

THE BURNING BLUE

The Battle of Britain, 1940



SUPPLEMENT #3

In this supplement we publish a set of advanced rules that add detail to the basic rules set. Unlike the rules that add historical authenticity in Supplement #1, these are ‘chrome’ rules, in that they are essentially decorative and fun but may unduly exaggerate an historical effect, so the modelling is less accurate or authentic.

These rules add complexity and workload for the players, so for this reason they are optional. Feel free to use these rules if both players agree to them.

S3.1 RAF

S3.1.1 BANTER

DESIGN NOTE: “Tally Ho!” was the call of the fox-hunter on sighting a fox, and was adopted by the RAF as the radio code to indicate an enemy was sighted. For the RAF pilots, the enemy were identified as “Bandits”. The Luftwaffe pilots, brought up on wild west novels, imagined themselves as cowboys. In place of “Bandits” they referred to the enemy as “Indianer”.

When the RAF player places a Tally Ho! counter, he should call “Tally Ho!”. When the Luftwaffe player places a Tally Ho! counter, he should call “Achtung, Indianer!”

Players should agree a suitable forfeit should either of them forget to make the call.

S3.1.2 CONVOY ACK-ACK

DESIGN NOTE: In addition to balloon barrages, convoy vessels were lightly armed with machineguns. However, aircraft recognition was not a strength of the gunners and they were as likely to shoot at RAF as well as Luftwaffe enemies.

All convoy counters have Light Ack-Ack (LAA). However, unlike regular LAA, convoy Ack-Ack will also attack any RAF unit that expends a Movement Point entering or changing altitude, as per rule 14.1.1.

S3.1.3 FOREIGN CONTINGENTS

DESIGN NOTE: The Polish and Czech pilots flying with the RAF were experienced and highly aggressive, but could be somewhat difficult to control.

The Polish and Czech squadrons include 303, 302 and 310 Sqns. These are treated as foreign contingent squadrons.

Foreign contingent units without a tally must always attempt to tally the nearest Luftwaffe stack in the RAF Combat Phase. If their tally check is unsuccessful, they may then choose any

subsequent tally target as normal. Foreign contingent units may be nominated as wing leads, but will still try to tally the nearest Luftwaffe stack first.

Foreign contingent units will not drop a tally if still undisrupted after combat, even if the enemy unit is pancaking, they will stay in pursuit and attempt to attack again.

Foreign contingent units add +1 to their own cohesion checks.

S3.1.4 FREE FRENCH

DESIGN NOTE: Though many foreign pilots were spread around the RAF squadrons, 615 Squadron included a large contingent of Free French pilots who were rushed through their conversion to Hurricanes and thrown into battle. One playtester recalls meeting a 615 veteran and asking him how he coped with English on the R/T. He said he didn’t. He just followed the rest and shot at anything German.

In scenario 5, 615 Squadron is treated as a foreign contingent [S3.1.3].

S3.2 Luftwaffe

S3.2.1 LUFTFLOTTE 2 IN CAEN

Luftflotte 2/3 units based in Caen, if they are taking part in a Luftflotte 2 raid, may form up in Caen. This is an exception to rule 9.2.4.

S3.2.2 LOW-LEVEL RAIDER ESCORT

DESIGN NOTE: Historically, low-level raiders flew without escort. However, with training it may have been possible for a small cadre of Zerstörer escorts to be provided for these raids.

In rule 9.2.3 only units designated as low-level raiders may fly at Angels 0. However, as an exception to this rule the Luftwaffe player may also permit Me110 fighters to fly at Angels 0 as close escort to the raiders. No more than one Staffel of Me110s may be assigned as escort to any low-level raid.

S3.2.3 ME109 DROP TANKS

DESIGN NOTE: Drop tanks for the Me109 were not available in quantity and were of poor manufacture. As a result they played no part in the battle of Britain. This rule assumes some drop tanks were available.

During the Luftwaffe Planning Phase the Luftwaffe player may designate all three Gruppen of one Me109 Geschwader as being equipped with drop tanks. Note this on the log sheet. These Gruppen have an endurance of 24 turns (2h00).

S3.2.4 JG26 CLOSE ESCORT

DESIGN NOTE: Before Göring gave the order for Me109s to close escort raids, Adolf Galland at JG26 was experimenting with splitting his Geschwader between Freie Jagd, top cover and close escort duties.

In scenario 3, special rule (b) restricts close escort to Me110 units only. However, one Me109 Gruppe from JG26 may be assigned as close escort in any playing of this scenario.

S3.2.5 HEINKEL HE112

DESIGN NOTE: The He112 had been a rival design to the Me109 for the Luftwaffe's primary fighter. Though the Heinkel design was the favourite to win the competition for orders, the Messerschmitt design beat it and became the mainstay of the Jagdwaffe.

This alternate history option assumes the He112 won the competition. The resulting design has been improved with the DB601 engine, just as the Me109 was. This updated He112 is not as capable as the Me109, but has the benefit of superior range.

All Me109 units in the game are replaced with He112s. Treat He112s exactly as Me109s for all purposes (including the historical raid tables), except that their endurance is increased to 27 turns (2h15) and their ceiling is Angels 30.

In scenarios with He112s, Hurricanes and Spitfire do not suffer penalties to their combat value at high altitudes [13.4.1]. The Spitfire's penalty at Angels 30+ and the Hurricane's penalty at Angels 26+ do not apply. (Ignore this penalty in all combats, not just those versus He112s.)

S3.2.6 EXPERTEN

DESIGN NOTE: Some fighter Gruppen were renowned for their pilots' élan and hunting prowess.

For every five fighter Gruppen he controls, the Luftwaffe player may designate one Gruppe as comprising Experten. Note this on the log sheet in the Luftwaffe Planning Phase. Experten add +1 to interception rolls [13.3.2] and +1 to their own cohesion checks [13.5].

S3.3 Optional Rule Packages

Players are encouraged to use the optional scenario rules where they can to customize their games. Players who are nervous of applying the optional rules should consider using these packages of rules when they play their scenarios.

Each package comprises one or more optional rules. We encourage players to use a whole package or pick and choose as they desire.

S3.3.1 SCENARIO 1 OPTIONAL RULE PACKAGE

Defiant Defence. This optional rule encourages the RAF player to use the otherwise inferior Defiants.

S3.3.2 SCENARIO 2 OPTIONAL RULE PACKAGE

266 (Rhodesia) Squadron. This optional rule makes for an order of battle more typical of the latter portion of this period.

19 Squadron at Eastchurch. Using this extra squadron will be a real challenge, as it is out of radio range of its sector.

S3.3.3 SCENARIO 3 OPTIONAL RULE PACKAGE

Poles in Training. This optional rule should have only minor effect on the RAF.

Cannon-Armed Spitfires. 19 Squadron are unlikely to figure large in the scenario 3 battles, but this rule makes for an interesting oddity.

Göring Orders Close Escorts. See how this rule changes the play of the scenario considerably by permitting better protection for the bombers.

Controllers on the Ball. This balances the close escorts slightly. However, its main effect may be to encourage the Luftwaffe player to form up later than usual and use more deception strategies.

S3.3.4 SCENARIO 4 OPTIONAL RULE PACKAGE

Bristol Air Defence. This will slightly reduce RAF strength in the main battle area around London.

Bader's Big Wing. This gives the RAF player a clear advantage at the start of play. The Luftwaffe player is recommended not to try to spoil the fun by forming up excessively late. However, if this optional raid package is used the RAF player should let the Luftwaffe player choose their raid chits for the scenario rather than selecting them randomly, with the intention of encouraging a large raid effort against London. [See supplement #1, S1.2.1(a)]

S3.3.5 SCENARIO 5 OPTIONAL RULE PACKAGE

VHF Conversion Completed. This makes life a little easier for the RAF player. He needs the help.

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P.O. Box 1308, Hanford, CA 93232-1308, USA
www.GMTGames.com