

BOMBER COMMAND

The Night Raids 1943-1945



RULES OF PLAY

Table of Contents

| | | | | | |
|-----|------------------|----|------|--------------------|----|
| 1.0 | INTRODUCTION | 2 | 8.0 | DETECTION | 14 |
| 2.0 | COMPONENTS | 2 | 9.0 | COMBAT | 15 |
| 3.0 | SETTING UP PLAY | 5 | 10.0 | MAIN FORCE BOMBING | 20 |
| 4.0 | PLOTTING | 7 | 11.0 | END OF GAME | 24 |
| 5.0 | SEQUENCE OF PLAY | 10 | 12.0 | ADVANCED RULES | 25 |
| 6.0 | CARDS | 10 | 13.0 | PLAYING DOWNFALL | 27 |
| 7.0 | MOVEMENT | 11 | | | |

Revised rules set, Version 1.1

Changes to text from the original edition are underlined.

1.0 INTRODUCTION

Bomber Command recreates the Royal Air Force's strategic bombing raids on the German Reich from 1943 to 1945. *Bomber Command* is a raid game in which each playthrough represents one night of air raiding.

1.1 Rules

This book describes the rules of the game. Rules are numbered and cross-references to other rules are listed [in square brackets]. Design notes in *italics* describe the rationale behind the rules.

A note on spelling: British rather than American English is used throughout the game.

1.2 Playbook

The playbook accompanying the game provides play tips, design notes and historical notes.

1.3 Players

Bomber Command requires two players. The British player commands the bomber forces of RAF Bomber Command. The German player commands the nightfighter and anti-aircraft artillery forces of the Reich.

1.4 Scenarios

There are two scenarios in *Bomber Command*:

Berlin (Autumn 1943 to Spring 1944). This scenario covers the period from the Battle of Hamburg to the Battle of Berlin.

Downfall (Autumn 1944 to Spring 1945). This scenario covers the period during which the Reich collapsed.

1.5 Scale

Each hex on the scenario maps is 50 miles across. Each game turn represents approximately 30 minutes.

1.6 Glossary

This is a list of common terms used in the game.

Bomber Stream. A Main Force raid was a formation of aircraft that could stretch a hundred miles or more. This 'bomber stream' would snake its way to the target and back again.

Bomb Counter. A counter representing a load of High Explosive (HE) or Incendiary bombs.

Bombing Marker. A marker with 'Bomb Drop' printed on one side and 'Resolve Bombing' on the other.

Distance. Distance on the map is measured by counting the number of hexes from one hex to another, by the shortest path. Count the destination hex but not the start hex.

Flak. German anti-aircraft artillery defences.

Flightpath. The route a raid travels on the map. This is plotted before the game starts.

Gardening. Gardening was the codename for RAF minelaying raids. 'Gardeners' (the bombers) sowed fields of 'Vegetables' (sea mines) in shipping lanes.

GCI. Ground-Controlled Intercept. The Germans created a line of fighting zones in which nightfighters could be directed to intercept bombers by controllers on the ground. The German name for the system was Himmelbett.

Intruder. A nightfighter unit assigned to harass and disrupt enemy airspace and airfields.

Jagddivision (JD). The Jagddivision is an organisational division of the German fighter arm.

Mandrel. A screen of jamming aircraft from behind which British raids would emerge.

Mosquito. The de Havilland Mosquito was a superlative light bomber that served in many roles from nightfighter to pathfinder to bomber. In the game Mosquito raids represent spoofing forces and nuisance raiders.

OBOE. The codename for a blind bombing system using radio navigation. OBOE marking was considered to be very accurate but was limited in range from England.

Outbound. That portion of a raid flightpath from the entry hex to a target. It includes the target hex.

Patrol. British intruders (see above) are called 'patrols' to distinguish them from German intruders.

Raid. Raids are British units representing groups of bombers ranging in size from 6 to 600 or more aircraft.

Recovery. The term for a nightfighter unit landing at an airfield, or for a raid landing in England.

Return. That portion of a raid flightpath from the target hex to the exit hex, not including the target hex.

Scramble. The term for a nightfighter unit taking off from its airfield.

SE. A nightfighter unit made up of single-engined aircraft.

Stacked. A nightfighter unit is stacked if it is deployed to a city or a radio beacon.

Tame Boar. Tame Boar was the codename for a tactic in which nightfighters infiltrated the bomber stream. When in-stream they could hunt like sharks in a shoal of fish.

TE. A nightfighter unit made up of twin-engined aircraft.

TI. Target Indicators are special pyrotechnic devices designed to mark a target at night.

Wild Boar. Wild Boar was the codename for massing fighters over cities where searchlights and fires would provide illumination for attacks on bombers.

2.0 COMPONENTS

A complete game of *Bomber Command* contains the following components:

- One rule book
- One play book
- Two 22" x 34" maps
- One 8.5" x 11" play aid card (double-sided)
- One 8.5" x 11" bombing card (double-sided)
- One 8.5" x 11" planning map (double-sided)
- One sheet of 5/8" counters and markers
- One sheet of 1/2" counters and markers
- Four 8.5" x 11" city map sheets
- One deck of 55 British cards
- One deck of 55 German cards
- Two six-sided dice

2.1 The Scenario Maps

There are two scenario maps. One is used for the Berlin scenario and the other for the Downfall scenario.

2.1.1 HEX GRID

Scenario maps are printed with a grid of hexagons (or 'hexes'). Each hex has a unique letter and number to identify it.

Mark a raid's or nightfighter unit's location by placing its counter in a hex. Some hexes have additional boxes within them for cities and radio beacons. Units should not be placed on a city or beacon unless that unit is purposely stacked on it in the Deployment Phase.



ILLUSTRATION: In hex K5 there are two nightfighter units. The twin-engined unit is placed in the hex while the single-engined unit is stacked on the box for the city of Hannover. In hex L4 a twin-engined unit is stacked on radio beacon Gertrud.

2.1.2 MAP FEATURES

Each scenario map depicts a portion of the European continent and England. It has the following features:

Airfields. Airfields are bases for nightfighter units. Each airfield is marked with the name of the units that operate from that airfield.

Area Flak. Flak icons printed on the map with a flak value next to them represent extensive zones of flak.

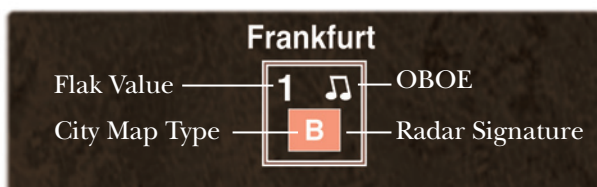


ILLUSTRATION: From left to right, icons for an Airfield, Area Flak, Mine hex and Occupied City.

Cities. Cities are represented by boxes on the map. They are rated for the following:

Flak Value: Listed as a number from 0 to 5.

City Map Type: Listed as a letter from A to E.



OBOE: A musical note symbol means that city can be bombed with the benefit of OBOE.

Radar Signature: Cities with a good radar signature have a white triangle, those with a normal signature a rectangle, and those with a poor signature a black circle.



ILLUSTRATION: From left to right, icons for a good, normal and poor radar signature.

Some city boxes represent two or more actual cities, or separate targets near a single city. In such cases multiple names may be listed for the city.

On the Downfall scenario map, cities that cannot be the target of Main Force raids have only a flak value.

DESIGN NOTE: A type E city, with its dashed outline, is strictly speaking not a city but the location of a vital industry. However, in the game it functions exactly as a regular city.

Compass. This indicates the direction of North.

DESIGN NOTE: For game purposes North conforms to the grain of the hex grid rather than true North.

England. This space represents the airfields in England. It is considered to be adjacent to all the hexes it touches. It contains its own Weather Box.

Himmelbett Hexes. Hexes with a yellow double outline are Himmelbett hexes, where GCI attacks can take place.

Jagddivision Boundaries. Each scenario map is divided into five Jagddivision areas, representing historical divisions of Luftwaffe command. These boundaries determine the limits of Himmelbett GCI and also define weather zones.

Note that in the Downfall scenario 4.Jagddivision has been disbanded. Instead this area represents territory liberated by the Allies.



Jutland. This box represents northern Denmark. It is part of 2.JD.

Mandrel Screen. These icons represent the starting point for raids.

Mine Hexes. These are target areas for sea mining. The number in the mine symbol is the Victory Points (VPs) scored for mining that hex.

Occupied Cities. Occupied (or liberated) cities are depicted for flavour and only affect Decoy raids.

Radio Beacons. Radio beacons are boxes within hexes that represent navigation points where nightfighters can assemble before infiltrating raids. Each radio beacon has a name (included for historical flavour only).

Ruhr. The three hexes J6, I7 and I8 with the smoky background represent the industrial complex of the Ruhr valley.

Searchlights. Searchlights represent coastal lights and flak.

Tracks and Boxes. Each scenario map also has a number of boxes and informational tracks:

Game Turn Track: This track notes the current game turn and the onset of twilight, moonrise or moonset.

Loss Track & Victory Points: A track for recording nightfighter and bomber losses, and Victory Points earned during play.

Jamming Track: A track displaying the current jamming level and infiltration value. Naxos and Beleuchter markers are also placed here.

Raid Boxes: Nine raid boxes marked A to J. Infiltrated Tame Boar units, Disrupt markers, Flak Damage markers and Mosquito Hunt markers are placed here.

Fuel Track: This tracks the remaining fuel for nightfighter units. The starting spaces for Fuel markers are listed by aircraft type.

Recovery Boxes: Recovering units are placed here.

Rearm & Refuel Box: Units rearming and refuelling are placed here.

Ready Box: Nightfighter units that are ready to be scrambled from their airfields are placed here.

Closed Airfield Box: Units attacked while scrambling are placed here.

Patrol Pool: (Downfall scenario only) Place unused Patrol counters here.

Tail Wind: The direction of the wind.

Visibility: The visibility setting.

Weather Boxes. Each Jagddivision area and the England space has a Weather Box. Players place a Weather marker there to show the weather in that area.



ILLUSTRATION: From left to right, icons for Searchlights, a Mandrel Screen, a Weather Box and a Radio Beacon.

2.2 Units

2.2.1 BRITISH RAIDS

British bombing raids are represented by raid counters. Some raids form bomber streams.

Raids come in several types:

Main Force. A large formation of heavy bombers. In the Berlin scenario there is only one Main Force in play while in the Downfall scenario there are two Main Forces.

Mosquito. A small force of Mosquito bombers acting as nuisance raiders.

Gardening. A force of minelaying bombers.

Decoy. A large force pretending to be a Main Force raid.

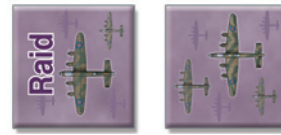
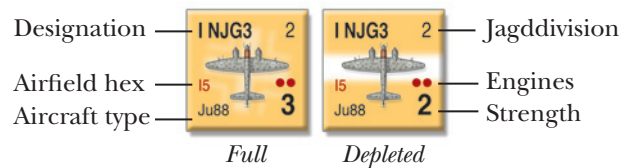


ILLUSTRATION: A raid counter and bomber stream counter.

Main Force and Decoy raids form bomber streams. A bomber stream is a trail of counters behind the raid counter that varies in length according to the scenario [7.2.1]. Stream counters indicate the streams.

2.2.2 GERMAN NIGHTFIGHTERS

German nightfighter units represent Gruppe-sized formations of roughly 30 aircraft. Use the yellow unit counters for the Berlin scenario. Use the red counters for the Downfall scenario.



Nightfighter counters have the following values on them:

Designation. The unit takes off from and lands at the airfield bearing this designation.

Airfield. The hex letter and number of the airfield is listed.

Jagddivision. The Jagddivision the unit belongs to. If the Jagddivision number has a star under it, that unit is of limited availability [3.2.1].

Engines. Fighter units are marked with dots, signifying the number of engines. Two dots mean a twin-engined unit (abbreviated TE in these rules) and one dot means it is single-engined (SE).

Strength. A combat strength from 0 to 3, representing the unit's effectiveness.

Aircraft Type. The designation of the aircraft flown by that formation.

Unit counters have two sides. The front is the full strength side and the reverse, with a stripe, is the depleted side. Depleted units represent Gruppen of reduced strength. Some aircraft have either become lost or returned home, leaving only a small cadre of pilots and aircraft to carry on.

Some units are detachments. These only have one side, marked with a depleted stripe. They represent specialized units, or late-war Gruppen depleted by fuel shortages. All nightfighter units in the Downfall scenario are detachments.



2.2.3 ADGB AND PATROLS

These units represent the Air Defence of Great Britain (ADGB) and British intruder patrols. The ADGB unit only appears if the Intruder rules are being used [12.2]. Patrols are used only in the Downfall scenario [9.2.4].

ADGB and Patrol counters each have a combat strength ranging from 2 to 4.



2.3 Counters

The game uses the following non-unit counters:

2.3.1 TARGET SELECTION CHITS

These chits are used to select targets for raids.

2.3.2 TRACK MARKERS

These markers are used on various map displays to track the following: Jamming Level; Beleuchter; Naxos; Fuel markers (use 5/8" counters for SE units and 1/2" counters for TE units); Disrupt markers; Flak Damage markers; Mosquito Hunt markers; Bomber Losses x1 and x10 (one for each raid ID); Fighter Losses x1 and x10; VP markers x1 and x10, one set each for the British and German player.

2.3.3 ENVIRONMENTAL MARKERS

These mark the status of visibility, wind, twilight and moonrise/moonset. Weather markers indicate the weather in each weather zone.

2.3.4 UNIT STATUS

These markers track a unit's status: Scramble; Return to Base; GCI Intercept; Intruder.

2.3.5 MAP STATUS

These markers record various events on the map: Combat; Mobile Flak; Track; Mine; Flak Stripped; Alerted.

2.3.6 BOMBING MARKERS

Bombing markers are used in the bombing process. They have 'Bomb Drop' on one side and 'Resolve Bombing' on the reverse; Target Indicator counters (Newhaven, Parramatta and Wanganui varieties); Aimpoint and Approach markers. Bomb counters represent HE and Incendiary bombs. There are counters for major fires. The North markers are used with advanced rule 12.4.1.

2.4 Play Aid Cards

The double-sided 8.5 x 11" play aid card and the separate bombing card contain a number of charts and tables for easy reference, as well as a summary of the sequence of play.

2.5 Planning Maps

The 8.5 x 11" planning maps are facsimiles of the game maps. The British player plots his raids by drawing on the maps in pen or pencil. It is recommended that you photocopy the maps before play and plan using the copy. Alternatively, place the maps in a clear plastic folder and write the plan on them in Chinagraph pencil or similar.

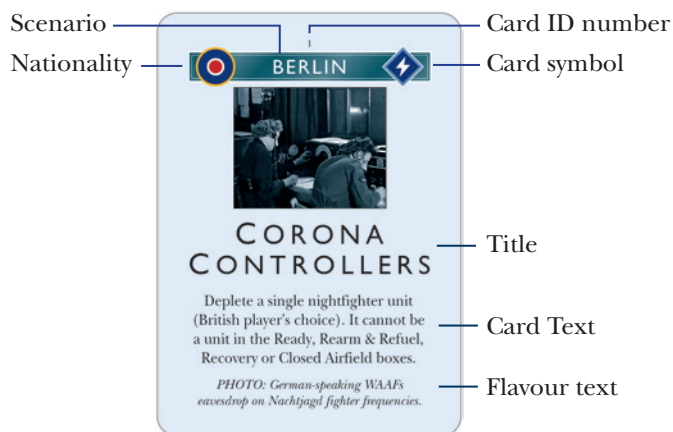
2.6 City Maps

There are four 8.5" x 11" city map sheets. These maps of cities are used to resolve bombing. Rule 10.1 describes these maps in detail.

2.7 Card Decks

There are two 55-card decks in the game: one for the British player and one for the German. A roundel or black cross indicates the nationality (British or German, respectively). Each card has a title and text that explains the effect of playing that card.

Cards marked with a scenario name (either Berlin or Downfall) are only used in that scenario.



Cards also have a symbol for their type. The types are: Aircraft/Equipment, Electronic Warfare, Operations and Bombing.



ILLUSTRATION: From left to right, the icons for Aircraft/Equipment, Electronic Warfare, Operations and Bombing.

3.0 SETTING UP PLAY

To start play do the following:

3.1 Select Scenario

Agree which scenario to play: Berlin or Downfall.

3.1.1 MAP

Lay the correct map for the scenario out on the table.

3.1.2 MARKERS

Place the Game Turn marker in the 1 space of the Game Turn Track.

Place the Jamming Level marker in the correct starting space of the Jamming Track for the scenario: 5 in the Berlin scenario and 6 in the Downfall scenario.

Put the Fighter Losses markers in the zero box of the Loss Track.



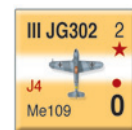
3.2 Place Units

3.2.1 GERMAN NIGHTFIGHTERS

The German player sorts the nightfighter unit counters for the scenario. Use the yellow counters for the Berlin scenario and the red for the Downfall scenario.

Place all nightfighter units in the Ready Box, full strength side up. Detachments are placed on their depleted side. In the Downfall scenario all nightfighter units are detachments.

If a unit has a star beneath its Jagddivision number, it might not be available for this scenario. Roll 1 die for each such unit. On a 1-2 the unit is available; place it in the Ready Box. On a 3-6 it is not and should be removed from the game.



DESIGN NOTE: The star represents a variety of effects. SE daylight fighter units often refused to provide aircraft for Wild Boar pilots. Training units did not always join in operations.

3.2.2 BRITISH UNITS

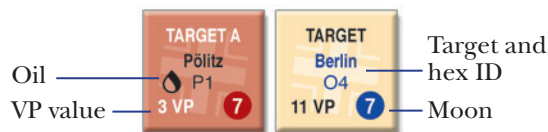
The British player sorts out the raid and bomber stream counters and places them somewhere close to hand.

If the Downfall scenario is being played, the British player chooses any TWO of the three Patrol counters and places them face up in the Patrol Pool box [9.2.4]. The remaining Patrol counter is not in play and is put aside.

If the Intruder advanced rules are to be used, place the ADGB counter in the England space [9.2.3].

3.3 The Target For Tonight

The British player secretly determines the target his Main Force raid is going to bomb. There are a number of target selection chits, each with a yellow and a red side. Use the yellow side for the Berlin scenario and the red/pink side for the Downfall scenario.



Each chit lists a target city, its hex ID number, and a VP value. The VP value is the bonus scored for bombing that target [11.1]. The chit also has a moon value printed in a circle [12.1.2]. Some chits are marked with oil target symbols [10.1.1].

Put all the chits into an opaque container such as a cup. In the Berlin scenario the British player randomly pulls one chit from the cup and notes the target without telling the German player what it is. In the Downfall scenario TWO targets are randomly selected [4.5.1].

3.3.1 CITY TARGET EXCEPTIONS

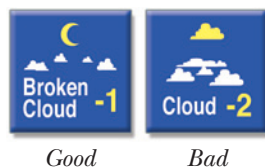
Occupied cities can never be the target for Main Force or Mosquito raids.

In the Downfall scenario four cities (Aachen, Düsseldorf, München Gladbach, Saarbrücken) are not listed on target selection chits. These cities will never be the target of a Main Force raid, though they can still be attacked by Mosquito raids [4.3.2].

3.4 Environment

3.4.1 DETERMINE WEATHER

After selecting the target, the British player determines the weather. There are 16 Weather markers, each with a good side (with a yellow moon symbol) and a bad side (with a yellow cloud symbol). The bad side is used only with the bad weather advanced rule [12.1.1]. If not using this rule the weather defaults to good.



There are six weather zones on the map. The British player announces the order in which he will place Weather markers in zones on the map.

EXAMPLE: The British player announces he will place Weather markers in the order: England, 3.JD, 2.JD, 1.JD, 7.JD, 4.JD.

The British player puts the Weather markers into an opaque container such as a cup, draws one at random and places it on the first weather zone, flipped to its good side. Then he draws another Weather marker and places it in the next empty weather zone, also flipped to its good side. The British player continues placing markers one-by-one in this fashion until all weather zones are filled.

3.4.2 WEATHER EFFECTS

The weather in a Jagddivision applies to all hexes encompassed by the division. 2.JD weather also applies to Jutland. The weather over England only applies to raids that are recovering and to ADGB or intruder combats.

The numbers after the weather name are modifiers applied to combats and Tame Boar infiltration rolls.

Weather types include: Clear +0; Haze -1; Broken Cloud -1; Cloud -2; Heavy Cloud -2; Fog +0

3.4.3 RUHR HAZE

There are three Ruhr hexes (J6, I7 & I8) marked with a smoky background. These hexes have a permanent Haze over them. Treat them as if Haze -1 weather applies to them unless Broken Cloud, Cloud, Heavy Cloud or Fog apply in those hexes, in which case the worst weather effect always applies.

EXAMPLE: If 3.Jagddivision has Fog, the Haze -1 effect is applied to all combat and infiltration rolls in the Ruhr hexes, while Fog is applied to any bombing attempts there.



ILLUSTRATION: The Ruhr.

3.4.4 VISIBILITY

Visibility can be in one of three states: Good, Moderate or Poor. The British player rolls 1 die to determine the visibility:

| Die | Visibility | Modifier |
|-----|-----------------|----------|
| 1 | Good | +1 |
| 2-5 | Moderate | 0 |
| 6 | Poor | -1 |



Place the Visibility marker in the correct space of the Visibility Track.

Modify infiltration rolls and attack rolls by the value listed in the modifier column of the table. If the moon has risen add +1 to these modifiers [12.1.2].

3.4.5 TWILIGHT

Roll one die and add ten to the result. The total number is the game turn on which twilight begins. Mark this on the Game Turn Track with the Twilight marker. From this game turn onwards twilight conditions will apply.



During twilight the visibility modifiers are +3 for infiltration and combat regardless of the setting on the Visibility Track [3.4.4] or the moon state [12.1.2].

3.4.6 MOON AND TAIL WIND

If playing with the advanced environment rules, the British player determines whether the moon appears or disappears and the direction of tail winds [12.1.2-12.1.3]. If not playing with these rules assume no moon or tail winds are present.

3.5 Raid Preparation

After selecting the target and setting twilight and the weather, the British player plots his raids.

3.5.1 RAID FORCES

The British player gets a number of raids [4.3] to plot.

In the **Berlin** scenario the British player gets the following raids:

- 1 x Main Force raid
- 3 x Mosquito raids

In the **Downfall** scenario the British player gets the following raids:

- 2 x Main Force raids
- 5 x Mosquito raids
- 1 x Decoy raid

In both scenarios up to two Mosquito raids may be exchanged for Gardening raids via a one-for-one swap. Furthermore, two Mosquito raids may be exchanged for a single Decoy raid.

3.5.2 RAID PLOTTING

After determining the raids for the scenario, the British player plots each raid on a planning map [4.0].

The Main Force raid must be plotted to bomb the selected target. A Mosquito raid is plotted to bomb any city of the British player's choice. A Gardening raid must be plotted to mine a mine hex. Decoy raids have no target.

3.6 Stripping City Flak

DESIGN NOTE: Late in the war there was insufficient flak to cover all cities. Some targets would be stripped of flak to bolster defences elsewhere.

In the Downfall scenario only, after the British player has plotted his raids the German player places three Flak Stripped markers on city boxes on the map.



The cities must have printed flak values of 0 to have a Flak Stripped marker placed. Markers cannot be placed on cities that cannot be the target of a raid [3.3.1]. (In other words: Aachen, München Gladbach and Saarbrücken cannot be stripped of flak.)

The selected cities do not have any flak at all in the game and cannot make flak attacks when bombed or when a STRAYING BOMBERS card directs them to attack.

3.7 Card Decks

Remove those cards from the deck that are not applicable to the scenario being played [6.0].

Both players shuffle their card decks. Then they each draw eight cards from the top and secretly look at them. Each player keeps five cards from the eight, then shuffles the rest back into his deck, which is placed face down to become his draw pile.

Once the hands are ready play can begin.

3.7.1 DOWNFALL SCENARIO

In the Downfall scenario, instead of drawing eight cards and selecting a hand of five the British player searches through the British card deck and selects any single bombing card he wishes. Then he shuffles the deck and draws four more cards to make up a hand of five.



4.0 PLOTTING

Before play starts the British player secretly chooses a flightpath for each raid. He plots this by drawing the flightpath on the planning map.

The British player is not required to plot for all of his raids (in other words he doesn't have to use all the raids he is assigned). Raids that are not plotted never enter the map. However, the British player must plot all his Main Force raids.

4.1 Raid ID

The British player should assign an ID letter from A to J (excluding I) to each raid. This means each raid corresponds to one of the raid boxes on the map. When plotting the raid on the planning map note the raid's ID next to its flightpath.

4.2 Flightpaths

A flightpath is a series of lines drawn on the planning map describing a route that leads from an entry hex to a hex containing a target and then to an exit hex.

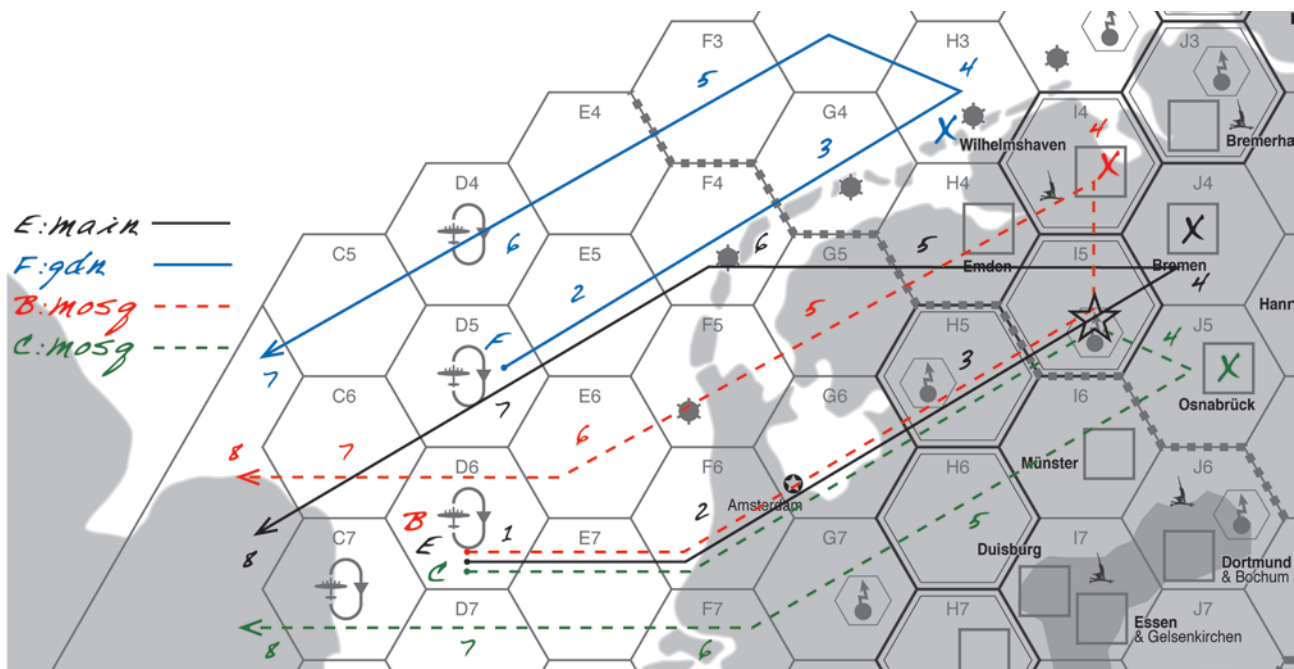
The entry hex must be a Mandrel Screen hex. The exit hex must be a hex adjacent to the England space. A raid may use the same or different hexes for entry and exit. The route from the entry hex to the target hex (inclusive) is termed the outbound route. The route from the target to the exit (not including the target hex) is the return route.

4.2.1 LEGS AND WAYPOINTS

The flightpath comprises a series of legs. A leg is a line drawn between two waypoints. A waypoint is an imaginary point within a hex. The hex containing the target city must always have a waypoint plotted.

A leg must follow the hex grain on the map. It can go down a column of hexes, or it can go along a row of hexes. Where it goes along a row the line should be drawn either on one side or the other of the hexspines. (See the illustration overleaf.)

A maximum of four legs may be drawn on the outbound route to the target hex and four legs on the return route from the target to the exit hex.



EXAMPLE: The rules do not specify exactly how to mark the plotting map, but here is a suggestion of how it could be done. Different colours have been used for each flightpath and a small key has been drawn on one side to indicate which colour and ID letter are assigned to each raid. Turn numbers next to each flightpath indicates where the raid ends each game turn.

In this example, Main Force E (in black) is plotted to attack Bremen (targets are marked with an X). On turn 1 it only moves a single hex, on to the map [see 4.2.2]. Raids B and C (red and green) are Mosquito raids, targeting Wilhelmshaven and Osnabrück, respectively. The Mosquito raids travel as escorts to the Main Force [see 4.4.1] before breaking out in hex I5 (marked with a star) to bomb their targets. In this simple plan three cities are attacked on turn 4, deceiving the German as to which is the target of the Main Force. All three raids return to England on turn 8. Though the exit hexes are C6 and C7, the plotter has drawn the lines on into the England space to note the turn of return. Raid F (in blue) is a Gardening raid that enters on turn 2. It must stop moving on entering hex H3 [see 4.3.3] where it lays mines before returning.

Note that each waypoint passed en route to the target adds one disruption to the raid when it comes to resolve bombing or mining.

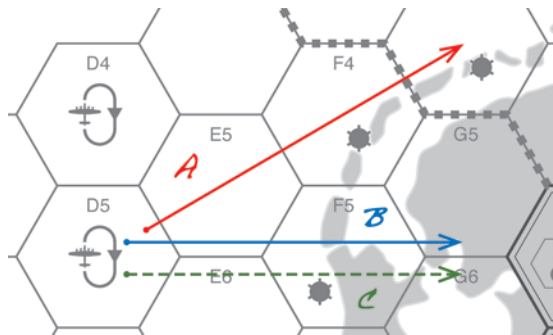


ILLUSTRATION: Flightpath A flies along a hex column while flightpaths B and C fly along a hex row [see 4.2.1]. B and C are plotted above and below the hexspine, so that B flies through hexes E5, F5 and G5, while C flies through E6, F5 and G6.

4.2.2 PLOTTING TURNS

In addition to plotting the legs, the British player plots the hex the raid will end each game turn in. He does this by writing the game turn number in the hex on the plotting map. Raids always move two hexes each turn, so if the raid enters on game turn 1 he puts '1' in the second hex of the flightpath, '2' in the fourth hex of the flightpath, '3' in the sixth hex and so on.

Raids may enter on turns later than game turn 1, in which case the first turn number written on the planning map should be the turn of entry.

Raids may, on the turn that they enter the map, move only one hex instead of two, in which case write the turn of entry in the first hex of the flightpath.

4.3 Types of Raids

There are four types of raid in the game.

4.3.1 MAIN FORCE RAIDS

Main Force raids must be plotted to bomb the selected target. Main Force raids occupy a hex but trail a bomber stream behind them [7.2.1].

4.3.2 MOSQUITO RAIDS

Mosquito raids occupy only one hex and do not have a bomber stream.

Mosquito raids must plot a city target to attack. It can be any city of the British player's choice that is not being attacked by another raid. Occupied cities can never be targeted.

On reaching its target city a Mosquito raid places a bombing marker as normal. When bombing is resolved the British player scores 1 VP for each Mosquito raid bombing attack (increase to 3 VPs if the target is Berlin).

If attacked by nightfighter units, the British player must announce the raid is a Mosquito raid [9.9]. Any infiltrated

Tame Boar unit immediately leaves the raid after attacking (it cannot keep up with the Mosquitos). See also 9.9.2.

Mosquito losses are figured differently from those of other raids [9.9.1].

4.3.3 GARDENING RAIDS

Gardening raids occupy only one hex and do not have a bomber stream.

Instead of bombing a city the British player plots a mine hex as the target for each Gardening raid. Any mine hex may be chosen but two raids cannot mine the same hex.

In the Raids Move Phase Gardening raids stop moving when they enter their target hex, even if they have only moved one hex that turn [7.2].

In the Bombing Phase if a Gardening raid is in its target hex, the British player places a Mine marker on the hex to show it has been mined. The British player scores VPs equal to the value of the mine hex, less VPs equal to the error value for disruption sustained by the raid at the moment of the attack [10.5.2]. (Minimum score is 0 VP.)



4.3.4 DECOY RAIDS

DESIGN NOTE: Decoys were formed from training units and formations of jamming aeroplanes.

A Decoy raid trails a bomber stream just like a Main Force raid [7.2.1].

Decoy raids do not have a target and simply fly whatever path the British player plots for them. He may plot up to eight legs in total for each Decoy raid.

Decoy raids cannot be plotted to enter or pass through a hex containing a city or occupied city or airfield.

The moment the German player attacks a Decoy raid, the British player must admit it is a Decoy raid.

Attacks against Decoy raids benefit from a +1 modifier.

4.4 Multiple Raids

Two raids may not be plotted to end a turn in the same hex. Also the bomber stream portion of a raid must not end a turn overlapping with another raid or bomber stream in the same hex.

4.4.1 MOSQUITO ESCORTS

Mosquito raids are an exception to the rule that raids cannot end a turn in the same hex. They can be plotted to travel with a Main Force or Decoy raid and then break out from that raid somewhere along the route. While travelling together the Mosquito raid is considered to be part of the Main Force or Decoy raid. It does not appear separately on the map and is not attacked separately.

The plot should have the Mosquito raid break away from the parent raid. Plot a leg from a hex on the parent raid's route to a new hex. The Mosquito raid must end the turn it breaks away in a different hex from the Main Force or Decoy raid it broke out from.

Mosquito raids break out the moment the raid counter (not the stream) first enters or leaves the hex where the split takes place (British player's choice).

When it breaks out the Mosquito raid appears in the hex where it splits from the raid, as if it had just moved into that hex, and then moves. (The new raid may be attacked by Himmelbett and area flak in this hex.) At the moment it breaks out, the Mosquito raid is considered to have moved as many hexes as the Main Force has.

EXAMPLE: A Mosquito raid breaks out in the first hex the Main Force enters. It has therefore moved one hex at that point and can only move one more hex.

Note that the Mosquito raid cannot break out in the second hex entered, since it would be considered to have moved two hexes and would therefore have to illegally end its move in the same hex as the Main Force. It could, however, break out when the raid leaves that hex in the following game turn.

A Mosquito raid cannot bomb while travelling with the Main Force or Decoy raid; it must first break away. It cannot bomb in the hex where it breaks out.

Any nightfighter units that have infiltrated the Main Force raid remain with the Main Force after a Mosquito raid has split. They cannot infiltrate the Mosquito raid.

Once broken away from the Main Force a Mosquito raid cannot rejoin it or end the turn in the same hex.

4.5 Downfall Plotting

In the Downfall scenario there are some changes to the target selection and plotting process.

4.5.1 THE TARGETS FOR TONIGHT

In the Downfall scenario the British player must select TWO targets. The red and pink target selection chits are divided into two target sets: one marked Target A and the other marked Target B. When selecting targets the British player puts each set into a separate container and pulls one target selection chit randomly from each.

The British player must fly two Main Force raids: one against each selected target. Both raids use the Moon value shown on the Target A chit [12.1.2].



If a chit has an oil target symbol on it, the British player keeps a secret note of this [10.3.1].

4.5.2 FOLLOW-UP RAIDS

If a 'Follow-Up Raid' chit is selected as the Target B chit, then BOTH raids are flown against the target indicated by the Target A chit. However, the second Main Force raid must enter the map at least four game turns after the first Main Force has entered.



EXAMPLE: If the first Main Force enters on game turn 2, the second Main Force may not enter any earlier than game turn 6.

Rule 10.6 describes how follow-up raid bombing is resolved.

4.5.3 SHORT NIGHTS

In Downfall scenarios roll for Twilight [3.4.5] before determining the targets for tonight. If Twilight begins on game turn 13 or earlier AND the Target A chit is worth 2 or more VPs, the British player ignores all Follow-Up Raid chits from the Target B cup when pulling a chit. Continue pulling chits until a non-Follow-Up Raid target appears.

5.0 SEQUENCE OF PLAY

Players perform activities in the following order:

DRAW CARDS. (*Skip this phase on the first game turn.*) Both players may discard any number of cards from each hand. Then, both players draw up to three cards into their hand. However, their hand cannot exceed 5 cards [6.1].

FIGHTERS MOVE. Infiltrated units can leave raids [9.4.3]. The German player moves his nightfighter units [7.1].

- Move TE and SE units up to 2 hexes.
- Move TE units with Scramble markers up to 1 hex and remove the Scramble marker.

Units without a GCI Intercept marker decrement their Fuel markers by one [7.5-7.5.1].

Do NOT yet place nightfighter units into city or beacon boxes.

SCRAMBLE. Place nightfighter units on their airfield hex [7.4.2] and the corresponding Fuel markers on the Fuel Track. Mark TE units with a Scramble marker. Move SE units up to 1 hex but do not mark them with a Scramble marker. Patrols may attack [9.2.4, 9.2.5]. Check losses for scrambling units. Declare intruders [12.2.1].

RAIDS MOVE. Remove all raid and bomber stream counters [7.2]. The German player can, if he wishes, mark the formerly-occupied raid hexes with Track markers [7.2.5].

Raids are considered to move to their next plotted destination hex. No counters are yet placed or moved on the map. However, raids and bomber streams that exit the map place their counters in the England space [7.2.4].

If a raid or bomber stream moves through an area flak hex place a Flak Combat marker in the hex.

If a raid or bomber stream moves through an active Himmelbett hex place a GCI Combat marker in the hex.

If a raid flies over a city it is plotted to bomb, place a bombing marker there on its 'Bomb Drop' side [10.2]. Nightfighter units deployed on beacons or cities in an adjacent hex at this moment may react and move into the hex [9.5.2].

While a raid or any part of its bomber stream is bombing a city, nightfighter units in that hex may declare Wild Boar attacks against the raid [9.5.1]. City flak will also attack the raid. Place Wild Boar and/or Flak Combat markers on the city.

After all raids have moved and all Combat markers have been placed [9.1.2], roll GCI [9.3], flak [9.6.1] and Wild Boar [9.5.1] attacks. Remove Combat markers after each attack is rolled.

RAID DETECTION. Roll to detect raids [8.2]. A success means raid counters and bomber stream counters are placed on the map.

TAME BOAR. Any TE unit in the same hex as a detected raid or bomber stream counter, OR in the same hex as a bombing marker, OR stacked on a beacon in an adjacent hex to a detected raid or bomber stream counter, may try to infiltrate [9.4.1].

After resolving all infiltrations, resolve Tame Boar attacks. The Air Defence of Great Britain may attack intruders [12.2.3] after which the intruders may make attacks in the England space [12.2.4].

DEPLOYMENT. Stack nightfighter units on cities or beacons in their current hex [7.3] if desired. Units in Himmelbett hexes may have GCI Intercept markers placed on them [9.3].

RECOVERY. Perform the following actions in strict order: Move units from the Rearm & Refuel Box to the Ready Box [7.4.5]. Recover nightfighter units by moving them into the Recovery Boxes [7.4.4]. Check for recovery losses. Patrols may attack [9.2.4]. Recovering units then move to the Rearm & Refuel Box, unless diverting, in which case remove them from play [7.4.4]. Units in the Closed Airfield Box move into the Rearm & Refuel Box [7.4.6]. Remove raids in England from play [7.2.4]. Main Force and Decoy raids in England check for losses [7.6]. Confirm Mosquito losses [9.9.1].

BOMBING. Resolve bombing for bombing markers currently on their 'Resolve Bombing' side [4.3.2, 10.2-5], then remove the bombing marker. Gardening raids that reached their target hex this turn place Mine markers in the hex.

END PHASE. Flip bombing markers from 'Bomb Drop' to 'Resolve Bombing' [10.2]. Move the Game Turn marker one space forward. If it moves into a space containing a Patrol counter, place that counter in the Patrol Pool box [9.2.4].

6.0 CARDS

Cards represent events, technology, tactics and operations not explicitly described elsewhere in the game. There are 110 cards, split into two 55-card decks: one for the British player and one for the German.

Cards marked as 'All' are used in both scenarios. Some cards are marked as being used only in the Berlin scenario or the Downfall scenario. Only add these cards to the deck in the relevant scenario, otherwise remove them from play.

6.1 Drawing Cards

When setting up each player draws eight cards and picks five of them to make his starting hand. The others are shuffled back into the deck, which is placed face down to become the draw pile [3.7]. (EXCEPTION: In the Downfall scenario the British player picks one bombing card then draws four more cards to make up his hand [3.7.1].)

From the second turn onwards, each player draws up to three cards into his hand from his draw pile at the beginning of the turn. A hand cannot exceed five cards.

Before drawing cards players may discard any number of cards from their hand face up into the discard pile. If all cards have been drawn from a player's draw pile, no further cards may be drawn by that player. (In other words no card may be drawn more than once per game.)

6.2 Playing Cards

When a card is played, read the instructions and apply the effect, then discard it. Discarded cards form a discard pile. They are discarded face up so the opponent can see them.

Unless otherwise indicated, cards can be played at any time except for the Draw Cards Phase. Cards that affect a detection, attack, infiltration, scramble, recovery or defensive fire dice roll must be played immediately before making the roll. (This includes cards that do not directly modify a roll, such as cards that change the jamming level.)

6.2.1 CARDS AND MODIFIERS

Some cards are used to modify dice rolls. Multiple cards may be played by either player to modify the same dice roll. Total the modifiers and apply them to the roll.

6.2.2 CANCEL CARDS

Some cards are able to cancel other named cards. To do this play the cancellation immediately after the named card is played. It cannot be delayed until later or applied retroactively. The cancellation negates the named card and all of its effects. The cancelled card is placed on its player's discard pile.

6.2.3 CARD SYMBOLS

There is another way in which cards can be cancelled. Each card carries one of four symbols: Electronic Warfare, Aircraft/Equipment, Operations and Bombing.

If a player plays a card, his opponent can cancel that card by playing any two cards of the same symbol type. These two cards are placed on the discard pile and any effects described on them are ignored.

Note that a card that is being used to cancel in this fashion cannot itself be cancelled. No 'chains' of cancellation are allowed.



EXAMPLE: The British player plays a card with an Electronic Warfare symbol. The German player can play two cards with EW symbols to cancel it. However, the British player is NOT allowed to then play two EW cards to cancel one of the German player's EW cards.

6.2.4 MULTIPLE FUNCTIONS

Some cards may be used in different ways, as indicated by the use of OR in the text. Such a card's function must be announced when it is played and cannot subsequently be changed.

EXAMPLE: A VHF card is played by the German player to modify an infiltration roll. If the British player subsequently plays a TINSEL card the VHF card cannot have its function changed to cancel that card.

7.0 MOVEMENT

Units move on the map as follows:

7.1 Nightfighter Movement

In the Fighters Move Phase, the German player moves nightfighter units up to two hexes. Movement is not required; nightfighters can remain in their current hex if the German player wishes.

If a TE unit is marked with a Scramble marker, it cannot be moved more than one hex. However, remove the Scramble marker after moving (even if the unit elects not to move this turn).



7.1.1 JUTLAND

A unit not marked with a Scramble marker must expend all its movement to move from the Jutland Box to hex I1, or vice versa. A unit marked with a Scramble marker cannot leave the box.

7.2 Raid Movement

Raids are not moved on the map. Rather they move according to the secret plot kept by the British player.

At the beginning of the Raids Move Phase remove all raid and bomber stream counters from the map. (A raid only appears on the map when revealed in the Raid Detection Phase [8.2].) Now the British player checks his plot and notes where the raids have moved to and what hexes they have moved through. If they move through active Himmelbett or area flak hexes, or pass over their target city and commence bombing, the British player must declare this to his opponent [9.1.2, 10.2].

Raids move exactly 2 hexes each turn—never more or less than this. (EXCEPTIONS: On the game turn that they enter the map they may move one hex if this has been plotted [4.2.2]. Also, Gardening raids must stop upon entering their target hex, even if they have moved only one hex [4.3.3].)

It costs one hex to enter the map in a Mandrel Screen hex. It costs one hex to exit the map from an exit hex [7.2.4].

7.2.1 BOMBER STREAMS

Main Force and Decoy raids have a bomber stream. This varies in length according to the scenario.

In the Berlin scenario the stream extends two hexes behind the raid counter. It occupies the last two hexes the raid travelled through [7.2.2].

In the Downfall scenario the stream occupies the same hex as the raid counter. However, the British player has the option of extending it one hex behind the raid if he wishes [7.2.3].

The bomber stream is part of the raid. An attack on any part of the stream is the same as an attack on the raid itself. Where a rule refers to a raid, assume it means the raid counter and bomber stream counters together.

When the raid is detected and the air picture is clarified the raid and its stream must be marked on the map [8.2.1].

7.2.2 BERLIN RAID STREAMS

In the Berlin scenario because the raid and bomber stream are three hexes long, it takes two game turns for the entire raid to pass through a hex.

A raid that bombs a target city is said to be travelling over that city box within the hex. This means that any trailing bomber stream does so too and is vulnerable to any city flak or Wild Boar attacks in both turns it takes to transit the target.

If the air picture is clarified in the Raid Detection Phase [8.2.1] place a stream counter in each of the last two hexes the raid passed through. (Note that if the raid doubles back on itself it is possible for the trailing counter of the bomber stream to occupy the same hex as the raid counter.)

Nightfighter units placed in the Ready Box, Rearm & Refuel Box and the Closed Airfield Box are considered to be at their airfields. Units at their airfield or in a Recovery Box cannot attack or be attacked. They cannot move, although units in the Ready Box can scramble [7.4.2].

7.4.2 SCRAMBLE

Nightfighter units in the Ready Box may scramble in the Scramble Phase. To scramble a unit, place it in the hex its airfield occupies, or in the Jutland Box if based there.



If it is a TE unit, place a Scramble marker on it. The Scramble marker is not removed until after the unit has moved next turn. If it is an SE unit move it up to one hex away and do not place a Scramble marker.

Units with Scramble markers cannot attack any raids (though they may be attacked), nor can they deploy to any city or beacon box [7.3], nor can they be marked with a GCI Intercept marker [9.3] or infiltrate raids [9.4].

When units scramble they roll for accident losses. Roll 2 dice and consult the Scramble Table, modifying the dice roll as indicated and cross-reference the result with the weather in the airfield hex.

The value is the number of nightfighters lost to accidents. A 'D' next to the number means the unit is depleted (not all the aircraft were able to get off the ground) [9.8.1]. Detachments ignore 'D' results when scrambling.

7.4.3 RETURNING TO BASE

At any time the German player may direct a unit to return to base. Place a Return to Base marker on that unit.



Depleted units or detachments that are forced to deplete through combat or card play must return to base [9.8.1]. Units in a raid box that are ordered to return to base must leave the raid in the next Fighters Move Phase [9.4.3].

A unit marked as returning to base can move, but cannot deploy, infiltrate a raid, or make any kind of attack. It is not required to recover unless its Fuel marker is in the 0 space of the Fuel Track [7.5].

When a unit recovers, remove the Return to Base marker.

7.4.4 RECOVERY

Recovery is the term used for nightfighter units landing at an airfield. Units recover during the Recovery Phase.

Nightfighter units may recover in any Recovery Phase at the German player's option. However, nightfighter units must recover at the end of play if they are still on the map [11.0]. Units must also recover in the Recovery Phase if their Fuel marker is in the 0 space of the Fuel Track [7.5].

In the Recovery Phase, if the recovering nightfighter unit is in the same or adjacent hex to the airfield at which it is based, place it in the Recovery Box bearing the designation of its own Jagddivision. Units based in Jutland must be in the Jutland Box to do this.

If it is not in the same or an adjacent hex to its own airfield it is placed in a 'divert' Recovery Box bearing the Jagddivision designation corresponding to the hex currently occupied by the unit (this can be the same Jagddivision the unit comes from).

Nightfighter units adjacent to the airfield where they are based can elect to divert if the German player wishes. Place them in a 'divert' box as described above.

Units in a Raid Box that are forced to recover use any single hex of the raid or bomber stream that the British player chooses as their location. The German player announces the unit is recovering, then the British player removes the unit from the Raid Box and places it in any hex currently occupied by the raid or the bomber stream. The nightfighter unit recovers from that location.

After all recovering units have been placed in the Recovery Boxes, roll 2 dice for each unit and consult the Recovery Table. Cross-reference the roll with the weather in the Jagddivision the unit is landing in or diverting to, modifying the dice roll as indicated.

The result is the number of nightfighters lost on recovery. If the result has a \$ symbol next to it, the recovery was so calamitous that the unit is removed from the game.

Units that do not roll a \$ result are placed in the Rearm & Refuel Box, unless they diverted: in this case they are removed from the game and cannot rearm and refuel. Units placed in the Rearm & Refuel Box on their depleted side are immediately flipped back to their full strength side. Units that are removed from the game are placed aside and cannot re-enter play.

7.4.5 REARM & REFUEL

At the beginning of the Recovery Phase, before any recoveries are rolled, units are moved from the Rearm & Refuel Box to the Ready Box. They can scramble again in subsequent turns if the German player wishes.

7.4.6 CLOSED AIRFIELDS

After all recoveries have been rolled in the Recovery Phase, units in the Closed Airfield Box [9.2.5] are moved to the Rearm & Refuel Box.

7.4.7 OUT OF RECOVERY RANGE

A recovering nightfighter unit is out of recovery range if it is more than two hexes from a hex in a Jagddivision that is in continental Europe. A line is drawn on the map to indicate the limit beyond which units are out of recovery range.

Any unit that recovers while out of recovery range must roll on the Fog column regardless of the actual weather and add +4 to the recovery dice roll in addition to all other modifiers.

7.4.8 ALLIED TERRITORY

In the Downfall scenario 4.Jagddivision has been disbanded. This is now Allied Territory. A nightfighter unit that attempts to recover while in an Allied Territory hex and which is not in a hex adjacent to its airfield must divert to 3.JD. Recovering nightfighter units in Allied Territory hexes may be out of recovery range [7.4.7].

7.5 Fuel

All nightfighter units must track their use of fuel.

There are Fuel markers for each nightfighter unit in matching colours (yellow for the Berlin scenario, red for Downfall). Use the 5/8" markers for SE units and 1/2" markers for TE units. Each Fuel marker has a value on it; this is its endurance value.



Each unit may not spend more turns on the map than its endurance value. Once its endurance is used up the unit must recover.

When a unit scrambles place its Fuel marker on the space of the Fuel Track that corresponds to the value on the Fuel marker. (This space is marked with the aircraft type of the unit.) At the end of each Fighters Move Phase while it is on the map, move the unit's marker one space to the left. (Note this means that a unit that scrambles does not move the marker until after the unit has moved next turn.) Adjust the Fuel marker even if the unit does not move during the Fighters Move Phase. In the Recovery Phase, any unit with its Fuel marker in the 0 space must immediately recover [7.4.4].

7.5.1 GCI FUEL

DESIGN NOTE: Gruppen flying Himmelbett missions were rotated in and out of the line from their airfields.

Units marked with GCI Intercept markers do not decrement their Fuel markers during the Fighters Move Phase [9.3]. As a reminder, flip the Fuel marker to its GCI side.



7.6 Raid Recovery

When a Main Force or Decoy raid recovers the British player rolls two dice for bomber losses on the Recovery Table, using the column for the weather in the England space [7.2.4] and modifying the dice roll as indicated.

The disruptions/flak damage modifier is computed by totalling all disruptions and flak damage on the raid into a single number; every full five disruptions/flak damage (ignore any fractions) adds 1 to the roll.

The result rolled on the table is the number of bombers lost; § symbols are ignored.

Mosquito and Gardening raids never roll for recovery. However, Mosquito raids that have taken any losses must roll to confirm those losses [9.9.1].

7.6.1 FIDO

DESIGN NOTE: Fog Investigation and Dispersal Operation was a means of dispersing fog from British airfields by use of fire.

The British player may activate FIDO by playing a WEATHER card. Place the FIDO counter in the England space. If Fog is in effect, apply a -3 modifier to raid recovery rolls.



8.0 DETECTION

To be able to counter a raid, the German player needs to know where it is.

8.1 Jamming Track

DESIGN NOTE: The Jamming Track registers the general effectiveness of German communications and radar, and of the British jamming effort against them.

Mark the jamming level by placing the Jamming Level marker in the correct space of the track. The starting jamming level is 5 in the Berlin scenario and 6 in the Downfall scenario.

If Naxos and Beleuchter markers are placed on the track due to the play of cards, keep them in the same space as the Jamming Level marker.

The play of cards can increase or decrease the jamming level. Move the Jamming Level marker to mark the changes. Increases and decreases are cumulative. However, the Jamming Level marker cannot be moved any further than the left-most space of the track.

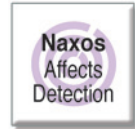


At the bottom of each space on the Jamming track the infiltration value is printed. Roll against this number to infiltrate a Tame Boar nightfighter unit into a raid [9.4.1].

The presence of Naxos and Beleuchter markers may affect detection [8.2] or modify infiltration rolls [9.4.1].

8.2 Raid Detection Phase

In the Raid Detection Phase the German player determines whether he has detected any raids. Roll 2 dice and compare the result with the jamming level. The roll can be modified by the play of a card.



The results are as follows:

- If the roll is less than the jamming level, no raids are detected.
- If the roll is equal to the jamming level only the following raids are detected:
 - Raids currently infiltrated by one or more nightfighter units.
 - Main Force and Decoy raids if the Naxos marker is on the Jamming Track.
- If the roll is one greater than the jamming level, all raids are detected. Place raid counters on the map. In addition:
 - If the Naxos marker is on the Jamming Track the air picture is clarified. Place bomber stream counters on the map [8.2.1].
- If the roll is two or more greater than the jamming level, all raids are detected and the air picture is clarified. Place raid counters and bomber stream counters on the map [8.2.1].

Do not place any raid counters for undetected raids. If a raid is detected, the British player places a raid counter in the hex that it occupies as noted on the plot. The British player does NOT have to indicate which raid counter on the map represents which raid box.

Note that raids may be detected on one turn and then not detected the next. Only place raid and bomber stream counters as directed by the dice roll.

8.2.1 AIR PICTURE CLARIFICATION

If the air picture is clarified, detected Main Force and Decoy raids place bomber stream counters on the map. In the Berlin scenario place a bomber stream counter on the map trailing out behind a raid in each of the last two hexes it had been plotted to move through [7.2.2]. In the Downfall scenario place a single stream counter in the same hex as the raid counter OR in the last hex moved through [7.2.3].

Bomber stream counters are removed, along with the raid counter, when the raid next moves [7.2]. In the Berlin scenario on the first turn a Main Force raid enters the map, it is possible that one or both bomber stream counters cannot be placed, in which case ignore the excess counters.

8.3 Raid Information

The British player is not required to tell the German player what the ID letter of a raid is, though he can if he wishes. However, this information may become apparent to his opponent during play when a raid takes losses; when nightfighter units are added to a Raid Box; when Disrupt markers, Flak Damage markers and Mosquito Hunt markers are added to a Raid Box; or when Flak Damage markers are expended. See also advanced rule 12.5.

9.0 COMBAT

The German player can attack raids to inflict bomber losses and disrupt them. Four types of attacks can be used against raids in the game: GCI, Tame Boar, Wild Boar and flak attacks.

The British player may be able to attack German nightfighter units, via the play of SERRATE or PERFECTOS cards, with Patrol counters or by attacking intruders in the England space. These attacks inflict nightfighter losses.

Patrols may also attack nightfighters scrambling from airfields, forcing them into the Closed Airfield Box.

A player is never required to make attacks.

9.1 German Attacks

This section describes attacks by German nightfighters and flak on British raids.

9.1.1 MAKING ATTACKS

To make an attack the German player indicates a raid and announces the type of attack.

Raids Move Phase. At the end of the Raids Move Phase the German player resolves all the GCI, flak and Wild Boar attacks denoted by the Combat markers placed on map [9.1.2]. Each attack begins with the German player indicating the Combat marker being resolved. The British player keeps a mental note of the ID letter of the raid being attacked but does not have to declare the raid's identity to his opponent [8.3]. After the attack is resolved the Combat marker is removed.

Tame Boar Phase. In the Tame Boar Phase the German player will indicate a nightfighter unit occupying a Raid Box on the map [9.4.1]. That unit attacks the raid whose box it is in. The British player must announce the weather modifier for the attack.

When any nightfighter unit attacks, the British player announces if there is any flak damage on that raid [9.8.4]. Once the target raid and type of attack have been announced the German player rolls 2 dice to resolve the attack [9.7].

Each nightfighter unit attacks separately. They cannot combine together in an attack. Flak attacks cannot combine with any other kind of attack.

9.1.2 MOVEMENT AND COMBAT

Raid movement can trigger combat. In the Raids Move Phase the British player must declare when a raid or bomber stream enters an active Himmelbett hex [9.3], an area flak hex [9.6.1], or a hex containing a city that the raid is bombing [9.5.1]. The British player does not have to state whether the triggering movement is that of a raid counter or the bomber stream trailing behind it, or what the ID letter of the raid is.

PLAY NOTE: In the Berlin scenario this means a Main Force or Decoy raid will trigger combat each turn it takes to transit such a hex, while a Mosquito or Gardening raid will only trigger an attack on the turn it enters the hex. In the Downfall scenario all raids only trigger attacks on the turn they enter the hex.



Place an appropriate Combat marker on that hex for each separate GCI, flak and Wild Boar attack the raid's movement triggers. If multiple raids enter that hex, place a Combat marker for each combat that each of the raids triggers.

All attacks resulting from movement must be declared before they are rolled for (or in other words, once the German player has committed to an attack by placing a Combat marker, he cannot change his mind after the dice start rolling). Once all Combat markers have been placed for all raids resolve the attacks in any order the German player wishes except as specified in 9.1.3.

9.1.3 MULTIPLE ATTACKS IN A HEX

Where multiple attacks take place in a single hex resolve combats in the following order:

- 1st GCI attacks
- 2nd Flak attacks
- 3rd Wild Boar attacks

EXAMPLE: A raid enters a city hex and begins bombing. There are two nightfighter units stacked on the city. A Flak marker and two Wild Boar markers (one for each nightfighter attack) are placed. The flak attack is resolved before each of the Wild Boar attacks.

Multiple raids may transit the same Himmelbett or area flak hex in a Raids Move Phase. If multiple raids are being attacked in a hex attacks are resolved in the following order:

- 1st Main Force raids
- 2nd Decoy raids
- 3rd Gardening raids
- 4th Mosquito raids

In other words: all attacks on a Main Force raid must be resolved before any attacks on a Decoy raid, Gardening raid or Mosquito raid.

It is up to the British player to track the ID letter of each raid being attacked in the correct order—he does not have to tell the German player which raid is being attacked.

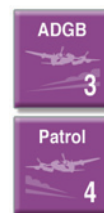
9.2 British Attacks

The British player may attack German nightfighter units.

9.2.1 RESOLVING BRITISH ATTACKS

British attacks on nightfighter units are rolled on the GCI column.

ADGB and Patrol attacks use the combat strength printed on the counter. SERRATE and PERFECTOS attacks use the combat strength listed on the card. Dice roll modifiers apply to British attacks, as if making a nightfighter attack.



move through the same hex. However, it cannot attack the same raid twice in the same phase.

Units marked with GCI Intercept markers cannot deploy to a city or radio beacon, infiltrate raids, conduct wild boar attacks or move except to return to base [7.4.3]. If the unit is marked with a Return to Base marker for any reason, the GCI Intercept marker is removed and the Himmelbett hexes associated with it are no longer active.

Units marked with GCI Intercept markers do not decrement their Fuel markers in the Fighters Move Phase [7.5.1].

9.3.1 GEBIETSNACHTJAGD

DESIGN NOTE: Late in the war single-engined fighters were used to patrol the main penetration lanes and try to shoot down Mosquitos. This form of fighting was titled Gebietsnachtjagd.

In the Downfall scenario the German player can assign GCI Intercept markers to SE units in Himmelbett hexes. This is handled in exactly the same way as for TE units.

Me262 and SE units that attack Mosquito raids while marked with GCI Intercept markers are considered to be making Mosquito Hunting attacks [9.9.2].

9.3.2 ANTI-OBOE OPERATIONS

DESIGN NOTE: Single-engined fighters tried to counter the bombers being used to mark targets with OBOE.

If a GCI Intercept-marked SE unit scores a disruption result on a Main Force raid that is bombing in that hex, cancel any OBOE modifier that might apply to the raid's target marking.

9.4 Tame Boar

DESIGN NOTE: Tame Boars were TE nightfighters that would try to infiltrate the bomber stream and swim inside it, finding and picking off targets.

Only TE units may make Tame Boar attacks.

9.4.1 INFILTRATION

The following TE units may try to infiltrate raids in the Tame Boar Phase:

- (1) A TE unit in the same hex as a detected raid or bomber stream counter.
- (2) A TE unit stacked on a radio beacon in an adjacent hex to a detected raid or bomber stream counter.
- (3) A TE unit in the same hex as a city marked with a bombing marker (see also 9.4.2).

To infiltrate, the German player points at an eligible raid or bomber stream counter, or at a city with a bombing marker. He rolls 2 dice and compares the result to the infiltration value printed on the bottom of the Jamming Track in the space occupied by the Jamming Level marker [8.1].

The roll can be modified by:

- ? the play of cards
- +1 the Beleuchter marker is on the Jamming Track
- ? weather modifier for that hex (units adjacent to more than one hex of a raid should specify the hex they are infiltrating into to determine this modifier)
- ? the visibility modifier
- 2 the infiltrating unit is NOT stacked on a beacon (see also 9.4.2)

The results are as follows:

- If the modified roll is less than the infiltration value the unit does not infiltrate.
- If the modified roll is equal to the infiltration value only part of the unit infiltrates. Deplete the unit and place it in the Raid Box for that raid. If the unit is already depleted, or is a detachment, do NOT deplete it again but place it in the Raid Box.
- If the modified roll is greater than the infiltration value the unit infiltrates without depleting. Place it in the Raid Box for that raid.

A unit that fails to infiltrate stays in its hex or on its beacon. It cannot make another infiltration attempt that Phase.

If the unit infiltrates successfully the British player tells the German player which Raid Box to place the nightfighter unit in. Move the unit to that box. The unit can attack that raid in the Tame Boar Phase and in every subsequent Tame Boar Phase that it occupies the Raid Box. A unit cannot make more than one Tame Boar attack per Phase.

9.4.2 INFILTRATION AND BOMBED CITIES

DESIGN NOTE: The activity over a bombed city was a beacon for free-fighting Tame Boars.

A TE unit in the same hex as a city marked with a bombing marker may roll to infiltrate, even if no raid is detected or placed on the map there. It does not suffer the modifier of -2 for not being stacked on a beacon (even if it is not stacked on the city). If the roll results in infiltration [9.4.1] place the unit in the Raid Box of the raid bombing that city.

In the Berlin scenario units can infiltrate if the bombing marker is on its **Bomb Drop** or **Resolve Bombing** side.

In the Downfall scenario units can infiltrate only if the marker is on its **Bomb Drop** side.

Note that it is possible for a TE unit that attacks as a Wild Boar in the Raids Move Phase to infiltrate and attack again as a Tame Boar in the Tame Boar Phase.

9.4.3 LEAVING A RAID

An infiltrated unit can leave a raid in any subsequent Fighters Move Phase by placing a Return to Base marker on it [7.4.3]. The German player announces the unit is moving, then the British player removes the unit from the Raid Box and places it in any hex currently occupied by the raid or its bomber stream. As soon as the Tame Boar unit is placed back on the map it can move normally. If the raid exits the map during the Raids Move Phase (i.e. the raid and all of the stream has entered the England space) the Tame Boar unit must immediately leave the raid. Place it in the hex from which the raid exited, marked with a Return to Base marker [7.4.3].

If a Tame Boar infiltrates a Mosquito raid, the Tame Boar unit immediately leaves the raid after the attack is resolved. Do not place a Return to Base marker on it.

For recovery while occupying a Raid Box, see 7.4.4.

9.4.4 TAME BOAR ATTACKS AND WEATHER

When Tame Boar units attack, apply the weather modifier for any hex the raid or bomber stream occupies. The British player announces the weather modifier that applies, but does not have to point out which hex the attack takes place in.

9.5 Wild Boar

DESIGN NOTE: Wild Boars were fighters that would attack bombers over cities with the aid of illumination from searchlights and the glow of the burning city.

Both SE and TE units may make Wild Boar attacks.

9.5.1 WILD BOAR ATTACKS

In the Raids Move Phase non-infiltrated nightfighter units can make Wild Boar attacks against raids or bomber streams that are bombing a city in the same hex as the unit. Place a Wild Boar Combat marker on the city for each attacking nightfighter [9.1.2] and resolve the attacks after all Combat markers have been placed.



A raid is bombing a city each turn the raid or part of the bomber stream is moving through the target city's hex while a bombing marker is placed [10.2]. A Wild Boar unit can attack such a raid once per turn. (EXCEPTION: The EARLY ARRIVAL AT TARGET card can increase the number of attacks.) See also the Play Note in 9.1.2.

There are two columns on the Combat Table for Wild Boar units. Use the STACKED column if the unit is stacked on the city that is being attacked [7.3]. Use the LATE column if the unit is not stacked on the city being attacked. A unit stacked on a radio beacon uses the LATE column and must leave the beacon when it makes a Wild Boar attack.

If two cities in a hex are bombed simultaneously, each Wild Boar unit not stacked on a city may attack one raid, but not both.

9.5.2 WILD BOAR REACTION

In the game turn when a raid places a 'Bomb Drop' marker on a city, any nightfighter unit stacked on a radio beacon or city in an adjacent hex may react. Move the reacting unit to the bombed city's hex and make a Wild Boar attack using the LATE column.

Reaction takes place after all 'Bomb Drop' markers have been placed in the Raids Move Phase. Movement by all reacting nightfighter units must be completed before any attacks against a bombing raid are rolled.



EXAMPLE: A British raid starts bombing Hannover. The TE unit stacked on beacon Gertrud can react and make a LATE Wild Boar attack. The SE unit is not stacked on a city or beacon and so cannot react.

This is the only occasion in which nightfighter units can move on the map in the Raids Move Phase. Reacting Wild Boars cannot deploy to the city until the Deployment Phase [7.3].

9.6 Flak

There are three types of flak:

City Flak. This represents the flak around a city and is marked by a flak value from 0 to 5 on that city. EXCEPTION: Peenemünde has no flak and cannot attack raids at all as indicated by an 'X' in place of a flak value.

Area Flak. This represents extensive areas of flak coverage and is marked by a flak gun symbol in the hex with a flak value of 0 or 1 next to it.

Searchlights. This represents coastal defences. All searchlights have a flak value of 0.

9.6.1 FLAK VERSUS BOMBERS

Flak attacks in the Raids Move Phase. The type of flak that attacks depends on whether the raid is bombing a city in the hex or is simply passing through without bombing.



Raid bombing a city. City flak attacks if a raid bombs that city by placing a 'Bomb Drop' marker or its bomber stream passes over that city while it is marked with a bombing marker [10.2]. See also the Play Note in 9.1.2.

Raid passing through. Area flak attacks if a raid enters its hex or a bomber stream passes through that hex without bombing a city.

City flak does not attack raids that are passing through. Area flak does not attack raids that are bombing a city.

When flak makes an attack place a Flak Combat marker and resolve the attacks after all Combat markers have been placed [9.1.2]. Place the Flak Combat marker in the hex for area flak and on the city for city flak.

EXAMPLE: Main Force raid 'C' enters hex J6. It bombs Dortmund and finishes the turn in K6. Mosquito raid 'F' splits from the Main Force in this hex before exiting to K7. Mosquito raid 'H' also splits from the raid and enters J5, where it bombs Osnabrück. Three Flak Combat markers are placed: two in the hex and one on the city. Two will be for the area flak attacking raids 'F' and 'H'. The third will be for the Dortmund city flak attacking raid 'C'.

Flak in a hex may only attack each raid once in each Raids Move Phase.

Roll for flak attacks using the Flak columns of the Combat Table. There are three columns in all. Roll to determine the losses inflicted on the raid in the Flak Loss column. Then read across to the Disrupt column to find the amount of disruption inflicted and the Damage column to see the quantity of flak damage inflicted [9.8.4].

9.6.2 SEARCHLIGHTS

DESIGN NOTE: The searchlight symbols represent coastal lights and defences.

The STRAYING BOMBERS cards permit city flak and searchlights to attack detected raid and bomber stream counters in the same hex. The only way that searchlights can attack raid and bomber stream counters is by play of one of these cards. Searchlights have a flak value of 0.

9.6.3 FLAK VERSUS NIGHTFIGHTERS

Some cards such as WILD BOAR and TRIGGER HAPPY FLAK may result in nightfighter losses to flak.

9.7 Attack Resolution

To perform an attack roll 2 dice and add the unit's combat strength (or flak strength) to the roll. Further modify the roll as indicated on the Play Aid Card and consult the Combat Table, using the column appropriate for the type of attack. The result is the number of bombers lost [9.8.2].

Cards such as CORKSCREW can be played after combat to reduce the losses.

Results marked with a 'd' inflict one disruption on the raid [9.8.3]. Flak attacks inflict a number of disruptions equal to the value in the Flak Disrupt column.

9.7.1 DEPLETION

As nightfighter units fight, they run out of ammo and fuel or simply become scattered and lost. When a nightfighter unit rolls for combat, if 'doubles' are rolled on the dice, deplete the attacking unit [9.8.1].

British attacks [9.2.1-9.2.4] and the play of cards may also deplete nightfighter units.

9.7.2 BOMBER DEFENSIVE FIRE

When a nightfighter unit attacks, if a six is rolled on either die (or on both dice) there is a chance nightfighters are hit by bomber defensive fire. The British player rolls 2 dice and consults the following table.

| | |
|-------------------|--------------------------|
| 7 or less | No losses |
| 8-11 | 1 nightfighter is lost |
| 12 or more | 2 nightfighters are lost |

This second dice roll may be modified by REAR GUNNER or VILLAGE INN cards.

Do not roll defensive fire if the target of the attack is a Mosquito raid [9.9].

9.8 Combat Results

Combat results are applied in several ways. Depletion results are applied to nightfighter units. The British player tracks bomber losses, disruption and flak damage on the Loss Track and Raid Boxes.

9.8.1 DEPLETION

A unit that depletes is flipped to its depleted side. If a depleted unit depletes again it must return to base [7.4.3]. (If already depleted and returning to base there is no further effect.)

Detachments, which in effect start depleted, must return to base when they receive a depleted result. However, detachments are unaffected by depletion effects from scrambling or infiltration [7.4.2, 9.4.1].

9.8.2 LOSSES

The Combat Table lists results as losses, representing the number of bombers shot down.

Track bomber losses on the Loss Track printed on the map. There is a set of x1 and x10 Bomber Losses markers for each raid ID letter. Place these on the Loss Track to total the losses for each raid, using the x1 marker to note individual numbers

and x10 marker for tens. When a raid is attacked increment the losses for that raid.

EXAMPLE: The x1 marker is in the 3 box of the track and the x10 marker in the 2 box. Total losses are 23.

Nightfighters may be lost to combat, scrambles or recovery. Track nightfighter losses using the Fighter Losses x1 and x10 markers on the Loss Track.



9.8.3 DISRUPTION

Raids can be disrupted by combat results or the play of cards. The British player places Disrupt markers equal to the total value of disruption in the target raid's Raid Box on the map. Disruption results are cumulative.



Also add one disruption to the raid for each waypoint on the outbound portion of the raid (not including the waypoint at the target). Apply this disruption at the moment the bombing is resolved.

Disruption results affect bombing and recovery. The British player reveals disruption levels to the German player when bombing and recovering.

9.8.4 FLAK DAMAGE

DESIGN NOTE: Flak damaged many aircraft and often contributed to nightfighter kills.

Flak attacks may result in flak damage being inflicted on a raid. For each point of flak damage the British player places a Flak Damage marker in the target raid's Raid Box on the map.



When a nightfighter unit attacks, the British player must declare if that raid has any Flak Damage markers. The German player can prompt his opponent to check for this. The British player is only required to say that the raid has markers, not how many remain.

DESIGN NOTE: If not using advanced rule 12.5 this information might already be plain to the German player.

The German player can choose to expend a marker to obtain a +1 modifier for that attack. He must decide this before making the roll. The British player removes expended markers from the Raid Box. No more than one marker may be expended for each nightfighter attack.

9.9 Mosquito Raids

When any nightfighter unit (NOT flak) resolves an attack on a Mosquito raid, before any cards are played or dice are rolled the British player must announce the raid is a Mosquito raid. Resolve the attack as normal, but calculate losses differently [9.9.1].

PLAY NOTE: Remember to keep the identity of a raid secret if attacked by flak and only reveal it as a Mosquito raid when attacked by fighters.

If the attack is a Tame Boar attack the infiltrated unit leaves the raid immediately after the attack is resolved [9.4.3].

Mosquito raids do not roll defensive fire [9.7.2].

9.9.1 MOSQUITO LOSSES

DESIGN NOTE: The Germans claimed far more Mosquito losses than were actually achieved.

When a Mosquito raid in the England space is removed from play in the Recovery Phase, the British player announces that the raid was a Mosquito raid and rolls to see how many losses were actually achieved against it.

For each loss listed for the Mosquito raid on the Loss Track, roll 1 die. If the roll is 1, the loss is confirmed and the resulting loss stands. If the roll is 2 through 6, no bomber was lost (the Mosquito got away).

After all die rolls have been made, total the number of confirmed losses and adjust the Bomber Losses markers on the Loss Track accordingly.

9.9.2 MOSQUITO HUNTING

When nightfighter units attack Mosquito raids, they are considered to be Mosquito Hunting if:

- The attacker is a SE or Me262 unit marked with a GCI Intercept marker [9.3.1].
- The attacker played a TA154 MOSKITO card.

When a Mosquito Hunting attack is resolved, determine losses against Mosquito raids normally. However, for each loss achieved in a Mosquito Hunting attack, also place a Mosquito Hunt marker in the raid's Raid Box.



When rolling to determine Mosquito losses [9.9.1] a number of loss rolls equal to the number of Mosquito Hunt markers in the Raid Box confirm the loss on a roll of 1 through 5 instead of a 1. Any roll of 6 means that no bomber was lost.

EXAMPLE: A Mosquito raid has taken three losses and is marked with two Mosquito Hunting markers. When checking losses the first two rolls confirm losses on a 1 through 5 and the third only on a 1.

10.0 MAIN FORCE BOMBING

The British player's objective is to bomb targets with his Main Force raid(s). He scores Victory Points (VPs) for dropping bombs on cities.

For Mosquito raid bombing see 4.3.2 and for Gardening raids see 4.3.3.

10.1 City Maps

There are five generic city maps, marked A, B, C, D and E, printed on four 8.5" x 11" sheets. (City Map D shares a sheet with Map E. Ignore Map E when using City Map D and vice versa.)

The background, depicting rivers, rail lines and built-up areas is for flavour only.

Each city is divided up into hex-shaped areas. (We call them areas to distinguish them from the hexes on the scenario maps.) There are five types of areas:

City Centre. Represents dense urban residential and commercial areas; also areas of cultural significance.

Residential. Represents urban and suburban residential areas. Also commercial and light industrial zones.

Industrial. Represents heavy industry and oil refining.

Transport. Represents ports, warehousing and rail hubs.

Fields. Any area without a City Centre, Residential, Industrial or Transport icon is a Fields area. Fields represent surrounding non-urban land.



City Centre Residential Industrial Transport

ILLUSTRATION: Area icons. Note that there are two different icons for Transport.

There is a dashed boundary outside of the Fields areas. The space outside this boundary represents the wider countryside (henceforth simply called 'the countryside'). The countryside encompasses all space outside the boundary and is therefore adjacent to the outermost Fields areas.

Each map has a small compass hexagon in the corner, surrounded by numbers and indicating North.

10.1.1 OIL TARGETS

Maps B, C and E each have an oil symbol on one Industrial area. This indicates an oil target area.



ILLUSTRATION: An oil symbol.

10.2 Bombing Attacks

A bombing attack begins when a raid first enters the hex containing its target. The British player indicates the city being bombed and then places a bombing marker on it flipped to its 'Bomb Drop' side. Take no further action. The bombing marker is flipped to the 'Resolve Bombing' side in the End Phase.



If the bombing marker is on its 'Resolve Bombing' side in the Bombing Phase, resolve the bombing and then remove the marker [10.3].

While the bombing marker is in place, raid and bomber stream counters in or passing through the city hex can be attacked by Wild Boars and city flak [9.5.1, 9.6.1]. TE aircraft can infiltrate the bombing raid [9.4.2].

10.3 Target Marking

DESIGN NOTE: A bombing raid began with pathfinder aircraft dropping Target Indicator pyrotechnics (or TIs) on the target to mark it for the rest of the raid.

The British player begins to resolve bombing by placing the correct city map for the target, as indicated by the letter in its city box, on the table. He next sets the aimpoint and approach on the map. Then he places Target Indicators (hereafter called TI).

10.3.1 AIMPOINT AND APPROACH

The British player specifies one area to be the aimpoint. In the Berlin scenario choose any area (though not a Fields area or the countryside). Place an Aimpoint marker in this area.



In the Downfall scenario the aimpoint must be either an Industrial or Transport area. If the target selection chit had an oil target symbol on it [4.5.1], the aimpoint must be placed in the oil target area [10.1.1].

Place the Approach marker in any area next to the Aimpoint marker. (This marks the direction from which the bombers are approaching the aimpoint.)



10.3.2 TARGET INDICATORS

Once the aimpoint is set, mark the target with a TI counter.

There are three marking methods, codenamed Newhaven, Parramatta and Wanganui. The method used depends on the weather in the target city's hex:

Clear, Broken Cloud. Use Newhaven.

Haze, Cloud. Use Parramatta.

Heavy Cloud, Fog. Use Wanganui.

The British player takes the Newhaven, Parramatta or Wanganui TI counter as appropriate and places it on the city map in the same area as the aimpoint. Then he moves the TI counter a number of areas away equal to the drift value.



To determine the drift value make a target marking dice roll. Roll 2 dice and apply appropriate modifiers. Read off the result from the Marking Table. Also take note of the marking quality indicated by the roll.

MARKING TABLE

| Modified Dice Roll | Drift Value | Marking Quality |
|--------------------|-------------|-----------------|
| 3 or less | 0 | One row up |
| 4-5 | 0 | No change |
| 6-7 | 0 | One row down |
| 8 | 1 | One row down |
| 9 | 1 | Two rows down |
| 10-11 | 2 | Two rows down |
| 12 or more | 3 | Three rows down |

Modify the dice roll as follows:

- +0 Newhaven marking
- +1 Parramatta marking
- +3 Wanganui marking
- 1 City marked with OBOE symbol
- 1 Clear weather in the city hex
- ? Effect(s) of cards played (modifiers are cumulative where multiple cards are played)

The following radar signature modifiers apply only to Parramatta or Wanganui marking on cities with no OBOE symbol:

- 1 City has a Good radar signature
- +1 City has a Poor radar signature

If the drift value is 0 the TI counter does not move. If the final drift value is 1 or greater, the British player moves the TI counter that number of areas on the city map.

The British player rolls 1 die and consults the compass hexagon on the city map. The arrow by the rolled number indicates the direction the TI counter must be moved.

If the drift value and direction would move the TI counter across the outer city boundary into the countryside, place the counter in the countryside and stop movement there.

Note that only the TI counter is moved. The Aimpoint counter remains in the original area.

OPTIONAL RULE: Rather than reading marking quality from the same roll as the drift value, roll separately for each. But apply the same modifiers to both rolls.

10.3.3 APPROACH MARKER

If the TI counter has been moved, then shift the Approach marker into an area adjacent to it. This area must be in the same relative position to the TI as the Approach marker was to the aimpoint.

If the TI counter is in a Fields area next to the outer boundary, the approach can be placed in the countryside. If the TI counter is moved into the countryside, place the Approach marker in the countryside.



EXAMPLE: On City Map B the British player places a Wanganui TI counter in the same hex as the aimpoint, with the Approach stretching back into the adjacent city centre area. The roll on the Marking Table goes poorly, generating a drift value of 2. The die for compass direction is a 2, meaning the TI counter and Approach marker are both moved two areas in the indicated direction. The Approach is now in a Fields area.

10.4 Dropping Bombs

Once the TI counter and Approach marker are set the British player places bomb counters on the city map.

10.4.1 BOMB LOAD

A Main Force raid gets a load of 20 bomb counters. Modify this to 24 counters if carrying a heavy bomb load [12.3.1] or 16 if carrying a light bomb load [12.3.2].

Bomb counters come in two varieties: HE and Incendiary. After TI placement the British player decides on a mix of HE and Incendiary counters up to the load limit.

EXAMPLE: The British player chooses 6 HE and 14 Incendiary.



10.4.2 BOMB PLACEMENT

DESIGN NOTE: The object of bombing is to create a concentration of HE and Incendiaries that will in turn start fires.

The British player takes the HE and Incendiary bomb counters and puts them in a suitably opaque receptacle, such as a cup. From this he draws the counters one by one and places them in areas of the city map, as follows:

First, determine the bomb concentration value. This is determined by weather type in the target city hex and marking quality.

Consult the Bomb Concentration Table. Find the row corresponding to the weather. Then shift rows up or down according to the marking quality [10.3.2].

BOMB CONCENTRATION TABLE

| Weather | Concentration |
|-------------------------|---------------|
| | 13 |
| | 11 |
| Clear | 9 |
| Broken Cloud | 7 |
| | 6 |
| Cloud, Haze | 5 |
| | 4 |
| Heavy Cloud, Fog | 3 |
| | 2 |
| | 2 |
| | 1 |
| | 1 |

In addition:

Shift 1 row up if the raid has a heavy bomb load [12.3.1].

Shift 1 row down if the raid has a light bomb load [12.3.2].

Row shifts are cumulative. After all row shifts look across to find the concentration value.

EXAMPLE: A raid makes a bombing attack in Clear weather. Marking quality indicates a shift two rows down. The Clear row gives a result of 9, but shifting two rows down yields a result of 6.

Place bomb counters equal to the concentration value in the area marked with the TI counter. Draw the counters blindly from the cup before placing them.

Next, blindly draw bomb counters one-by-one from the cup and place one per area on the city map. Before drawing, the British player chooses which area to place the counter in. He cannot place more than one per area and cannot place these counters in the area marked with the TI counter.

The British player must place a bomb counter in each area adjacent to the TI counter first. Once all these areas are filled, he places a bomb counter in each area two spaces away from the TI. When these are filled he places a counter in each area three spaces from the TI, and so on. Each time a 'ring' of areas is filled he keeps placing them at the next distance away until all bomb counters have been placed on the city map.

If every area on the city map is filled and there are undrawn bomb counters remaining, they are placed in the countryside.



EXAMPLE: This Wanganui attack through Heavy Cloud generates a concentration of 2 on the TI counter. This leaves 18 bomb counters to place on the map. The first six counters are placed in the ring marked '1'. The next eight counters in the ring marked '2'. The remaining four counters are placed by the British player in the areas marked '3'.

10.4.3 COUNTRYSIDE

If the TI counter is placed in the countryside, the procedure is changed slightly. Firstly, counters equal to the bomb concentration value are placed in the countryside.

Then the British player draws the remaining bomb counters one-by-one. He places the first counter in any area of the city map, then he places one in the countryside. A third is placed in another city area and a fourth in the countryside. He continues to alternate placing bomb counters in the city and countryside until they have all been placed.

No more than one bomb counter may be placed in each area. When resolving bombing in this fashion the restrictions on placing within so many spaces of the TI counter are ignored.

EXAMPLE: A Wanganui attack goes terribly wrong and the TI counter lands in the countryside. The concentration is 3, so that many bomb counters are drawn and placed in the countryside. The remaining 17 bomb counters alternate between placement in the city and the countryside, resulting in 9 counters placed in city areas and 8 more in the countryside.

10.5 Bomb Adjustment

DESIGN NOTE: Many factors impinged upon bombing to either scatter bombs wide of the target, or to better concentrate them.

After all bomb counters have been placed players move them around on the city map. The German player moves them according to the degree of bombing error then the British player moves them if he benefits from accurate bombing. Finally, the players convert bomb counters into major fires.

10.5.1 MOVING BOMB COUNTERS

Players may have the opportunity to move bomb counters on the city map. Each move is from one area to an adjacent area.

Counters in Fields areas bordering the countryside may be moved to the countryside by the German player (the British

player may never move counters into the countryside). Bomb counters in the countryside can be moved to any of the outermost Fields areas by the British player.

10.5.2 ADJUSTMENT PROCESS

Follow these procedures carefully step by step.

(1) BOMBING ERROR. The German player determines the error value by adding the following together:

- 2 Visibility is poor
- 2 City has a Poor radar signature
- ? The value from the Disruption Table below, based on the current disruption total inflicted on the raid (the British player must announce the total number of disruptions at this point) [9.8.3].
- ? Value of any cards played. (Card values are cumulative where multiple cards are played.)

The German player expends one point of error value to move one bomb counter one area. Counters in an outermost Fields area cost one point to move into the countryside.

A bomb counter may be moved more than once by expending an additional error value. The German player does not have to expend all of the error value.

DISRUPTION TABLE

| Disruptions | Error Value |
|-------------|-------------|
| 0 to 2 | 0 |
| 3 to 4 | 1 |
| 5 to 6 | 2 |
| 7 to 9 | 3 |
| 10 to 12 | 4 |
| 13 to 16 | 5 |
| 17 to 20 | 6 |
| 21 to 25 | 7 |
| 26 to 30 | 8 |
| 31 or more | 9 |

The error value on the Disruption Table is also subtracted from VPs scored by Gardening raids at the moment of attack [4.3.3].

(2) BOMBING ACCURACY. Now the British player determines the accuracy value by adding the following:

- 2 If playing the Downfall scenario
- 2 Visibility is good
- 2 City has a Good radar signature
- 2 The Moon has risen and Newhaven marking is being used
- ? Value of any cards played. (Card values are cumulative where multiple cards are played.)
- 2 If resolving a follow-up raid [10.6] and two or more major fires were started in the first attack

The British player expends one point of accuracy value to move one bomb counter one area. Counters starting in the countryside cost one point to move into any outermost Fields area.

A bomb counter may be moved more than once by expending an additional point of accuracy value. Counters moved by the German player in the previous step can be moved by the British player. The British player does not have to expend all of the accuracy value.

Any bomb counters still in the countryside at the end of this step are removed from play.

DESIGN NOTE: The 2 accuracy for the Downfall scenario represents a variety of improvements, such as the advent of Mk.III H2S and shortening the period of attack, which reduced backward drift.

(3) CONFLAGRATION. After moving all counters, the British player may convert bomb counters into major fires [10.5.3]. Creepback may take place [10.5.4]. After all conversions check for firestorms [10.5.5].

10.5.3 CONVERSION

The British player can convert HE and Incendiary counters in the same area into major fires. He does this by removing bomb counters from an area and replacing them with Major Fire counters. The British player does not have to convert and can decide how he converts counters.



The British player converts counters in the following order:

- (1) The area with the TI counter.
- (2) The area with the Approach marker.
- (3) Other areas in any order the British player desires.

Expend counters as follows to create major fires:

City Centre Areas. Two counters of either type converts to one major fire. Two Incendiaries and one HE counter converts to two major fires.

Residential Areas. One Incendiary and one HE counter converts to one major fire. Two Incendiaries convert to one major fire.

Industrial and Transport Areas. Any three counters convert to a major fire so long as there is at least one HE counter amongst them.

Fields Areas. No conversion allowed.

Once converted, Major Fire counters may never be moved.

The CIVIL DEFENCE card prevents one conversion, while leaving the bomb counters in place. Converting two Incendiaries and one HE counter into two major fires in a City Centre area counts as two conversion attempts for the purposes of this card. In other words, it prevents only one fire from starting.

10.5.4 CREEPBACK

If two major fires are created in the area with the TI counter, creepback is triggered immediately. Move all remaining unconverted bomb counters from the TI-marked area to the area containing the Approach marker. If the Approach marker is in the countryside, move the counters there.

The number of fires required to trigger creepback can be increased or reduced by cards. Play the cards at the moment during conversion where they may trigger or prevent the triggering of creepback. Modifications to the trigger value are cumulative.

10.5.5 FIRESTORMS

Firestorms start only in good weather [3.4.1, 12.1.1]. Assess whether a firestorm has started after all conversions are complete.

If there are three or more major fires in a City Centre area roll 2 dice. If the result is less than the number of fires in the area, a firestorm begins. A firestorm doubles the number of major fires in that area; place additional counters on the map.

If multiple City Centre areas have three or more major fires, roll separately for each area.

10.6 Follow-Up Raids

When a follow-up raid is selected, two Main Force raids attack the same target, but at different times.

The HE and Incendiary counters have a tinted reverse side. Use this to distinguish between bombs dropped in the first and second attacks. Major fire counters are also shaded differently on the reverse to distinguish between fires started in the first and second attack.

Resolve the first attack on the city as normal. The second attack is resolved on the same city map. However, all the bomb counters and major fires from the first attack remain in place.

Remove the TI counter and Approach marker after the first attack, but keep the Aimpoint marker in the same area for the second attack. For the second attack place a new TI counter, based on the current weather in the target city's hex, and resolve the attack as normal. If the first attack drifts [10.3.2] the second will drift in the same direction if its drift value is greater than 0.

Bomb counters and major fires placed in the first attack cannot be adjusted or moved in the second attack. However, major fires from the first attack may modify the accuracy value of the second attack [10.5.2]. Furthermore, bomb counters from the first and second attack can be combined to covert into major fires [10.5.3].

EXAMPLE: In a Residential area an Incendiary counter from the first attack can be combined with an HE counter from the second attack to start a major fire.

Major fires from the first attack are added to those of the second when rolling for firestorms [10.5.5]. However, do not roll for firestorms in any area where no new fires were started by the follow-up raid. Also do not roll for firestorms in any area that has already suffered one.

11.0 END OF GAME

The game ends either when all raids have exited the map and recovered, or when both players agree to end play.

At the end of play, all nightfighter units still in the air must recover. Roll for recovery [7.4.4]. If fuel states may affect recovery the German player can play out as many turns as he needs to return all units to airfields or divert and recover.

(As a sporting gesture and to prevent play dragging on interminably, players are asked not to draw cards in the hope of playing an ACCIDENT card in this 'end stage'.)

After all units have recovered and losses been determined, count up the Victory Point scores and then check for victory.



11.1 Victory Points

The British and German players total their Victory Points (VPs):

The British player totals Victory Points as follows:

- ? VPs printed on the target selection chit [3.3] (or both target chits in the Downfall scenario)
- ? VPs of any mine hex attacked by a Gardening raid less VPs for disruption on the raid [4.3.3, 10.5.2]
- 1 VP for each Mosquito raid bombing (3 VPs if the Mosquito raid target is Berlin)
- 0.5 VP for every nightfighter loss
- ? Total of all Main Force raid bombing VPs [11.1.1-11.1.2]

The German player totals Victory Points as follows:

- 1 VP per bomber loss in the Berlin scenario (2 for each confirmed Mosquito raid loss [9.9.1])
- 2 VPs per bomber loss in the Downfall scenario (3 for each confirmed Mosquito raid loss [9.9.1])

Bomber loss and target selection VPs [3.3] are totalled at the end of the game. During play use the x1 and x10 VP markers on the Loss & Victory Point Track to keep tabs on the running totals for bombing, mining and nightfighter losses. (The British player uses the +0.5 side to track any half VPs.)



11.1.1 BOMBING SCORING (BERLIN SCENARIO)

In the Berlin scenario the British player scores the following VPs for bombing:

- 1 VP for each unconverted Incendiary or HE counter dropped on a non-Fields area.
- 4 VPs for each major fire.

No VPs are scored for bomb counters in Fields areas.

Double the VPs for all Incendiary or HE counters and major fires in Industrial and Transport areas.

11.1.2 BOMBING SCORING (DOWNFALL SCENARIO)

In the Downfall scenario the British player scores the following VPs for bombing:

- 0.5 VP for each unconverted Incendiary or HE counter dropped in a non-Fields area.
- 2 VPs for each major fire that is not in the Aimpoint area.
- 4 VPs for each major fire in the Aimpoint area.

No VPs are scored for bomb counters in Fields areas.

11.2 Victory Assessment

Drop any fractions from the British VP total.

Next, subtract the German VP total from that of the British. Then compare the total to the table appropriate for the scenario to determine victory:

BERLIN VICTORY TABLE

| | |
|-------------|-----------------------|
| 0 or less | German Major Victory |
| +1 to +9 | German Victory |
| +10 to +18 | Draw |
| +19 to +27 | British Victory |
| +28 or more | British Major Victory |

DOWNFALL VICTORY TABLE

| | |
|-------------|-----------------------|
| +10 or less | German Major Victory |
| +11 to +20 | German Victory |
| +21 to +30 | Draw |
| +31 to +40 | British Victory |
| +41 or more | British Major Victory |

The victory levels can be interpreted as follows:

German Major Victory. Bomber losses are unacceptable. More nights like this and a bombing halt will be ordered so the strength of Bomber Command can recuperate.

German Victory. Bomber losses outweigh the damage inflicted. It is a good night for the Nachtjagd.

Draw. Mounting losses cancel out the effects of bombing.

British Victory. The target has been plastered while bomber losses have been kept at an acceptable level.

British Major Victory. A good concentration has been achieved on the target with relatively little loss. The Reich is 'reaping the whirlwind'.

12.0 ADVANCED RULES

The following rules add detail to the game but at a cost in time and complexity. Both players must agree which advanced rules are in play before the game begins.

12.1 Advanced Environment Rules

12.1.1 BAD WEATHER

DESIGN NOTE: Electronic navigation aids meant that Bomber Command attacks often took place in bad weather; when nightfighters were likely to be grounded.

After selecting the target and before placing Weather markers [3.4], the British player rolls 1 die and checks the result.

1-2 the weather for the scenario is good.

3-6 the weather for the scenario is bad.

When placing Weather markers on the map, flip them to their good or bad side depending on the weather rolled for the scenario.

Fog and Heavy Cloud markers are marked with a cross in the corner. No more than two such markers may be placed on the map. If two cross markers are placed and a third is drawn, reject it and keep drawing until a non-cross marker is picked. (This rule also applies to markers drawn due to WEATHER cards.)



12.1.2 MOON

DESIGN NOTE: Bomber Command mostly flew during moonless periods. But occasionally they raided when the moon had risen.

When setting up the game, the British player rolls 2 dice and checks the result.

| | |
|------|----------|
| 2-10 | No Moon |
| 11 | Moonrise |
| 12 | Moonset |

If there is a moonrise or moonset the British player secretly checks the moon value on the target selection chit (use the value on the Target A chit in the Downfall scenario). This value indicates the game turn the moon rises or sets. The British player places the Moonrise or Moonset marker, as appropriate, on the Game Turn Track. He can place it on the game turn indicated by the chit OR up to two spaces to the right or left of this turn.



The British player does not indicate the moon value indicated by the chit to the German player; he just places the marker on one of the five potential turn spaces, as he desires.

A Moonrise marker means that the moon rises at the beginning of the game turn indicated by the Moonrise marker and lasts until either twilight begins or the end of the game, whichever comes first.

A Moonset marker means that the moon has risen at the start of the game and lasts until the end of the game turn indicated by the Moonset marker.

While the moon has risen add 1 to visibility modifiers for infiltration and combat [3.4.4]. In certain conditions it may modify bombing accuracy [10.5.2]. Mark that the moon has risen by flipping the Visibility marker to its moon side.



12.1.3 TAIL WINDS

If the weather for the scenario is bad when determining the environmental effects during setup [12.1.1], a wind direction is established by rolling 2 dice. If the result is between 5 and 9 (inclusive) place the Wind marker on the Tail Wind display facing in the direction indicated by the dice roll. On any other result there is no tail wind. Wind direction can point down a column of hexes or a row of hexes.

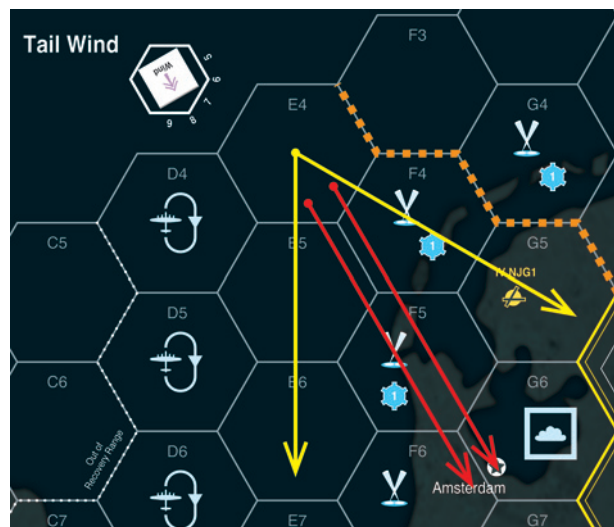


ILLUSTRATION: The wind is facing direction 8. The red lines show the direction of the wind and the yellow lines the direction to either side of the wind.

An infiltration modifier is applied, depending on whether the lead counter of the raid travelled the last hex of its movement that turn in the direction indicated by the wind, or on a reciprocal (opposite) course to the wind. (This direction is based on the raid's plotted course.) If a raid is travelling in the same direction as the wind, or the direction either side

of the wind, there is a -1 modifier to infiltration rolls against that raid. If travelling on a reciprocal course to the wind, or the reciprocal direction either side of the wind, there is a +1 modifier to infiltration rolls.

The British player should announce if such a modifier applies to the roll.

12.2 Intruders

DESIGN NOTE: Late in the war the Germans launched Operation Gisela, sending nightfighters to England to shoot down bombers as they landed.

The German player may employ nightfighter units as intruders.

12.2.1 INTRUDER CREATION

The German player declares a unit to be an intruder when it scrambles. This declaration is made after scramble losses and patrol attacks are resolved.



Only units from 3.JD and 4.JD may be declared as intruders. In the Berlin scenario only one nightfighter unit may be declared an intruder for the entire scenario. In the Downfall scenario any number of eligible units may be used as intruders.

Mark intruder units with Intruder markers.

12.2.2 INTRUDER BEHAVIOUR

Intruders cannot conduct GCI, Tame Boar or Wild Boar attacks.

Intruders can move to the England space by exiting the map from a hex adjacent to England. They can also move from the England space to any adjacent hex. It costs two hexes of movement to move from an adjacent hex to England or vice versa. Each Fighters Move Phase spent in the England space a nightfighter unit may not move except to exit the England space but still decrements its Fuel marker.

Any intruder unit that recovers from the England space diverts to either 3.JD or 4.JD (only 3.JD in the Downfall scenario) but is out of recovery range [7.4.7].

12.2.3 AIR DEFENCE OF GREAT BRITAIN

DESIGN NOTE: Mosquitos under ground control defended British air space against intruder operations.

If there are one or more intruder units in the England space the British player gets to attack one of them (his choice) with the ADGB counter in the Tame Boar Phase. Roll one attack, regardless of the number of intruder units present.



12.2.4 INTRUDER COMBAT

DESIGN NOTE: Bombers over England carelessly burned their navigation lights, making them easy targets for intruders until they were alerted.

In the Tame Boar Phase, after the Air Defence of Great Britain has attacked, intruder units in the England space may make an attack on any raid in the space. The German player selects each intruder unit in turn and then selects a raid to attack.

Attacks are made using the Wild Boar STACKED column. However, if any attack generates defensive fire [9.7.2] all subsequent attacks in that scenario, by the same or different intruder units, are made on the Tame Boar column instead.

(Raids are considered alerted to the presence of intruders. Use the Alerted marker as a reminder of this.) Apply modifiers for the weather in the England space.

12.3 Alternative Bomb Loads

12.3.1 HEAVY BOMB LOAD

When plotting a Main Force raid the British player can assign that raid a heavy bomb load. As a reminder, note 'Heavy' on the planning map next to the raid's ID letter.

If the raid has a heavy bomb load its load is 24 bomb counters [10.4.1]. In addition, shift one row up on the Bomb Concentration Table [10.4.2].

While carrying a heavy bomb load the British player cannot play any CORKSCREW or HIGH-ALTITUDE BOMBERS cards to defend against attacks on the Main Force raid until the entire raid (raid and bomber stream) is on the return flightpath.

The moment a German nightfighter unit attacks such a raid, the British player must announce it has a heavy bomb load. Nightfighter attacks against raids with heavy loads benefit from a +1 modifier until the entire raid (raid and bomber stream) is on the return flight path.

12.3.2 LIGHT BOMB LOAD

DESIGN NOTE: On long-ranged raids the bombers carried a lighter bomb load because of the weight of the fuel required for the journey.

After plotting, total the number of hexes in the Main Force raid's flightpath, including the entry hex and exit hex. In the Downfall scenario raids starting in the southern group of entry hexes (G9, H9, H10, I11) add 5 to the total.

If this flightpath total is 20 or greater, the raid takes place at long range. As a reminder, note 'Long' on the planning map next to the raid's ID letter. Long-ranged raids carry a light bomb load.

If the raid has a light bomb load its load is 16 bomb counters [10.4.1]. In addition, shift one row down on the Bomb Concentration Table [10.4.2].

The British player can, if he wishes, plot that he's carrying a heavy bomb load [12.3.1] on a long-ranged raid. If he does this the light and heavy bomb loads cancel out (making for no change at all; the raid has 20 bomb counters and no row shifts for loads). However, all heavy bomb load effects on nightfighter combat and CORKSCREW or HIGH-ALTITUDE BOMBERS cards still apply until bombing is complete.

12.4 Bombing Approach

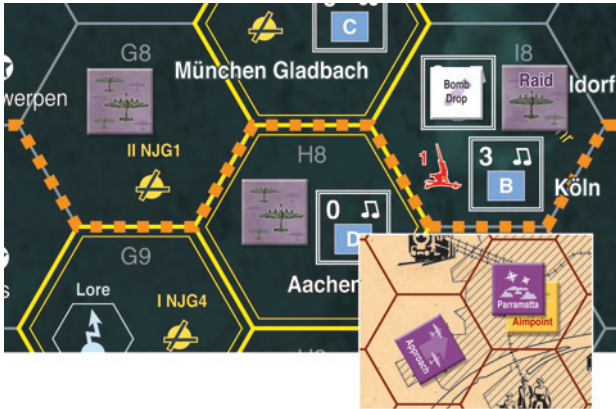
North on the city map matches the direction of North on the scenario map. When placing the Approach marker during target marking [10.3.1], place it in the direction relative to the aimpoint that matches the hex from which the raid entered the city's hex on the scenario map.

12.4.1 VARIABLE NORTH

DESIGN NOTE: This rule helps mix up the configuration of cities somewhat.

Before the British player begins raid plotting, roll 1 die (or one for each target city, if playing a Downfall scenario with two different target cities). The number rolled sets the direction

of North on the target city's map. When setting up the city map for bombing, check the numbers around the compass hexagon and set North to be the direction rolled, using a North marker.



EXAMPLE: A raid moves G8, H8, I8 and bombs Düsseldorf. Assuming North is compass direction 1 on the city map, the Approach (see inset) would be placed in direction 5 from the aimpoint, since this is the direction of the hex from which the raid entered I8.

12.5 Fog of War

To increase the confusion for the German player, the British player tracks bomber losses, disruption, flak damage and Mosquito Hunt markers differently. Instead of placing markers on the Loss Track or Raid Box, track losses and effects on a copy of the Raid Tally Sheet supplied at the back of the play book, or use a piece of scrap paper instead. The British player keeps this information secret from the German player until required to reveal it.

- He must reveal the number of disruptions when figuring error values from disruption [4.3.3, 10.5.2].
- He must reveal the presence of Flak Damage markers when nightfighters are attacking [9.8.4]
- He must reveal the presence of Mosquito Hunt markers when recovering Mosquito raids [9.9.2]
- He must reveal the number of disruptions and Flak Damage markers when recovering raids [7.6].

Total losses are revealed at the end of the game.

13.0 PLAYING DOWNFALL

The rules are primarily written for players playing the Berlin scenario. This is a quick reminder of the rules where the Downfall scenario differs from Berlin.

- Use red nightfighter counters, not yellow.
- Use the Downfall cards in the card deck, not Berlin cards.
- The starting jamming level is 6 [3.1.2, 8.1].
- The British player receives Patrol markers [9.2.4].
- Place Flak Stripped markers [3.6].
- The British player selects two targets [4.5.1].
- Roll for Twilight before determining targets [4.5.3].
- The British player receives two Main Force raids, a Decoy raid and increased numbers of Mosquito raids [3.5.1].

- The British player uses a different procedure to pick his initial card hand [3.7.1].
- Main Force and Decoy raids occupy one hex instead of three [7.2.1], though they can temporarily lengthen to two hexes [7.2.3].
- 4.Jagddivision has been replaced by Allied Territory. Nightfighter units in Allied Territory receive recovery penalties [7.4.8].
- The German player may assign GCI Intercept markers to SE units [9.3.1].
- Nightfighters may only infiltrate on bombed cities if the bombing marker is on its Bomb Drop side [9.4.2].
- Mosquito Hunting is possible [9.9.2].
- The aimpoint must be an Industrial or Transport area [10.3.1].
- The British player receives a bombing accuracy modifier [10.5.2].
- Follow-up raids are possible [10.6].
- Bombing scoring differs from the Berlin scenario [11.1.2].
- Victory is assessed differently [11.2].
- Any number of units may be used as intruders (only 1 in the Berlin scenario) [12.2.1].
- The southern group of entry hexes (G9, H9, H10, I11) add 5 to the total hexes in the flightpath when calculating Long range [12.3.2].

SEQUENCE OF PLAY

DRAW CARDS. (*Skip this phase on the first game turn.*) Both players may discard any number of cards from each hand. Then, both players draw up to three cards into their hand. However, their hand cannot exceed 5 cards [6.1].

FIGHTERS MOVE. Infiltrated units can leave raids [9.4.3]. The German player moves his nightfighter units [7.1].

- Move TE and SE units up to 2 hexes.
- Move TE units with Scramble markers up to 1 hex and remove the Scramble marker.

Units without a GCI Intercept marker decrement their Fuel markers by one [7.5-7.5.1].

Do NOT yet place nightfighter units into city or beacon boxes.

SCRAMBLE. Place nightfighter units on their airfield hex [7.4.2] and the corresponding Fuel markers on the Fuel Track. Mark TE units with a Scramble marker. Move SE units up to 1 hex but do not mark them with a Scramble marker. Patrols may attack [9.2.4, 9.2.5]. Check losses for scrambling units. Declare intruders [12.2.1].

RAIDS MOVE. Remove all raid and bomber stream counters [7.2]. The German player can, if he wishes, mark the formerly-occupied raid hexes with Track markers [7.2.5].

Raids are considered to move to their next plotted destination hex. No counters are yet placed or moved on the map. However, raids and bomber streams that exit the map place their counters in the England space [7.2.4].

If a raid or bomber stream moves through an area flak hex place a Flak Combat marker in the hex.

If a raid or bomber stream moves through an active Himmelbett hex place a GCI Combat marker in the hex.

If a raid flies over a city it is plotted to bomb, place a bombing marker there on its 'Bomb Drop' side [10.2]. Nightfighter units deployed on beacons or cities in an adjacent hex at this moment may react and move into the hex [9.5.2].

While a raid or any part of its bomber stream is bombing a city, nightfighter units in that hex may declare Wild Boar attacks against the raid [9.5.1]. City flak will also attack the raid. Place Wild Boar and/or Flak Combat markers on the city.

After all raids have moved and all Combat markers have been placed [9.1.2], roll GCI [9.3], flak [9.6.1] and Wild Boar [9.5.1] attacks. Remove Combat markers after each attack is rolled.

RAID DETECTION. Roll to detect raids [8.2]. A success means raid counters and bomber stream counters are placed on the map.

TAME BOAR. Any TE unit in the same hex as a detected raid or bomber stream counter, OR in the same hex as a bombing marker, OR stacked on a beacon in an adjacent hex to a detected raid or bomber stream counter, may try to infiltrate [9.4.1].

After resolving all infiltrations, resolve Tame Boar attacks. The Air Defence of Great Britain may attack intruders [12.2.3] after which the intruders may make attacks in the England space [12.2.4].

DEPLOYMENT. Stack nightfighter units on cities or beacons in their current hex [7.3] if desired. Units in Himmelbett hexes may have GCI Intercept markers placed on them [9.3].

RECOVERY. Perform the following actions in strict order: Move units from the Rearm & Refuel Box to the Ready Box [7.4.5]. Recover nightfighter units by moving them into the Recovery Boxes [7.4.4]. Check for recovery losses. Patrols may attack [9.2.4]. Recovering units then move to the Rearm & Refuel Box, unless diverting, in which case remove them from play [7.4.4]. Units in the Closed Airfield Box move into the Rearm & Refuel Box [7.4.6]. Remove raids in England from play [7.2.4]. Main Force and Decoy raids in England check for losses [7.6]. Confirm Mosquito losses [9.9.1].

BOMBING. Resolve bombing for bombing markers currently on their 'Resolve Bombing' side [4.3.2, 10.2-.5], then remove the bombing marker. Gardening raids that reached their target hex this turn place Mine markers in the hex.

END PHASE. Flip bombing markers from 'Bomb Drop' to 'Resolve Bombing' [10.2]. Move the Game Turn marker one space forward. If it moves into a space containing a Patrol counter, place that counter in the Patrol Pool box [9.2.4].



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308, USA

www.GMTGames.com