

Battle of Britain

A Campaign for Wings Of Glory



**Scenarios
Campaign Ladder**

V.6 – 2012-12-12

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Phase 1 - The Invasion of France

1 - May 10th 1940 - The End of the Phoney War

May 10th 1940 was the day the real war started and the Phoney War ended. It was today that Hitler's armoured divisions launched their Blitzkrieg attack in the West. The same day, in the United Kingdom, Neville Chamberlain resigned as Prime Minister and was succeeded by Winston Churchill and a new Coalition Government.



Playing Area

Length 90cm or 36". Width 90cm or 36". One edge is designated the German side and the opposite edge the British side. Located over France.

German Player

Two Messerschmitt Bf 109 E-3s (17 Damage) in formation at half ruler distance from the German side. Roll once for altitude:

D6	Altitude
1	1
2, 3	2
4, 5	3
6	4

British Player

One Hurricane Mk I (17 Damage) and one Dewoitine D.520 anywhere at half ruler distance from the British side. Roll for each plane individually to determine altitude as above.

Victory Conditions

The winner is the side with airplanes remaining when all enemy airplanes have been shot down or have left the playing area.

2- May 14th 1940 – The Meuse Bridges

On 12 May, Sedan was captured. Situated on the east bank of the Meuse, it gave the Germans a base from which to capture the Meuse bridges. Once captured, the German divisions could then advance across the open and undefended French countryside beyond Sedan, and to the English Channel.



The French believed that the Germans would need to bring up artillery to support the crossing but were surprised when the Germans used the Luftwaffe as flying artillery. This, on top of their already low morale, caused the French to break.

Having captured the Meuse bridges, the Germans poured troops and panzers across the river. On 14 May the British air forces, the Royal Air Force (RAF) and Armée de l'Air (French Air Force) tried to destroy the bridges, and stop German reinforcements reaching the west bank.

Playing Area

Length 120cm or 48". Width 90cm or 36". One short edge is designated the German side and the opposite edge the British side. Place the target bridge one ruler distance from the centre of the British side. Located over France.

German Player

Two Messerschmitt Bf 109 E-3s (17 Damage) in formation at half ruler distance from the German side at altitude 4. One anti-aircraft gun is placed between half and one ruler distance from the target bridge.

British Player

Two Hurricane Mk Is (17 Damage) and two Bristol Blenheim Mk Is anywhere at half ruler distance from the British side at altitude 4.

Victory Conditions

The bombers inflict 2 victory points of damage if the bombs hit the centre of the target, and 1 if they hit part of the target but not the centre. The German player gets 1 victory point if the target is missed completely.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the British planes can leave from their side without any penalty once the target has been bombed by both Blenheims (or they have been shot down).

The side scoring the most victory points wins.

Scenario Rules

BRISTOL BLENHEIM

The Bristol Blenheim has the following attributes:

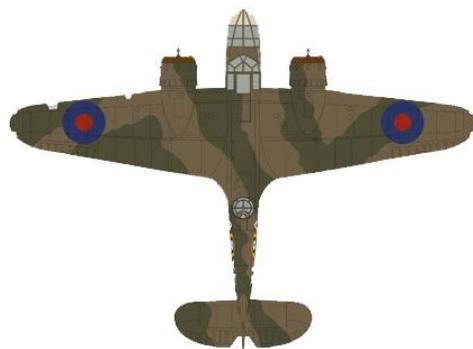
Movement: Use the I Deck with the Immelmann turn and dive bombing removed. They may not “flip” i.e. perform a right manoeuvre directly followed by a left manoeuvre without an intervening straight manoeuvre (or vice versa).

Damage: 24

CREW: 3 – Pilot, Observer (Navigator/Bomb-aimer), Wireless Operator/Rear Gunner.

Armament:

- Pilot operated forward firing wing mounted machine gun. Short Range [A], Long Range [A].
- Rear-gunner operated dorsal turret with one, later two, machine guns. Cannot fire at targets lower than the firer. The rule for “Blind spots for rear guns” applies. BLENHEIM Mk I Short Range [A], Long Range [A]. BLENHEIM Mk IV Short Range [A][A], Long Range [A]
- Single load of 1,000 lb. (450 kg) bombs.



LEVEL BOMBING

Before revealing any manoeuvre, the bomber can decide to drop one or more groups of bombs, or even all the load. If it does so, take a bomb card represents all the bombs dropped in that turn.

Execute the manoeuvre and, before fire is resolved, place the bombs into play. If the last manoeuvre of the bomber was a stall, place a stall in front of the airplane and then place the bomb card so that the arrow on its rear matches the one at the rear of the stall card. If the last manoeuvre was not a stall, place a straight in front of the plane. Use the long arrow if the plane is at High Speed, the short one if it is at Low Speed. As soon as the bombs are placed on the table, they hit the ground. If the red dot on a target card is totally covered by the bomb card, the target takes full damage (or the player scores full victory points). If the red dot is not totally covered but even a little part of the target card is, the damage (or the score) is halved (round down). If none of the target card is covered, the bombs missed. In any of the three cases, remove the bomb card.

You cannot take measurements to evaluate if your bombs will strike the target or not.

Bombs cannot be dropped immediately after an Immelmann or Split-S.

ANTI-AIRCRAFT GUNS

Anti-aircraft (AA) guns are placed on the table at the start of the game and they may never move or turn. Anti-aircraft guns use the [C] damage counter. They have a 360° arc of fire and a range of two rulers distance. Artillery fire is simultaneous with all other types of fire. They start the game with an “artillery” counter on them, at the center of the card, showing that they are loaded.

In the fire phase put the artillery counter on the target plane. They can fire at any target that is not within a half-ruler of distance of a friendly airplane. If there are multiple targets, planes strafing the guns will be first priority, bombers will be targeted in preference to fighters, otherwise determine randomly.

In the following fire phase, resolve the firing. Draw an [A] damage counter token to see if the aim of the AA battery is correct. If it is a 2 damage counter (with special damage or not) the shot hits the plane:

ignore the result on the [A] damage counter and draw two [C] damage counters instead. If the damage number on the [A] damage counter is not 2, the aim is wrong and the shot is wasted. In both cases, return the [A] damage counter into the mix.

At the end of the next planning phase after firing, the gun begins to reload. Take the artillery counter and place it on the side of the gun card. The next turn, at the end of the planning phase, put the counter in the centre of the card to show that the gun is reloaded and ready to fire. From the next turn, the artillery can fire and the counter can be again put on the gaming field.

Planes in the air can strafe AA guns, inflicting the same damage as they would on an enemy plane, depending on the range of fire. Damage tokens are kept face up beside the AA gun card. When a gun has suffered 10 points of damage, it is silenced and counts as eliminated for scenario purposes.

STRAFING & GROUND TROOPS

Planes in the air can strafe ground troops and anti-aircraft guns, inflicting the same damage they would on an enemy plane, depending on the range of fire. Damage tokens are kept face up beside the target card. When ground troops have suffered 5 points of damage or an anti-aircraft gun has suffered 10 points of it is silenced and counts as eliminated for scenario purposes. In addition, it can no longer fire at enemy airplanes. Targets ignore special damage. Bombers cannot strafe targets in the same turn in which they drop bombs

If an airplane's red dot is within one ruler of distance of ground troops (even overlapping the card), the plane can be shot at by infantry fire. The plane takes a single [A] damage counter, regardless of the distance. Each troop card can make a single shot each round. If there are several possible targets, the target priority is the nearest airplane strafing the target and then the nearest airplane.

If Altitude rules are in use, the troop card can fire as if it were a 1-altitude plane. It fires at a range of one ruler if the target plane is at 1 altitude and half a ruler if it is at altitude 2. Firing is impossible if the plane is at an altitude of 3 or more. The altitude difference affects the range of the aircraft in the same way. A 2-altitude plane fires at the target at long range if it is within half a ruler, and an altitude 3 plane may not fire at a ground target.

3- May 23rd 1940 – Bf 109 vs Spitfire

On 23rd May 1940 the first documented dogfight between a Bf 109 and a Spitfire occurred. Squadron Leader F. L. White commanding No. 74 Squadron had engine trouble and was forced to land at a French aerodrome near Calais in the path of the advancing panzers.



Squadron Leader "The Prof" Leathart commanding No. 54 Squadron took the squadron's bright orange Miles Magister trainer, escorted by two spitfires, and went to rescue White.

Leathart found White hiding in a ditch avoiding the German tanks, picked him up, and headed home at 6ft above the Channel.

The escorting Spitfires were in combats with Messerschmitt 109s resulting in three confirmed 109s killed for no Spitfire losses. Reporting on the battle, Al Deere (one of the Spitfire pilots), stated that the 109 climbed better than the Spitfire but the Spitfire could out-turn the 109.

Shortly afterwards, King George VI visited the Spitfire Wing at Hornchurch and presented Leathart with a DSO for pulling off the remarkable rescue. By which time Deere had 5 kills and the King presented him with his first DFC.

Playing Area

Length 120cm or 48". Width 90cm or 36". The long edges are North and South and the short edges East and West. Located over France.

German Player

Two Messerschmitt Bf 109 E-3s (17 Damage) in formation at half ruler distance from the west edge. Roll once for altitude:

D6	Altitude
1	1
2, 3	2
4, 5	3
6	4

British Player

One Miles M.14 Magister "Maggie" (14 Damage) unarmed basic trainer aircraft starts at altitude 1 adjacent to the east edge. Two Spitfire Mk Is (17 Damage) enter the playing area on turn one anywhere more than one ruler distance from the west edge and at an altitude of their own choosing. The place of entry and altitude must be written down before the German player deploys his airplanes.

Victory Conditions

The British player wins if the Maggie exits the west edge of the playing area. The German player wins if he shoots down the Maggie or somehow forces it to exit the paying area other than by the west edge.

Scenario Rules

MILES MAGISTER

As far as I can determine, no manufacturer makes a model of the Maggie in 1:200 scale. So use a convenient spare airplane. The Maggie was unarmed and uses the I Deck with dive bombing cards removed.

4 - May 31st 1940 – Dynamo, The Great Evacuation

All British eyes by now were focused on Dunkirk and Operation Dynamo. The great evacuation was reaching its peak. Initially it was hoped to rescue 50,000 troops but contrary to expectations up to 40,000 troops a day were being taken off. However, the waiting men, standing in long queues on the beaches, were having a very trying time. There can be few worse experiences than standing in disciplined lines for hours on end while being strafed and bombed.



Unhappily, whilst the RAF was flying hundreds of missions – in total 2,739 fighter sorties were flown over Dunkirk – their impact was little felt by the troops on the beaches. This was partly because of the altitude of the missions and partly because the RAF was attacking the German bombers before they reached the beaches.

The Luftwaffe had had it very easy fighting out-of-date and ineffective air forces, but Dunkirk came as a bit of a shock when the now came into contact with aggressive pilots in modern airplanes.

Playing Area

Length 120cm or 48". Width 90cm or 36". One short edge is designated the German side and the opposite edge the British side. Place the target bridge one ruler distance from the centre of the British side. Located over France.

German Player

Two Messerschmitt Bf 109 E-3s (17 Damage) in formation at half ruler distance from the German side at altitude 3.

British Player

Two Spitfire Mk Is (17 Damage) in formation at half ruler distance from the British side at altitude 3. Place two troop cards at one ruler distance from the defending side, each at an equal distance from the closest neutral side of the playing area and the same distance from each other (30 cm from the closet neutral side and 30 cm away from each other).

Victory Conditions

The game ends when all the planes of one side have been shot down or have exited the gaming surface. Every damage point inflicted on a troop card is a victory point, up to a maximum of 5 per card with a bonus VP being awarded if zero damage remains. Each player loses 12 points for each of his planes that has been destroyed or leaves the playing area, but the German player can leave from his side without any penalty if both the troop cards are eliminated. The side scoring the most points wins.

Scenario Rules

The rules for "STRAFING & GROUND TROOPS" in scenario 2 apply.

Phase 3 - Kanalkampf

5 - July 10th 1940 - Kanalkampf

The Admiralty persisted in continuing with a traditional coastal trade, forming merchant ships into convoys protected both by convoy escorts (usually destroyers) and air cover from Fighter Command. The Germans could not resist attacking such juicy targets. This part of the battle was known as *kanalkampf*. There was actually no real need for the British to run convoys through the Channel and the Straights of Dover, the cargo could have been sent on the railroads.



From the RAF's point of view the campaign was not what Fighter Command had prepared for, pilots involved in dogfights risked drowning when they took to their parachutes, because the RAF had no air sea rescue service to put into operation, whereas the Germans had He59 float-planes for this very purpose.

The German attack against coastal shipping had started at the beginning of July. However, the official date of the beginning of the Battle of Britain was fixed on July 10th. On this day, Dornier bombers protected by Bf 109 fighter attacked a convoy defended by Hurricanes. One ship was sunk,

Playing Area

Length 120cm or 48". Width 90cm or 36". The short edges are North and South and the long edges East and West. Located over the Channel. The German side is the south edge, British side is the north edge.

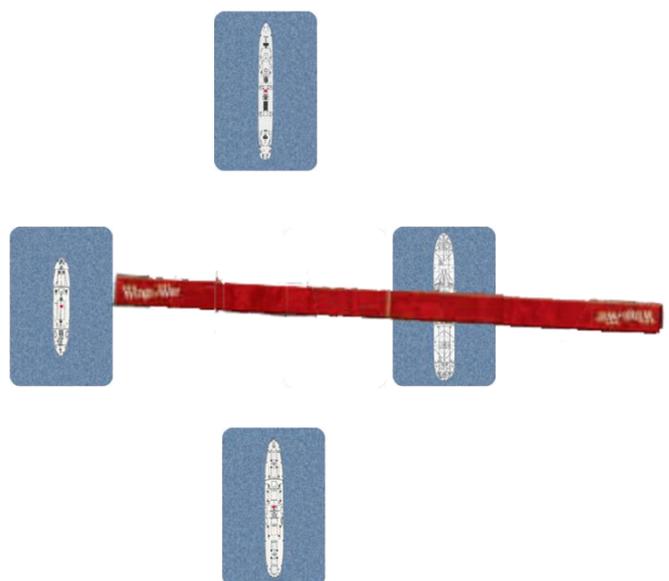
German Player

Two Messerschmitt Bf 109 E-4s (18 Damage) in formation at half ruler distance from the German side at altitude 3 and two Dornier Do 17 Zs in formation at half ruler distance from the German side at altitude 3.

British Player

Three Hurricane Mk IIs (18 Damage) in formation at half ruler distance from the British side at altitude 3.

Place four ship target cards (one destroyer and 3 cargo ships) in a diamond formation with a half ruler distance between ships at one ruler distance from the middle of the west edge. The cargo ships are equipped with anti-aircraft machine guns.



Victory Conditions

The German get one victory point for each point of bomb damage inflicted on a ship target. The British player gets 1 victory point if no ship target is successfully bombed.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the German planes can leave from their side without any penalty once the target has been bombed by both Dorniers (or they have been shot down).

The side scoring the most victory points wins.

Scenario Rules

The rules for "LEVEL BOMBING", "ANTI-AIRCRAFT GUNS" and "STRAFING & GROUND TROOPS" in scenario 2 apply.

DORNIER Do 17

The Dornier Do 17 has the following attributes:

Movement: Use the I Deck with the Immelmann turn and dive bombing removed. They may not "flip" i.e. perform a right manoeuvre directly followed by a left manoeuvre without an intervening straight manoeuvre (or vice versa).

Damage: 24

CREW: 4 – Pilot, Navigator/Forward Gunner, Bomb-aimer/Ventral Gunner, Wireless Operator/Dorsal Gunner.

Armament:

- Cockpit mounted forward firing machine gun. Short Range [A], Long Range [A].
- Dorsal machine gun. Cannot fire at targets lower than the firer. The rule for "Blind spots for rear guns" applies. Short Range [A], Long Range [A].
- Ventral machine gun. Cannot fire at targets higher than the firer. Short Range [A], Long Range [A].
- Z version: a single load of 2,200 lb. (1,000 kg) bombs. P version: equipped with camera.

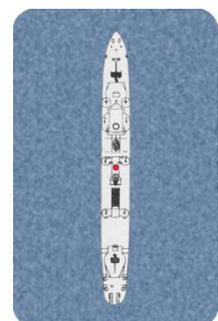


SHIPS

Ships are represented in the game by target cards. Ships take 2 points of bomb damage before sinking. Bombs inflict 2 points of damage if they hit the centre of the ship target, and 1 if they hit part of the target but not the centre. Ships that sink are removed from the board.

Ships move at a distance of 1" or 2½ cm per turn. They always move straight ahead unless the scenario specifies otherwise (they are considered to be zigzagging within the limits of the target card).

Ships equipped with anti-aircraft machine guns fire as ground troops. Destroyers fire as anti-aircraft guns. Strafing will not sink a ship but can be used to silence anti-aircraft fire in the normal way.



6 - July 14th 1940 - No Immunity

The Luftwaffe had a much better search and rescue organisation than the RAF. They used Heinkel He 59 C floatplanes to pick up pilots who had been forced to ditch in the sea. These aircraft carried Red Cross markings and were unarmed search and rescue aircraft.



However, in London it was suspected that these planes were not only being used to rescue downed pilots but also to spot the position of convoys that could then be attacked.

Although several He 59 C floatplanes had already been shot down by Fighter Command (despite their red cross markings), it was not until 14 July that an order was circulated to all pilots ordering them to shoot down such aircraft, because they were being used for “purposes not consistent with the privileges generally accorded to the Red Cross”.

German records show that 21 of these aircraft were lost to enemy action between July and the end of October, with others failing to return after collisions, sea landing accidents, and, in one case, landing in a minefield.

Playing Area

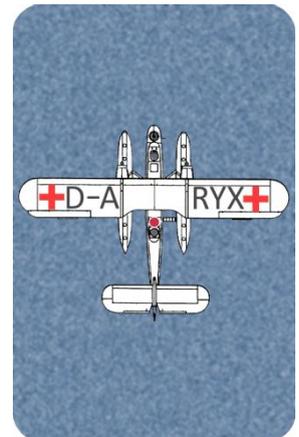
Length 90cm or 36”. Width 90cm or 36”. One edge is designated the German side and the opposite edge the British side. Place the He 59 C-2 target one ruler distance from the centre of the German side. Located over the Channel. This is a low-level mission, and airplane must be at altitude 2 or more in order to be able to bale out.

German Player

Two Messerschmitt Bf 109 E-4s (18 Damage) in formation within one ruler distance of the He 59 C-2 at any altitude (1 to 4) they secretly choose.

British Player

Two Spitfire Mk IIs (18 Damage) at half ruler distance from the British side at any altitude (1 to 4) they secretly choose.



Victory Conditions

The game ends when all the planes of one side have been shot down or have exited the gaming surface. The He 59 C-2 can be strafed in the same way as a ground target. Every damage point inflicted on the He 59 C-2 target card is a victory point, up to a maximum of 15 when it is eliminated. Each player loses 12 points for each of his planes that has been destroyed or leaves the playing area, but the British player can leave from his side without any penalty if the He 59 C-2 is eliminated. The side scoring the most points wins.

Scenario Rules

The rules for “STRAFING & GROUND TROOPS” in scenario 2 apply.

7 - July 25th 1940 – The Straits are Closed in Daylight

Westbound Convoy CW8 consisting of colliers and coasters was attacked by German Stukas. Of the 21 ships, only 2 got to their destination undamaged. This caused the Admiralty to stop further daylight shipping from passing through the Straits of Dover.

Convoys were then timed so as to pass the straight at night; however the Germans installed a Freya radar on the Channel coast so even night-time convoys would prove too dangerous.

Playing Area

Length 120cm or 48". Width 90cm or 36". The short edges are North and South and the long edges East and West. Located over the Channel. The German side is the south edge, British side is the north edge.

German Player

Two Messerschmitt Bf 109 E-4s (18 Damage) and two Junkers Ju 87 Bs in separate formations at half ruler distance from the German side at altitude 3 or 4.

British Player

Three Spitfire Mk IIs (18 Damage) in formation at half ruler distance from the British side at altitude 3 or 4.

Place four ship target cards (one destroyer and 3 cargo ships) in a diamond formation with a half ruler distance between ships at one ruler distance from the middle of the west edge. The cargo ships are equipped with anti-aircraft machine guns. One cargo ship is towing a barrage balloon.

Victory Conditions

The German player gets two victory points for bombing the red dot and one victory point for the card. The British player gets 1 victory point if no ship target is successfully bombed.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the German planes can leave from their side without any penalty once the target has been bombed by both Dorniers (or they have been shot down).

Scenario Rules

The rules for "ANTI-AIRCRAFT GUNS" and "STRAFING & GROUND TROOPS" in scenario 2 apply. The rules for "SHIPS" in scenario 5 apply.

DIVE BOMBING

Dive bombers have two special dive cards with the "bomb" symbol on them. The next card planned after one of these dive cards must be either the other dive, a high speed non-steep manoeuvre, or a climb. If the climb is used immediately after at least two consecutive special dive cards, you can decide to gain one level of altitude instead of the one climb counter you would usually get for a climb card.

Before revealing any manoeuvre, if the bomber's planned manoeuvre is one of the special dives and the plane's altitude is 2 or 3, the bomber can decide to drop one or more groups of bombs, up to the entire load. The manoeuvre is executed, the altitude is adjusted to 1 or 2 and then, before resolving any firing, a bomb card is placed in front of the plane card, with its rear side lining up with the front side of the

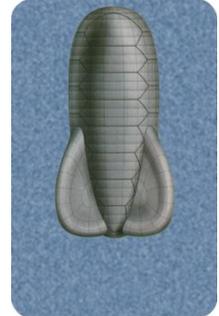


airplane. As soon as the bombs are placed on the table, they hit the ground. If the red dot on a target card is totally covered by the bomb card, the target takes full damage (or the player scores full victory points). If the red dot is not totally covered but even a small part of the target card is, the damage (or the score) is halved (round down). If no part of any target card is covered, the bombs missed.

BARRAGE BALLOONS

Any airplane crossing a barrage balloon card at altitude 1 or 2 takes four [C] damage counters. Airplanes at a higher altitude can fly over the balloon without damage.

Once placed on the playing area, barrage balloons do not normally move. Barrage balloons placed directly behind a ship counter are towed by it and move with it.



8 - August 1st 1940 – Bomb the Luftwaffe



Blenheim bomber squadrons operated throughout the Battle of Britain, often taking heavy casualties, although they were never accorded the publicity of the fighter squadrons.

They raided German airfields in occupied France throughout July to December 1940, both during daylight hours and at night. On 1 August 1940, 12 Blenheims were sent to attack Haamstede and Evere, destroying or heavily damaging three Bf 109s

on the ground while two more Bf 109's were claimed by Blenheim gunners.

Playing Area

Length 120cm or 48". Width 90cm or 36". One short edge is designated the German side and the opposite edge the British side. Located over France. This is a low-level mission, and airplane must be at altitude 2 or more in order to be able to bale out. Place the target airfield one ruler distance from the centre of the German side. You can use an airfield that is larger than the normal target card – like that available on Wings of Glory Aerodrome – in which case make the hanger a target with a red dot in the centre.

German Player

One anti-aircraft gun is placed between half and one ruler distance from the target airfield. Two Messerschmitt Bf 109 E-4s (18 Damage) in formation at half ruler distance from the German side. Roll once for altitude:

D6	Altitude
1	1
2, 3	2
4, 5	3
6	4

British Player

Two Hurricane Mk IIs (18 Damage) and two Bristol Blenheim Mk IVs anywhere at half ruler distance from the British side at altitude 2.

Victory Conditions

The Blenheims inflict 2 victory points of damage if the bombs hit the centre of the target, and 1 if they hit part of the target but not the centre. The German player gets 1 victory point if the target is missed completely.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the British planes can leave from their side without any penalty once the target has been bombed by both Blenheims (or they have been shot down).

The side scoring the most victory points wins.

Scenario Rules

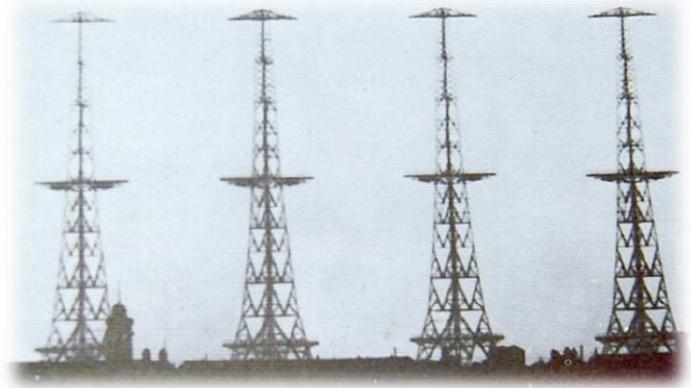
The rules for "BRISTOL BLENHEIM", "LEVEL BOMBING", "ANTI-AIRCRAFT GUNS" and "STRAFING & GROUND TROOPS" in scenario 2 apply.

Phase 4 - Eagle Day

9 - August 12th 1940 - Destroy the Radar

On the day before *Adlertag*, a first attempt was made to blind the RDF system, when German aircraft attacked four radar stations.

Operations targeted radar stations at Dunkirk, Dover, Rye and Pevensey. All were damaged and only Dunkirk remained on the air. In the afternoon Ventnor was seriously hit. However all stations were back on the air by the evening except Ventnor.



Back in Germany, the day's raids were assessed as having been very successful.

Wildly exaggerated estimates were made of the number of planes destroyed on the ground. A number of the airfields visited that day were duly crossed off as irreparably damaged. However, there was more realism concerning the radar stations. The Head of Signals reported that attacks had not put the radar stations out of action for long.

Playing Area

Length 120cm or 48". Width 90cm or 36". The short edges are North and South and the long edges East and West. Located over England. The German side is the south edge, British side is the north edge.

Place two RADAR mast target cards one ruler distance from the centre of the British side with a half ruler distance between them.

German Player

Two Messerschmitt Bf 109 E-4s (18 Damage) and two Junkers Ju 87 Bs in separate formations at half ruler distance from the German side at altitude 3 or 4.

British Player

Three Spitfire Mk IIs (18 Damage) in formation at half ruler distance from the British side at altitude 3 or 4.

Victory Conditions

The Germans player gets two victory points for bombing the red dot and one victory point for the card. The British player gets 1 victory point if no ship target is successfully bombed.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Each player loses 2 victory points for each of his planes that are destroyed or 1 victory point for leaving the playing area. However the German planes can leave from their side without any penalty once targets has been bombed by both Junkers (or they have been shot down).

Scenario Rules

The rules for "DIVE BOMBING" in scenario 7 apply.

10 - August 13th 1940 - Crystal Trouble

Adlertag; the great assault which it was hoped would bring Britain to its knees. The bombing force consisted of dozens of Dornier 17s led by *Oberst* Johannes Fink. His headquarters was in a bus on the cliffs of *Cap Gris Nez* where he could actually see through his binoculars the defences of Dover. Today he deserted the bus for a pilot's seat in the lead bomber.



The plan was that the Dornier 17s were to be accompanied by an equally large number of Bf 109s. However there was a communication problem, probably the wavelength had been altered and the bombers' radios had not been fitted with the new crystals required. The accompanying fighters had radios which were fully functional.

The weather turned out to be poorer than expected. When Göring got this disappointing news, he postponed the operation, but by this time Fink's planes were already airborne.

The cancellation was radioed to the airplanes and the fighters received the message and turned back. The bombers didn't get the message and pressed on. This despite the fact that one fighter pilot, seeing what was happening, flew in front of Fink's Dornier gesticulating wildly, trying to send the message that the operation had been postponed.

The Dorniers bombed their target in Kent, but as they turned for home they were intercepted by British fighters. Unsupported by friendly Bf 109s, the Dorniers lost heavily.

Playing Area

Length 240cm or 96". Width 90cm or 36". The short edges are North and South and the long edges East and West. Located over England. The German side is the south edge, British side is the north edge. If you do not have a table that is long enough, use a 120cm table and roll the table back 120cm in stages.

German Player

Two Dornier Do 17 Zs at half ruler distance from the **British** side at altitude 3 or 4.

Two Messerschmitt Bf 109 E-4s (18 Damage) in formation at altitude 3 or 4 may enter the table via the German side when a Dornier reaches within 120cm of the German table edge.

British Player

Two Spitfire Mk IIs (18 Damage) in formation at half ruler distance from any edge except the British side at altitude 3 or 4.

Victory Conditions

Each player loses 2 victory points for each of his planes that are destroyed. The German player gets 2 victory points for each Dornier that leaves the table on the German side.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

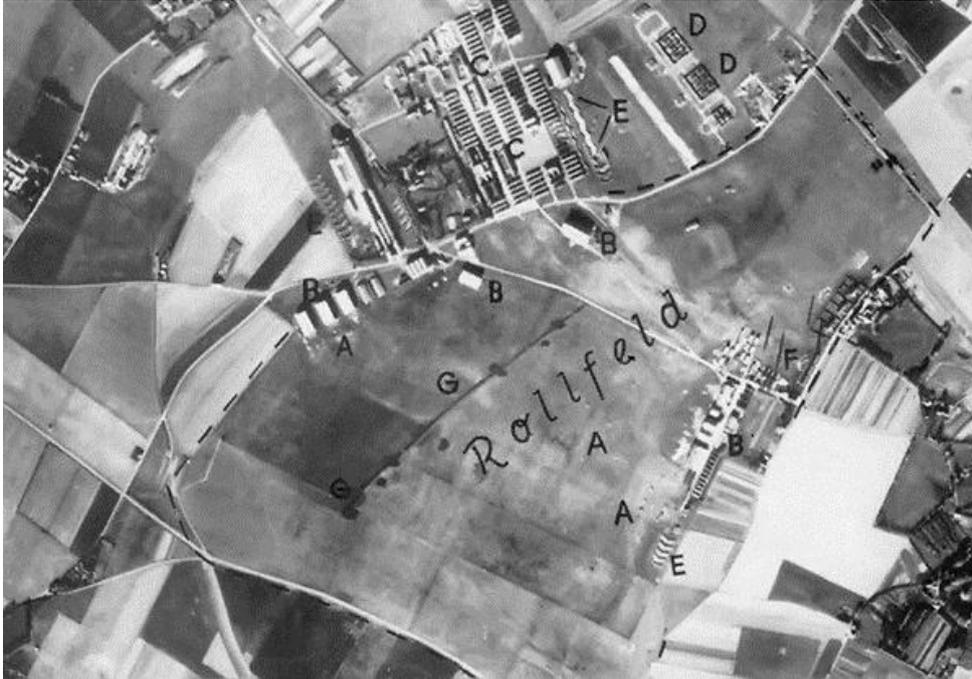
Scenario Rules

The rules for "DORNIER DO 17" in scenario 5 apply.

11 - August 15th 1940 - Hit the Airfields

The fine weather was what Göring had been waiting for. Earlier that morning the 3 *Luftflotten* were busily preparing for a major coordinated attack on the RAF. The intention was to hit as many RAF airfields as possible and to bring up as many British fighters as they could, which could then be shot down.

Luftwaffe aerial photograph of RAF Manston airfield taken in 1939



Playing Area

Length 120cm or 48". Width 90cm or 36". One short edge is designated the German side and the opposite edge the British side. Located over England. This is a low-level mission, and airplane must be at altitude 2 or more in order to be able to bale out. Place the target airfield one ruler distance from the centre of the British side. You can use an airfield that is larger than the normal target card – like that available on Wings of Glory Aerodrome – in which case make the hanger a target with a red dot in the centre and have a fighter as a strafing target nearby.

The British may place three PAC launchers anywhere within one ruler distance of the airfield.

German Player

Three Messerschmitt Bf 109 E-4s (18 Damage) in formation at half ruler distance from the German side at altitude 3 or 4. The Bf 109s are short of fuel and have only 40 point of fuel available.

British Player

Three Hurricane Mk IIs (18 Damage) in formation at half ruler distance from the British side at altitude 3 or 4.

Victory Conditions

The Germans player gets one victory point for each damage point inflicted by strafing on a ground target (hanger or parked fighter). Each player gains 12 victory points for each enemy plane shot down. The British gain 12 victory points if the Germans fail to inflict more than 10 damage points to ground targets.

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

Scenario Rules

The rules for "STRAFING & GROUND TROOPS" in scenario 2 apply.

PAC

The PAC (Parachute and Cable) launchers were a highly unusual anti-aircraft weapon which made its combat debut in the battle. It was used to protect airfields against low-flying aircraft where barrage balloons would not be appropriate. PAC consisted of nine small rockets trailing a steel cable, which shot vertically 300-400ft into the air and then descended on parachute, creating a web of steel cables across the path of a low-flying aircraft, causing it to catch the wires and stall to the ground. PAC launchers are known to have downed a Do 17 at RAF Kenley and a He 111 at RAF Watton.

The PAC is represented by a "target" card. It can be launched during any fire phase. It remains in place for the following six movement phases. Use a D6 to indicate count these. Any airplane then crossing a PAC card takes four [C] damage counters. The PAC can only be fired once.

FUEL

At the start of a scenario, a plane can be allotted a limited number of fuel points: for example, 40 points of fuel.

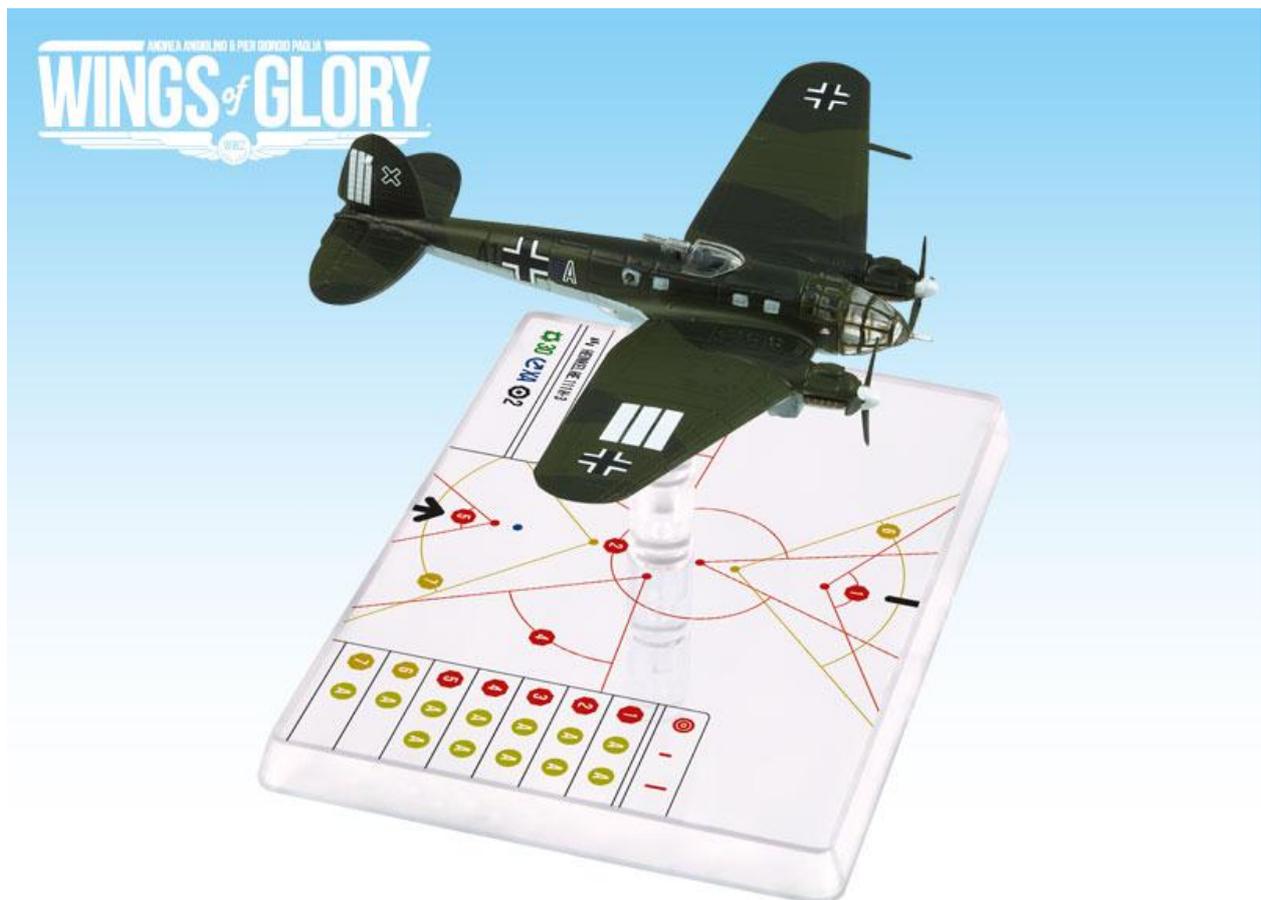
You record fuel usage by placing numbered counters in the fuel section of the console. Each time you execute a Low-Speed manoeuvre, take away one fuel point. Each time you execute a High-Speed manoeuvre, take away two points. The exception to this is altitude manoeuvres: dives use one point of fuel, climbs use two points of fuel and the straight of an overdrive used no fuel.

Any plane that is still on the table when it reaches zero fuel points is eliminated and scored for victory points purposes as shot down.

12 - August 16th 1940 - The Few

On August 16th Winston Churchill, together with Major General "Pug" Ismay spent the day at 11 Group's headquarters at Uxbridge watching Air Vice Marshal Keith Park and his team handling one of the busiest days of the Battle. Afterwards, in the car, Winston said "Don't speak to me, I have never been so moved". After several minutes of silence he said "Never in the history of mankind have so many owed so much to so few". Ismay then asked "What about Jesus and his disciples?" "Good old Pug," said Winston, who immediately changed the wording to "Never in the field of human conflict" The sentence would form the basis of his speech to the House of Commons on August 20 which will forever be associated with the Battle of Britain.

'The gratitude of every home in our Island, in our Empire, and indeed throughout the world, except in the abodes of the guilty, goes out to the British airmen who, undaunted by odds, unwearied in their constant challenge and mortal danger, are turning the tide of the World War by their prowess and by their devotion. Never in the field of human conflict was so much owed by so many to so few.'



I'm waiting to see if Wings Of Glory add a He 111 to their range this autumn before I complete this mission!

Scenario Rules

CANNON ARMED FIGHTERS

The RAF experimented with a number of cannon armed fighters during the battle but they were prone to jamming and thus disliked by their pilots who would rather swap them for a traditional machine gun armed version. They were armed with two 20mm Hispano cannon and four .303in machine guns. At the beginning of July, the first cannon armed Spitfires were delivered to No. 19 Squadron and Hurricanes to No. 151 Squadron. Flt Lt. Dick Smith claimed a Bf 109 *probable* kill on July 14th 1940 whilst flying a cannon armed Hurricane and on the following day damaged a Dornier. He flew 133 sorties in cannon armed Hurricanes during the battle.

Firing:

	No Jams	One Jammed Cannon	Two Jammed Cannon
Short Range	B-C-C	B-C	B
Long Range	A-C	C	A

Jamming:

- If a cannon armed RAF fighter causes two [C] damage counters and both are zero then one cannon has jammed (18% chance).
- If it causes one [C] damage counter and it is a zero draw a second [C] damage counter. If both are zero then one cannon has jammed. Discard the second [C] damage counter.
- It is not possible to unjam the cannon while airborne.

Phase 5 - The Critical Period

13 - August 26th 1940 – Replacement Pilots



The RAF was being hit by pilot-drain. New replacement pilots were arriving at front-line squadrons with only a few hours training at OTUs. Experienced pilots were being rotated out of front-line service due to tiredness and strain.

Playing Area

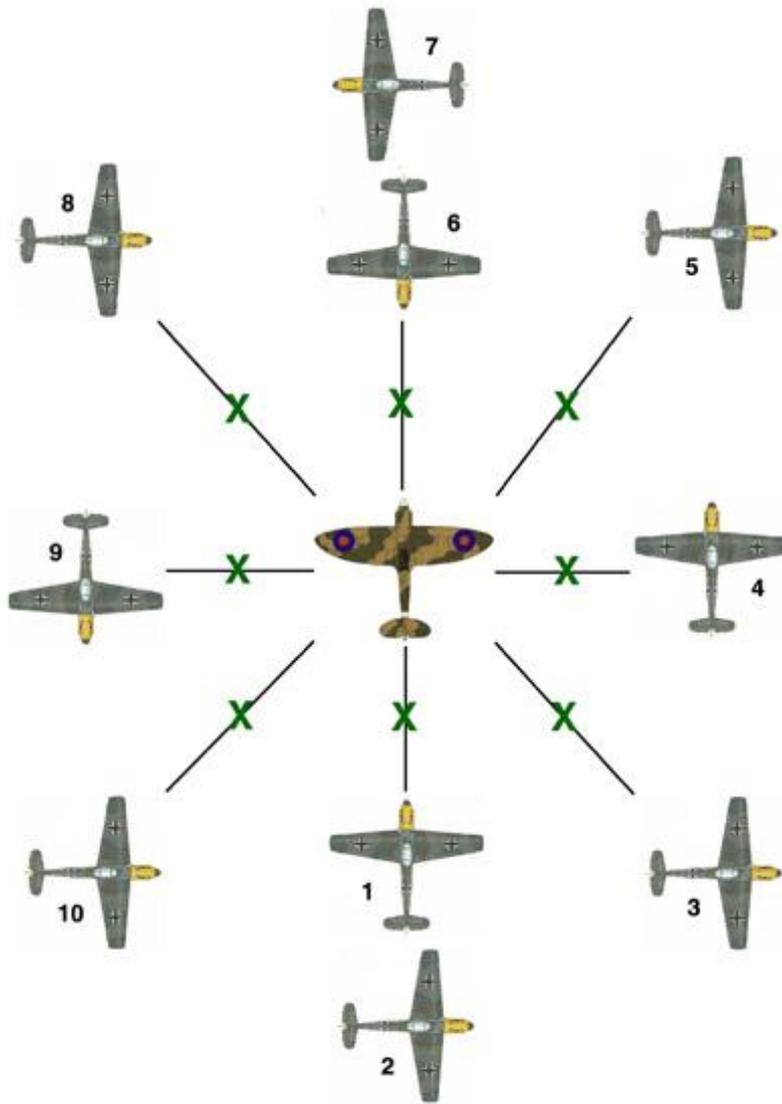
Length 90cm or 36". Width 90cm or 36". One edge is designated the German side and the opposite edge the British side. Located over England. Cloud cover is at altitude 4.

Use the following procedure to set up the scenario:

- Both players note down their formation.
- Determine which side sees the other first. Roll a D10 and add one for each ace in the formation. If the result is equal re-roll. The higher result is the winner and has spotted the loser first.
- Determine the relative positions of the flights when the patrol is spotted. Roll a D10 and consult the diagram. The X shows the centre of the playing area.
- Determine the distance between the flights when the patrol is spotted. Roll a D10 and consult the following table to give the distance from the centre of the playing area:

1-2	$\frac{1}{2}$ ruler length
3-4	$\frac{3}{4}$ ruler length
5-6	1 ruler length
7-8	1 $\frac{1}{4}$ ruler lengths
9-10	1 $\frac{1}{2}$ ruler lengths

- Place the loser's flight in the position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.
- Place the winner's flight in the position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.



German Player

Three Messerschmitt Bf 109 E-4s (18 Damage) in formation at altitude 3.

British Player

Three Hurricane Mk IIs (18 Damage) in formation at altitude 3. At least two British pilots must be novices.

Victory Conditions

The winner is the side with airplanes remaining when all enemy airplanes have been shot down or have left the playing area.

CLOUD COVER

The scenario can specify that there is cloud cover at a certain altitude. This altitude should be above the starting altitude of all the planes involved. When a plane reaches the altitude of the cloud cover, it stops moving on the table. The player keeps on planning manoeuvres as normal, but the airplane card stays in the same position it reached after the climb. It cannot fire, be fired upon, or collide with other planes. The manoeuvres of the plane that climbed into the cloud cover are saved (kept stacked in order or written down) until the plane executes a dive or a Split-S. In that round, the player executes all saved manoeuvres immediately, in the order he planned them. If the plane exits the gaming surface at the end of any manoeuvre card, the plane is out of the game. If not, as soon as the plane executes the dive or the Split-S, it is back under the cloud level and can fire, be fired at, and collides normally.

14 - August 31st 1940 - The Poles

What the Poles also had was an élan peculiar to them. They were proud to be Polish. In fact, they loved being Polish and they didn't mind showing it. Moreover, they fitted into the RAF perfectly. There were no problems converting them to Spitfires and Hurricanes. They took to these new planes like a ballerina to her shoes. It was as if these two aircraft had been waiting for them to fly them. There was only one problem. The language. The Poles liked expressing themselves. In battle there was no holding them. The radio transmitters, the RT became crowded with what an RAF pilot called "Polish chatter". Furthermore, they had to learn RAF procedure. But finally they got it, and became operational on 31 August-



303 achieved an exceptional record in the Battle of Britain, scoring the highest number of kills of any squadron in the whole Command. The number of kills was only exceeded by the number of hearts broken in the West End by those good looking guys.

Playing Area

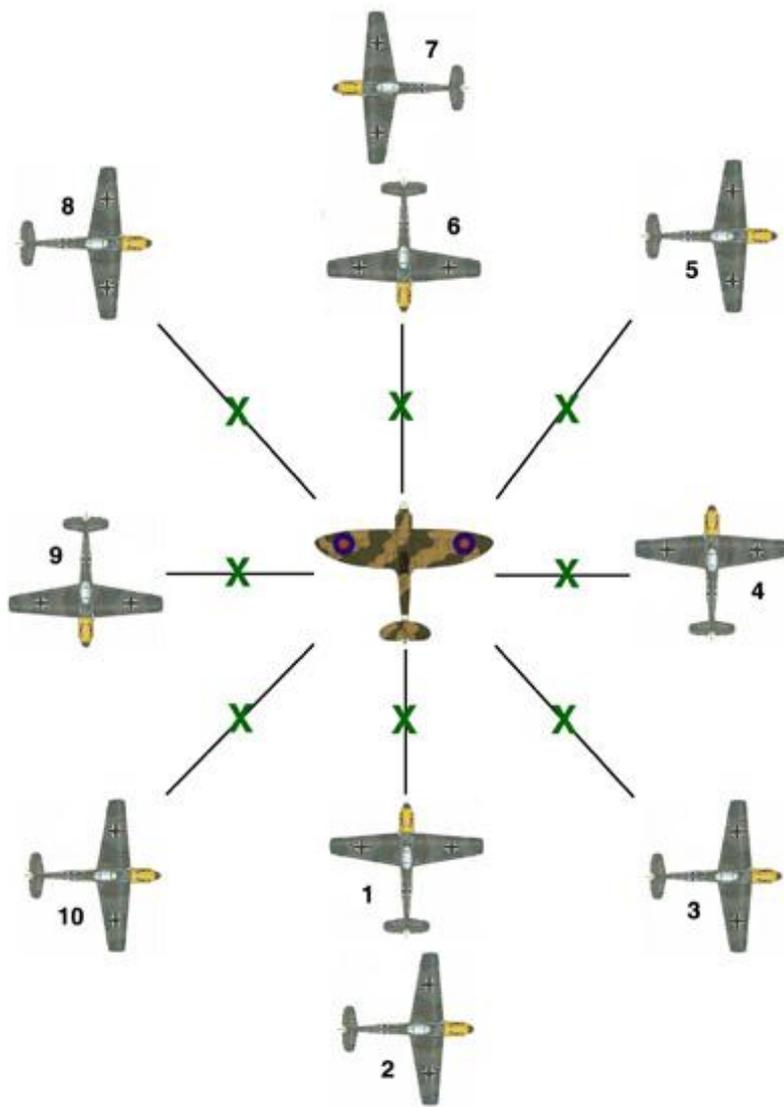
Length 90cm or 36". Width 90cm or 36". One edge is designated the German side and the opposite edge the British side. Located over England. Cloud cover is at altitude 4.

Use the following procedure to set up the scenario:

- Both players note down their formation.
- Determine which side sees the other first. Roll a D10 and add one for each ace in the formation. If the result is equal re-roll. The higher result is the winner and has spotted the loser first.
- Determine the relative positions of the flights when the patrol is spotted. Roll a D10 and consult the diagram. The X shows the centre of the playing area.
- Determine the distance between the flights when the patrol is spotted. Roll a D10 and consult the following table to give the distance from the centre of the playing area:

1-2	½ ruler length
3-4	¾ ruler length
5-6	1 ruler length
7-8	1 ¼ ruler lengths
9-10	1 ½ ruler lengths

- Place the loser's flight in the position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.
- Place the winner's flight in the position shown by the diagram so that the nearest plane to the centre of the playing area is at the distance determined.



German Player

Three Messerschmitt Bf 109 E-4s (18 Damage) in formation. Roll once for altitude:

D6	Altitude
1, 2, 3	2
4, 5, 6	3

British Player

Three Hurricane Mk IIs (18 Damage) in formation. Roll once for altitude as above. British pilots flying this mission assume a Polish name and may choose an Ace Skill for the duration of the mission.

Victory Conditions

The winner is the side with airplanes remaining when all enemy airplanes have been shot down or have left the playing area.

Phase 6 - The Blitz

15 - September 9th, 1940 – London Attacked

After Bomber Command's raid on Berlin on the night of 24-25 August, Hitler relaxed his veto on bombing London. On the afternoon of 7th September Göring announced over the radio "I myself have taken command of the Luftwaffe's battle for Britain". The following day a huge formation of almost 1,000 planes, one third of which were bombers, headed for East London. The docks and factories on the river were the target.

Early on the morning of the 9th September, the Luftwaffe sent a Photo Reconnaissance Dornier Do 17 escorted by Bf 109s to photograph and report on the damage.



Playing Area

Length 120cm or 48". Width 90cm or 36". One short edge is designated the German side and the opposite edge the British side. Place three evenly distributed target cards at one ruler distance from the British side and at least one ruler distance from the long edge.

German Player

One camera equipped Dornier Do 17 P and two Messerschmitt Bf 109 E-4s (18 Damage) in formation at half ruler distance from the German side at an altitude of their own choosing.

British Player

Two Spitfire Mk IIs (18 Damage) in formation at half ruler distance from the British side at an altitude of their own choosing.

Victory Conditions

The game ends when all the planes of one side have been shot down or have exited the gaming surface.

If the Dornier takes pictures and is not then shot down, it gains 5 victory points for each target photographed. Each player gains 12 victory points for each enemy aircraft that is shot down or leaves the playing area. However the German planes can leave from their side without any penalty once at least two targets have been photographed or the Dornier has been shot down.

The side scoring the most victory points wins.

Scenario Rules

The rules for "DORNIER DO 17" in scenario 5 apply.

PHOTO RECONNAISSANCE

To take pictures of a target, a camera-equipped airplane must pass over the target at low speed and at some point the airplane base must overlap the red dot at the centre of the target card.

16 – September 15th, 1940 – Battle Of Britain Day

September 15th is the day that became known as Battle of Britain day. The Luftwaffe made an all-out effort to break the “last” resistance of the RAF, and the RAF responded by meeting them with larger fighter formations than they’d ever seen before.

The Luftwaffe needed air superiority over southern England in order for the invasion to go ahead and they had failed to gain this. After the 15th, the weather went bad, Hitler cancelled the invasion preparations and the Luftwaffe went over to night bombing. Britain was safe from Invasion.



This is going to be a “big” mission to round off the campaign but I’m waiting to see if Wings Of Glory add a He 111 to their range this autumn before I complete it!

