense Commander Kammhuber. A total of 4 SO points are subtracted for the week.

V-Weapon Attacks. All undamaged V-Weapon Sites fire their V-1 and V-2 rockets. Roll for each active Target to determine if SO points are lost. Subtract the indicated number of SO points for all hits.



Example: There are two undamaged V-Weapons Site targets. I roll 1d10 for each Target. For Target V11, I roll a 9 (hit), and for Target V05, I roll a 5 (miss). I subtract 3 SO points from my weekly total.

Record SO Points. Record the final number of Weekly SO Points on the Player Log.

5.3 Purchase Groups, Commanders, and Recon Assets

Purchase a Bomber or Fighter Group

You can purchase one Bomber or Fighter Group if SO points are available. Make sure the Group is available in the current Month and Year. Subtract the Group SO cost from your remaining SO points. All new Groups start at the Recruit skill level.

You can spend an additional 4 SO points when the Group is purchased to increase the skill level to Green.



P-80 Jet Fighter Group.

You can purchase the Group when you play the Allied Invasion Campaign, but not until at least October 1944 (not Oct. 1945).

Purchase Renowned Commanders

You can purchase Renowned Commanders and assign them to a Group that doesn't currently have one. Subtract the Commander SO Cost from your remaining SO Points.

Purchase Recon Assets (Optional)

If using the Optional rules, you can purchase a Recon asset.

6 Morning Briefing

6.1 Select Targets to Attack

You can perform one or two Missions per Week plus 1 ASW mission if U-Boats are deployed because of a tactic.



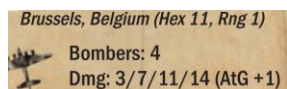
Select the Target cards you wish to Attack from those available across the top of the Display sheet. Place a Mission counter on each

Target to be Attacked. Target cards detail your mission objectives and their defenses.

See section 2.7 for more details about the Target Cards.

6.2 Assign Groups to Each Mission

Assign the Bomber Groups that are going to fly the Missions to the Target.



Each Target's Bombers number sets the maximum number of Bomber Groups that can attack the

Target.

A maximum of one Fighter Group can be assigned to the Mission. Fighter Groups are not required for the Mission.

A Group can only execute one Mission per week.

Unfit Groups cannot execute a Mission.



If not already on the Group Cards, based on your Player Log add the appropriate amount of Destroyed counters to Groups with reduced Strength.

Strength.

On the Player Log, write the Target number on the same row as the Bombers & Fighter Groups in the appropriate Month/Week column.

6.2.1 Diversion Mission



You can assign one Bomber Group to a Diversion Mission each week. The Diversion Mission is associated with one of the primary missions, and reduces the Luftwaffe Response roll for that mission by 2.

Place the Diversion counter on the designated Bomber Group. Note on the Player Log that the Group flew a Diversion Mission. The Bomber Group does not earn XPs, and does not receive Replacement points as a Rested Group. Choose a Bomber Group that is not assigned to the Mission. The Diversion Bomber Group does not count against your Target's Group Maximum.

Each Bomber Group can only fly a Diversion Mission once a month.

6.2.2 ETO Tactical Unit Mission



If you have ETO Tactical Units deployed on the ETO Tactical Targets area (per section 3.18.3), you can assign one or more Bomber Groups and an optional Fighter Group as one of your two Missions to attack the Tactical Units. The Target hex is the same as the hex containing the ETO Theater counter.

You attack each Tactical Unit individually, assigning a bomb to a target. Individually resolve each bomb attack before assigning the next bomb to a target.

A roll of 9 causes 2 hits, destroying the Bridge

Destroyed

For an Incendiary hit on an Inc(x) Target, roll another die and on X+ (7+ in example), it is destroyed.

As Tactical Units take Damage, move them down into lower numbered Strength boxes. When the Strength level reaches 0, the Tactical Unit is destroyed and removed. Receive 2 VPs for each Tactical Unit destroyed.

After the Secondary Mission is complete (2 months), remove any remaining Tactical Units.

6.2.3 Anti-Submarine Warfare (ASW) Mission



If there are U-Boats deployed as part of a

German Defense Commander Tactic or Type XXI U-Boat Special Weapon, you can assign a B-24 Bomber Group to attack them on an ASW mission (in addition to the two Weekly Missions). Place the ASW Mission counter

on the selected B-24 Group.

6.2.4 Rested

You can rest a Bomber or Fighter Group (i.e. they are not flown on a mission that week). At the end of the week you reduce losses (Destroyed points) by 3.

7 Pre-Flight

7.1 Arm Bombers

For each Bomber Group participating in the Mission, select free Bomb types or purchase Bomb types with SO points to arm the Group, and place the Bomb counters on the Group.

The total Weight of Bomb counters loaded on a Group cannot exceed the Bomber Group's Weight limit.

If the Bomb Load is 2 Weight Points less than the maximum, extend the Bomber range by 2.

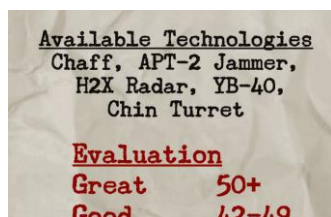
Record the number of SO points spent on Bombs on the Player Log.

See section 2.10 for more details on the types of Bombs.



Example: I have Loaded up my B-17 with a M34 (SO Cost - 3, Weight - 4) and one Incendiary (SO Cost - 0, Weight - 2). I spent a total of 3 SO points and have a total of 6 Bomb weight points (equals B-17 tonnage limit).

7.2 Purchase Equipment & Technology



You can purchase Equipment and Technology to add to your Bomber and Fighter Groups. Only Technology and Equipment that is Available on the

Campaign sheet can be purchased. Some Equipment and Technology is permanent, and others must be purchased and used only for the current mission (ex: chaff & drop tanks).

See section 2.11 for more details on Equipment and Technology.



Example: The 92nd Bomber Group gets the YB-40 for free. I also paid 5 SO points to add an upgraded Chin Turret to my B-17F.

I'm ready to face those bandits!

7.3 Place Tactics Counters for Commanders



For each Renowned Commander that has Tactics,

place the appropriate Tactics counter beside the Commander counter or on your Group card.

7.4 Display Mission Setup

7.4.1 Mission/Target Counter

Place the Mission counter on the UK Base hex. Place the Target counter in the Target's hex.

7.4.2 Target Card

Place the Mission's Target Card on the Target box to the left of the map.

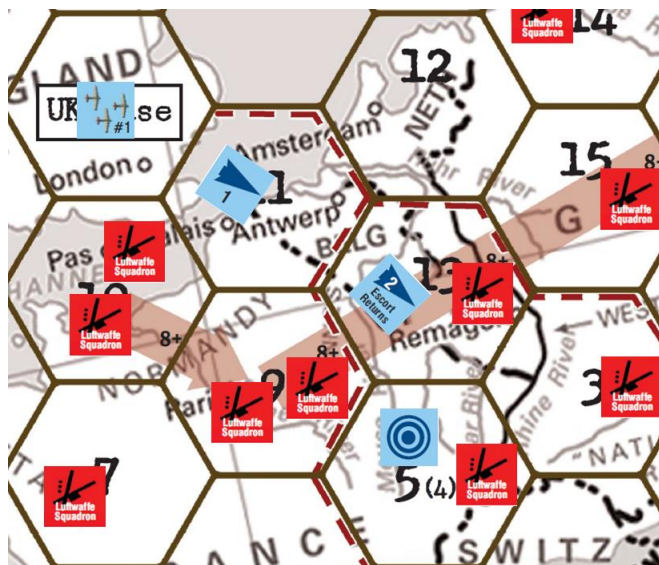
7.4.3 Select Mission Path

Starting at the UK Base, select the path to the Target's hex and back and place the Mission Path counters.

A Groups range indicates the number of hexes it can travel out and back.

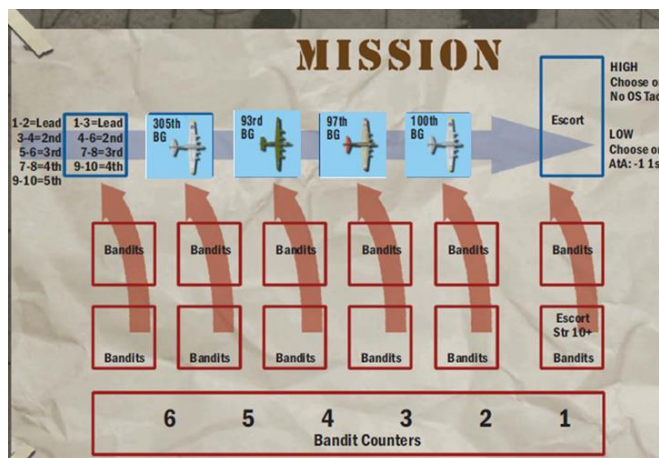
Place the Mission Path counter with its "Escort Returns" side face up at the maximum range of the Fighter Escort if applicable. Remember, the Fighter Escort must have enough Range to also return to the UK Base.

Example: I am attacking a Target in hex 5, which is 3 hexes from the UK Base (this requires Groups with a total Range of 6+). My Fighter Group has a Range of 4, so I place the Escort Returns side of the Mission Path counter face up in the 2nd hex. This means the Fighter Group can only Escort during the first 2 hexes of the Mission Path, because it must be able to travel two hexes back to the UK Base.



7.4.4 Bomber Stream Setup

Place the Bomber Group counters taking part in the Mission on the Mission area of the Display in the order they will fly to the target, starting with the Lead Bomber Group. Place all Bomber counters on the Formation side ("D-2" side down).

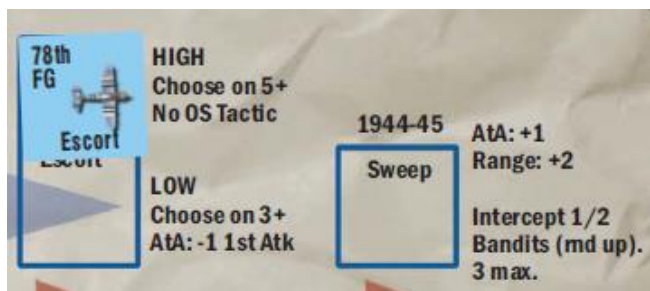


7.4.5 Fighter Escort/Sweep

If a Fighter Group goes on a mission, the Fighter Group can escort the Bombers (High Escort or Low Escort) or Sweep (1944+) ahead of the Bombers. Fighter Escorts stay with the Bombers and defend them from attacking Bandits. Fighter Sweeps fly out in front of the Bombers and attack the Bandits forming up for attack.

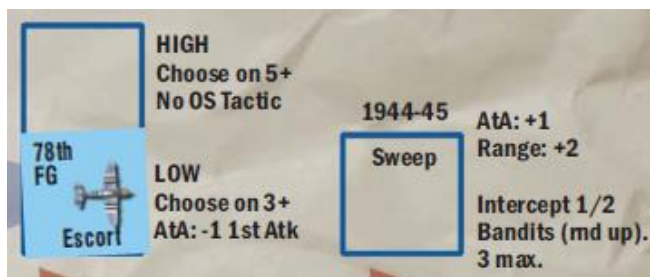
Fighter Escort (High)

A High Escort Fighter Group flies with the Bomber Groups and engages Bandits that are attacking the Bomber Groups. The High Escort Fighters can ignore the Bandit Out of the Sun (OS) tactic. On a roll of 5+, the High Escort Fighter Group can choose which Bandits to Intercept, up to 2 Bandits, or 1 if the Fighter Group Damage is 6 or greater. Otherwise, remove all No Bandit counters and assign the first set of Bandits (not Flak Guns) to the Escort.



Fighter Escort (Low)

A Low Escort Fighter Group flies with the Bomber Groups and engages Bandits that are attacking the Bomber Groups. On a roll of 3+, the Low Escort Fighter Group can choose which Bandits to Intercept, up to 2 Bandits, or 1 if the Fighter Group Damage is 6 or greater. Otherwise, remove all No Bandit counters and assign the first set of Bandits (not Flak Guns) to the Escort. On the first attack turn, Low Escorts have a -1 AtA modifier.

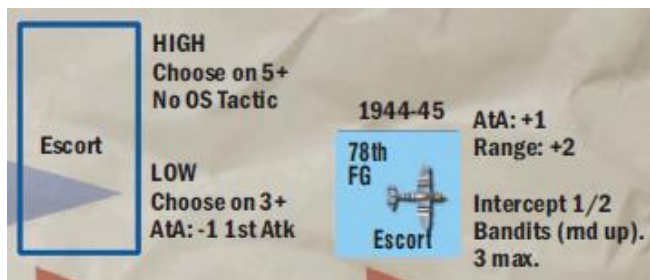


Fighter Sweep (1944 and 1945 only)

Fighters performing a sweep can intercept up to 3 Bandit counters (half of the Bandits rounded up), or 2 Bandit Counters if the Fighter Group Damage is 6 or greater.

You must assign the first set of bandit counters (including Flak Gun and No Bandit counters) to the sweep fighters, with any remaining automatically attacking the Bombers. Flak Guns are then assigned to Bomber Groups.

Fighters performing a sweep also have their range extended by +2 and get a +1 Air-to-Air (AtA) attack modifier.

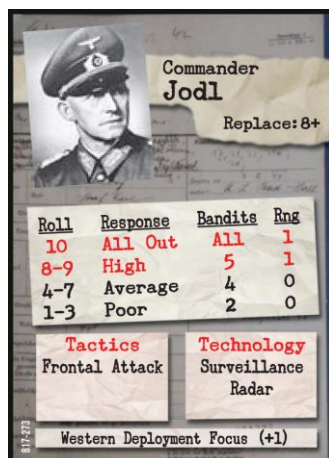


7.5 Roll for Luftwaffe Response

Roll a die and reference the German Defense Commander's Response section to determine the Luftwaffe Response for the mission. Place the

appropriate Response counter on the German Defense Commander card.

See section 2.8 for details on the German Defense Commander and the Response Levels.



Example: Jodl is the current German Defense Commander. I roll an 8 for the Luftwaffe Response. The Response Level is High. I place the High Response counter on Jodl's card.



8 Target-Bound Flight

This section provides the rules that move your Mission Group from the UK Base until it's ready to Bomb the Target.

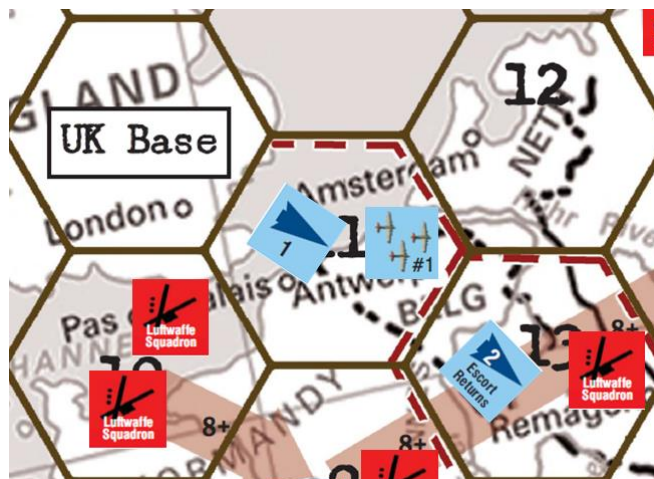
8.1 Draw Target-Bound Event

Draw an Event card and resolve the Target-Bound event (top half of card).

Repeat Steps 8.2 to 8.8 until the Mission Group reaches the Target hex and all Bandit Attacks have been resolved.

8.2 Move Mission Counter

Move the Mission Counter 1 hex towards the Target along the designated mission path. Perform the following steps even after you initially move the Mission Group into the Target hex.



8.3 Perform Formation Check

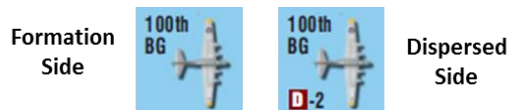
All Groups begin each Mission in Formation.

Formation checks are performed only in this step when you are directed to do so from an Event card, or when a Bomber Group is Dispersed.



Roll a die. If the roll is equal to or more than the Bomber Group's Formation number, it is now in Formation. Place the Bomber counter to the Formation side.

If the roll is less than the Formation number, the Bomber Group is Dispersed. Place the Bomber Group counter to its Dispersed (D-2) side.



8.4 Luftwaffe Squadron Interception

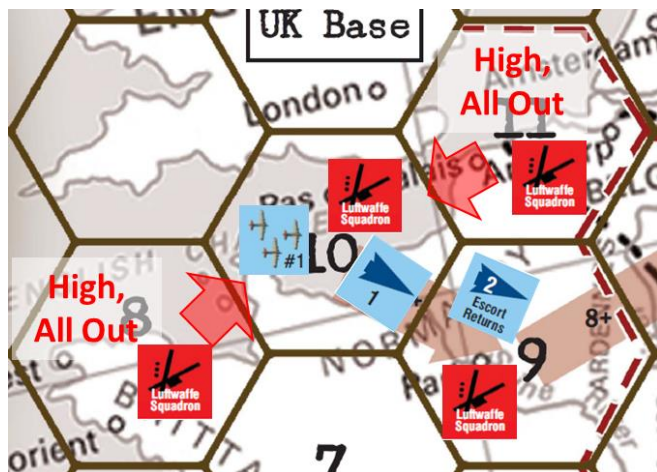
If the Luftwaffe Response is Average or Poor, then only Luftwaffe Squadrons in the Mission counter's current hex attack the Bomber and Fighter Groups.

If the Luftwaffe Response is High or All Out, then Luftwaffe Squadrons in the hexes adjacent to the Mission counter's current hex also attack the Bomber and Fighter Groups. They remain in their adjacent hexes.

Luftwaffe Squadrons that are Rearming do NOT attack.

Luftwaffe Squadrons along the Mission Path only attack when the Mission Group is in the same hex.

If there are more attacking Luftwaffe Squadrons than allowed by the Luftwaffe Response on the German Commander card, then use the Luftwaffe Squadrons in the Mission Path hex first, then pull in Luftwaffe Squadrons from adjacent hexes until the limit is reached.



Example: If the Luftwaffe Response is Poor or Average, only one Luftwaffe Squadron attacks the Mission Group. If the Luftwaffe Response is High or ALL Out, then three Luftwaffe Squadrons attack the Mission Group. The Luftwaffe Squadron in Hex 9 does not attack because it is in the Mission Path.

8.5 Resolve Bandit Attacks

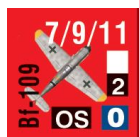
See section 2.12 for details about the Bandit counters; including their attack characteristics and tactics.

Bandit attacks follow these steps:

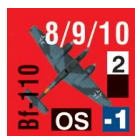
1. Draw Bandit Counters from Cup
2. Determine Bandit Interception
3. Perform Bandit Tactics Attacks on Bomber Groups
4. Fast Group Air-to-Air Attacks
5. Bandit Attacks
6. Slow Group Air-to-Air Attacks
7. Repeat Steps 4 through 6 for additional Bandit Attack Turns

8.5.1 Draw Bandit Counters from Cup

Draw 1 Bandit counter from the cup for each Luftwaffe Squadron that is attacking the Mission counter. Place each counter from right to left in the Bandit Counters box, including Flak and No Bandit counters. Draw Bandit counters for the current hex first, then for adjacent hexes.



For Luftwaffe Squadrons in the same hex as the Mission, use the Bandit side with the number in the black hex.



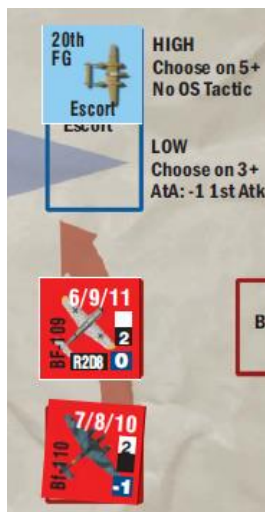
For Luftwaffe Squadrons in an adjacent hex as the Mission, use the Bandit side with the number in the white box.

8.5.2 Determine Bandit Interception

Flak counters always attack Bomber Groups.

Bandit Placement (Fighter Escort)

If a Fighter Escort is present, the Fighter Group can intercept a number of Aircraft Bandits based on the Escort Fighter's Losses (Losses of 5 or less = 2 Bandits, Losses of 6+ = 1 Bandit).



Roll to determine if you can choose which Bandits to Intercept.

At High Altitude, you can choose which Bandit(s) you want to intercept if you roll 5 or higher.

At Low Altitude, you can choose which Bandit(s) you want to intercept if you roll a 3 or higher.

If you can choose, pick which Bandits the Fighter Group intercepts.

If you can't choose, remove the No Bandit counters,

randomly assign the Flak counters to Bombers, and pick the Bandit Aircraft remaining from right to left.

Place the Bandits attacking the Fighter Group in the boxes below the Escort box.

Bandit Placement (Fighter Sweep)

If a Fighter Sweep is used, then take half of the Bandit counters (round up) starting from the right side of the Bandit Counter box for interception by the Fighter Sweep (including No Bandit and Flak Gun counters), up to the maximum number allowed to intercept (Losses of 5 or less = 3 Bandit counters, Losses of 6+ = 2 Bandit counters). The remaining Bandits attack the Bomber Groups. Flak Guns always attack Bomber Groups, but count as one of the Intercepted counters.

Bandit Placement (Bombers)

For each Bandit not intercepted by a Fighter, roll a die and place the Bandit counter under the Bomber Group indicated in the box to the left of the trailing Bomber. Only two Bandits can attack any one Bomber Group (unless a German Tactic is used). Re-roll if a 3rd Bandit is assigned to a Bomber Group.

Example #1: My Mission group is intercepted by 5 Luftwaffe Squadrons. I have a Fighter Group flying as a High Escort. I draw 5 Bandit counters and place them right to left on the Bandit track.

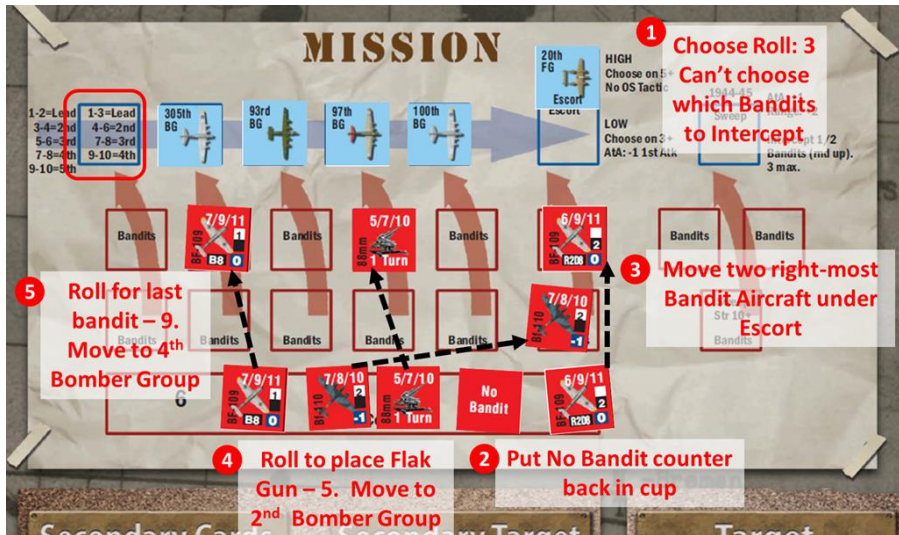
I move the three right counters in the boxes under my Fighter.

I put the No Bandit counter back in the cup.

I roll to place the Flak Gun, which always attacks a Bomber Group. I roll a 7. The box behind my Last Bomber Group says to place it with the 3rd Bomber Group. I move the Flak Gun counter from the Sweep box to under that Group.

I roll to place the fourth Bandit, which is a 2. It goes under the Lead Bomber Group.

I roll to place the fifth Bandit, which is 5. It goes under the 2nd Bomber Group.



Attack Turn Counter



I place the Attack Turn 0 counter on the Display near the Mission area.

I roll to see if I can choose which of the 3 Bandit Aircraft I can intercept with my Fighter Escort (Losses = 3). I roll a 3... can't choose.

I put the No Bandit counter back in the cup.

I slide the Aircraft Bandit counters on Bandit box 1 and 4 under the Escort box.

I roll to place the Flak Gun, which always attacks a Bomber Group. I roll a 5. The box behind my Last Bomber Group says to place it with the 2nd Bomber Group, which I do.

I roll to place the last Bandit. I roll a 9, which attacks the 4th Bomber Group. I place that counter under the that group.

8.5.3 Perform Bandit Tactics Attacks on Bomber Groups

Some Bandit counters have Tactics on the counter. See section 2.12.4 for a description of the Tactics.

The Bandit Tactics are only active (i.e. used) if the German Defense Commander has the same Tactic in his Tactics box. Otherwise, you ignore the Bandit Tactic.

If a Bandit has an Active Bomb, Rocket Attack, or Frontal Bandit Tactic, and it is attacking a Bomber Group, then the Bandit attacks with the Tactic before the first Attack turn. Resolve the Tactic attack per section 2.12.4.

If a Bomber Group is hit by a tactic, remember to perform a Formation Check.

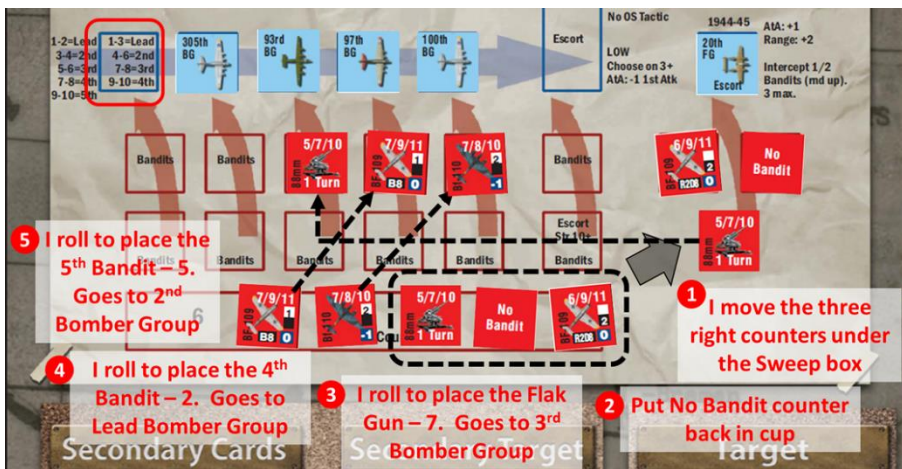
8.5.4 Fast Group Air to Air (AtA) Attacks

Groups that are Fast, or use a Situational Awareness (SA) or Fast Commander Tactic, can attack the Bandits first.

NOTE: A Bandit using the Out of the Sun (OS) Tactic against a Low Escort Fighter or Sweep Fighter always attacks first, unless you play an Out of the Sun Tactic.

You may use one Group Tactic counter if available prior to an Attack to modify your attack.

Bandits are destroyed on a modified AtA die roll of 10 or higher.



Roll a die and apply the following modifiers.

Group AtA Modifier

Destroy	Status	Speed	AtA	AtG
0-9	Okay	Fast	+4	+2
10-11	Shaken	Slow	+2	+0
Cmdr. Wray				

Based on the current Group losses, identify the current Group status (Okay,

Shaken, or Unfit) and apply the AtA modifier. Unfit Groups cannot attack.

Bandit Defense Modifier

If the Bandit has a Defense Value, subtract the Defense Value from the Group AtA attack die roll. If the Defense value is negative (ex: -1), then you end up adding the number to your die roll.



Example: This ME-410 Bandit has a Defense value of -1. So I would add one to my AtA Attack die roll when attacking this Bandit.

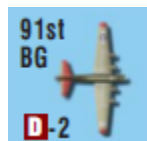
Commander Tactics Modifier

Good Aim	Concen. Fire	Out of The Sun
+1 AtA	+2 AtA	+3 AtA

Several tactics can affect your AtA attacks. Each Group can only use one

Tactic/turn. You must declare you are using it before you attack, and the Tactic counter is discarded for the remainder of the Mission.

Dispersed Bombers Modifier



If the Bomber Group is Dispersed, apply a -2 AtA modifier.

Equipment/Technology Modifier

4 YB-40	5 Chin Turret
AtA +2 AtG -1	AtA +1 -2 Frontal

Equipment and Technology can affect your AtA attacks. These are available for all attacks.

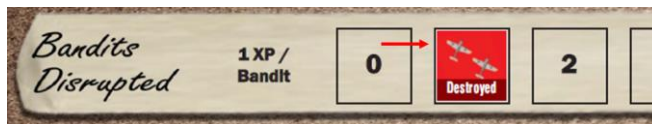
Attack Result

If the modified die roll is less than 10, the Attack fails and has no effect.

If the modified die roll is equal to or greater than 10, the Bandit is Destroyed. Remove the Bandit counter from the Display, and return it to the cup.

The attacking Group gains 1 Experience Point (XP). Record the XP for the Destroyed Bandit on the Player Log.

Advance the "Bandits Destroyed" counter by 1 along the Bandits Disrupted track on the Display.



If the Destroyed counter is advanced into box #5, return the Destroyed counter to the 0 box and remove a Luftwaffe Squadron from the map in the following order:

1. Luftwaffe Squadron in the current Mission Hex
2. Your choice of a Luftwaffe Squadron from an adjacent Hex.

8.5.5 Bandit Attacks

See section 2.12 for details about the Bandit counters.

Bandits attack the Group that they were placed underneath of. The Bandits attack this Group for all attack turns.

Each individual Bandit attacks a certain number of turns as indicated by the Attack turn number on each Bandit counter.



This Bandit Attacks for 1 Turn



This Bandit Attacks for 2 Turns



This Bandit Attacks for 3 Turns

If you are going to use a Commander Tactic, identify the Tactic to use before you roll the Bandit Attack die.

Roll a die for the Bandit Attack and apply the following modifiers.

Group Durability Modifier



Subtract your Group's Durability number.

Dispersed Bomber Modifier

If the Bomber Group is Dispersed, add a +2 Attack modifier.

Commander Tactics Modifier



If using the Suppress Tactic, add a -2 Attack modifier.

If using the Evasion tactic, roll two Bandit Attack dice and choose the lowest die value (A

Slow Group cannot perform a Bandit AtA Attack if used).

Bandit Attack Result



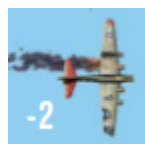
Compare the modified Bandit Attack value with the Attack values on the Bandit counter. Apply the appropriate losses to the attacked Group (Destroyed counters).

If the modified die roll is less than the first Attack number, the Group suffers no damage.

If the modified die number is equal to or greater than the first number, but less than the second number, the Group suffers 1 Hit.

If the modified die number is equal to or greater than the second number, but less than the third number, the Group suffers 2 Hits.

If the modified die number is equal to or greater than the third number, the Group suffers 3 Hits.



Example: The Bandit above ends up with a final modified Attack value of 8. The attacked Group suffers 2 losses.

8.5.6 Slow Group Air to Air (AtA) Attacks

Slow Groups attack after the Bandit attacks. Follow the Fast Group Air To Air Attack Steps (8.5.4) for each Slow Group.

8.5.7 Attack Turn Counter

After each turn, increment the Attack Turn counter.



Return any Bandits whose Attack Turn is complete to the Bandit cup.



Example: After the Bandits attack my Bombers on the first turn, I remove the Fw-190 (with a 1 in its Attack Turn box). I did

not destroy the Fw-190, so I return the Bandit counter to the cup. I then complete another round of Fast Attack/Bandit Attack/Slow Attack steps. After the second turn, I remove the Bf-109 (with a 2 in its Attack Turn box).

8.6 Fighter Group Returns to Base

If the maximum range of your Fighter Group has been reached, remove the Fighter Group counter from the Mission Display. It no longer participates in the Mission.

8.7 Unfit Groups Return to Base

Any Group that becomes Unfit while Target Bound returns to Base. Remove the counter from the Mission Area. They still earn XPs for the Mission.

Unfit Groups with Home-Bound Mission Groups stay with the group.

8.8 Luftwaffe Squadron Rearming



For all Luftwaffe Squadrons that attacked, flip them over to their Rearming side.



If the Luftwaffe Squadron is in the same hex as the Mission Group, rotate the Squadron counter so that the "1" on the counter is toward the top of the Display sheet.



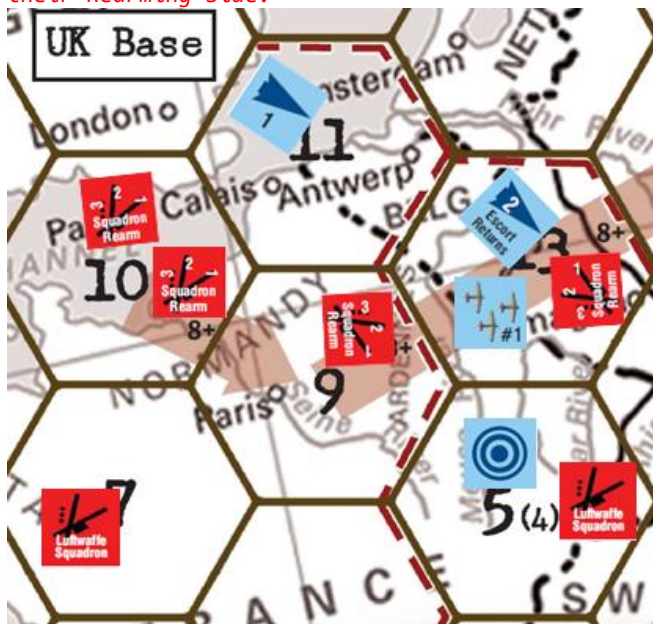
If the Luftwaffe Squadron is in an adjacent hex, rotate the Squadron counter so that the "3" is toward the top of the Display sheet.

Luftwaffe Squadrons on the Rearming side cannot attack the Mission Group.

For previously Rearming Luftwaffe Squadrons (from previous movements), if the Rearming number is a 1, then flip the counter back to the Luftwaffe Squadron side.

For previously Rearming Luftwaffe Squadrons (from previous movements), if the Rearming number is a 2 or 3, rotate the counter to the next lower number.

Example: The Attack turn just ended, so all of the attacking Luftwaffe Squadrons are turned to their Rearming side.



The two Luftwaffe Squadrons in Hex 10 were rotated from 3 to 2 (they attacked last turn), the Luftwaffe squadron in Hex 9 that just attacked is flipped and rotated so that 3 is up (adjacent hex). The Luftwaffe Squadron in hex 13 is flipped and rotated so that 1 is up (same hex).

9 Mission Over Target Resolution

Perform the following steps to resolve your Bombing Attack on the Target.

See section 2.7 for details on the Target cards.

9.1 ETO Tactical Targets

If attacking ETO Tactical Targets as part of the ETO Tactical Missions – Secondary Missions, then attack the ETO Tactical Targets per section 3.18.3. For ETO Tactical Targets, there are no Flak Attacks.

9.2 Previous Target Damage



If you are attacking a Target that was previously damaged, place the hit counter value on the Target card that matches the lowest number on that Target damage level.

Example: The Aircraft Factory being attacked has Medium damage caused from a previous mission. Remove the Medium Damage counter and place the 7 Bomb Damage

counter (matching the second number).

9.3 Target Flak Attack

Critical German industries were typically protected from enemy aircraft by Flak Guns placed nearby.

Prior to Bombing, each Bomber Group must go through Flak Attacks.

Flak Attacks

Perform the following for each Bomber Group in the Mission. Do not roll Flak Attacks against the Fighter Group.

The Target card has a Flak section that defines the attack numbers, as well as the number of dice to roll. The Flak Attacks use the same system that the Standard Bandit Attacks do.

Roll the number of dice based on the Target card (ex: 2 Rolls means roll 2 dice), apply appropriate modifiers described below.

Aircraft Durability Modifier

Subtract your Group's Durability number from each Flak attack roll.

Intel Flak Modifier

If using the optional Intel rules, apply the Flak modifier based on the Target's current Intel level.

Evasion Tactic

You can use the Evasion Tactic against Flak Attacks, roll two dice and use the lower number. Apply a -1 AtG modifier if used.

Flak Gun Attack Results



For each die rolled, add the appropriate modifiers, and compare each die to the Target Flak Attack numbers.

If the modified die roll is less than the first Attack number, the Group suffers no damage.

If the modified die number is equal to or greater than the first number, but less than the second number, the Group suffers 1 Hit.

If the modified die number is equal to or greater than the second number, but less than the third number, the Group suffers 2 Hits.

If the modified die number is equal to or greater than the third number, the Group suffers 3 Hits.

Example: Aircraft Factory AC17 is attacking your B-17 Bomber Group with Flak. You roll two dice with a result of 6 and 9. Subtract 1 from each die due to a Durability value of 1, resulting in a modified roll of 5 (1 hit) and 8 (2 hits). The Bomber Group suffers a total of 3 Destroyed hits.

9.4 Bomb Target

Perform the following for each Bomber Group in the Mission. See section 2.10 for details on Bomb Counters.

9.4.1 Resolve Bombing Outcome

Perform the following to Bomb the Target.

Roll Attack Die for Each Bomb

For each Bomb counter, roll a die, apply modifiers, and compare the modified Bomb die roll with the Bomb's attack numbers.

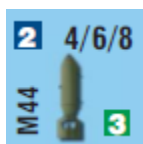
Apply Modifiers

Apply the following modifiers (as applicable).

- **Group AtG Modifier.** Based on the Group's current Status (Okay or Shaken), use its Group card to identify the current AtG modifier. Don't bomb the target if Unfit.

- **Target AtG Modifier.** Use the Target card's AtG modifier.
- **Intel AtG Modifier.** If using the optional Intel rules, apply the AtG modifier based on the Target's current Intel level.
- **Dispersed Bomber Formation Modifier.** If the Bomber Group is Dispersed, apply a -2 AtG modifier.
- **Bomb Modifier.** Some bombs provide modifiers because they are special (GB-4, Azon,...) or under certain conditions (Dispersed).
- **Event Card Modifier.** Based on the Target-Bound event, apply any event modifiers as applicable.
- **Bomber Equipment Modifier.** Based on equipment applied to the Bomber Group, apply any applicable modifiers (YB-40 -1 AtG, H2X 0 AtG).

Determine Results



Compare the modified Bomb die roll value with the Attack values on the Bomb counter.

If the modified die roll is less than the first Attack number, the Target suffers no damage.



If the modified die number is equal to or greater than the first number, but less than the second number, the Target suffers 1 Hit.



If the modified die number is equal to or greater than the second number, but less than the third number, the Target suffers 2 Hits.



If the modified die number is equal to or greater than the third number, the Target suffers 3 Hits.



If the modified die number is equal to or greater than the fourth number, the Target suffers 4 Hits.



Example: The 91st Bomber Group is bombing Aircraft Factory AC17. The Bomber Group is carrying a M43 bomb and M34 bomb. There are 3 losses to the Group, which means that the AtG modifier is 0. The Target has an AtG modifier of +1. The current Intel level is Low (-1 AtG) and the weather is Partly Cloudy (0 AtG). The total AtG modifier is 0. For the

M43 Bomb Attack, the Player rolls a 3, which is a miss. For the M34 Bomb Attack, the Player rolls a 6, which causes 2 Hit Points of Damage.

Apply Target Damage

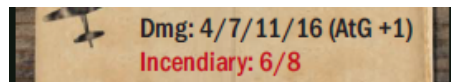
Use the Target Damage counters to record the Hits inflicted on the Target. After rolling for each Bomb attack, add additional Target Damage as it occurs.

Continue to place Hit counters until all of the Bomber Groups have bombed.



If 1 or more Incendiary Bomb inflicted Hits on the Target, place 1 Incendiary hit counter on the Target.

9.4.2 Target Damage Status



After all the Bomber Group Attacks are

complete, compare the Target Damage with the Damage numbers on the Target card.

If the Target Damage is less than the first number, then no Target Damage occurs.



If the Target damage is equal to or greater than the first number, but less than the second number, then the Target suffers Light Damage. Place the Light Damage Status counter on the Target.



If the Target damage is equal to or greater than the second number, but less than the third number, then the Target suffers Medium Damage. Place the Medium Damage Status counter on

the Target.



If the Target damage is equal to or greater than the third number, but less than the fourth number, then the Target suffers Heavy Damage. Place the Heavy Damage Status counter on

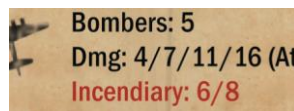
the Target.

If the Target damage is equal to or greater than the fourth number, the Target is Destroyed. Remove it from the Target Card area of the Tactical Display.

Incendiary Damage



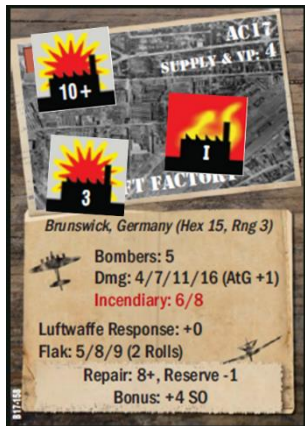
If the Target suffered damage from one or more Incendiary Bombs and is not Destroyed, roll 1 die and compare it to the Target's incendiary values.



If the die roll is equal to or greater than the first incendiary number, but less than the second incendiary number, increase the Target Damage level by one (Light to Medium, Medium to Heavy, Heavy to Destroyed).

If the die roll is equal to or greater than the second number, increase the Target Damage level by two (Light to Heavy, Medium to Destroyed, Heavy to Destroyed).

Roll only 1 die for Incendiary damage even if more than 1 Incendiary Bomb inflicted Hits.



Example: Target AC17 has suffered 13 points of damage, and has been hit by one or more Incendiary bombs. The Target has suffered Heavy Damage. I roll my Incendiary Damage die, which is 7, resulting in an increase of the Target Damage Level by 1, which Destroys the target.

9.4.3 Aircraft Factory Target



If an Aircraft Factory suffered Medium Damage or Heavy Damage, flip the corresponding Supply point counter that matches the Target card's Supply points over to the Damaged side (Red number).

Example: AC17 with a Supply value of 4 suffered Heavy Damage. The Supply counter is flipped to its Damaged side.



If an Aircraft Factory was Destroyed, remove the corresponding Supply point counter that matches the Target card's Supply points from the Aircraft Factory track, and place a Build Factory

counter on the next Month's box.

9.4.4 Airfield Target

If an Airfield Target was Destroyed, slide the Bandit Destroyed counter forward by the number of Supply Points on the Target card (upper right corner).

If the Bandit Destroyed Counter reaches 5, remove a Luftwaffe Squadron counter from the Map closest to the Airfield Target. Choose the counter if multiple counters are at the same distance.

Return the counter to zero and continue sliding the Bandits Destroyed counter to the right for any additional Supply points. Immediately draw a new Airfield Target card.



Example: I just destroyed Airfield Target AF07, which has a Supply Point value of 3. My Destroyed counter is currently on the number 3 box. I advance the Bandits Destroyed counter to 5.

There is a Luftwaffe Squadron in hex 5 (same hex as AF07), so I remove that counter from the Map.

I move the Bandits Destroyed counter to zero, and then to 1 for the Leftover point.

I draw a new Airfield Target card and place it along the top of the Display sheet.

9.4.5 Luftwaffe Squadron Rearming

Do not rotate the Rearming or Replenish Luftwaffe Squadron counters at the end of the Over Target step.

10 Mission Home-Bound Flight

This section provides the rules that move your Mission Group from the Target to the UK Base.

10.1 Draw Home-Bound Event

Draw an Event card and resolve the Home-Bound event (bottom half of card).

Repeat Steps 10.2 Through 10.6 until the Mission Counter reaches the UK Base.

10.2 Move Mission Counter Towards UK Base

Move the Mission counter towards the UK base along the Designated Mission Path.

10.3 Formation Check

Perform the same steps as the Target-Bound Formation Check (8.3)

10.4 Luftwaffe Squadron Interception

Perform the same steps as the Target-Bound Luftwaffe Squadron Interception. (8.4)

10.5 Bandit Attacks

Perform the same steps as the Target-Bound Bandit Attacks. (8.5)

10.6 Luftwaffe Squadron Rearming

Perform the same steps as the Target-Bound Luftwaffe Squadron Rearming. (8.8)

10.7 Returning to the UK

When the Mission counter enters the UK hex, the Mission is over. No Luftwaffe Squadrons attack the Mission Group when in the UK Hex. Remove the Mission, Target, and the Mission Path counters from the Tactical Display.

Leave all the Luftwaffe Squadron counters in place. Flip any Luftwaffe Squadrons on their Rearming side to their Squadron side.

11 Mission Debriefing

Perform the following steps after the Mission is complete.

11.1 Victory Points and Experience Points



If the Target is Destroyed, you earn the Victory Points (VPs) as shown on the Target card.

All participating Groups get 1 XP if the target is not Destroyed, and 2 XPs if the target is Destroyed.

11.2 Record Group Status

11.2.1 Group Replacement

Some Commanders have a Replacement value for each Week. These can be used to replace Destroyed aircraft in the Group. Remove the indicated number of Destroyed points from the Group (if any). Update the Group Destroyed values on the Group card.

11.2.2 Rested Group

If a Bomber or Fighter Group did not fly a Mission during the Week, increase their Group Strength by 3 (i.e. remove 3 Destroyed points).

11.2.3 Recording Group Strength

Record each Group's Destroyed value on the Player Log.

11.2.4 Record XPs/Group Promotions

Record the Experience Points earned on the mission. If the experience points earned equals or exceeds the number of experience points required for a promotion, then promote the Group to the next higher level and subtract the experience points used for the promotion.

Sheet _____

					Month	
					Week	1
Group Info/Commander	Lvl.	Prom. XP	Repl.	Group XPs	Mission	1
322 nd BG	G	5		II	Target	AF12
					Destroyed	2
97 th BG /Wilson	R	5		II	Target	AF12
					Destroyed	0
301 st BG	A	8		III	Target	AF12
					Destroyed	3

Example: I filled out the Player Log after my first mission to Aircraft Factory target AF12. Since I did destroy the target, each group gets 2 XP for the Mission. But the 301st BG destroyed one Bandit, it earning an additional XP.

12 Remaining Mission

If performing two Mission in one week, repeat the Pre-Flight, Target-Bound, Over Target Preparation, Over Target Resolution, Home-Bound Flight, and Mission Debriefing steps for the second Mission.

13 Anti-Submarine Warfare (ASW) Mission

On the ASW mission, attack each U-Boat counter. Roll a die, and add the Group AtG modifier and the U-Boat counter AtG modifier. On a modified roll of 7 or higher, remove the U-Boat counter from the Map. You earn 2 VPs for each U-Boat sunk. No Mission Path is used.

The B-24 Bomber Group that executes the ASW Mission gets 1 XP for the Mission, plus 1 XP for each U-Boat sunk.



Example: I assign my Skilled 44th BG on an ASW mission to destroy two U-Boats with a 0 AtG modifier. I have a +1 AtG modifier, so I destroy the U-Boats on a roll of 6 or higher. I roll for each U-Boat, and roll a 3 and 9. One of the U-Boats is destroyed and removed from the map, but the other remains. I earn 2 VPs and 2 XPs on the Mission.

14 End of Week

Perform the following steps at the end of each week.

14.1 Target Repair

For all Targets that have Light, Medium, or Heavy Damage that were NOT attacked in the current Week, determine if the Target is repaired.

For a Target Repair Attempt, roll a Die and compare to the Target's Repair value. If the die roll is equal to or greater than the Repair value, then decrease the Target Damage by one level (Heavy to Medium, Medium to Light, or Light to Undamaged).

14.2 Advance Week Counter

If the current Week equals the number of Weeks in the current Month, then the Month is complete. Move the counter to the Month Done location. Perform the End of Month steps.

Otherwise, advance the Week marker one space and execute another set of Weekly steps.



Example: Week #3 was just completed. Since the current Month is Sept (which only has 3 Weeks), all missions for the Month are complete. Place the Week counter on the Month Done space.

MONTHLY SEQUENCE OF PLAY

The following steps are performed at the end of each Month.

15 Secondary Missions

Use this section only if your Campaign is using Secondary Missions. See section 2.6 for details on Secondary Missions.

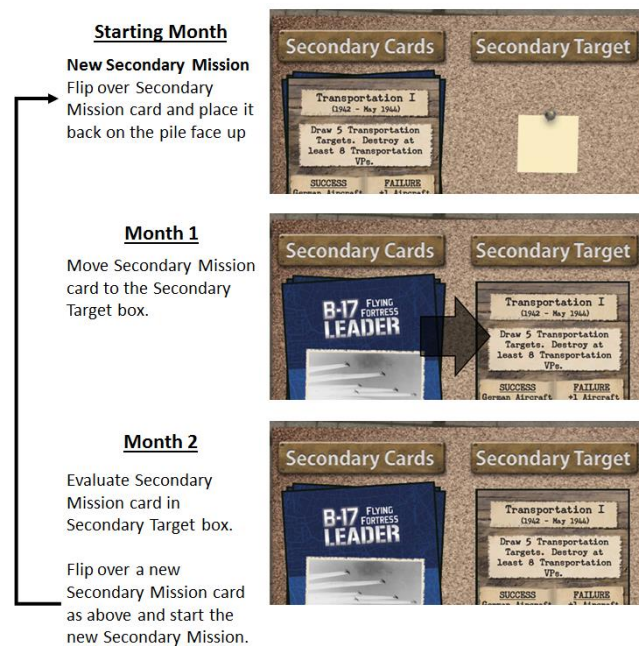
NOTES:

- Only 1 Secondary Mission is active at a time.
- Each Secondary Mission lasts 2 months.
- After evaluating the Secondary Mission, remove all associated Target cards not Destroyed.

15.1 Managing Secondary Mission Cards

The Secondary Cards and Secondary Target boxes on the Display are used for your Secondary Missions.

Use the process shown below to manage the 2 month execution cycle.



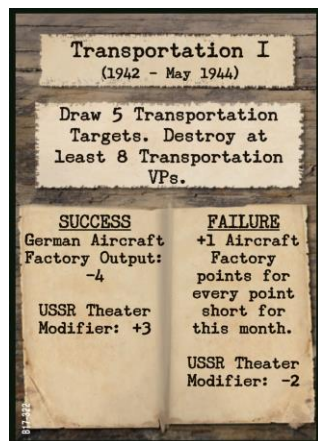
15.2 Evaluate Secondary Mission

15.2.1 Evaluate

If the Secondary Mission card is in the Secondary Target box (i.e. completed 2 months), then you compare the number of Secondary Mission Targets destroyed with the Secondary Mission Objectives.

If you succeeded in meeting the Objectives, then record your Success bonus and apply the bonus for the next month (except for Theater Modifier, which just applies for the current Month). Place any Theater Modifier counters in the appropriate Theater box.

If you failed, then record your Failure penalty and apply the penalty for the next month (except for Theater Modifier, which just applies for the current Month). Place any Theater Modifier counters in the appropriate Theater box.



Example: I successfully destroyed 8 Transportation points during the past two months. My Mission is a success. I subtract 4 from the Aircraft Factory Supply points this month from the total Aircraft Factory Supply Points. I also add a +3 USSR Theater Modifier to the USSR Theater.



15.2.2 Remove Cards

Remove the Secondary Mission card, and all remaining Secondary Mission Target cards.

15.2.3 Flip New Secondary Mission Card

Flip over the top Secondary Mission card and place it back on top of the pile. Shuffle the indicated Target Deck on the Secondary Mission card and draw the listed number of Target cards and place them face up along the top of the Display.

If the Secondary Mission card is an ETO Tactical Missions, perform the steps discussed in section 3.18.3.

15.3 Move Secondary Mission Card

If you are only in the first month of the Secondary Mission, move the Secondary Mission card from the Secondary Cards box to the Secondary Target box.

Continue the Secondary Mission into the second month.

16 German Defense Adjustments

Battles in the Mediterranean and the USSR were happening at the same time as the war in Europe. When the war in these other theaters intensified, Luftwaffe squadrons were diverted to these areas. As the Allies did better in these areas, more Luftwaffe Squadrons were moved to these areas.

16.1 War Front Adjustment

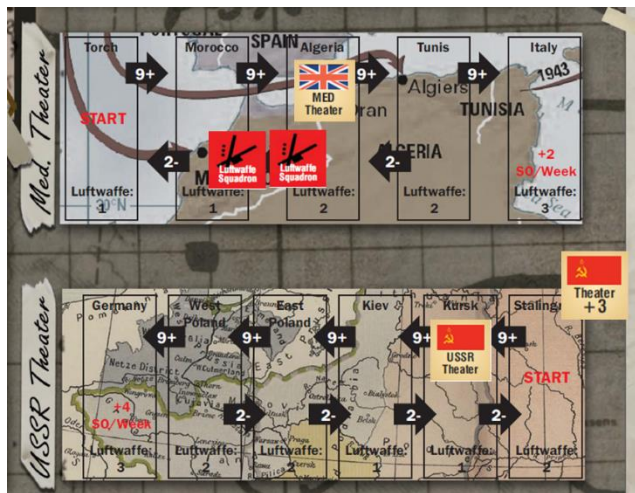
For each active Theater, determine if there are War Front adjustments required that will advance, retreat, or maintain the Allied front.

If a Theater counter advances to the final box, the Theater never retreats and you earn the Theater bonus every Month.

For each Theater, roll a die, and add any Theater modifiers. Subtract 1 from a Theater's War Front die roll for each Luftwaffe Squadron allocated to it during the previous Month. Roll for each Theater to determine if it advances, retreats, or stays where it is. Discard the Theater Modifier counters and Squadron counters after rolling.

For the Med or USSR, move the Theater forward on a modified roll of 9 or greater, and retreat the Theater counter backward on a modified roll of 2 or less.

For the ETO Theater (After D-Day), move the Theater forward on a modified roll of 8 or higher. The ETO Theater never retreats.



Example: I just successfully completed the Transportation I Secondary Mission, earning a +3 modifier on the USSR theater. The Med has two Luftwaffe Squadrons deployed there from last month, which add a -2 modifier to that roll.

I now roll for the Med and USSR Theater adjustments. For the Med, I roll a 4 that is modified to 2 due to the two Luftwaffe Squadrons. That retreats the Med Theater back to Morocco. For the USSR, I roll a 7, modified by +3, raising me up to 10 (due to the Successful Mission), which advances the USSR Theater from Kursk to Kiev.

16.2 New Luftwaffe Squadrons

Germany continued to produce additional Luftwaffe Fighter aircraft each month, actually picking up production as the war continued until finally tailing off in 1945.

Germany will create new Luftwaffe Squadrons equal to the total of the Supply Points remaining on the Aircraft Factory track. Total the number of Supply points and retrieve that number of Luftwaffe Squadron counters (don't use ones on the map).

16.3 Theater Deployment

Germany deployed new Fighter aircraft to each theater, largely based on need. Each new Luftwaffe Squadron can be allocated to the Mediterranean (Med), USSR, or ETO Theaters. Some may also be held in Reserve for use in later months.

The Luftwaffe Squadron Theater Deployment depends on the current Theater front location, as well as modifiers from German Defense Commanders, Secondary Missions, and Targets. The Luftwaffe number at the bottom identifies the die roll range for each Theater.

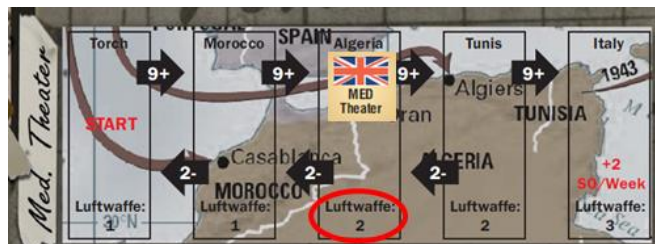
After determining the theater values, roll a die for each Luftwaffe Squadron to determine the deployed theater.

A modified roll of 1 or less allocates the Luftwaffe Squadron to Reserve.

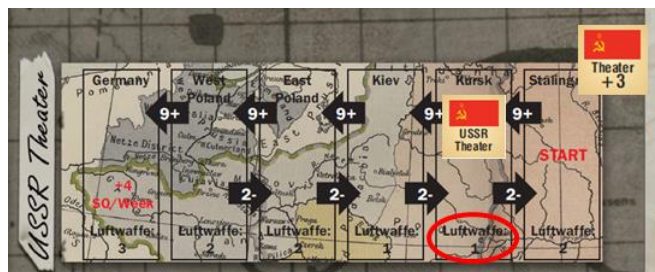


Place a Luftwaffe Squadron counter in the Luftwaffe Reserve box.

For the Med Theater, the die range will be 1-3 above the Reserve number of 1 depending on the current Med. Theater Luftwaffe number.



For the USSR Theater, the die range will be 1-3 above the Med. Theater's highest range number, depending on the current USSR Theater Luftwaffe number.



The remaining possible die rolls go to the Western Theater. For each Western Theater deployed Luftwaffe Squadron, place a Luftwaffe Squadron counter beside the Display Map.

Example: The Med Theater front is in Algeria (Luftwaffe 2) and the USSR Theater front is in Kursk (Luftwaffe 1). The following defines the

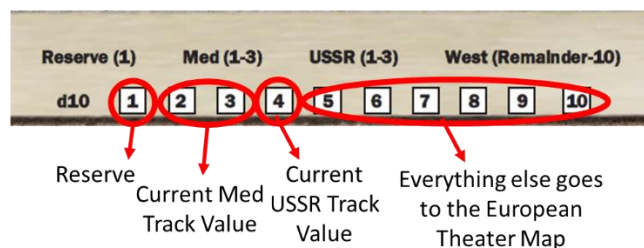
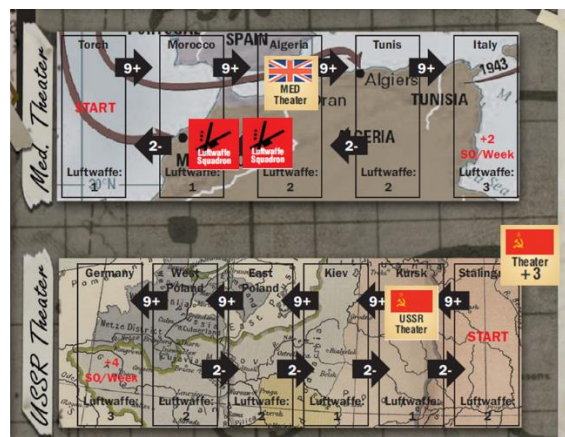
Theater Deployment numbers that are used to determine where each Luftwaffe Squadron is deployed:

1 or less - Reserve

2-3 - Med Theater (Luftwaffe 2)

4 - USSR Theater (Luftwaffe 1)

5+ - European (ETO) Theater (i.e. your map)



Once the Theater die roll ranges have been defined, roll a die and add the appropriate modifier for each new Luftwaffe Squadron, and determine which Theater it will be deployed to. Move Luftwaffe Squadrons for Reserve to the Reserve box. Move Luftwaffe Squadrons that go the Med to that track area (used as modifiers for next month). Move Luftwaffe Squadrons that go to USSR to that track area. Move Luftwaffe Squadrons that go to the ETO next to the Map for placement.

16.4 Luftwaffe Squadron Map Placement

If the total number of ETO Map Luftwaffe Squadrons to place is less than 4, then draw Luftwaffe Squadrons from the Reserve box (if there are any) until at least 4 Luftwaffe Squadrons are being placed.



You place the Luftwaffe Squadrons the same way you did during Campaign Setup. For each Luftwaffe Squadrons roll 2d10, add up the dice, and place it in that Map hex.

Multiple Luftwaffe Squadrons can be placed within a hex (no limit).

16.5 Luftwaffe Squadron Reassignment

If any German Critical Hexes (hex 9, 12, 13, and 15) don't have a Luftwaffe Squadron, and an edge

hex has 2 or more Squadrons, then reassign one of the squadrons to the critical hex from the edge hex with the most Luftwaffe Squadrons (randomly determine if there are multiple hexes).



Example: After placing the new Luftwaffe Squadrons on the map, critical hex 15 is unprotected. Move a Luftwaffe Squadron from hex 16 to hex 15.

17 German Technology Available

17.1 Check Month for Technologies



If there is a German Technology counter on the next month, then that technology becomes available and is Actively used by the

Germans.

17.2 Activate Technologies



Take the Technology counter and place it in the German Technology box with its Active side up.

That technology is now active. Apply all technology effects.

See section 2.8.6 for the details of how the technology is used.

18 German Commander Replacement

18.1 Check for Replacement

German Defense Commanders can be periodically replaced with new Commanders.

Roll a 1d10 and add any modifiers to determine if the German Defense Commander is replaced. Compare the modified die roll with the German Defense Commander Replace value.



If the die roll is equal to or greater than the Replace value, the German Defense Commander is replaced. Place the face

up German Defense Commander card in the bottom of the card stack, and flip over a new German Defense Commander.

18.2 New German Commander

If there is a new German Defense Commander, repeat the steps outlined in section 3.19.

19 Group Reassigned Check

Bomber and Fighter Groups were periodically reassigned to a new theater as priorities shifted.



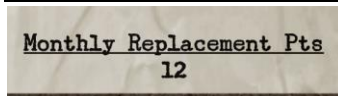
As your Groups skill levels rise, they can have a Reassign number.

For each Bomber and Fighter Group that has a Reassigned number, roll 1d10 and apply any modifiers (if applicable).

Compare the modified die roll with the Group's Reassign number.

If the modified die roll equals or exceeds the Reassigned number, the Group is reassigned and permanently removed from the game.

20 Monthly Replacement Points



Based on the Campaign sheet, receive the indicated number of Replacement Points.

One Replacement Point can increase the Group Strength by one (i.e. reduce a Bomber or Fighter's Destroyed count by one). Replacement Points can be spread across all Groups and applied any way you desire. Additional Replacement Points can be purchased with 50 points, where 1 50 point equals 2 Replacement Points.

Unspent Replacement Points are not saved.

21 Replace Destroyed Aircraft Factories



If there are any Build Factory counters on the next month, remove each counter and draw a new Aircraft Factory Target card and place it at the top of the Display.

Place a new Supply marker that matches the new Aircraft Factory Target Supply value on the Aircraft Factory track.

22 Adjust Campaign Timeline

22.1 Campaign Complete Check

If the current Month/Year matches the end of the Scenario, then the Campaign is complete. Go to the End of Campaign section.

22.2 Adjust Month/Year/Week Counters

Advance the Month counter to the next Month. If the Month counter moves from Dec to Jan, advance the Year counter to the next Year. Place the Week counter on Week 1.

22.3 Player Log Sheet

If the Player Log sheet is full (i.e. there are 2 months of Missions logged), then get a blank Player Log Sheet and copy the list of current Groups with their levels and experience point information to the new sheet.

22.4 New Year/June 1944

If the Year marker was advanced to the next Year or the new Month is June 1944, the Secondary Mission cards must be reviewed.

Pick up the face down Secondary Mission cards in the Secondary pile and remove any Secondary Mission cards that don't match the current Month/Year. Review the other Secondary Mission cards not currently in the pile and add in cards that match the current Month/Year. Reshuffle the Secondary Mission cards and place them face down back where they were.

END OF CAMPAIGN

Perform the following steps at the end of the Campaign.

23 Victory Point Total

Determine the total number of Victory Points earned throughout the Campaign. For any Targets with Medium or Heavy Damage, receive half of the Victory Points (round down).

24 Campaign Evaluation

Evaluation	
Great	70+
Good	55-69
Adequate	40-54
Poor	25-39
Dismal	24-

Compare the Victory Point total to the Campaign Evaluation criteria on the Campaign sheet and evaluate your Campaign.

OPTIONAL RULES

25 Random Group Selection

Randomly choose Groups at the game start and when purchasing additional Groups. **Receive a bonus of 8 SO points at the Campaign start if this option is used.**

26 Target Intelligence

This Option uses the current Intelligence Level of each target (Low, Medium, and High) to modify the Target's Flak Defense and your Bombing Accuracy (AtG). It's assumed that the more you know about the target, an optimal approach vector to the target will reduce Defensive Flak Gun effectiveness and highlight critical areas of the Target to destroy.

Receive a bonus of 12 SO points at the Campaign start if this option is used.

26.1 Target Intel Levels

A Low Intelligence Level is initially assigned to all German Targets. All Low Intelligence level targets have a AtG or Flak penalty assigned (based on a die roll). The Intelligence level of a Target can be increased to Medium or High (with Intel bonuses) by purchasing a Recon unit and flying a Recon mission against the target.

26.2 Purchase Recon Aircraft

If there SO points available, you can purchase up to two Recon Assets (purchased at the Start of the Campaign or at the start of a week). Recon Assets perform Recon Missions against Targets to increase their Intelligence Level.

Place the purchased Recon Asset counters on the Display.

See section 2.13 for more information on the Recon Aircraft.

26.3 Perform Recon Missions

Recon Missions are performed just prior to the Morning Briefing.

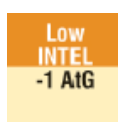
For each Recon Asset, you can perform a Recon Mission against one selected Axis Target that has a Low or Medium Intel Level.

For each mission, roll a die, add a +2 modifier for Medium Intel targets, and evaluate the results. Place the appropriate Intel counter on the target. If you rolled a Natural 1 (before modifications), the Recon Asset is destroyed.

26.4 Low Intel Target Modifiers

At the start of the Over Target Resolution phase, for Low Intel Targets, roll a die and apply the indicated penalty:

Die Roll	Penalty
1	None
2-3	-1 AtG
4-5	-1 AtG, +1 Flak
6-7	-1 AtG, +2 Flak
8-9	-2 AtG, +1 Flak
10	-1 AtG, +1 Flak Die



Based on the result, add the appropriate Low Intel Penalty counter(s) to the

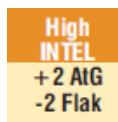
Target. Remove counters after bombing is complete.

26.5 Medium Intel



For Targets at Medium Intel, place the Medium INTEL counter on the Target. There are no modifiers at Medium Intel. Keep the Intel counter with the Target until destroyed or replaced with a High Intel counter.

26.6 High Intel



For Targets at High Intel, place the High INTEL counter on the Target. Apply the Flak and AtG modifiers on the counter. Keep the Intel counter with the Target until destroyed.

27 Weather

Weather played in major factor in the Bombing Campaign. Doing precision bombing through an optical site in daylight at 20,000 feet required clear weather.

On the ETO map, there are four different weather zones (one is the UK Base area) that can have different weather conditions during the week. The weather can be:

- **Stormy** - no missions can be run in that sector
- **Mostly Cloudy** - a -2 AtG modifier is applied, but also a -2 Luftwaffe Response Modifier. The H2X Radar Technology removes the -2 AtG modifier
- **Partly Cloudy** - no modifiers
- **Clear** - a +1 AtG modifier and +1 Luftwaffe Response modifier is applied

Mostly Cloudy weather over the UK Base can cause issues forming up your Mission group (requires successful Formation Check for each Group). You can delay the mission to the next day, allowing a weather re-roll for a 6 SO point cost.

Receive a bonus of 10 SO points at the Campaign start if this option is used.

27.1 Determine Sector Weather

For each of the 4 sectors on the Map, roll a die and add the appropriate Weather Condition counter. For the UK Base, add +1 to the Weather result.

Die Roll	Weather Condition
1	Stormy No Missions
2	Mostly Cloudy -2 AtG/Resp
3-7	Use Default Partly Cloudy Weather
8+	Clear +1 AtG/Resp

27.2 Mission Rendezvous

This step only applies if the Weather over the UK is Mostly Cloudy. All Bomber Groups participating in a mission must successfully pass a Formation Check, or else the Group immediately returns to Base. For returning Bomber Groups, all costs for purchased weapons and equipment are still spent, and no experience points are earned.

28 Bomber Wings

Bomber Groups were organized into Bomber Wings, where a wing typically contained 3 Bomber Groups.

Receive a bonus of 10 SO points at the Campaign start if this option is used.

28.1 Assign Groups to Bomber Wings

Assign 2 to 4 Bomber Groups (default of 3 unless extra Groups) to a Bomber Wing. All Bomber Groups in a Bomber Wing must attack the same target (unless a Group is assigned to an ASW mission or Diversion).

28.2 Renowned Commander

A Bomber Wing can have a Renowned Wing Commander that can fly with any group in the Wing for a mission (only one mission/week). The Wing Commander stays with the Wing until killed.

28.3 Replacement Points

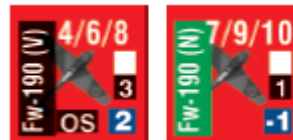
Divide the Monthly Replacement points evenly across each Bomber Wing (assign leftovers as desired). Within a Bomber Wing, you can divide the assigned Replacement points any way you want to the Bomber Groups.

29 Veteran/Novice Bandits

The skill of the Luftwaffe pilots varied throughout the Bombing Campaign. Pilot training early in the war was very extensive, and in 1942 many pilots had experience in other theaters. As the war progressed, and more and more veteran Luftwaffe pilots were killed, pilot training time was reduced to meet the demand for more pilots.

The amount of SO points required to use this option varies depending on the year of the Campaign start.

29.1 Bandit Counters



Add the following number of Veteran and/or Novice Bandit counters to the Bandit cup based on the Campaign year. Earn the corresponding SO points at the start of the Campaign for that year.

Year	Veteran Counters	Novice Counters	SO Point Bonus
1942	5	0	8
1943	4	1	6
1944	3	4	3
1945	1	5	0

When a new year starts, update the Veteran and Novice counter count in the Bandit cup.

30 Fighter Group Engagements

After an engagement with Bandits, some of the Fighters became low on fuel or ammo and had to return to the Base.

Receive a bonus of 10 SO points at the Campaign start if this option is used.

30.1 Engagement Counters

The Engagement Counters have an Escort side (used when your Fighter group is an Escort) and a Sweep side (used when your Fighter group is doing a sweep).



There are various engagement values on the Engagement counters. Place all of the Engagement counters in a cup to draw from.

30.2 Fighter Engagements

After the Fighter Engagement with Bandits is complete, draw one random Engagement counter from the cup and place it on the Fighter Group card. If the Fighter Group is an Escort (High or Low), place the Counter on the Escort side. If the Fighter Group is performing a Sweep, place the Counter on the Sweep side.

The Engagement value counts as Destroyed losses for the current mission.

At the end of the mission, remove all Engagement counters from the Fighter Group. Fighter Groups that have Engagement counters and reaches a loss of 16 are not destroyed.



The 55th Fighter Group is flying as a Sweep on the Mission. The Mission group attacks several Bandits, and the 55th Fighter Group loses 2 points of Strength. After the attack is complete, an Engagement counter is drawn and placed on the Sweep side. The Fighter Group now has 5 losses. If the Fighter Group attacks additional Bandits on another turn, another

Engagement counter is drawn.

31 CREDITS

Game Design	Dean Brown
Game Development	Dan Verssen
Rulebook Editing	Holly Verssen
Artwork	Christian Quinot
Playtesters	Chris Snyder, Gustav Guldberg, Howard Andrew Jones, Holly Verssen, Kevin Verssen

32 AIRCRAFT

B-17F Flying Fortress



The B-17F "Flying Fortress" was the initial version of the B-17 deployed in numbers to the European Theater of Operations (ETO). The B-17 is more durable than the B-24, but doesn't have the range or bomb carrying capability.

Special Rules:

The B-17F had a weak chin turret installed, that left it

vulnerable to frontal attacks. Bandits with an active Frontal Attack tactic get a +4 attack modifier.

B-17G Flying Fortress



The B-17G was manufactured with a remotely operated "chin turret" for help address the weakness of the B-17F.

Special Rules:

With the enhanced chin turret, Bandits with an active Frontal Attack tactic only get a +2 attack modifier.

B-24D Liberator



The B-24D was initially deployed to the ETO in the fall of 1942. The B-24 can carry more bombs and go farther than the B-17, but it not as durable.

Special Rules:

The B-24D also had a weak chin turret, that was exploited by the Luftwaffe by attacking from the front. Bandits with an active Frontal Attack tactic

get a +4 attack modifier.

The B-24 can also perform ASW missions to attack U-Boats deployed by the German Defense Commander U-Boat tactic.

B-24H Liberator



The B-24H was manufactured with a powered gun turret to address the weak chin turret.

Special Rules:

Bandits with an active Frontal Attack only get a +2 attack modifier.

B-29 Superfortress



The B-29 "Superfortress" was initially planned to be deployed to the ETO, but was diverted to the Pacific Theater. The B-29 could carry more bombs a longer distance than any other bomber.

Special Rules:

The B-29 was not historically part of the Eighth Air Force, and is included as an

Optional group.

B-26 Marauder



The B-26 Marauder was a Medium level Bomber briefly associated with the Eighth Air Force in 1943 before being assigned to the Ninth Air Force. It was not able to carry the bomb load or go as far as the Heavy bombers.

B-25C Mitchell



The B-25 Mitchell was a Medium level Bomber named after Major General "Billy" Mitchell. Like the B-26, it was unable to carry a heavy bomb load, or travel as far as the Heavies.

Special Rules:

The B-25 was not historically part of the Eighth Air Force, and is included as an Optional group.

Mark VII Spitfire



The initial Fighter Groups were equipped with UK provided Spitfires, but flown by American pilots. The Spitfires were short-ranged Fighters that could only escort the Bombers across the Channel and back.

P-47 Thunderbolt



The P-47 Thunderbolt was the initial US Fighter aircraft deployed to the ETO to support the Eighth Army Air Force. The Thunderbolt was also a short-ranged Fighter, but it was more durable than the Spitfire. It was called the "Jug" due to the profile of the fuselage.

P-38 Lightning



The P-38 Lightning was a twin-engine central nacelle fighter. The P-38 had a longer range than the P-47. The P-38 was fast and could climb to altitude quickly. It had 4 M2 Browning machine guns (0.5 in) and a 20 mm cannon.

P-51 Mustang



The P-51 Mustang was excellent in the role of escorting Bombers to Germany and back due to its long range and maneuverability.

P-80 Shooting Star



The P-80 Shooting Star was the first operational jet fighter used by the USAAF. A production P-80 was not used during WW2, but was available soon after.

Special Rules:

The P-80 is included as an optional Fighter Group. The P-80 is available during the Allied Invasion Campaign in October 1944.