

Battle of Britain



Campaign Rules for Wings Of Glory

2017-10-29

Bomber Crew

To simplify the campaign, bomber crews are treated as an entity and not as individual aircrew. For the purpose of missing missions, it is the pilot's wounds that count. Should a bomber crew gain enough experience to become an Ace, the skill can apply to all crew members. Should a crew member become lucky he can use it to the benefit of the whole crew.

After Each Scenario

When the scenario is finished, each airplane and its crew must check to see if they return home and wounded aircrew must check to see the effect of their wound.

Returning Home

Airplanes that were not shot down must return to base safely. Roll on the **Get Home table**.

Airplanes that were shot down may elect to bale out. Each crew member rolls separately on the **Bale Out table**. The airplane is destroyed, crashes and burns.

Airplanes that were shot down may attempt to nurse the wreck down. Roll on the **Shot Down table**.

Airplanes that ran out of fuel roll on the **Out Of Fuel** table.

Aircrew that do not get home, but bale out, ditch or crash-land must roll on the corresponding "in" table; **In France** or **In the Channel** or **In England**. The location is determined by the scenario.

Get Home table

Airplanes that were not shot down must return to base safely by rolling on the following table.

The following modifiers apply:

-5	Bf 109
-5	Novice

D100	Result
02 or less	Crash on landing. Crew each receives one wound.
03-10	If Engine or Fire Special Damage: Crash. Crew each receives one wound. If they are over or must cross the Channel they will crash in the Channel, otherwise in friendly territory. If more than half damage: Crash on landing. Crew each receives one wound. Otherwise: Land Safely.
11-00	Land Safely.

LUCKY: Any aircrew whose airplane caught fire or had engine damage without being shot down and then get home and land safely count as "lucky".

Bale Out table

Airplanes that were shot down may elect to bale out. The airplane is destroyed crashes and burns. The crew of planes at low-level (floor plus altitude is less than 3) may not bale out because there is no time to open the parachutes.

The location where the baled out crew will land is determined by the scenario. To attempt a bale out roll on the following table.

The following modifiers apply:

-5 Aircrew with a Serious Arm Injury

D100	Result
01-04	Fails to get out. Killed.
05-08	Parachute fails to open. Killed.
09-20	Receives 2 wounds. Location determined by scenario.
21-40	Receives 1 wound. Location determined by scenario.
41-95	Bale out successfully. Location determined by scenario.
96-00	Lucky escape. The quick release lever is jammed. But the airman gives it a swift punch and it comes loose. The airman counts as “lucky” .

Shot Down table

Airplanes that were shot down may attempt to nurse the wreck down instead of baling out. To do this roll on the following table:

D100	Result
01-10	Crashes. Crew killed.
11-20	Crash-lands. Location determined by scenario. Crew each receives two wounds.
21-35	Crash-lands. Location determined by scenario. Crew each receives one wound.
36-40	Crash-lands. Location determined by scenario.
41-50	Crew each receives two wounds. If over or must cross the Channel: Ditch in the Channel. Otherwise: Crash-lands. Friendly territory.
51-60	Crew each receives one wound. If over or must cross the Channel: Ditch in the Channel. Otherwise: Crash-lands. Friendly territory.
61-65	If over or must cross the Channel: Ditch in the Channel. Otherwise: Crash-lands. Friendly territory.
66-75	Crash-lands. Friendly territory. Crew each receives two wounds.
76-85	Crash-lands. Friendly territory. Crew each receives one wound.
86-90	Crash-lands. Friendly territory.
91-95	Nursed back to base. Crash on landing. Crew each receives one wound.
96-00	Nursed back to base. Crash on landing.

Out Of Fuel table

This table applies to Messerschmitt Bf 109s operating deep within southern England.

D100	Result
01-17	Fuel runs out over England
18-50	Fuel runs out over the Channel
51-83	Fuel runs out over France
84-00	Nurses her home on the vapours in the bottom of the tank.

In France table

If you crash-land in or bale out over France, roll on one of the following tables.

During the Invasion:

D100	British	German
01-33	Captured by an advancing German Panzer Division	Captured by the French Army
34-66	Hitches a ride to Dunkirk and the back to England	Rescued from the French Army by an advancing Panzer Division
67-00	Feted by the French Army	Feted by the German Army

Occupied France:

D100	British	German
01-50	Captured by the Germans	Feted by the local anti-aircraft battery who will themselves claim half of any kill you managed.
51-85	Rescued by the resistance and smuggled back to England	Feted at the Headquarters of a Panzer Division
86-00	Make your way to the coast and steal a fishing boat back to England	Feted at the Headquarters of an Infantry Division

In the Channel table

If you ditch in or bale out over the Channel, roll on the following table.

D100	British
01-15	Fails to blow up Mae West and drowns.
16-30	Not rescued. Drowns!
31-40	If Fighter protecting Channel convoy or Dynamo evacuation Picked up by a friendly ship. If Bomber crew Take to inflatable dinghy and paddle back to shore. Otherwise Not rescued. Drowns!
41-60	Picked up by a life boat
61-00	Picked up by an RAF rescue launch.

D100	German
01-20	Not rescued. Drowns!
21-40	Swim to rescue raft and picked up by a patrol boat.
41-60	Use yellow sea dye to attract notice and then picked up by a He 59 float-plane.
61-80	Use flares to attract notice and then picked up by a He 59 float-plane.
81-00	Take to inflatable dinghy and paddle back to shore.

In England table

If you crash-land in or bale out over England, roll on the following table.

D100	British	German
01-04	Shot at by farmer armed with a shotgun. One wound. Given a cup of tea and a bacon sandwich on landing.	Shot at by farmer armed with a shotgun. One wound. Captured.
05-20	Feted by the local anti-aircraft battery who will themselves claim half of any kill you managed.	Captured by the Home Guard.
21-50	Feted at the Headquarters of an Infantry Division	Captured by the Police armed with a big truncheon.
51-80	Feted by the Home Guard	Captured by the Army
81-90	Feted at the Headquarters of an Infantry Division	Make your way to the coast and steal a fishing boat back to the continent.
91-00	Feted by the Land Girls. The airman counts as "lucky" .	Captured by the Land Girls, but when they saw parachute silk they became distracted and you can slip away. Steal a small sailing boat to take you over the Channel. The airman counts as "lucky" .

Captured table

Aircrew who are captured, roll on the following table to see what happens. German aircrew captured by the French do not roll, they will be freed by German troop having missed one mission.

D100	British	German
01-40	Fails to escape!	Fails to escape!
41-50	Escape! Found by the resistance and smuggled back to England via Spain and Portugal. Miss two missions	Escape! Recaptured by the Home Guard.
51-60	Escape! Found by the resistance and smuggled back to England via Switzerland. Miss one mission.	Escape! Recaptured by the Army.
61-80	Escape! Found by the resistance and smuggled back to England	Escape! Goes into hiding. Roll again on this table after next mission has been flown.
81-00	Escape! Make your way to the coast and steal a fishing boat back to England	Escape! Make your way to the coast and steal a fishing boat back to France.

Lucky Aircrew

Pilots and crew can become "lucky" in the following ways:

- Any aircrew whose airplane caught fire or had engine damage without being shot down and then get home and land safely.
- As a result from one of the Returning Home tables.
- As a result from the Recovery Event tables.

Airmen remain "lucky" until they use up their luck. Luck can be used up in the following ways:

- Re-roll any die once during the returning home sequence but must then use the second result.
- Use the Luck of the Devil ace skill once.

Gaining Experience

As can be seen from the campaign ladder, the scenarios played out in this campaign are only a small part of the battle. It is considered that there are other missions flown in between the ones played out.

A Novice will become Experienced after surviving two missions or after a kill or any share thereof.

Aircrew gain experience points XP for shooting down enemy airplanes. They gain 2 XP for a kill and 1 XP for a share thereof. An award of 2 XP can be made to a pilot that spectacularly completes a mission (e.g. sinks a ship).

Planes that exit the playing area do not normally count as shot down, unless they are on fire, in which case they do.

Ace Skills

For each 5 XP achieved, the crewman rolls twice on the Ace Skill table and chooses one of them.

Roll a D6. If the result is a duplicate, then re-roll.

Pilot	Ace Skill Result
1	Luck of the Devil
2	Itchy Trigger Finger
3	Perfect Aim
4	Sniper
5	Acrobatic Pilot (bomber crews re-roll)
6	Good at Escaping

Using Ace Skills in the Campaign

Acrobatic Pilot: May re-roll once on the getting home or shot down table, but must then accept the second roll.

Good at Escaping: May re-roll once on any of the returning home tables, but must then accept the second roll.

Luck of the Devil: May re-roll once on any of the returning home tables, but must then accept the second roll.

Promotions

For each 5 XP achieved, a pilot rolls on the Promotion table.

D6	Promotion
1-3	No Promotion
4-6	Receive a promotion

RAF	Luftwaffe
Pilot Officer	<i>Leutnant</i>
Flying Officer	<i>Oberleutnant</i>
Flight Lieutenant	<i>Hauptmann</i>
Squadron Leader	<i>Major</i>
Wing Commander	<i>Oberstleutnant</i>
	<i>Oberst</i>

Should an RAF pilot be promoted to Wing Commander he may no longer fly. Instead he is moved to a cushy job in the Air Ministry. A new Experienced pilot is moved to the squadron to replace him.

For the sake of simplicity, we make all pilots officers and give all aircrew the rank of Sergeant/*Feldwebel*. Thus conveniently forgetting the many Sergeant Pilots who did sterling service throughout the war.

Medals

For each 5 XP achieved, roll for a medal. A roll for a medal may also be made by a pilot that spectacularly completes a mission (e.g. sinks a ship).

Roll 2D6. A roll of 6+ for a German fighter pilot and 8+ for any other is required to be awarded a medal. Add 1 if the airman has Impressive scars and deduct 1 for Horrible scars.

Aircrew that are awarded a medal will miss the next scenario. RAF aircrew visit the palace and received the award from The King. Luftwaffe Aircrew received theirs from Hermann Göring at his country residence, Karinhall.

	RAF commissioned officers	RAF NCOs	Luftwaffe
1 st Award	Distinguished Flying Cross (DFC)	Distinguished Flying Medal (DFM)	Iron Cross, Second Class
2 nd Award	Bar	Bar	Iron Cross, First Class
3 rd Award	Bar	Bar	Knight's Cross of the Iron Cross
4 th Award			Knight's Cross of the Iron Cross with Oak Leaves

Wounded Aircrew

The number of wounds affects the aircrew as follows:

1. Wounded
2. Incapacitated
3. Dead

Furthermore, wounded airmen must roll on the serious injuries table. A -5 modifier is applied to airmen that have received two wounds.

D100	Serious Injury
less than 01	Crippled: The airman is confined to a wheelchair and honourably discharged from the service.
01-50	Roll on the Recovery Event table below. Miss the number of missions equal to the number of wounds unless otherwise specified in the table.
51-00	No serious injury. Miss the number of missions equal to the number of wounds.

A Recovery Event can occur when an airman is in hospital recovering from his wounds. These events should be related to the campaign. When an event is rolled it is suggested that you replace it with a different (new) event.

D100	Recovery Event
01-05	Serious Chest injury: Miss two missions.
06-10	Serious Leg injury: Miss two missions.
11-15	Serious Arm injury: Miss two missions.
16-20	Serious Head injury: Miss two missions.
21-25	Old War Wound: The airman recovers but his old would sometimes affects his health. Roll a D6 before each mission. On a roll of one the airman's old would is playing up and will fly with those restrictions that apply to an airman with one wound. Alternatively he can be replaced by another airman if a replacement is available.
26-39	Blinded in one eye: The airman can no longer get a bonus for aimed fire. An Ace with the Perfect Aim skill loses this skill but can still get the bonus for aimed fire.
31-35	Nubile Nurse: The airman meets a beautiful nurse who falls in love with him. He is nursed back to full health. The airman counts as "lucky".
36-40	Beautiful Nurse: The airman meets a beautiful nurse with whom he falls in love. He is nursed back to full health but the nurse is not interested in his advances. Treated as "Nubile Nurse" if the airman is "lucky".
41-45	Horrible scars: The airman recovers and is left with horrible scars as a testament to his bravery. Deduct one when checking for medals.
46-50	Impressive scars: The airman recovers and is left with impressive scars as a testament to his bravery. Add one when checking for medals.
51-55	National hero: Meet a journalist, Ernest Hemmingcurd, in the hospital and gets a positive write-up. Becomes a national hero. May never voluntarily leave a battle until the mission is completed or until his plane has over three-quarters damage.
56-60	Hip-flask: Nursed back to health by a stunning red-headed nurse. She gives him a pewter hip-flask filled with brandy which he keeps in his breast pocket over his heart. He may ignore the next Aircrew Special Damage as the hip-flask takes the bullet.
61-65	Miraculous recovery: The hospital is visited by an esteemed professor who has a new therapy. Recovery is miraculous. Miss no missions.
66-70	Food poisoning: While convalescing, the airman visits a Café/Tea-room in the local town where he meets an attractive waitress. Gets food poisoning. Misses two missions.
71-75	Cigarette case: While convalescing, the airman visits a Café/Tea-room in the local town where he meets an attractive waitress. She gives him a silver cigarette case which he keeps in his breast pocket over his heart. He may ignore the next Aircrew Special Damage as the cigarette case takes the bullet.
76-80	Checks out of hospital: The airman wastes no time and immediately checks himself out of hospital. He must fly the next mission starting with one wound.
81-85	Countess: On the way to the hospital the ambulance breaks down. A passing countess in a Rolls Royce/Horsch stops and takes him back to her Chateaux/Country House. He is nursed back to health but so enjoys the experience that the convalescent period is increased and he misses two missions.
86-90	Countess: On the way to the hospital the ambulance breaks down. A passing countess in a Rolls Royce/Horsch stops and takes him back to her Chateaux/Country House. He is nursed back to health. The countess sends her mechanic back with him to help him service the airplane. His plane will take 3 extra damage during the next mission.
91-95	General's visit: Visited in hospital by a General. Decorated with a medal.
96-00	Bombed: The hospital is bombed by the dastardly enemy/mistake. Recovery delayed. Convalescent period is increased by 1 mission.

