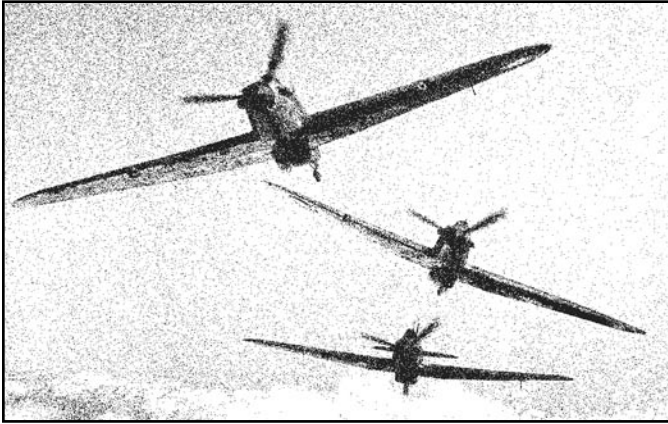


THE BURNING BLUE

The Battle of Britain, 1940



ERRATA

The Burning Blue rules errata, 28 June 2006

Rules Errata

Rulebook, page 16. **9.3.5, Alternate Targets.** Add the following: “Bombing units that divert must use the same attack type [16.2] as intended against the original target.”

Rulebook, page 16. **9.3.7, Fighter Raids and Units.** 5th paragraph. Add the following at the end of the paragraph: “If the unit returns to or reaches an orbit point, it may be issued orbit orders [10.3.2].”

Rulebook, page 19. **10.3.2, Orbit.** Final paragraph. The underlined words indicate changes to the rule: “If the orbiting unit’s tally fails, or it is not eligible to attack, or declines to pursue, the moving stack may, if the owning player wishes, immediately attempt to tally the orbiting unit. Only RAF and Freie Jagd units may attempt it. If successful, the moving unit(s) commence pursuit of the orbiting unit [12.2].”

Rulebook, page 21. **11.5.3, Altitude.** Add the following to the end of the rule: “Altitude results less than Angels 0 are announced as 0 and above Angels 34 are announced as 34.”

Rulebook, page 23. **12.2, Pursuit.** 3rd paragraph. Add the underlined sentence to the rule: “So long as a unit has a tally, it cannot change orders except to pancake, unless the tally is lost [12.3]. Pursuing RAF squadrons move in the Pursuit Phase. Pursuing Freie Jagd units may move in either the Luftwaffe Movement Phase or the Pursuit Phase. However, units that enter pursuit against orbiting units during The RAF or Luftwaffe Movement Phases [10.3.2] complete their remaining pursuit movement in that phase and do not move again that game turn.”

Rulebook, page 36. **22.1.1, Raid Matching.** Final paragraph. Rewrite as follows: “Track raid matching on the raid log sheet or a scrap of paper. If a raid splits, distribute interceptions between the split raids as evenly as possible. The Luftwaffe player decides which raids odd numbers of squadrons are assigned to.”

Scenario Book Errata

Scenario Book, page 21. **Scenario 4. Special rule (d).** The example should read: “A raid with two Gruppen of He111 en route to its target is attacked by four squadrons. It can now divert.”

Scenario Book, page 31. **Quick Start A.** Sun direction should be SW, not SE.

FAQ

Components

Q: Where are the WAAFs with the croupier’s rakes to update the plotting board?

A: Ha ha! They will be available in the deluxe edition with the 1:1 scale ops room and real Heinkels.

1.5 Scale

Q: According to rule 1.5, altitude is in Angels, which are increments of 1,000 feet. So how come in the game Angels are given in 2,000 foot intervals?

A: ‘Angels’—units of 1,000 feet—are a real-world measure. However, in the game we only count Angels that are a multiple of 2,000 feet. So units can only fly at Angels 0, 2, 4, 6, 8, 10, 12, 14, 16, 18... etc. up to a ceiling of 34. When there is an altitude change, it is always couched in terms of a multiple of 2 Angels. Note that the altitude counters are all multiples of 2, so you can’t go wrong.

2.2.2 Terrain Features

Q: Does hex 0702, near Portland, get an Observer check? There’s a sliver of land there but that observer must not mind getting his feet wet...

A: If there’s a sliver of land, it is defined as coastline and therefore the Observer Corps can detect units in that hex as per 11.4.

5 Sequence of Play

Q: In the Pursuit Phase is it possible that there would be four units pursuing in a circle, so that this rule cannot work out which unit should move first?

A: It could theoretically happen, but is extremely rare, so no rule was drafted to cover the eventuality. In the event this happens, players should figure out some random way to resolve it, such as rolling a die or flipping a coin to determine the first unit in the daisy chain to move.

6.6.5 Early Warning

Q: If an RAF unit sets up without an orbit order, such as the Late units in scenario 1, are they given orders at the start or in the first RAF Movement Phase of the game?

A: They can be given orders on set-up or in the RAF Movement Phase, as the RAF player desires.

7 Random Events

Q: If you roll a double 1 or double 6 for random events, do you make two detection checks on each affected raid?

A: No. Just one.

9.2.5 Splitting Up Raids

Q: In scenario 2 raid chit GG lists two targets in hex 1219. Can one raid hit these two targets together or do I need to split them into separate raids?

A: Either is acceptable. You can keep the bombing units in a single raid or separate them into two before reaching the hex.

9.3.1 Form Up Counters

Q: Can Form Up counters be stacked in the same hex?

A: Yes. There are no restrictions on stacking Form Up counters. However, they calculate their strength [11.6.1] separately.

9.3.3 Raid Movement

Q: What happens when a course ends up being plotted along a hexside? If a course travels along the border between two hexes, are both those hexes 'on' the line of the course?

A: Yes. Which means that a raid may have a choice of either hex to move to.

Q: If there are two possible hexes for a bombing raid to move to does the Luftwaffe player have a choice of either hex to move to?

A: Yes. See also the question above.

Q: The rule says the raid must finish movement on a hex of the plotted path. Does this mean the raid can stray from the path between the start and end of movement?

A: No. As the rule points out, raids must fly the plotted course and may not deviate unless in pursuit or assigned a pancake order. However, it must also move so that it finishes movement as many hexes away from its start hex as its movement allowance.

9.3.4 Navigation

Q: Can Lost counters be removed once the bombers bomb their target? I don't see any reference to removing them.

A: The rules don't specify what to do with Lost counters, but clearly Lost status has no function after a raid has bombed its target, so yes, you can abandon the counters.

Q: Rule 9.3.4 mentions rolling for navigation when reaching a landmark or coastline hex. What if that hex is also a waypoint? Would the raid roll twice?

A: A raid only rolls once for navigation each turn, not for each landmark/coastline hex encountered.

Q: On the Navigation Table, the text box in the lower right hand corner says that when a lost raid reaches its target hex it rolls to divert. This suggests that it doesn't get a chance to get back on course when entering its target hex. True?

A: No, as rule 9.3.5 (b) notes, you only check for diversion after rolling for navigation as a consequence of reaching the target.

9.3.5 Alternate Targets

Q: A raid reaches its target hex but the weather is overcast. Should I roll for Navigation, as there is a chance that I will try and drop the bombs, or do I immediately plot the raid to its alternate target?

A: Para (a) of 9.3.5 takes precedence. You must divert to the alternate target.

Q: When a diverted raid gets to its alternate target, must it roll navigation again?

A: Yes, as this is now the raid's target it rolls for navigation as per 9.3.4.

Q: I must divert to an alternate target, which is an RDF station. My raid has Ju88's in it. Can I re-plot them to change level and then dive bomb the RDF station or must they remain at their planned height and make a level bombing attack?

A: They must remain at their planned height and make a level bombing attack. See the rules errata for 9.3.5.

9.3.6 Breaking Up Raids

Q: A raid with one bomber and one top cover escort is attacked and the escort is late to react. The bomber reaches maximum disruption and must pancake and break out. The escort then attacks and it too reaches maximum disruption so it must break out and pancake. Can these two pancaking units make one raid or must they make two separate raids?

A: 9.3.6 says that units that receive pancake orders should be broken out *with any other pancaking units* and made to form a new raid.

However, I'd rule that in such a situation the fighters could accompany the bombers OR form their own raid—whichever the Luftwaffe player wishes. There should be no restriction on pancaking fighters leaving the bombers early, particularly if they are close to their recovery time.

9.4.1 Freie Jagd Task

Q: Do Freie Jagd require a landmark to orbit or can they do it at any point of the plot, even over water?

A: They can enter orbit in any hex. There are no restrictions listed in the rules for Freie Jagd orbit points.

9.4.4 Jabos

Q: I have an Jabo raid that forms up at Angels 20. The detection card states -4 altitude so I record the raid as being at Angels 16. Just before crossing the Kent coast I have plotted the Jabos to drop to Angels 4 for their run in on target. Given the -4 Angels reading what height do I now report the raid at?

A: Angels 0. See the rules errata for 11.5.3.

10.2.7 Changing Orders

Q: Suppose I send a raid deep over London with an Me109 escort that has a short recovery time. Could the fighters exit the raid and go home without the bombers?

A: Yes. Escort units, like any other Luftwaffe unit, may voluntarily change their orders to pancake at the beginning of movement. Refer to rule 9.3.6 on how to break pancaking units out of raids.

11.1.1 Hidden Movement

Q: When do you use the “?” side of the hostile raid counter?

A: You flip the raid counter to its reverse (undetected) side as described by rule 11.1.1 cases (b), (c) and (d). Whenever a hidden raid enters an RAF orbit zone; enters a hex containing Ack-Ack capable of attacking it, or is within 1 hex of an RAF unit in the RAF Combat Phase, the raid is placed on the map on its “?” side.

11.6 Form Up Detection

Q: According to rule 11.6, the altitude counter should not be shown when a form up detection check is performed, while 11.6.2 says that the altitude must be marked if detected. I am confused.

A: You do not place an altitude counter on the form up counter [11.6], but you DO place an altitude counter on the raid when the raid forms up (i.e. the moment the form up counter is replaced with a raid counter) [11.6.2].

12.1.1 Tally Check

Q: The rule says that Confusion happens in the combat phases only. What happens when the result is Confusion during the Luftwaffe Movement Phase?

A: Treat it as no result.

13.2 When Combat Takes Place

Q: An RAF unit is orbiting and a raid moves adjacent with its last MP. The RAF unit tallies the raid and changes to pursuit and since it is adjacent it attacks. Both sides survive and the RAF unit has no disruption levels. Now in the Pursuit Phase, does the RAF attack the tallied raid again?

A: Yes. The unit in pursuit moves in the Pursuit Phase (which is to say that it stays in the same hex) and attacks on completion of movement. It can also attack again in the RAF Combat Phase.

Of course, it's likely to run out of puff before then and become disrupted as a result of combat, but in theory an RAF unit can attack in the enemy's movement phase as a consequence of Pursuit/Orbit order, again in the Pursuit Phase and again in the RAF Combat Phase.

13.3 Interception

Q: I have a squadron that is in the same hex as some bombers it attacked in the previous RAF Combat phase. I survived combat without pancaking. Since I maintained the tally, I understand the rules to say that I must attack again in the RAF Movement Phase when the enemy raid moves out of my currently occupied hex into the adjacent hex. Is that correct? And do I need to roll for interception again?

A: Yes, pursuing units intercept when their target moves into the adjacent hex, even from the same hex [13.2]. Furthermore, if the squadron survives without pancaking again, it is still eligible to move in the Pursuit Phase and attack again.

Yes, you will need to roll interception all over again.

13.3.4 Escort Reaction

Q: I am a little unsure what happens when my RAF fighters roll a bounce versus a bomber and then the escorts get a reaction but roll a normal interception. It sounds as if the bounce is wasted.

A: Yes, the RAF attack is halted, so the original bounce does not take place.

Q: One of the reaction modifiers is a +1 for close escorts. Does that modifier come into effect if you use top cover fighters or is it only used if you use close escort fighters to react?

A: Escort selection is made *after* reaction is rolled. You do not preselect escorts before the roll.

So, as the modifier states, the +1 is applied if “there are close escorts in the raid” regardless of the selection made after the reaction roll.

16.2.4 Strafing

Q: Can a Freie Jagd unit strafe multiple times? The strafing rule says it dives to angels 0 and returns to its recovery point at Angels 2, but is it allowable to plot it to strafe multiple airfields?

A: Rule 16.2.4 isn't totally clear on this but the intent of the rule is that the Freie Jagd can only strafe one airfield and then returns home to its recovery point.

17.2 Recovery

Q: One of my RAF squadrons tallied and intercepted an outgoing raid just over the French coastline. At the end of combat they entered a dogfight situation. The following turn, this squadron did not move until the Luftwaffe Movement Phase, at which time the raid moved one hex into its recovery hex and recovered. The actual dogfight never took place due to recovery. Is this correct? Could the RAF have the option to attack Luftwaffe raids over France, especially at a vulnerable time of landing?

A: Yes, it's correct. No, the RAF can't attack the raid. The raid is removed from the map as per the recovery rules and the combat does not take place.

DESIGN NOTE: Historically, the RAF never chased raids back to France in squadron strength. The controllers would have recalled them long before, and though individual fighters were known to chase enemies as far as France, they were either fended off by Luftwaffe fighter cover or Ack-Ack. We have no game mechanics to cope with attacks on recovering formations and I have no intention to add them to the game. Since these events were so unusual in the historical battle I would rather not reward the RAF player for such behaviour.

20.1.1 Scramble Limit

Q: If a raid is detected it will contribute to the total of units detected so far in the scenario. 20.1.1 states that if a raid becomes undetected the scramble limit does not get reduced. So what if a raid is detected, then undetected and later redetected? Would its raid strength be used twice when calculating the number of detected units and calculating the scramble limit?

A: Just once.

20.3.1 I0/II Group Cooperation

Q: I don't understand the notion that squadrons "may accept orders from" a sector as well as their own sector airfield. Does this mean that they can trace HF R/T range to another sector's airfield/relay?

A: Yes, that's exactly what the rule means.

21.1.1 Channel Freie Jagd

Q: If you elect to use a Channel patrol unit as a Freie Jagd raid, do you tell the RAF player, or do you simply set up fewer Channel patrol units as if a lower chit had been drawn, and reveal it at game end when counting VPs? I ask because if you reveal it, it might give away some idea of how many fighters your raids have.

A: The rules don't specify what happens here, but the intent of the rule is that the extra Freie Jagd adds variability to the Luftwaffe force mix and so the RAF player should not be certain how many Freie Jagd units there are. You should reveal that you have used a Channel patrol as a Freie Jagd only at the end of play when totting up VPs.

23.2.2 Campaign Raid Chits

Q: A raid chit may not be reused in a campaign. But can a Gruppen that is used in one campaign scenario be used in another?

A: Yes. The campaign scenarios are separate from each other. Unless a Gruppe is completely eliminated [23.2.3] it may be used in a later scenario.

Scenario I

Q: In Scenario 1, the weather roll is fixed at 0 bad weather zones. Does this mean that the weather counter colours are also fixed at Yellow, Green and Red, or do I roll for the colour and simply ignore the # of bad zones?

A: The roll result for bad weather is 0, so the counters are fixed as Yellow, Green and Red as per the table.

