

# THE BURNING BLUE

## The Battle of Britain, 1940



### SUPPLEMENT #1

In this supplement we publish a set of advanced rules that add detail to the basic rules set. However, these rules add complexity and workload for the players, so for this reason they are optional and have not been included in the boxed edition of the game. Feel free to use these rules if both players agree to them.

#### SI.1 RAF Command and Control

##### SI.1.1 LOW ALTITUDE R/T RESTRICTIONS

*DESIGN NOTE: Aircraft at very low altitude had great difficulty picking up radio signals.*

HF-equipped RAF units at Angels 0 are not in command if more than 1 hex away from their sector station or R/T relay.

VHF-equipped units at Angels 0 or 2 are not in command if more than 15 hexes away from their sector station or R/T relay.

##### SI.1.2 HF R/T RANGES

*DESIGN NOTE: The 40 mile range for the TR9D HF radio set, as depicted in the game, is a fairly optimistic one. HF ranges are sometimes quoted as 35 or even 30 miles and the range varied widely with the atmospheric conditions and the presence of other radio broadcasts, such as those from the BBC or even the enemy.*

The radio range for HF radio may differ from the 8 hex distance listed in the rulebook. Determine the base radio range of R/T during the RAF Set Up Phase. Roll one die to find the radio range, in hexes, from the following table:

Roll	Radio Range
1	6
2-3	7
4-6	8

##### SI.1.3 RAF ORDERS

*DESIGN NOTE: The RAF order system was streamlined during playtest in order to speed play. Players who wish a more authentic experience should use these rules, along with the 10.3.1 optional rule.*

When issuing a vector order, the RAF player should specify an altitude as well as the hex the squadron should move to. Place an altitude marker beneath the order counter to note the target altitude.

The squadron should move toward the hex and the target altitude and completes the order only on reaching that hex and altitude. If not at the specified altitude, the squadron should change altitude at least once during its movement. If

it starts its move lower than the specified altitude, it cannot climb higher, and if it starts its move higher it cannot move lower.

To enter an orbit or commence a patrol line, that orbit or patrol line must have been ordered in a previous game turn. The order is pre-specified, as per rule 10.2.6, even if the target hex is well within radio range.

Pre-specify an order by placing an orbit or patrol line counter on the Order counter. (For a patrol line the second patrol line counter must also be placed.) The order must also specify the altitude of the orbit or Patrol Line.

The orbit or Patrol Line cannot commence until the squadron is in the target hex at the specified altitude. In the Patrol Phase after reaching the Order counter at that designated altitude, a unit changes to the specified order without a command check.

##### SI.1.4 PANCAKING RAF UNITS

*DESIGN NOTE: It is possible that a squadron might wander out of command and be forced to pancake as a result. This rule permits the player to throw such squadrons back into the fight if they are as yet unused.*

An RAF unit that has a pancake order but does not have any disruption levels AND is not in a low ammo state may be given orders if it is in command. This is the only time that a pancake order can be overridden.

##### SI.1.5 REFORMING FLIGHTS

Two non-disrupted flights of the same squadron may join back together in the air. Use the same rules for forming Wings [20.2.1]; a successful roll joins the flights back together. Replace the flights with the original squadron counter. If either flight was at low ammo state, the reformed squadron is also at low ammo. The new squadron has the total casualties suffered by both flights, added together.

##### SI.1.6 AIR PICTURE

Add 1 to all RDF and Observer Corps detection results if the Air Picture is Poor (though not to 0 results).

### SI.2 Luftwaffe Raids

#### SI.2.1 LUFTWAFFE PLANNING OPTIONS

*DESIGN NOTE: The random raid chits and Victory Point thresholds make for raids of a certain size and strength. But players may vary this if they wish.*

The Luftwaffe player may opt for one or more of the following in the Luftwaffe Planning Phase.

- He can choose ALL the raid chits instead of picking them randomly.
- He may ignore the upper and lower Victory Point thresholds.
- He must adhere to the upper and lower VP thresholds but there is no limit on the number of chits that may be pulled. However, each chit pulled greater than the printed maximum scores the Luftwaffe -3 VP.

*EXAMPLE: In scenario 2 the Luftwaffe player decides to use option (c) and picks four chits totalling 51 VP (chits A, I, AA, DD). However, he accepts -3 VP for having one chit greater than the three allowed.*

### S1.2.2 FORM UP DELAY

*DESIGN NOTE: Players who really want to recreate the uncertainty of when a raid might form should ignore the restrictions on form up times. Note that this rule might lead to long waits as the Luftwaffe player keeps the RAF guessing as to when they launch their raids.*

Ignore the restrictions in 9.2.7 on setting the form up time of a raid (normally within 18 game turns of the scenario start). Instead, a raid can form up any time on or before 6:30 PM.

### S1.2.3 LUFTWAFFE CHANGE OF STRATEGY

*DESIGN NOTE: This rule helps recreate the periods around the transitions between phases of the battle, when the Luftwaffe strategy was in flux.*

The first raid chit pulled uses the raid of that letter from the following scenario. If this chit exceeds the VP thresholds, use it anyway.

*EXAMPLE: It is Scenario 2. The Luftwaffe player picks raid chit B as his first chit, but uses raid B from scenario 3 rather than scenario 2.*

Players should decide whether the Luftwaffe player can use this rule. If it is in play, the Luftwaffe player must write down on his logsheet before he picks chits whether he will use the rule or not. He is not required to use the rule, even if the RAF player has agreed to it.

### S1.2.4 JABO OPTIONS

During planning, a Jabo unit may be allocated a new altitude after it bombs. The Jabo may dive or climb to that new altitude as if returning to its plotted course [9.3.7].

*EXAMPLE: A Jabo raid ingresses to the target at Angels 24. Prior to reaching its bombing point it dives to its bombing altitude of Angels 16. After bombing it is plotted to climb back to Angels 24 to continue its Freie Jagd sweep.*

### S1.2.5 LOW LEVEL RAID DETECTION

Luftwaffe low level raids do not have to place form up counters or conduct strength checks if their form up point is outside of the maximum range of CHL. In addition, the Luftwaffe player does not have to check detection when such raids form up.

*DESIGN NOTE: Low level raids may begin undetected.*

### S1.2.6 FORM UP TIME

*DESIGN NOTE: Some of the playtesters preferred to place form up counters according to these rules, because they made the duration of form up counters on the map a variable. The rationale is that even a delayed raid may have aircraft circling the form up point at the moment the form up was due to start.*

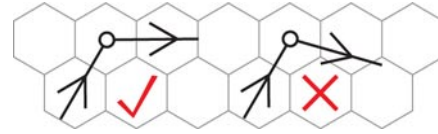
If the form up time is delayed, place the form up counter on the turn it would have been placed had the form up not been delayed.

### S1.2.7 BOMBER TURNS

*DESIGN NOTE: In the game, raids with bombers can turn on a sixpence when they change course. The reality was slightly different. Bomber formations would turn gently in order to maintain their tight defensive formations, describing arcs that were miles across as they turned.*

The following rule applies to BR.20, Do17, He111 and Ju88 bomber units only. It does not apply to Ju87s.

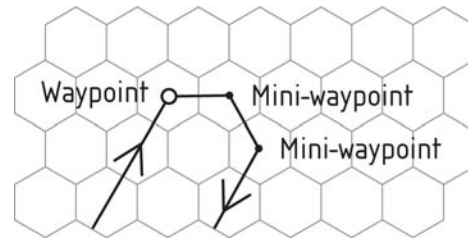
If a bombing raid course changes by more than 60 degrees from one waypoint to the next, apply 1 disruption level to each bomber unit in that raid.



*ILLUSTRATION: This shows a raid changing course by 60 degrees and one by more than 60 degrees.*

To allow raids to turn more than 60 degrees after reaching a waypoint, the Luftwaffe player is permitted to add up to three 'mini-waypoints' after each actual waypoint, so that each course change is at 60 degrees or less. Each mini-waypoint must be adjacent to the actual waypoint or contiguous with a previous mini-waypoint.

These mini-waypoints are 'free' and do not count toward the waypoint limits [9.2.9]. They exist primarily to describe arcs of movement on the map.



*ILLUSTRATION: This shows a raid performing a 180 degree about face by adding two mini-waypoints in contiguous hexes after the waypoint. These mini-waypoints are 'free' and do not counter toward the waypoint limits.*

If the course change occurs as a result of a pancake order, the Luftwaffe player should plot a course back to the raid's recovery point, treating its current hex as a waypoint and adding mini-waypoints where necessary to prevent course changes greater than 60 degrees.

If the Luftwaffe player uses the 10.3.4 optional rule, mini-waypoints may be added to the en-route waypoints also.

### S1.2.8 DIVE BOMB ATTACKS

*DESIGN NOTE: When dive bombers entered their dive, it became very difficult for defending fighters to intercept them. The dive bombers' ability to control their dives using dive brakes often caused fighters to overshoot.*

Attacks made by orbiting/pursuing units against a dive bombing unit during the Movement Point that it dives to make its attack (i.e. before it attacks or is marked with a dive bombing counter) suffer the following penalties:

-2 to the RAF interception roll.

Luftwaffe escorts reacting to such attacks suffer a -1 reaction roll penalty.

Normally, attacks take place before bombers can bomb. However, on this occasion the attack on the dive bombers does not take place until after the bombing.



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