Battle of Britain

A Campaign for Wings Of Glory

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Campaign Rules

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Contents

Introduction

This campaign covers the air war in the west from the German Invasion of France until threat of autumnal storms brought the end to German plans for Operation Sealion, the Invasion of Britain. While the campaign is fictitious, it is based upon a historical framework.

The campaign can be split into six distinct phases:

1. **The Invasion of France**. May 1940. From the end of the Phoney War until the German panzers reach the Channel coast and the British evacuate from Dunkirk.
2. **The mopping up of France**. June 1940. The Germans complete the Invasion of France and the Air Fleets move forward and consolidate at bases near the Channel coast. The British lick their wounds received on the continent and recover to fight again.
3. *Kanalkampf*. 10th July – 11th August 1940. A month of attacks on the British coastal convoys and air battles over the Channel.
4. **Eagle Day**. 12th – 23rd August 1940. Starting on the eve of *Adlertag*, the major assault that lasted for just over a week. The period that Göring and the Nazi propaganda machine called *Adlerangriff*.
5. **The Critical Period**. 24th August – 6th September 1940. The Luftwaffe targeted airfields in the south-east as priority objectives.
6. **The Blitz**. From 6th September 1940. Attacks centred on London, first by daylight and then by night. Including 15th September which became known as the Battle of Britain Day. After the 17th September, when the Germans postponed Operation Sealion indefinitely, Britain was safe from invasion. However the blitz continued nightly until Christmas when both sides observed a truce from Christmas Eve until the 27th.

The campaign has two sides (RAF & Luftwaffe) with a variable number of players who can alternate between sides in the tactical battles. The strategic factors of the campaign are driven by the campaign ladder, a linked list of scenarios which are played out in order. Scenarios are drawn from each of the above phases, except phase two which can be considered a pause in the air war.

The campaign is designed for approximately four semi-permanent players plus a number of drop-in players who turn up on club night.

The campaign will be documented using a combination of four different methods:

1. A campaign diary containing a record of the result of each scenario.
2. Reports sent home to Sweden from the German side of the battle by the Air Attaché of the Swedish embassy.
3. Reports sent home to Sweden from the British side of the battle by the war correspondent of the newspaper Västsvenska Dagbladet.
4. U.K. newspaper clippings when appropriate.

Set Up the Campaign

Squadrons

The RAF consists of a fighter squadron and a light bomber squadron. These were initially deployed as part of the AASF (Advanced Air Striking Force) near Rheims in France but were later withdrawn to England and based at a satellite field near the south coast called Little Woppington.

The Luftwaffe consists of a special *Gruppe* containing a mixture of aircraft types. Each *Staffel* within the *Gruppe* has a different aircraft; BF 109 E, Ju 87 B and Do 17 Z. They were originally based in Germany, but leap-frogged forward together with the advancing army and were final based near the *Pas de Calais* in order to give the fighters as much operational time as possible over England.

Personages

Each side gets a number of aircrew representing the cast of the campaign. These are distributed as follows:

- Each Player gets one "experienced" and one "novice" fighter pilot per side. Must be named.
- Each Side gets a reserve pool of "experienced" fighter pilots which can be used by guest players or when there are too few player-pilots available to man the aircraft. One must be named.
- Each Side gets 3 "experienced" bomber crews. Must be named.
- Each Side gets a replacement pool containing an unlimited number of "novice" aircrew. They do not need to be named until used.

One experienced fighter pilot and one experienced bomber pilot on both sides starts with the rank of Flight Lieutenant/*Hauptmann*. All other experienced pilots have the rank of Flying Officer/*Oberleutnant*. Novice Pilots have the rank of Pilot Officer/*Leutnant.* Aircrew, both Novice and Experienced, have the rank of Sergeant/*Feldwebel.*

One player may take an experienced or novice French pilot belonging to the Armée de l'Air, who after the first mission will fly as a Free-French pilot with the RAF. Alternatively have a French pilot that is used only when called upon by the scenarios.

Document the set-up.

Document the initial campaign set-up. Give each squadron a name (and perhaps nickname) and even name their commanders. Flesh out their history. Ideally with a connection to the WW1 campaign. This could take the form of a newspaper feature article.

Winning The Campaign

It is not possible for an individual squadron or pilot to change the outcome of the Battle of Britain. However it is possible for either side and any individual player to win the game.

In order to win each side and each player must collect "glory". One Glory Point (GP) is awarded to the side that wins each scenario; no GPs are awarded for a draw. One GP is awarded to each side for a kill and to each player for a kill or part thereof. The side and the player with the most GPs when all the scenarios in the campaign ladder have been played is the winner.

Any player that achieves twice the GPs of an opponent is entitled to *boast outrageously*.

Before Each Scenario

Take the next scenario from the campaign ladder and set up as described therein.

If the scenario specifies that airplanes must set up in formation then the formation must be determined in secret prior to starting. Airplanes must be within a half ruler distance of each other (exception German fighters within a whole ruler distance). The leader – the pilot with the highest rank - must be in the front of the formation. All the airplanes in the formation must have the same altitude.

Fighters and Bombers always set up in separate formations.

Playing Each Scenario

The Wings Of Glory Advanced Rules are used together with the optional rules for Tailing and Firng. Other optional or special rules such as fuel and anti-aircraft fire may be required by a specific scenario.

The following changes are made to the Wings Of Glory Tactical rules.

Communication Between Players

Players may not communicate verbally once the game has started.

Airplanes that are in formation (i.e. started in formation and have remained within the maximum distance for holding formation, at the same altitude and remained behind the leader) may communicate. This is done by the leader showing the members of his formation which manoeuvre card and speed marker he is going to play prior to the formation member choose theirs.

Fighters and bombers may never communicate as they are always in separate formations.

Movement for Bombers

All bombers (including the Stuka) will use the I Movement Card Deck with the Immelmann turn removed. In addition, twin-engine bombers may not "flip". They may not perform a right manoeuvre directly followed by a left manoeuvre without an intervening straight manoeuvre (or vice versa).

Novice and Wounded Aircrew

If there are Novice or Wounded aircrew, the turn sequence is altered as follows.

PLANNING
1. Pilots (that are neither novice nor wounded) plan their next manoeuvre

MOVEMENT
1. Novice or Wounded pilots perform their move
2. Novice or Wounded pilots plan their next manoeuvre
3. Pilots (that are neither novice nor wounded) perform their move

FIRING
1. Aces with the *Itchy Trigger Finger* skill fire.
2. Aircrew (that are neither novice nor wounded) fire. If the aircraft received damage earlier in the firing phase that caused it to be shot down, it may not now fire.
3. Novice or Wounded aircrew fire. If the aircraft received damage earlier in the firing phase that caused it to be shot down, it may not now fire.

In addition the following restrictions apply:

- Novice or Wounded pilots may not tail
- Novice or Wounded pilots may not use the Immelmann turn card.
- Novice or Wounded aircrew may not claim additional damage for aimed fire.

If a Novice receives a first Crew Hit Special Damage, he does not suffer additional penalties.

Engine Special Damage

These counters indicate that an engine has been hit. This special damage is kept secret.

	Single-Engine Airplane	Twin-Engine Airplane
1 damage	The airplane cannot plan a High Speed marker except when using a dive card. If the airplane is at High Speed when it is suffers engine damage, or it goes to High Speed as a consequence of a dive or a Split-S, the owner must return to Low Speed by playing a Low Speed marker in the next planning phase.	
2 damages	Aircraft crashes and explodes. Crewmen may attempt to bale out.	Must turn for home and leave the playing area by the nearest friendly edge using the shortest possible route.
3 damages		Aircraft crashes and explodes. Crewmen may attempt to bale out.

Crew Hit Special Damage

These counters indicate that a member of the crew is hit. This special damage is announced.

Roll a D6 for each living member of the crew. The crewman with the highest score is wounded. If multiple crewmen have the highest score then this special damage can result in multiple wounds.

The following restrictions apply to wounded aircrew:

	Pilot	Observer/Gunner/Bomb-aimer
1 wound	See rules for Novice or Wounded aircrew.	See rules for Novice or Wounded aircrew.
2 wounds	Must turn for home and leave the playing area by the nearest friendly edge using the shortest possible route. Pilot may not fire.	Cannot perform any action.
3 wounds	Dead. Aircraft crashes and explodes. Other crewmen may attempt to bale out.	Dead

Aim

When an airplane is firing at the same enemy airplane within the same firing arc for two or more consecutive turns, it can fire with more accuracy.

From the second consecutive turn of fire onward, the target must take one additional [A] damage counter from that weapon. Only one additional [A] damage counter is taken, even if an airplane is firing at the target for three or more turns.

Easy Target *(was Firing from Above)*

An airplane also receives the aim bonus - the target must take one additional [A] damage counter - for the following circumstances which are considered to be easy shots:

- Firing at a target that is in its front arc on a lower altitude level.
- Firing in the front arc after it executes any dive, and after the straight manoeuvre of an overdive.
- Firing at a target that had just executed a stall, Immelmann turn or the manoeuvre immediately following an Immelmann turn. This does not apply to the Split-S manoeuvre.

After Each Scenario

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

Airplanes & Aircrew 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.

An airman that is "lucky" may re-roll any die once during the returning home sequence but must then use the second result.

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 Hit Special Damage.
03-05	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
06-00	Land Safely

Any aircrew whose airplane caught fire but still get home safely count as "lucky" for the next mission.

Bale Out table

Airplanes that were shot down may elect to bale out. Each crew member rolls separately on the Bale Out table. The airplane destroyed crashes and burns. Airplanes at ground-level (altitude 1) 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:

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" for his next mission and any remaining returning home rolls for this mission.

An ace with the *Good at Escaping* skill may re-roll any odd result but must then accept the second roll. Aircrew with a Serious Arm Injury will subtract 5 from their die roll.

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

For the Battle of Britain campaign, this table applies to Messerschmitt Bf 109s operating deep within southern England. If they run out of fuel they roll on the corresponding "in" table.

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.

If fuel runs out, roll first on the Bale Out table and then on the appropriate location table.

In France table

If you crash-land in or bale out over France, roll on one of the following tables. Roll once for an entire aircrew.

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
01-20	Captured by the Germans	Feted by the local anti-aircraft battery who will themselves claim half of any kill you managed.
21-50	Captured by the Germans	Feted at the Headquarters of an Infantry Division
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. Roll once for an entire aircrew.

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. Roll once for an entire aircrew.

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 England
91-00	Feted by the Land Girls. The airman counts as "lucky" for his next mission and any remaining returning home rolls for this mission.	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" for his next mission and any remaining returning home rolls for this mission.

Captured table

Aircrew who are captured, roll on the following table to see what happens.

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 his 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.

Wounded Aircrew

Aircrew that receive three wounds are dead. Aircrew that receive one or two wounds must convalesce and miss the next mission.

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

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.
51-00	No serious injury.

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" for his next mission.
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 Cafe 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 Cafe 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. 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. 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.

Ace Skills, Promotions and Medals

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).

Ace Skills

For each 5 XP achieved, the crewman rolls on the Ace Skill table. A pilot uses a D10 and other members of the crew use a D6. If the result is an Ace Skill that the crewman already has, then re-roll.

D10	D6	Ace Skill Result
1		**Acrobatic Pilot**: This pilot may perform a non-straight manoeuvre after an Immelmann or a Split-S. When you use this ability, take four recovery counters.
2		**Daredevil**: This pilot may perform two steep manoeuvres in succession. When you execute the second steep manoeuvre, take four recovery counters.
3		**Golden Touch**: This pilot may accelerate or decelerate more easily than anybody else. At the start of the game, take an extra Low Speed and an extra High Speed marker. The use of this ability requires no recovery counters.
4		**Good at Escaping**: This pilot's airplane may not be tailed, unless the tailing airplane's pilot is also an ace with the Good at Escaping skill. The pilot may at any time prior to the movement phase, replace his next manoeuvre card with a dive. If this results in an illegal manoeuvre then he must take an A damage card as normal. This skill also gives modifiers in the after battle die rolls. The use of this ability requires no recovery counters.
5	1	**Luck of the Devil**: This player may choose to ignore a single damage counter during the game, after drawing and seeing it. The ignored token is shuffled back into its group. To remember that this skill has been used, turn its token facedown.
6	2	**Itchy Trigger Finger**: Aces with this ability are faster to shoot than everybody else. When they fire, all the damage they cause is resolved before the simultaneous fire of airplanes that do not have an ace with this skill. If the target airplane is shot down, it does not get to return fire (unless it is manned by another ace with this skill). The use of this ability requires no recovery counters.
7	3	**Perfect Aim**: When firing, this ace may choose to have his opponent take an additional A counter of damage, even if he did not shoot at the same airplane in the previous firing phase. You must decide to use this ability before your opponent draws damage counters. When you use this ability, take four recovery counters. Note the bonus granted by this ability is not cumulative with the bonus granted by the Aim optional rule.
8	4	**Sniper**: When this ace fires at an enemy airplane he tends to hit a bull's-eye. When the ace fires, the player may select one type of damage counters based on firepower of his weapon. The sniper player (instead of his target) draws two counters of the appropriate type, looks at them, gives the one of his choice to his opponent, and places the other back among the others, reshuffling them. If the firepower indicates multiple damage counters, the target draws the other counters normally. When you use this ability, take four recovery counters.
9-10	5-6	Choose one of the above Ace skills.

Promotions

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

D10	Promotion
1-8	No Promotion
9-10	Receive a promotion

RAF	Luftwaffe
Pilot Officer	*Leutnant*
Flying Officer	*Oberleutnant*
Flight Lieutenant	*Hauptmann*
Squadron Leader	*Major*
Wing Commander	*Oberstleutnant*
	Oberst

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).

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.

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

Reporting the Battle

Reports are sent home to Sweden from the German side of the battle by the Air Attaché of the Swedish embassy.

Reports are sent home to Sweden from the British side of the battle by the war correspondent of the newspaper Västsvenska Dagbladet.