

The Battle of Britain

Daily Turns Rules

This variant is for Gamescience's The Battle of Britain, and presents rules for playing the game with daily turns instead of the weekly turns specified in the standard rules. With these new rules, instead of one raid per week (with each turn representing the cumulative effects of 1 week's worth of action), turns now represents 1 full day of action. The availability, fatigue, replacement and production levels are all correspondingly modified to account for the greater fidelity of time. All Advanced Game rules remain in effect, except where specifically noted below (see appendix for a summary of the standard game rule adjustments and changes).

There are 2 new mechanics of play changes that were considered necessary for this new daily turn based system to accurately portray the air war over England in World War 2. These changes are:

Combat

Air combat now takes place within a square, and not from adjacent squares (ambiguous in standard rules). As such, ending a player's movement on the same square with enemy planes is now allowed, and required for combat to take place. Whenever opposing aircraft occupy the same space at the end of a player's movement, combat must occur (exception; aircraft at different altitude). For these new combat rules the standard game's rules on fighter escort situations are ignored and are superseded by these new procedures.

During the Combat Phase, within a space occupied by opposing units at the same altitude, at least one air battle must occur. All attacking units must fire and all defending units may return fire (defensive fire). The number of air battles fought is determined by the attacker's choice of how to allocate his attacks within the rules specified. Each air battle is resolved simultaneously in that the losses inflicted on a side are not applied until all firing die rolls have been completed (attacker and defender). Each firing die roll is made to resolve the battle between aircraft from one air unit against aircraft from another air unit (attacker and defender firing die rolls). Separate air battles within a space are resolved sequentially, in that the results of the first air battle are applied before resolving the second air battle. The attacker always has his choice as to the order in which air battles are resolved, however when there is more than one defender in a combat space, the top unit must always be attacked at least simultaneously with the bottom unit. The top unit may be attacked exclusively, in which case only the top unit may return fire on the attacking unit. Each attacking aircraft (not necessarily unit) may fire only once per Combat Phase. In special circumstances, the defending units may fire twice during a Combat Phase. In either case, only one ammunition block is used per Combat Phase for either side. The following restrictions apply for all air combat situations:

- all attacks (air battles) are resolved for one attacking unit at a time; attacking units may not combine their strength into one attack or one air battle (except in the very special/unique case noted below)
- the attacker must attack the top defending unit before or at least simultaneously while attacking the second defending unit (in cases where there are 2 defending unit)
- the attacking unit may divide his aircraft attacking two different units at the same time (simultaneously), however the attack against the top defending unit must fulfill one of the following two criteria:
 - 1) the attack must be conducted with at least the minimum number of aircraft to have at least a 50% probability of scoring at least 1 hit on the defending unit. Fatigue, unit experience, aircraft performance and movement factor used to enter the combat space are all figured into this minimum number calculation,
 - 2) the attack must be made with at least a one-for-one (aircraft-to-aircraft) ratio
- an additional criterion applies against fighter escorts (see below)
- these criteria also apply when 2 aircraft are attacking separately, each must adhere to these conditions

Example: a veteran Spitfire unit, at 90% efficiency due to fatigue, that moved 6 spaces to enter the combat space, must allocate at least 18 aircraft to attack Me109s in a split attack. The 18 aircraft at 90% efficiency reduces to 16 aircraft firing strength with a +1 dr modifier for being a veteran unit. On the "Full Movement" column of the CRT, 16 Spitfires scores a single hit on a roll of 5 or 6, which is modified to 4,5, or 6 because of the veteran status. The performance factors of the spitfire vs the Me109s is equal so no modifier is applied. Had the attack been against Me110s, there would be an additional +1 drm, which would change the minimum number of aircraft required to 14.

- an air unit unable to meet the minimum aircraft requirement may not divide his attack.
- when the attacker splits his attack against fighter escorts, he may not allocate more aircraft to attacking the escorted bombers than he does against the escorting fighters
- in any one air battle, each defending unit that is fired upon, may return fire on the attacking air unit, without regard or consideration for how many aircraft from that attacking unit actually fired on the defending unit
- each firing die roll is made as a single a/c type vs a single target type. If the attacker divided his attack against

more than one target a/c type, then 2 separate die rolls are made. After each attacker firing die roll is made, the defending aircraft fire back based on their strength before losses from the attacker's die roll are subtracted.

- in cases where there are 2 attacking units, there may be 2 separate air battles (there must be at least one). The attacker chooses which attacking air unit will fire (attack) first. The defending aircraft unit (or units - if the attacker divided his attack against both defending units) may fire back at the attacking air unit in both air battles, effectively getting 2 firing opportunities in the same Combat Phase, but at the cost of only 1 ammo block.
- the second attacking unit is not required to attack, and this decision may be made after the results of the first attack.
- if the second defending unit is not attacked in any or either air battle, then it may fire at the conclusion of all air battles (in that space) at any or either attacking unit (it may not divide its fire however).
- attacking units may combine their strength into one attack (as if they were one single unit) only if they are of the same type, and started and ended their movement together during the current turn. The experience level of such a combined unit is considered to be the lower of the 2 units, regardless of the number of aircraft in either unit. Fatigue levels for each unit are still calculated separately. Defensive fire results can be applied to either attacking unit at the owner's choice.

The following additional rules also apply:

- a player's firing die roll will be modified based on the performance comparison of the aircraft firing vs the target aircraft type. The performance of an aircraft is its movement factor (exception: Me110 & Hurricanes see below). The firing a/c unit's die roll is modified (plus or minus) based on its performance factor relative to the target unit, and by an amount equal to the difference in the two a/c units' performance factors.

Example: Spitfires attacking a group of He111 have a 6 performance factor vs a 3 for the bombers, meaning the Spitfires get a plus 3 die roll modifier, while the He111s have a minus 3 die roll modifier to their return fire against the Spitfires.

- an aircraft's performance is not adversely effected by its climbing during a turn (even though its movement allowance for that turn is reduced).
- fighters flying escort have a performance factor of 1 less than their normal performance factor. This accounts for their limited self-defense maneuvering due to their mission being to protect the bombers first.
- Me110s on bombing missions have a performance factor of 4 instead of their printed movement allowance. Me110s do not have to jettison their bombs to fire on British a/c, and always use defensive fire on a day when they fly a bomber mission (even after they drop their bombs). When flying fighter missions during a day, Me110s have a performance factor of 5 (not their printed movement allowance of 6). Hurricanes likewise have a standard performance factor of 5 (not 6).
- if the attacking unit moved its entire movement allowance prior to the combat phase, then all combat results involved with that unit are calculated based on 10 rows below the units' final combat strength (including the enemy fire results against the attacking unit). If an attacking unit moved one less than its movement allowance in its movement phase, then all combat results are based on 5 rows less than the units final combat strength. For convenience these reductions have been incorporated into a new revised Combat Results Table. For purposes of this rule, fighters flying escort are assumed to have the movement allowance of their accompanied bombers.
- bombers that enter a space occupied by enemy aircraft must attack those aircraft and be subjected to return fire from those defending units. Units that have a defensive fire column on the CRT always fire defensive fire when attacked, but may use their attack column when attacking (exception: Me110s on bombing missions).
- units are limited as to the number of times a/c may fire (attack or defensive fire) - see Ammunition rules below
- All die roll modifiers are cumulative (performance comparison and experience). All modified die rolls greater than 6 are resolved by using the 6 column and adding a number to the final result equal to the amount above 6 of the final modified die roll, (e.g. 30 Hurricanes with a +2 drm and roll a 6, making the final result = 8, the results are 10 planes shot down from the 6 column + 2 additional planes shot down for the difference between 8 and 6, for a total of 12 planes shot down. If a 5 had been rolled, the final shot down total would have been 11; 10 plus 1 for the difference between 6 and 7). Similarly if a modified die roll result is less than 0, then use the 1 column and subtract from that result the amount less than 1 of the final modified die roll (e.g. 30 Hurricanes with a drm of -1, rolls a 1, the results are 1 for the result in the 1 column and subtract 1 for the modified dr being 0, 1 less than 1, for a final result of 0 planes shot down).

Limited Intelligence

The "limited intelligence" rules of inverted counters had to be modified, to make the operational aspects of daily operations more playable. Since players will generally not know the strength of individual units until committed to combat, there still remains a very realistic limited intelligence factor to the game. Units are inverted when first placed on the map during the planning phase (see below). British aircraft are turned right side up to indicate they have taken off (thus inverted units are considered to be on the ground - and hence subject to both bombing and strafing damage). British units are reinverted whenever they land to re-fuel. German planes remain inverted until they cross the radar line or are involved in combat (or bombing), and then remain right side up until they land back in Europe.

Aircraft units may stack up to two units in the same space at the same altitude (low or high), either flying together, or ending a turn in the same space (however, hunting fighters may not end a turn in the same space with friendly bombers - except at different altitudes). High altitude aircraft must always be stacked on top of low altitude (or ground) air units. A player may never examine the bottom unit in a stack (even though it is right side up). A player may only examine the top most unit in an opponent's stack, regardless of how many units are in that stack. A LOW ALT marker may not be used to conceal a unit's identity, however high altitude air units in the same space with low altitude units will conceal those low altitude aircraft's identity. A player must always reveal the number of units in a space that are on the ground, regardless of overall stacking considerations. Grounded air units' types do not need to be revealed. Any number of aircraft may stack while on the ground (landed).

Sequence of Play

The sequence of play for each of the day turns is as follows:

- 1) Replacement Phase
- 2) Planning Phase
- 3) Weather Phase
- 4) Operations Phase
- 5) End of the Day Phase

Daily Turns are tracked on Game Turn Record. There are 35 days in a complete game, unless one side achieves his victory conditions prior to the last turn. During the Operations Phase, if a German raid is being executed, track the standard game turns on the Time Record Track, with each day beginning at 8:00AM and ending at 12:50 (each turn is ten minutes).

Replacement Phase

During the Replacement Phase, players add aircraft to their available numbers either by replacement aircraft that become available (as indicated on the Game Turn Track) or production aircraft (British only), or aircraft that come out of maintenance (both players). Track the current available aircraft, per type on the appropriate Aircraft Track). Aircraft are also allocated to their various units during this phase, by either augmenting exiting air units (i.e. a/c units that already had a/c assigned to them), or by the creation of new aircraft units (using a/c units that did not have any a/c assigned to them). All available aircraft must be allocated to an air unit. Newly created units always begin as "Inexperienced" (see below). Existing Veteran units may lose their veteran status if augmented by a specific number of units (see below). Existing air units may also be de-activated during this phase, and their a/c assigned to some other unit. The receiving unit may not elevate their experience level by such a transfer.

The number of aircraft returning from maintenance is determined per aircraft type by the roll of a die for each type. Consult the Maintenance Recovery Rates table to find the number of aircraft that may come out of maintenance and be returned to available status. Make the corresponding adjustments for each a/c type on the Aircraft Track. The number of aircraft returning from maintenance can never be more than are actually in maintenance at the time (obviously). The British return from maintenance number for Spitfires and Hurricanes is reduced by 1 a/c for every 3 major airbases that has been reduced below 50% of it's original capacity. A major airbase is one with an original capacity of greater than 20. Fractional parts of the number of airbases reduced below 50% are dropped; therefore if only 2 major airbases have been so reduced, there is no reduction in the number of British Hurricanes and Spitfires that are returned from maintenance.

After the third week, British replacement aircraft are no longer available, but instead those aircraft produced during the first 3 weeks become available instead. Production levels are adjusted during the End of Day Phase (see below), and tracked per a/c type on the Aircraft Track. Once they become available, the number of a/c type may be added to the British player's active count by reducing the number in production accordingly. For each a/c type produced, one engine is also reduced on the Aircraft Track as well. The rates that these production a/c become available is given on the Game Turn Record.

Existing Veteran units that become augmented with a number of aircraft greater than 20% for the British, 10% for the German, of that unit's original strength (at the start of the day), reverts to the Experienced level. Augmentation may be in any or all forms; replacement aircraft, aircraft returning from maintenance, or production aircraft. Players must record each unit's original strength on their Command Charts during the Replacement Phase. This rule applies only during a single

Replacement Phase, and not the cumulative effect over several turns. Experienced or Inexperienced air units that are augmented with new aircraft lose 1 experience point if augmented beyond the levels stated here (20% for the British, 10% for German).

Planning Phase

During the Planning Phase the British player must decide which air units will be active for the day. These units are placed face down on any airbase on the map. Airbases that have been reduced to 0 capacity may hold air units, they just may not take off from such airbases. The units placed on the map are the only British units that may fly on the current day. British units are placed on the map only after the German player announces he has completed his planning, but before any German units are placed on the map.

The German player also records his mission plans for the current day, and once the British player has finished activating units for the day (placing them on the board), the German player places his units on the board (up-side down) in any airbase in France, or on any sea space north of row 17 and east of the radar line. German units placed in the sea area may not move until 9:00am (or after) but are considered to have been in the air for 6 turns at that point.

Weather Phase

The Weather Phase determines whether the current day will be rainy or clear. On rainy days there can be no raids or air missions. During the Weather Phase, the German player rolls a die and consults the Weather table to determine the weather for the day. This die roll is affected by the weather patterns of the previous days. Players should keep track of the previous days weather by use of the weather markers provided - placing the appropriate weather marker for the die roll results for a given day.

The Daily Weather Phase does not effect the basic game's rule covering clouds over a target causing that target to be socked-in. That rule is still in effect as stated (but obviously only applicable during clear days)

Operations Phase

On clear days, normal operations occur per the standard game sequence of play. The Germans do not have to conduct a raid during clear days, but it is only on clear days that they may conduct a raid. A normal day lasts from 8:00 AM until 12:50 PM with the time being tracked on the Time record track. Any unit still in the air at the end of the 12:50 PM turn must immediately return to base, without being involved in any combat (although still subject to AA fire), and without bombing. Such units must take into consideration their landing time (which may be recorded past the 12:50 ending time), and their distance to base. Units unable to land before their fuel runs out are lost.

The standard daily sequence of play is:

- German Movement Phase
 - record time to land for planes that begin their movement
 - turn moving units right side-up
- Simultaneous Combat Round (German as attacker)
- British Movement Phase
 - record time to land for planes that begin their movement
 - turn moving units right side-up
- Simultaneous Combat Round (British as attacker)
- move time record markers to next turn

During the Operations Phase, players must keep track of air unit experience points as they occur. These are recorded on the player's respective Command Chart. A unit's experience never changes during the course of a day (operations phase), but may be affected for future turns. See below for specific rules on unit experience.

On rainy days the British may repair damage to factories and airbases as follows:

- to repair factories, the British player rolls the die with the result being the number of damaged factories that may recover up to 10% of their original capacity. Record the post repair capacity numbers on the British Production/Defense Charts. Note that damage is recorded as percentages based on the bombing points that struck the target.
- each damaged airbase may recover up to 10% of its original capacity. Note that damaged airbases are recorded as reduction numbers to the bases capacity (not as a % as factory damage is recorded)

End of Day Phase

The End of Day Phase requires a certain amount of bookkeeping to be performed to track aircraft type and unit status based on the results of the current turn's Operations Phase, and to account for production of new aircraft for the British. The following sub-phases are performed in order:

A/C to Maintenance

This sub-phase is performed by both sides at the same time. For each aircraft type that was activated (whether it actually flew or not) for the current turn, the owner must determine how many of those aircraft are sent to maintenance. Aircraft in maintenance are not available until they are returned from maintenance during the Replacement Phase. It is altogether possible that some aircraft will go into maintenance at the end of one turn and come out of maintenance at the beginning of the next turn. Players track the aircraft in maintenance by use of their Aircraft Tracks; deducting those available and adding to those in maintenance. Players should also track these availability numbers on their Command Charts.

All air unit types that are activated for a turn and actually take-off (turned right side up), whether that aircraft type suffers any casualties/losses or not, are subject to a minimum of 10% (+/- die roll results) aircraft to maintenance for that turn. The 10% is based on the number of that type of air unit activated for that turn, not necessarily the total available for that type for that turn.

The basic number of aircraft that must go into maintenance is based on the percentage of losses of that aircraft type for the day (i.e. combat casualties); for each aircraft shot down, another aircraft must go into maintenance. The minimum number of aircraft that go into maintenance is 10% (as stated above). The maximum amount is all aircraft left over at the end of the day that were activated for that turn. Aircraft that were not activated do not go into maintenance.

After the base number of aircraft to maintenance is determined, the owner rolls a die for each aircraft type (that was activated that turn) to determine a random addition or subtraction to the base percentage number:

die roll

- [1] = -10% (e.g. 50% losses, becomes 40% losses)
- [2] = - 5%
- [3] = no change
- [4] = no change
- [5] = +5%
- [6] = +10% (e.g. 50% losses, becomes 60% losses)

Example, The Germans activate 100 Me109s for a game turn (day), and those a/c suffer 30% losses due to combat during that day's actions (operations); therefore 30% + the die roll result, would be the percent number of surviving a/c that go into maintenance at the end of the day; that is, 70 Me109s return to base, if the dr = 6, then an additional 10% must go into maintenance, making the total "To Maintenance" percentage = 40%, (30% losses + 10% die roll result); $70 \times 40\% = 28$ of the 70 survivors must go into maintenance, leaving 42 available for the next day.

Maintenance Levels can be easily calculated by totaling the end of the day Current Strength recorded on the Command Chart and comparing that number to the Total Available (at the start of the day) from the Aircraft Track. The difference between the two is the number of aircraft destroyed that turn.

British Production Sub-Phase

During this subphase the British player adjusts his Production levels based on the day's factory production levels. Losses to factories capabilities due to bombing results during the current day's Operation Phase must be factored into the day's production levels.

Each factory and its production levels are given on the British Production/Defense Chart. These levels are the maximum units from that factory for a day based on the percentage of damage to the factory. The British player may take credit for less than the maximum levels available. Production level markers may be inverted on the Aircraft Track to conceal those levels from the German player. Changes in the levels would indicate to the German player the results of his bombing raids.

Factory types are recorded both on the British Production/Defense Chart and by the use of inverted factory markers on the map. Whenever a factory is completely destroyed (i.e. reduced to 0 or less capacity), its marker on the map must be flipped face up to show the German player which factory he destroyed.

AA Guns are not tracked on the Aircraft Track but are awarded immediately upon production (during the British Production Sub-Phase). The British player simply calculates the number of guns of each type produced and allocates them to an airbase or city. There are 3 light AA Gun factories and 1 heavy AA Gun factory.

Fatigue Sub-Phase

Fatigue is tracked on the player's command chart per air unit. When an air unit takes off the first time during a day,

make a check mark next to it's number on the Command Chart. Erase the check mark after the End of the Day Phase (after the next day's fatigue factor has been determined and recorded). For each air unit that has a check mark on the Command Chart, add 15% fatigue factor to the unit. For each unit without a check mark but is on the map (meaning it was activated but did not fly), add 5% fatigue. All fatigue levels are cumulative until restored by the air unit standing down for a day (i.e. not being activated). For each air unit that was not activated during the current turn (i.e. not on the map), restore 20% of previous fatigue. A unit is never restored to a level greater than 100%.

Example: an air unit that goes on stand-by but does not fly that day suffers 5% fatigue (which affects its performance the next day). The unit goes on stand-by and actually takes off the next day (operating at 95% efficiency), and at the end of the second day suffers a total additional 15% fatigue for the second day (5% for going on stand-by, and 10% for flying), making its total fatigue factor equal to 20% (5% for the first day stand-by, 15% for the second day). The next day the unit stands down and recovers 20% (taking it back up to 100% efficiency).

Experience Level Sub-Phase

Experience levels are tracked per air unit on a player's Command Chart. During the Operations Phase a unit may gain experience points by engaging in air combat or bombing a target (for German bombers). Each air unit may gain a maximum of 1 experience point per daily game turn. Experience levels are only reduced from an air unit when it receives a certain number of replacement (new) air units - see Replacement Phase (above). When an Inexperienced air unit gains two experience points its status changes to Experienced level. When an Experienced air unit gains 5 experience points, its experience level changes to Veteran. A Veteran unit will revert to Experienced if augmented beyond its limits, but an Experienced unit never reverts to Inexperienced. Air units that are totally destroyed lose their experience level and can only be revised as brand new units (Inexperienced). German bombers only gain experience points by actually bombing a target, but their experience factor is applied to air to air combat as well.

Ammunition

Each fighter, fighter-bomber, and dive bomber air unit has a limited amount of ammunition available to it for air to air combat. This is reflected by a limited number of combat phases in which an air unit may fire. Ammunition expenditures are recorded on the Command Charts. Ammunition is used whether a unit fires as an attacker or defender. Units that are out of ammunition may not fire on other air units. Ammunition is restored whenever an air unit lands and re-fuels. The ammunition levels of each air type is given below:

- Hurricanes, Spitfires = 3 rounds of combat
- Defiants, Gladiators = 2 round of combat
- Me 109s, Ju 87s, Me 110s on fighter missions = 4 rounds of combat
- Me 110s on bomber missions (defensive fire column) = 6 rounds of combat
- all others (i.e. bombers) = unlimited rounds of combat

Pilot Fatigue

Pilot Fatigue, or unit fatigue, is tracked on a player's Command Chart per aircraft unit, and is based on the unit's use during a game turn. A unit that is activated loses 5% efficiency on subsequent turns. A unit that flies during the course of a day, loses an additional 10% efficiency. This drop in efficiency is only in effect for subsequent turns and not the turn that the fatigue is incurred. Fatigue can be recovered by a unit not being activated for a day (standing down). All fatigue levels are recorded during the End of Day Phase, and are in effect the following day.

A units that is fatigued operates at a level corresponding to its fatigue level during a combat phase. A unit's overall strength is reduced by its percentage of fatigue, although the actual number of aircraft in that unit stays the same. For example; a unit that has 20% fatigue operates at 80% efficiency, so if it contained 100 aircraft, it would use the 80 row on the combat results table for determining its firing effects.

Air Unit Experience

Air unit experience is tracked on the Command Charts for each side. Experience points are gained during the Operations Phase, but may be lost if an air unit receives excessive new units during the replacement phase (20% for the British, 10% for the German). An air units' experience level affects it's combat die rolls as follow:

- inexperienced air units combat die rolls are reduced by 1
- veteran air units combat die rolls are increased by 1

Experience also applies to bombers and affects that unit's bombing ability; the bombing accuracy die roll is modified based on the bomber unit's experience. Diversionary bombing attacks die roll are also affected accordingly (i.e. +/- 1). Bomber units experience also applies to their air combat firing die rolls.

During an Operations Phase, if an air units enters into combat, regardless of the outcome, it gains one experience point. A unit may only gain 1 experience point per day regardless of how many combats it enters.

If a unit is totally eliminated its experience level is also lost.

At the start of the game, the German player has 100 Veteran Me109 pilots. These are allocated on the Command Chart, and if they make up at least 90% of an air unit, that unit is considered a Veteran unit.

Airbase Bombing

Unlike the standard game, airbases may be targeted and bombed to inflict damage on the airbase itself. Each bomb point against an airbase, reduces that air base capacity by 1. Airbase damage is tracked on the British Production/Defense Chart. Airbases must be specifically targeted by bombing missions indicated on the German Command Chart. Diversionary attacks may also still be made, but such attacks only effect grounded (landed) enemy aircraft, and only tertiary damage to the airbase and its defenses. Attacks against an airbase affect primarily the airbase and its defenses, but also has tertiary effects on any grounded aircraft at that base at the time of the bombing.

For diversionary attacks, use the same procedure as in the standard rules for determining the bombing damage/aircraft losses. In addition, for every 5 aircraft destroyed on the ground 1 Light AA gun is destroyed (if present), for every 10 aircraft destroyed 1 Heavy AA gun is destroyed (if present and in addition to light AA guns destroyed). For every 20 aircraft destroyed, the airbase itself suffers 1 damage point (reducing its capacity).

For direct airbase attacks (as indicated on the German's Command Chart), calculate the damage points the same is done for a regular city/factory attack; each bomb point is 1 bomb point damage against the airbase. At least half the total damage must be applied (at the British player's option) against the air bases' capacity. The remaining half may be absorbed on a one for one basis against light AA gun losses or grounded aircraft (if present), or on a 2 for 1 bases against Heavy AA guns or aircraft in maintenance (i.e. 2 bomb damage points destroys 1 Heavy AA gun or 1 aircraft in maintenance). Direct airbase attacks may be made at high or low altitude, however if bombing at high altitude the bombing accuracy die roll is decreased by 1 (airbase attacks only).

For either type of bombing attack, each bombing unit has its bombing results determined individually.

If the British player elects to absorb bomb damage points by taking losses from aircraft in maintenance, losses must be taken 1 at a time from the aircraft type with the highest number of aircraft in maintenance. Simply reduce the number of aircraft for that type in maintenance on the Aircraft Track.

Dive bomber attacks against an airbase, either as a direct attack or as a diversionary attack use double bomb damage. Me110s and Ju87s are both considered dive bombers. After bombing, dive bombers always end their turn at low altitude.

Standard Game Rules Changes Summary

Introduction

- no change

How To Win

- no change, but the standard game Advanced rules victory conditions take precedence

Equipment

- no change except as noted below

Plastic Coated Cards - Command Cards

- replaced with Command Chart sheets

Plastic Coated Cards - The Production Center Chart

- replaced with British Production/Defense Chart

Plastic Coated Cards - Replacement Charts

- replaced with Command Charts

Plastic Coated Cards - The Airbase Defense Chart

- replaced with British Production/Defense Chart

Combat Results Charts

- replaced with revised CRT; gives movement reduction fire columns

The Mapboard

- no change

Starting Play

- basically the same for the start of game; except that not all cities contain factories
- factory assignments are made on the British Production/Defense Chart
 - 12 total factories; 2 Spitfire, 2 Hurricane, 2 engine, 3 Lt AA, 1 Hvy AA, 1 Defiant, 1 Blenheim
 - once assigned, they may not be changed
 - certain cities must contain certain types of factories as indicated on the BP/DS
- the rest of this section is modified by the Planning Phase in the Daily Game Turn Sequence of Play

Movement

- clarification: a unit must stop upon entering an enemy occupied space; German bombers may not elect to go around enemy aircraft occupied spaces if such a move would delay their turn of arrival to either their target space, or a German airbase (for the return trip).

How to Keep Time

- basic rules remain unchanged
- mechanics replaced by tracking time on GTR and Command Charts

Airbases

- change/clarification: overloading only applies to refueling aircraft (servicing), only applies to the British and is only allowed during the first week. Additionally, overloading may only be done once a day per airbase. When an airbase is overloaded, mark it with an "overloaded" marker on the map.
- airbases may land an unlimited number of aircraft per turn (per standard rules)
- airbases may launch a limited number of aircraft per turn; the limit being twice their printed airbase capacity. This applies to German and British aircraft. Bomber formations may take up to 2 complete turns to fully launch (take-off); in these cases, the German announces that a unit is taking off, but it remains in place over the airbase until the next turn when it must start moving. The German player may only use this procedure for bomber units that are too large to all be launched from their airbase in a single turn - he may not use this procedure as a decoy.

Bomber Missions

- no change, except that bombers may now also bomb airbases directly - reducing the airbase's capacity

Fighter Missions

- combat rules have changed how defenders fire at attackers
- no restrictions on when any unit may fire based on their direct routes or returning home, units that run out of fuel are lost (eliminated)
- fighter escort combat rules have been changed as stated above; combat rules apply to any situation where there are 2 defending air units in a space attacked by enemy aircraft

Anti-Aircraft Guns

- basic rules remain the same
- Ju87s are also dive bombers and attack the same as Me110s being used as bombers
- Heavy AA guns may divide their strength to attack both high and low altitude aircraft
- escort fighters are assumed to be at the same altitude as their bombers

AA Assistance

- clarification: all AA fire occurs after any air-to-air combat in that space
- clarification: AA guns may be used for essentially double fire against bombers, once as the bombers attack, and if those bombers are then intercepted during the British player's turn, they may be used for AA Assistance per this rule - thus giving them 2 shots at the same bombers.
- optional: AA fire for dogfight assistance (i.e. firing in the British player's turn) also causes damage to friendly units in that same space. Reduce the effects on enemy units by the AA guns "1" die roll result and apply that many losses to friendly a/c in the same space (airborne units only)

Combat Results Chart

- modified to account for attackers movement into the combat space
- cannot combine the fire factors of similar a/c of different units; must be separate attacks

Extracting Losses

- replaced with new combat rules and new stacking rules (2 units per altitude level)
- British player allocates losses on the German aircraft as a result of AA fire

Bombing Results

- Bomb points are one quarter of their standard game values, all fractional parts are always dropped, not rounded
- Bombing Results are summarized on the Bombing Results Summary Table
 - losses to AA guns, aircraft in maintenance, or aircraft on the ground may absorb some bomb damage
- bombing results are applied after all air to air combat and AA Fire (except for dive bombers - see below)
- dive bombers (Me110 and Ju87) must begin their bombing Movement Phase at high altitude, and change altitude as part of their bombing attack. Dive bombers are subjected to Heavy fire from the target space before their bomb results are calculated, but are subject to light AA fire from the same space AFTER their bombing attack is resolved

Diversionsary Bomber Attack

- changed by new combat and stacking rules, as well as new rules for attacking airbases
- combat always occurs simultaneously when airborne units occupy the same space after movement
- Diversionsary Attacks are always made at low altitude, bombing a/c may change high to low during combat phase

Refueling

- basic procedure is unchanged
- bombers may fly 1 mission per day (not per week as stated)
- air units that do not land on an airbase space for re-fueling before their time to land, are eliminated
- units reload ammunition the same time they are re-fueling
- only German fighters on Hunt missions may land and takeoff again in the same day

Altitude

- no change, however use Advanced Game rule as well (see below)
- German air units that start from a sea space are considered at high altitude

Radar Information

- modified by inverted units procedures
- radar line is defined as any space within 9 spaces of a British airbase with a capacity greater than 0, or the numbered sea spaces in the North Sea
- German units remain upside down until crossing the radar line. German units inverted on a Europe airbase are considered landed

Navigation Errors

- this rule makes no sense anyway

ADVANCED GAME RULES

Introduction

- no change, however a new Combat Results Table is used

How to Win

- no change

Blenheim Bombers

- Blenheim bombers may not enter a space containing known German Fighters
- If Blenheims enter a space with unknown German Fighters (i.e. stacked under a bomber unit), combat occurs as specified in these rules, but the Blenheims may only fire using their defensive fire column.

Defiants

- on the first day of a game in which Defiants are used in combat (any number of a/c), all Defiants fire at double their strength (see Manual for explanation)

Europe

- no change

Bombing

- no change, notice that this rule doesn't effect the new Weather rules
- reverse the order of the bombing accuracy chart (e.g. dr = 6: 1.00, dr = 1: 0.00) - see Command Charts
- a city being socked in only applies during clear days (the whole country is socked in on rain days)

Anti-Aircraft Guns

- no change

Weather

- no change
- use "SOCKED IN" markers provided to show Socked-In cities

Additional Units

- advise against making additional units

Climbing to Altitude

- Aircraft may freely fly at low or high altitude at the owners discretion, subject to the restrictions below.
- indicate low level aircraft units by using the new "LOW ALT" markers provided.
- Restrictions:
 - it cost 1 extra Movement Point for an air unit to takeoff and it must start at low altitude (it may expend more movement points to climb in the same turn however)
 - dive bombers and low level bombers end their bombing turn at low altitude
 - strafing fighters end their turn at low altitude
 - aircraft that engage in combat at a low level, end that combat turn at low altitude
- a units that ends its turn at low altitude, starts its next turn at low altitude
- a unit that starts its turn at low altitude may climb to high altitude by expending the necessary movement points to climb (per this standard game advanced rule)
- it is always free to change from high altitude to low altitude, but only during a player's movement phase, and except in the case of dive bombers which are assumed to change altitude (high to low) during the combat phase
- units at high altitude that run out of fuel within 2 spaces of a friendly airbase may land at that airbase; they are considered to glide into the base, and are not eliminated.
- for use of the new CRT with respect to a unit moving its maximum Movement Allowance (or one less), a unit that climbs during a turn (and thus reducing it's movement allowance) is considered to have a maximum Movement Allowance, for CRT purposes based on it's reduced rate. For example; a unit that has a base MA of 6 but climbs during a turn has a max MA for that turn of 4.

Recovery

- this rule is basically superfluous, and can be ignored

Observation

- no change

Fighter Bomber Missions

- no change, however Ju87s are also considered dive bombers
- dive bombers must begin their movement phase, in the turn that they bomb, at high altitude

Production

- replaced with these new Production rules (for daily turns)

Veterans

- replaced with new Unit Experience rule
- fire results, bombing accuracy, and diversionary attacks all effected by unit experience
- die roll results beyond range; see procedure listed above

Strafing

- no change