

EXAMPLE OF PLAY

It is the 2 p.m. phase of August 13, and both RAF fighters (Spitfire #1 and Hurricane #2) are standing by at Hawkinge. Radar reports a raid of six air units at 10,000' on starting hex 6.

FIRST IMPULSE

RAF MOVE: The RAF fighters scramble to Ground Level, facing toward hex D7. Their fatigue goes up one level.

LUFTWAFFE MOVE: A die roll of 4 puts the raid over Manston, which is already damaged, so the raiders do not bomb.

SECOND IMPULSE

RAF MOVE: The RAF fighters move two hexes to Dunkirk and climb two levels to Angels 10.

LUFTWAFFE MOVE: A roll of 1 sends the raid to hex G8. Next impulse it can bomb Eastchurch, Rochford, or Canewdon.

THIRD IMPULSE

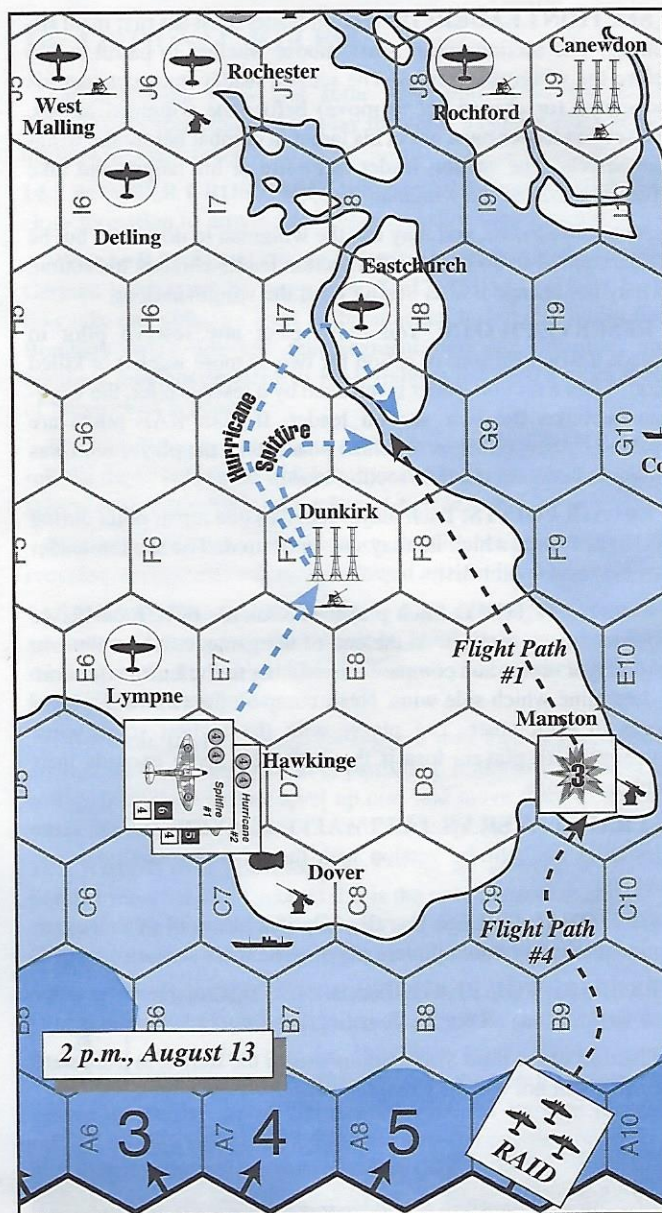
RAF MOVE: The Spitfire climbs two levels to Angels 20, moves to hex G7, and then intercepts by moving into hex G8 from out of the sun. The Hurricane climbs to Angels 15, moves through hexes G7 and H7, and then intercepts by moving into hex G8 to make a head-on attack.

COMBAT ROUND 1: The raiders are flipped over to reveal Me109 #4 and #5, Me110 #10, Do17 #19, He111 #22, and Ju87 #24. A dice roll of 8 on the True Altitude table shows no change to the raid's altitude but places the odd I.D. fighters as top cover. Thus Me109 #5 is at 15,000' and the others stay at 10,000'.

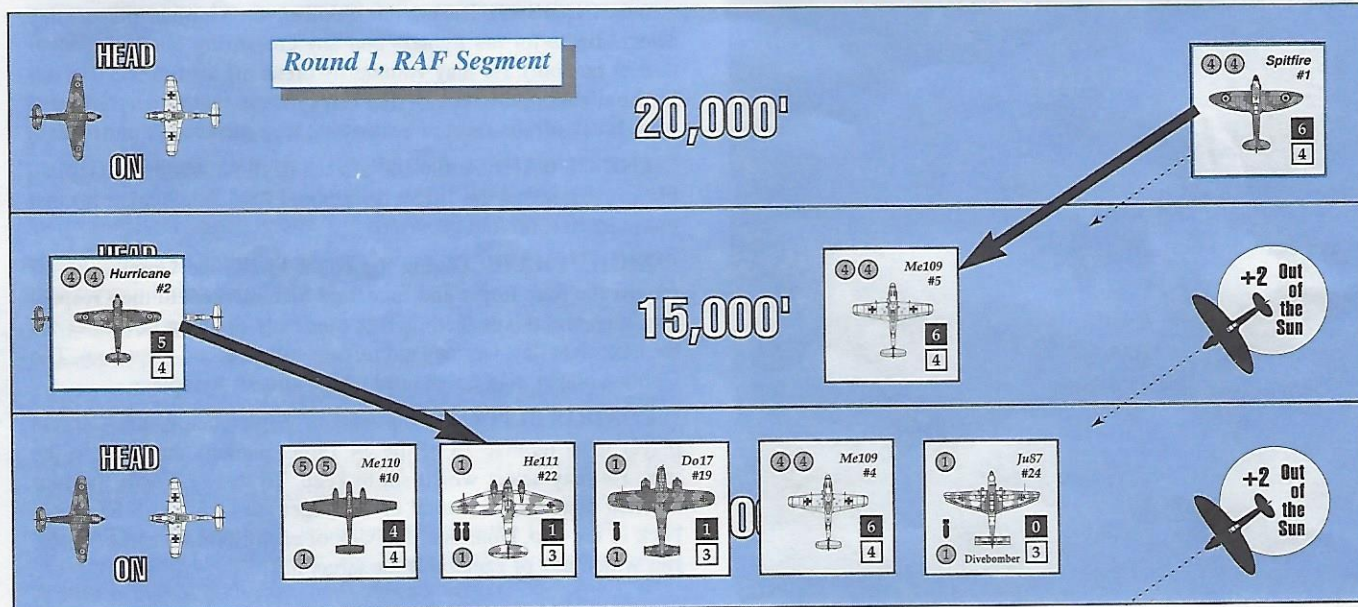
RAF SEGMENT: The Spitfire selects Me109 #5 as target, and the Hurricane selects He111 #22.

There is no performance check for the Hurricane attack because it is head on. Thus, the Hurricane and He111 each fire one burst. The Hurricane rolls two dice and gets 3 and 1. Both hit, so both are re-rolled for position. A 1 and 5 are rolled. The 1 hits the port engine and the 5 also hits the port engine (instead of the frame) because this is a head-on attack. The port engine is destroyed, so the He111 is destroyed and counts as a victory. The He111 rolls one die for return fire from its front gun, missing on a 3.

The other combat requires a performance check. The Spitfire has a performance of $6 + 2$ (out of the sun) $+ 5$ (die) = 13. The Me109 has a performance of $6 + 6$ (die) = 12. The Spitfire wins the check by 1, so it takes one burst, rolling two dice. It rolls a 5 and 4, so one hit is scored. A 3 is rolled, wounding the Me109's pilot.



THE BATTLE OF BRITAIN



Round 1, Luftwaffe Segment

HEAD ON

15

Wounded pilot—must break off:

Me109 #5

Spitfire #1

Me110 #10

Hurricane #2

Do17 #19

Me109 #4

Ju87 #24

Divebomber

+2 Out of the Sun

+2 Out of the Sun

LUFTWAFFE SEGMENT: Me109 #5 must break off due to its pilot hit. The other two German fighters roll to determine their targets. Me109 #4 rolls a 2, so it attacks Spitfire #1. The Me110 rolls a 4, so it attacks Hurricane #2.

The Me110's performance is $4 + 3$ (die) = 7. The Hurricane's performance is $5 + 2$ (die) = 7. The Me110 ties and may not fire.

Me109 #4's performance is $6 - 2$ (climb) + 4 (die) = 8. The Spitfire's performance is $6 + 5$ (die) = 11, so the Me109 also may not fire.

COMBAT ROUND 2: At the end of Round 1, the player rolled a 3, so combat continues into Round 2 (a roll of 1 would have ended it).

RAF SEGMENT: The Spitfire selects the Me109 for target, and the Hurricane selects the Ju87.

The Hurricane's performance is $5 + 6$ (die) = 11. The Ju87's performance is $0 + 1$ (Me110) + 5 (die) = 6, so the Hurri wins by 5. The Hurri chooses to fire only three bursts (six dice) and scores four hits on the rolls. The four hits are re-rolled as 4, 2, 4, and 4, so the gunner is killed and the engine is damaged. The Ju87 will have to break off with a range of 3, which means it will crash (another victory).

The Ju87 returns fire with two bursts (half of three, rounded up). It scores one hit, which is re-rolled as a Frame 6 hit.

The Spitfire checks its performance against the Me109 and loses, so it may not fire.

Round 2, RAF Segment

HEAD ON

15

Me109 #4

Me110 #10

Hurricane #2

Do17 #19

Ju87 #24

Divebomber

+2 Out of the Sun

+2 Out of the Sun

LUFTWAFFE SEGMENT: Both the Me109 and Me110 roll 6 for target selection, so they both attack the Hurricane (Me109 first). The Me109 performs at $6 + 1$ (diving) + 4 (die) = 11. The Hurricane performs at $5 - 1$ (hit) + 3 (die) = 7. The Me109 wins by 4 but is limited to three bursts (six dice). It scores four hits: Pilot, Engine, Engine, and Frame 5. The Hurri is destroyed and recorded as a RAF loss on the Victory Track. The hit pilot bails out successfully and is placed on hex G8 with a hit marker.

The Me110 does not get to fire because the Hurricane is already destroyed, and the Me110 may not switch targets.

END OF COMBAT: At the end of the Round 2, the player rolls a 1, so combat ends and the Spitfire immediately lands at its base.

LUFTWAFFE MOVE: A roll of 3 sends the raid to Eastchurch. The Do17 drops its one bomb from 10,000', causing one point of damage. For all purposes, the raid is finished and the three remaining German aircraft return to the Luftwaffe mix. The 2 p.m. phase is over.

Round 2, Luftwaffe Segment

HEAD ON

15

Spitfire #1

Me109 #4

Me110 #10

Do17 #19

Hurricane #2

+2 Out of the Sun

+2 Out of the Sun