

German Command Chart

	Original Strength	Current Strength	Fatigue Factor	Effective Strength	Experience Points	Level	Ammo	Landing Time	Mission
Me109s	(6 turns in air, Ammunition = 4)								
1									
2									
3									
4									
5									
6									
7									
8									
Me110s	(0.25 Bomb Point/ 0.5 BPs vs airbase - 9 turns in air, Ammunition = 4 / 6)								
1									
2									
3									
4									
5									
6									
DO17s	(0.5 Bomb Points - 12 turns in air)								
1									
2									
3									
4									
Ju87s	(0.25 Bomb Point/ 0.5 BPs vs airbase - 12 turns in air, Ammunition = 4)								
1									
2									
3									
4									

He111s

	Original Strength	Current Strength	Fatigue Factor	Effective Strength	Experience Points	Level	Mission
(1 Bomb Point)							
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
Ju88s	(1 Bomb Point)						
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							

German Aircraft Data

	Perf	Time in Air	Bomb Pts	Type	Initial Forces	Ammo
Me 109	6	6	-	F	623	4
Me 110	5 / 4	9	- / 1/4*	FB	250	4 / 6
Do 17	4	-	1/2	B	174	Unl
Ju 87	3	12	1/4*	DB	231	4
He 111	3	-	1	B	306	Unl
Ju 88	4	-	1	B	253	Unl

* double against airbases

Mission Entry

1. City or Airbase to be bombed
2. D for diversionary attack
3. H for hunt
4. ID # of bomber being escorted

British Aircraft Data

	Perf	Time in Air	Type	Initial Forces	Ammo
Hurricane	5	8	F	272	3
Spitfire	6	6	F	164	3
Defiant	5	9	F	20	2 *
Blenheim	4	37	B	36	Unl
Gladiator	4	10	F	8	2

* first day of combat use, Defiants fire at double strength

German Starting Forces

	Me 109s	Me 110s	Ju 87s	Do 17s	He 111s	Ju 88s
623	250	231	174	306	253	

Bombing Results

	1	2	3	4	5	6
Die roll	0.00	0.20	0.40	0.60	0.80	1.00

The Battle of Britain

British Command Chart

	Starting Strength	Current Strength	Fatigue Factor	Effective Strength	Experience Points	Level	Ammo	Landing Time
(8 Turns in air, Ammunition = 3)								
Hurricanes	1							
	2							
	3							
	4							
	5							
	6							
	7							
	8							
	9							
	10							
	11							
	12							
	13							
	14							
(6 Turns in air, Ammunition = 3)								
Spitfires	1							
	2							
	3							
	4							
	5							
	6							
	7							
	8							

	Starting Strength	Current Strength	Fatigue Factor	Effective Strength	Experience Points	Level	Ammo	Landing Time
(9 Turns in air, Ammunition = 2)								
Defiants	1							
	2							
	3							
	4							
(37 Turns in air)								
Blenheims	1							
	2							
	3							
	4							
(10 Turns in air, Ammunition = 2)								
Gladiators	1							
	2							

German Aircraft Data

	Perf	Time in Air	Bomb Pts	Type	Initial Forces	Ammo
Me 109	6	6	-	F	623	4
Me 110 (FB)	5 / 4	9	- / 1/4*	FB	250	4 / 6
Do 17	4	-	1/2	B	174	Unl
Ju 87	3	12	1/4*	DB	231	4
He 111	3	-	1	B	306	Unl
Ju 88	4	-	1	B	253	Unl

* double against airbases (i.e. "1/2")

British Starting Forces

	Hurricanes	Spitfires	Blenheims	Defiants	Gladiators
	272	164	36	20	8

Bombing Accuracy Table

Diversory Bombing Chart		Bombing Accuracy Table					
dr = 1,2	Grnd ac destroyed = 1 X # bombers *	Die roll		1	2	3	4
dr = 3,4	Grnd ac destroyed = 2 X # bombers *	Damage %		0.00	0.20	0.40	0.60
dr = 5,6	Grnd ac destroyed = 3 X # bombers *					0.80	1.00
		Veteran Crew: +1 drm Inexperienced Crew : -1 drm A/B High Alt Bombi					

* dive bombers doubled

The Battle of Britain

The Battle of Britain

British Production/Defense Charts

	Factory Type	Damage reduction	Current Daily Production Rate	Heavy AA	Light AA
Blackpool ***					
Preston ***					
Manchester ***					
Stockport					
Chester ***					
Crewe					
Derby					
Wolverhampton					
Bromwich					
Coventry					
Bristol					
Swindon					
Yeovil					
Southampton *					
Rochester					
Croydon City *					
London **					

* must contain Engine, Heavy AA, or Hurricane

1279 3772

** must contain Engine, Hurricane, or Spitfire

Initial Availability

*** may NOT Contain Engine

Damage Recovery during rain days (performed during OPERATIONS Phase, in place of Raid) = 10% (original capacity) for X number of factories, where X = die roll #

Airbase recovery (during "RAIN" turns), is +10% of original capacity for each airbase, up to original capacity

BOMBING RESULTS SUMMARY TABLE

	a/c on grnd	Lt AA	Hvy AA	a/c in maint	Airbase Factory
Diversionsary	ALL BP	1 LAA / 5 GAD	1 HAA / 10 GAD	-	1 ABC / 20 GAD
Airbase	-	1 BP / LAA	2 BP / HAA	2 BP / ACM	> half BP
City/Factory	-	1 BP / 5 LAA	1 BP / 2 HAA	-	> half BP

GAD = Grounded A/C Destroyed ACM = A/C in Maintenance

ABC = Airbase Capacity

BP = Bomb Points

damage %	FACTORY							
	Spitfire	Hurricane 1	Hurricane 2	Defiant	Blenheim	Engine (2)	Light AA (3)	Heavy AA
91-100%	3	3	7	2	2	13	7	2
81-90%	3	3	6	2	2	11	6	1
71-80%	2	2	5	2	2	10	5	1
61-70%	2	2	5	1	1	8	5	1
51-60%	2	2	4	1	1	7	4	1
41-50%	1	1	3	1	1	6	3	1
31-40%	1	1	2	1	1	5	2	1
21-30%	1	1	2	1	1	3	2	0
11-20%	0	0	1	0	0	2	1	0
10% or less	0	0	0	0	0	1	0	0
destroyed	0	0	0	0	0	0	0	0

numbers in parenthesis(on Factory Line)indicate the number of factories available at the start for that type
destroyed factory cannot be repaired

numbers listed are daily production levels; add to A/C Track Record During "End of Day" Phase

Production A/C are available as indicated on the Turn Record Track

Airbase	Initial Capacity	Damage Reduction	Current Capacity	Heavy AA	Light AA
Usworth	15				
Chatterick	30				
Churchfenton	45				
Leconfield	30				
Kirton	30				
Ringway	30				
Digby	45				
Colitshall	45				
Whittering	45				
Pembrey	15				
Duxford	30				
Martlesham	30				
Exeter	30				
Warmwell	15				
Middle Wallop	45				
Tangmere	45				
Manston	15				
Hawkinge	15				
Debden	30				
Hornchurch	60				
Northweald	30				
Gravesend	15				
Rochford	15				
Northolt	45				
Croydon	30				
Kenley	30				
Biggin Hill	30				

Diversionsary Bombing Chart *

Die roll = 1,2	Grnd a/c destroyed = 1 X # bombers
Die roll = 3,4	Grnd a/c destroyed = 2 X # bombers
Die roll = 5,6	Grnd a/c destroyed = 3 X # bombers

(* dive bombers are doubled)

CITY/FACTORY & AIRBASE BOMBING

Bomb Damage (D Ps)= Number of bombers X Bomb Points (per a/c type) X Accuracy (dr)

City/Factory D Ps: % factory capacity reduction
Airbase D Ps: airbase capacity factor reduction

GERMAN BOMBER POINTS

Me 110	¼	Doubled against airbase
Do17	½	
Ju87	¼	Doubled against airbase
He111	1	
Ju88	1	

Bombing Accuracy Table *

Die roll	1	2	3	4	5	6
Damage %	0.00	0.20	0.40	0.60	0.80	1.00

Veteran Crew: +1 drm Inexperienced Crew: -1 drm A/B High Alt Bombing: -1 drm