

WING LEADER



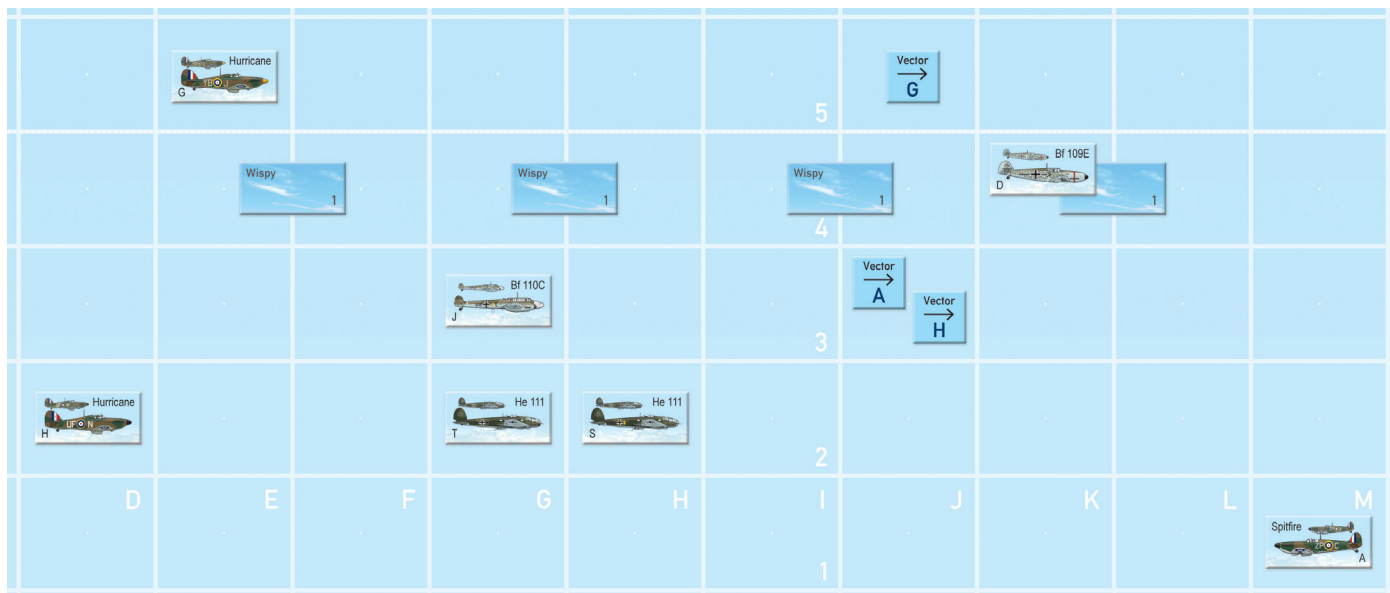
Example of Play #1

Tallies, Movement and Air Combat

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EXAMPLE OF PLAY #1

This example of play will focus on the basics of play: the sequence of play, tallies, movement, and air combat. In this scenario the Germans are raiding and the British defending. The Advanced Bombing rules are not in effect.



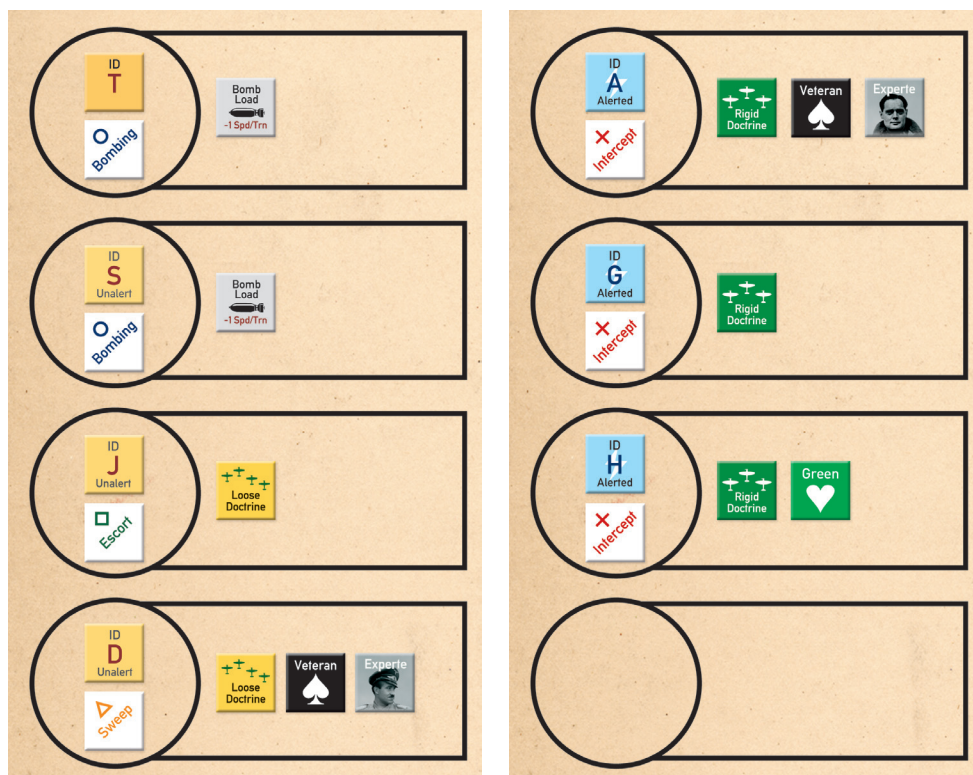
Set-up Summary. The British are intercepting the raid from in front and behind. On the German side a lone Bf 109 squadron sweeps on ahead while the Bf 110 escort keeps watch over the He 111 bombers.

German squadrons T and S (He 111H-1) are on a bombing mission [9.2.1] and set up in squares G2 and H2 respectively. Squadron J (Bf 110C-4) is assigned an escort mission [9.2.2] and sets up in square G3. Squadron D (Bf 109E-4) is assigned a sweep mission [9.2.3] and sets up in square K4. Both fighter squadrons are on the same radio net (radio net Dora) [9.4]. No German squadrons begin alerted. The German player has one Veteran and one Experte marker. He assigns both to squadron D [5.2.1].

Wing Displays at Set-up. The German player has chosen to assign both his veteran aircrew and his Experte to the Bf 109 squadron. His fighters begin the scenario unalerted, which leaves them vulnerable to being bounced.

The British player has assigned his veteran aircrew and his Experte to the Spitfire squadron and his green aircrew to the low Hurricanes in squadron H. His squadrons all suffer from rigid doctrine, which will be a disadvantage in air combat unless they are attacking.

Bomber squadrons do not have an alert state [7.1]. ID counter T reflects this, but ID counters A to S show an alert state. Players should simply ignore this for bomber squadron S.



The Sun is in the left upper position and wispy cloud extends across squares E4 to L4.

TURN 1 – TALLY PHASE

The defending player now rolls tallies. British squadron G (E5) attempts to tally bomber squadron S (H2), which is 3 squares away, and rolls a 2. It gets a -1 modifier for clouds, a +2 modifier for the target being in a large formation [9.1, see Tally Chart], and another +1 modifier for the radio call (being on the same radio net as GCI [9.4]). This modifies the roll to a 4, which is a successful tally. Squadron G's vector is flipped to its tally side and placed on the tallied target. Squadron H rolls to tally bomber squadron T. The net +3 for large formation and radio call modifiers guarantees success. A 6 is rolled, modified to a 9 for a successful tally. Squadron A attempts to tally squadron D above it in K4 and rolls a 2 which fails (+1 for the GCI radio call and -1 for the cloud = 2).

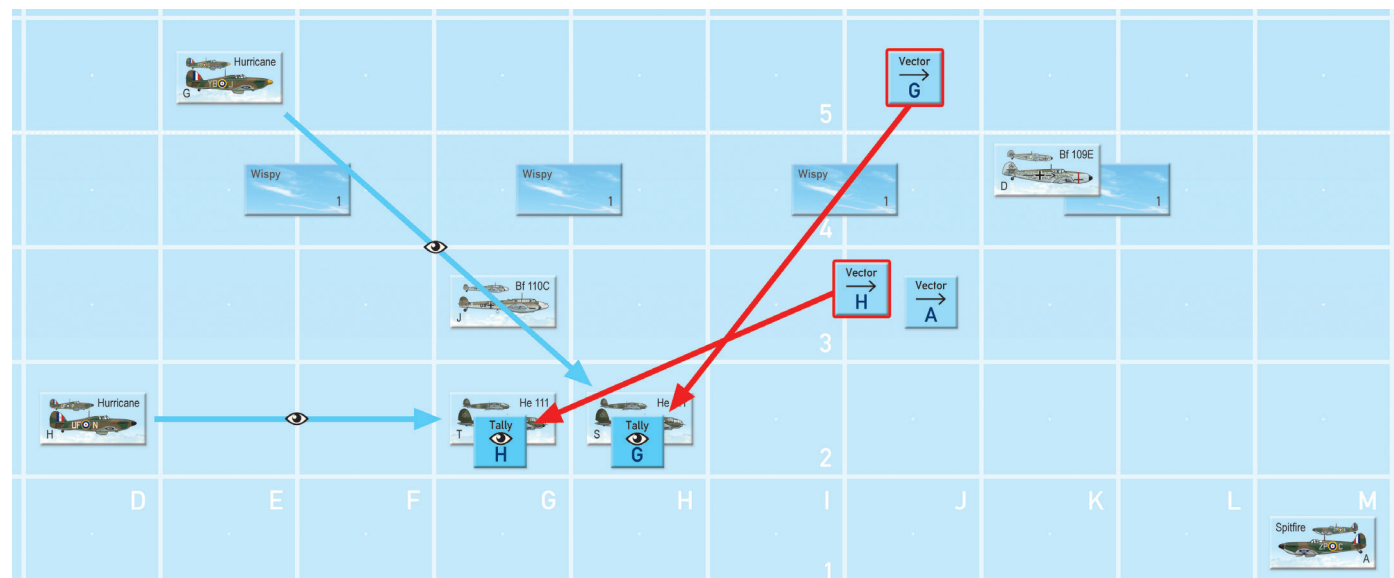


Sun. For this scenario the Sun marker is in the left upper position.



Sun Arc. Hurricane squadron G is in the Sun, resulting in a modifier to Bf 110 squadron J's tally attempt.

Turn 1 Tally Phase. While cloud and distance hinders the German tallies, the Hurricanes use the benefit of the large German formation to acquire the bombers as their quarry. Their Vector markers are flipped to their Tally side and moved to their targets. The Spitfires fail their tally and will proceed towards their vector.



Move Order. Pay close attention to the move order in 6.1.

Turning. In the movement phase depicted here the Hurricane squadrons turn during movement. Turning takes place *before* moving into a square, so we see squadron H turn as the first thing it does. Because it is not a 180 degree turn, this turn costs no MP.

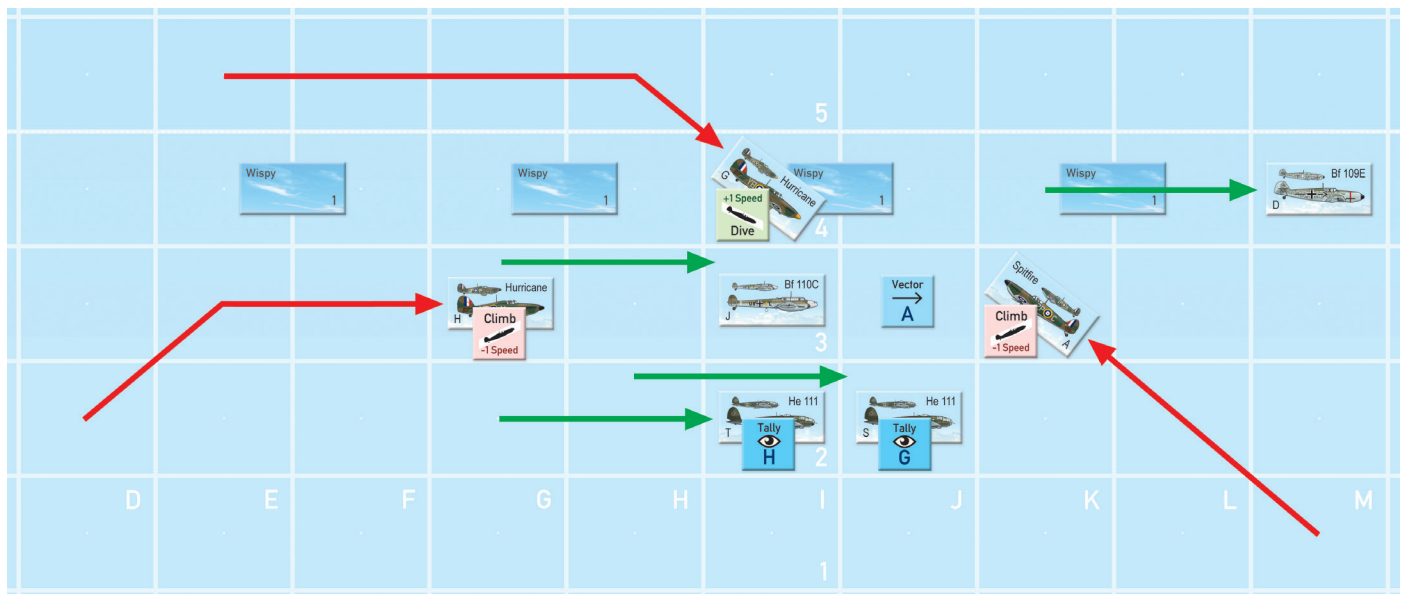
TURN 1 – MOVEMENT PHASE

There are no dogfights, so escorts move first. Squadron J moves forward two spaces.

Next, the bombers move. The raider player opts to move squadron S first, moving it forward two spaces (from H2 to J2), which triggers British squadron G to move immediately after, since it has a tally on the bombers [6.1.2, 7.2.3]. Squadron G declares it is diving to get a +1 MP diving bonus [8.2], moves forward three spaces to H5, then rotates nose down 45 degrees before moving into I4 (total 4 MPs moved). Squadron G is marked with a Dive marker [8.5]. Next, the German player moves squadron T forward two spaces (from G2 to I2) triggering squadron H's movement. Squadron H rotates up 45 degrees before climbing to E3 (1 MP at starting altitude 2 per ADC), then rotates 45 degrees back to level flight and flies two spaces forward to G3 (2 MP). Squadron H is marked with a Climb marker.

Non-alerted squadrons move next, which only applies to squadron D. It flies forward two spaces (from K4 to M4).

Finally, the remaining alerted squadron moves. Squadron A still has a Vector marker on map and so must move towards this, utilizing the shortest route rules [9.2.5]. It climbs up into L2 (1 MP at starting altitude 2 per ADC), then climbs once more to K3 (2 MP). Even though the second climb was at an altitude that is listed on the Spitfire ADC as costing 1 MP, the second climb in a movement phase ALWAYS costs 2 MP [8.3]. Squadron A is marked with a Climb marker.



Turn 1 Movement Phase. As the Germans move, oblivious of the interceptors, the Spitfires climb towards their vector, which puts them into a position to tackle the bomber escorts. Both Hurricanes move into positions from which they can dive onto their bomber targets from 'out of the Sun' in the next turn.

TURN 1 – COMBAT PHASE

Combat only occurs if units end the Movement Phase in the same square as the target they have tallied [10.0]. No combats will occur this turn.

TURN 1 – ADMINISTRATION PHASE

Spitfire squadron A rolls to change its vector placement [9.2.4]. With a GCI rating of 4 this requires a roll of 4 or greater on one die to succeed in moving the Vector marker. However, the roll is 1 and the attempt fails. So the Administration Phase ends and play continues to turn 2.

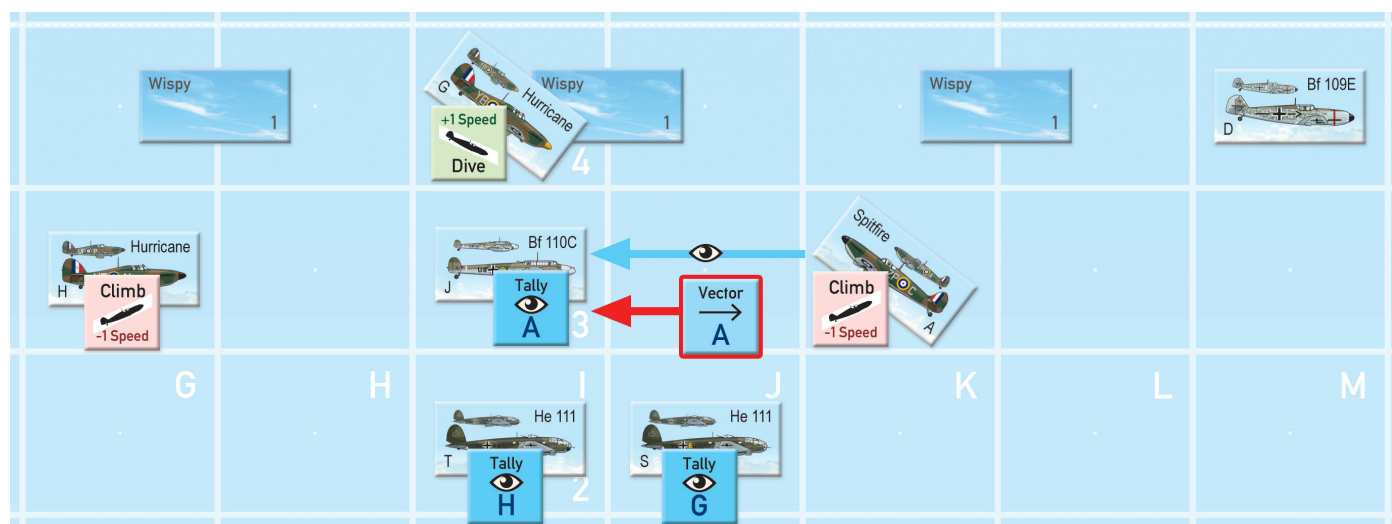
TURN 2

TURN 2 – TALLY PHASE

The German player elects not to attempt a tally with squadron J as he wants it to be available for reaction [10.4]. If squadron J were to tally an enemy squadron, it would immediately switch from an escort to a sweep mission [9.2.2.2] and would no longer be able to react. German squadron D (M4) tries to tally British squadron A (K3) and rolls a 4. This tally attempt gets a -2 modifier for the target being behind, a -1 modifier for line of sight touching the Wispy cloud in L4, and a +1 modifier for veteran quality, resulting in a 2, which falls just short of the 3 needed to succeed.

British squadron A (K3) attempts to tally German squadron J (I3) and rolls a 5 which is successful (modified 7 with the radio call and veteran modifiers applied). British squadrons H and G decide to retain their tallies on the German bomber squadrons.

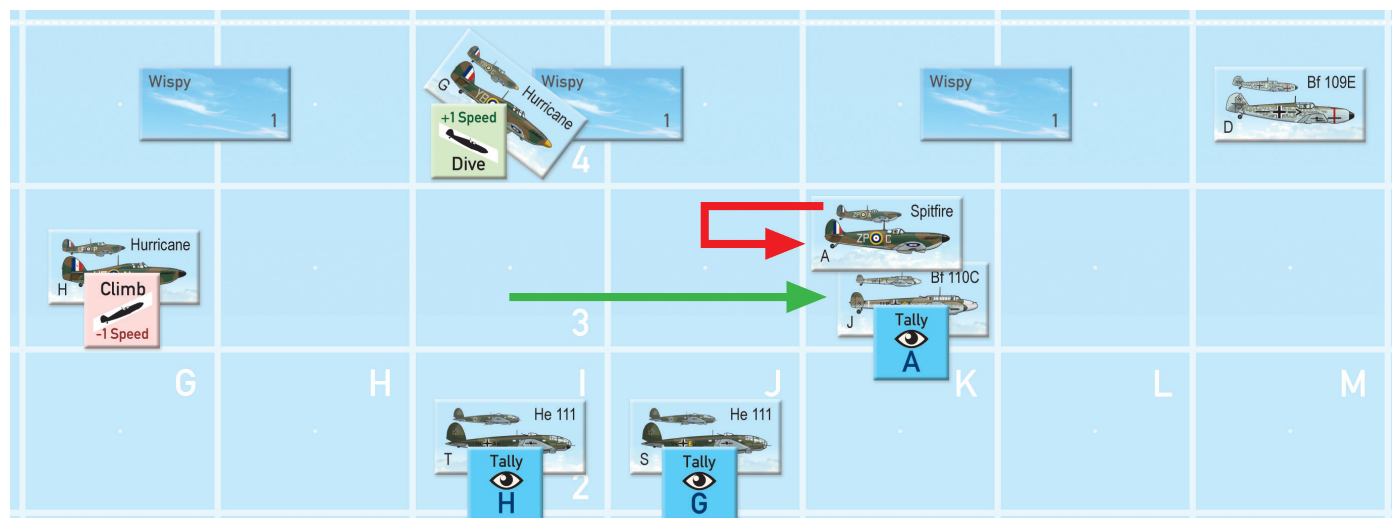
Turn 2 Tally Phase. The German sweep misses what is happening way behind it, while the Spitfire squadron obtains a tally on the bomber escort, flipping its Vector marker to its Tally side and placing it on the Bf 110 squadron.



TURN 2 – MOVEMENT PHASE

German escort squadron J (I3) moves first, flying forward two squares into K3. Squadron J's movement triggers British Squadron A to move immediately after, since A has a tally on J [6.1.2]. Squadron A finds itself starting its movement in the same square as its tallied target. Normally this would force it to stay in this square, but as head-on conditions apply (German squadron J entered K3 from one of the squares ahead of

Spitfire Move. Because the Bf 110 squadron entered the Spitfire's square in a head-on situation, the Spitfire squadron is permitted to move out of the square [7.2.3], which it does, and then turns to re-enter the square and attack it from behind.



Head-on Combats. Head-on combats generate fewer losses than regular combat, while making no difference to the outcome of cohesion rolls. In this example the British player chooses not to waste squadron A in a head-on combat when he can manoeuvre for a better attack.

What if Squadron A Had Stayed? If squadron A had stayed in the square with its target, and not invoked its head-on option to leave and re-enter, it would have expended its MPs circling in K3 and would have removed its Climb marker. (Note that staying in a square because of 7.2.3 does not stop a squadron from expending MPs in that square.)

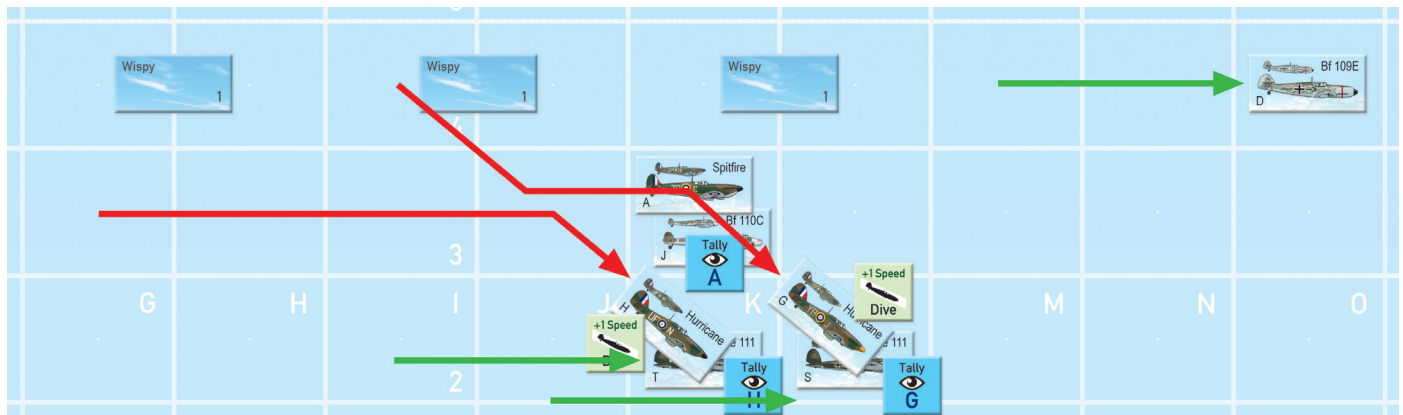
Available or Unavailable? The rules that require a player to determine whether a squadron is 'available' or 'unavailable' don't often come up in play, but here's an example of where it does. By entering the escort's square, the Spitfire squadron prevents it reacting to the movement of the Hurricanes, both of which plough into the squares of the bombers.

squadron A), squadron A can use its next MP to leave the square [7.2.3]. It does this by first rotating down to face square J3 before entering that square, then spends 1 MP to turn 180 degrees to face K3 [8.3] and spends its last MP to re-enter K3 with its tallied target. This manoeuvre allows British squadron A to enter combat while avoiding the head-on combat situation, which would apply a negative modifier to combat rolls [10.3]. Since squadron A did not climb this turn, its Climb marker is removed.

Now that the escort movement is over, the bombers move. The German player decides to move squadron S (J2) first, moving it forward two spaces to L2. This triggers British squadron G (I4) to move immediately since it has a tally on the bomber squadron. British squadron G desires to attack the bombers from 'out of the sun' [4.6.2]. Squadron G spends 1 MP to dive into J3, then spends a second MP to face K3 and move into it. Both J3 and K3 are squares in German squadron S's Sun arc, meaning that British squadron G has spent 2 MP 'in the sun', which qualifies it to bounce German squadron S [13.4.1]. Squadron G spends a third MP to face L2 and dive into it. As it dived during movement, squadron G keeps its Dive marker. German escort squadron J in K3 is not able to attempt to react against G since it is unavailable (in the same square as an enemy squadron that has tallied it) [see 10.4 for reaction requirements and 1.1 for definition of available].

The other bomber squadron T (I2) moves forward two spaces into K2, triggering British squadron H's movement. Squadron H (G3) moves forward 3 spaces to J3. It then declares it is diving and spends a fourth MP to face K2 and dive into it (the Climb marker is removed and a Dive marker placed). Squadron H will also qualify as attacking 'out of the sun' since squares I3 and J3 are both in bomber squadron T's Sun arc.

Last of all to move is German squadron D (M4) which follows its sweep mission behaviour by moving forward two spaces to O4.



Turn 2 Movement Phase. While the Spitfire squadron ties up the Bf 110 escort, the Hurricanes are able to dive down 'out of the Sun', to set up perfect bounces on the two bomber squadrons.

TURN 2 – COMBAT PHASE

Combat occurs when squadrons occupy the same square as a target they have tallied [10.0]. We have three combats to resolve in this Combat Phase. Combat will occur in squares K3 (between British squadron A and German squadron J), K2 (between British squadron H and German squadron T), and L2 (between British squadron G and German squadron S). Combats are resolved in any order chosen by the raider player.

The German player chooses to start with the combat in K3. British squadron A will be the attacker since it has a tally and German squadron J does not [10.1]. German squadron J is still unalerted so this combat will qualify as a bounce [13.4.1]. As the attacker, the British player gets to choose which combat rating both sides will use in the combat (speed or turn) [10.5]. The British player chooses to use turn ratings (making it a

turning fight). Squadron A (Spitfire Mk.IA) has a turn rating of 6. Since squadron A is veteran, this rating is modified +1 for a combat value of 7 [see modifiers listed at the top of the Air Combat Table]. Squadron J (Bf 110C-4) has a turn rating of 4, unmodified for a combat value of 4. Subtracting these combat values from each other, we determine that the British player will roll on the +3 column of the Air Combat Table and the German player will roll on the -3 column.

The British player rolls two dice and gets an 8. This roll is modified +1 for squadron A's Experte and +1 for the British successfully bouncing their enemy, so the modified combat roll is 10 [see modifiers listed at the bottom of the Air Combat Table]. This results in 3 hits on the +3 column of the Air Combat Table. Each of these hits must be resolved on the Losses Table [10.6, see Losses Table on Player Aid Cards]. The British player rolls one die for each hit and gets a 1, 2, and 5. An unmodified roll of 1 always results in no effect regardless of modifiers. To each of the other rolls, the firepower rating of the Spitfire Mk.IA is added and an additional +1 modifier is applied for squadron A's Experte marker. This brings the 2 and 5 rolls up to 4 and 7, respectively. The 4 matches one of the protection ratings of the Bf 110C-4 (4-5), causing a straggler (one Straggler marker is placed on squadron J's Wing Display track). The 7 exceeds the protection ratings of the Bf 110C-4, causing a loss (one Loss marker is placed on squadron J's Wing Display track).

The German player also rolls two dice and gets an 8. Since the Bf 110C-4 has a defence rating (see ADC) and is the defender in the combat, its defence rating is added to its combat roll. As this is a turning fight, the defence rating is increased by 2 from 0 (see Bf 110C-4 ADC) up to 2 [10.5.2]. So +2 is added to the German combat roll and a -1 modifier is applied for being bounced, resulting in a combat roll of 9. This results in 1 hit on the -3 column of the Air Combat Table. The German player rolls one die to confirm the hit and rolls a 6. An unmodified roll of 6 always results in a loss regardless of modifiers (one Loss marker is placed on squadron A's Wing Display track).

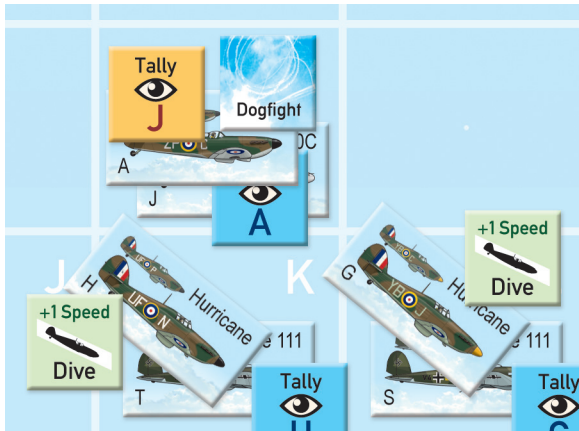
Both sides must now make a cohesion check for their squadrons [10.7]. The British player rolls two dice for squadron A's cohesion check and gets a 7. This roll receives a +1 modifier for it being veteran and another +1 modifier for squadron A being the attacker. A -1 modifier is applied for squadron A's Loss marker. Together these modify the roll to an 8, which results in no disruption for squadron A. Squadron A concludes its cohesion check by being marked with a Low Ammo marker since it participated in air combat [10.7.2]. The German player rolls two dice for squadron J's cohesion check and gets a 7. A -1 modifier is applied for squadron J's Loss marker which results in a roll of 6, meaning squadron J suffers one level of disruption. This causes the squadron to become disrupted (a Disrupted marker is placed on squadron J's Wing Display track). Squadron J is also marked with a Low Ammo marker for participating in air combat. These Ammo markers are always assigned *after* cohesion rolls, meaning they will not have an effect until the cohesion rolls of future air combats.

The last step of this air combat is to determine if a dogfight ensues. Since both sides of the combat have unbroken fighters remaining, a dogfight is possible [10.8]. The British player would like to start a dogfight, but the German player does not. So both sides roll one die and add their basic speed to the roll to determine if the British player is able to force a dogfight. The British player rolls a 4 and adds squadron A's basic speed of 5 plus another +1 for its veteran quality, resulting in a 10. The German player rolls a 1 and adds squadron J's basic speed of 5, resulting in a 6. Since the British modified roll is greater than the German's a dogfight

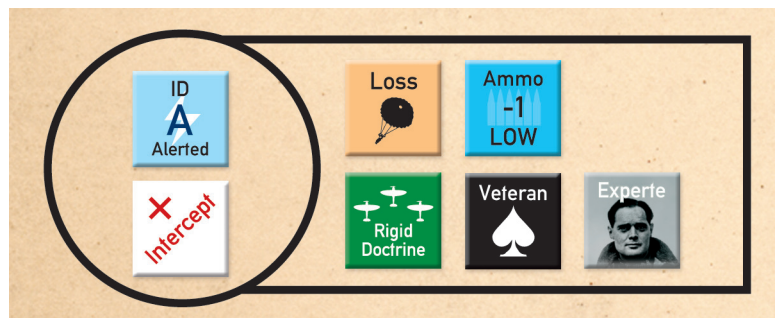
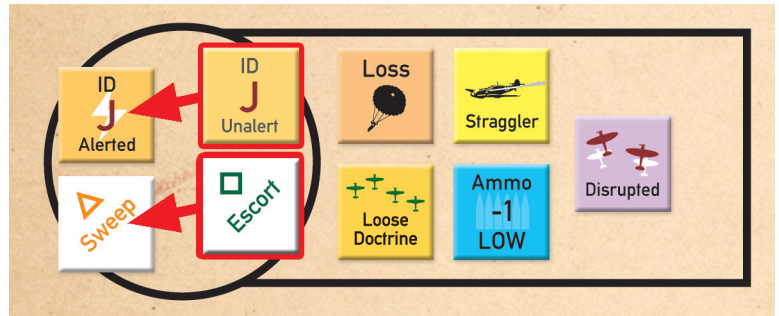
Turning Fights. Probably the majority of air combats in the game are hit-and-run attacks. This may be because there's little difference between an aircraft's speed and turn ratings, while hit-and-run attacks permit the effects of Climb or Dive markers to come into play. But in this example the Spitfire has a clear advantage in turn values over the Bf 110 defender, so chooses that option. However, this brings the Bf 110's defence rating into play, which will be increased by 2 in a turning fight [10.5.2]. The risks as well as rewards are higher for the British player.

Attacker Benefits. In general combat favours the attacker. Not only do they get a cohesion bonus but certain penalties might not come into play. In this combat example the Spitfires have rigid doctrine [5.1] but this only affects their combat value when they are the defender [3.3.2, 5.1].

is successfully created. The squadrons are placed on top of each other and marked with a Dogfight marker [10.8.1]. German squadron J now becomes alerted and places a Tally marker on British squadron A [7.1 and 7.2.4.1]. German squadron J also switches its mission from escort to sweep now that it has a tally [9.2.2.2].



End of the Combat in K3. After exchanging a loss each, Spitfire squadron A and Bf 110 squadron J become locked in a dogfight. The German squadron is now alerted and switches its mission to sweep, meaning it can no longer react to enemy squadrons approaching the bombers. Worse still, it has been disrupted by the Spitfire attack.



The German player next chooses to resolve the combat in K2 between British squadron H and German squadron T. The Germans will be the defender in this combat since bombers are involved [10.1.1]. The Hurricanes are attacking from 'out of the Sun' and so will get the bounce advantage against the Germans [13.4.1]. The British player chooses to use speed values, making it a hit-and-run attack. The Hurricanes have a speed value of $4 + 1$ (marked with a Dive marker) $- 1$ (marked with a Green marker) $= 4$. The He 111s have a speed value of $4 - 1$ (marked with a Bomb Load marker on their Wing Display track) $= 3$. This would result in a combat differential of $+1$ for the British and -1 for the Germans. But the Hurricane Mk.I ADC lists Edge ▶ as an ability and the He 111 ADC does not. This gives the Hurricanes an edge over the bombers and increases their combat differential by $+1$. So the Hurricanes will attack using the $+2$ column and the He 111s will defend using the -1 column.

The British player rolls two dice and gets a $5 + 1$ (bounce) $= 6$ for 1 hit. He then rolls one die to confirm the hit and get a $3 + 1$ (firepower rating of Hurricane Mk.I) $= 4$, which equals one of the protection ratings of the He 111 (4-5) and inflicts a straggler on squadron T. The German player rolls two dice and gets $8 - 1$ (bounced) $= 7$, which results in one hit. He then rolls one die to confirm the hit and get a 5 (no modifiers) which is greater than the Hurricane Mk.I protection rating (4), resulting in a loss.

The British player rolls two dice for cohesion and gets a $7 - 1$ (loss) $- 1$ (green) $+ 1$ (attacker) $= 6$, which disrupts squadron H. The German player rolls two dice for cohesion and gets a 5 which results in no disruption since squadron T is a bomber (notice the two columns on cohesion table; fighters are more likely to suffer disruption in air combats than bombers). British squadron H is marked with a Low Ammo marker but the bombers are not [10.7.2]. We do not check to see if a dogfight begins since dogfights can only involve fighters and not bombers [10.8].

Green Squadrons. There's no sugar-coating it: squadrons with Green markers are less effective in combat and disrupt and break more easily. However, this doesn't prevent green units like Hurricane squadron H being useful, as they have the ability to wear down or gum up enemy units, particularly bombers.

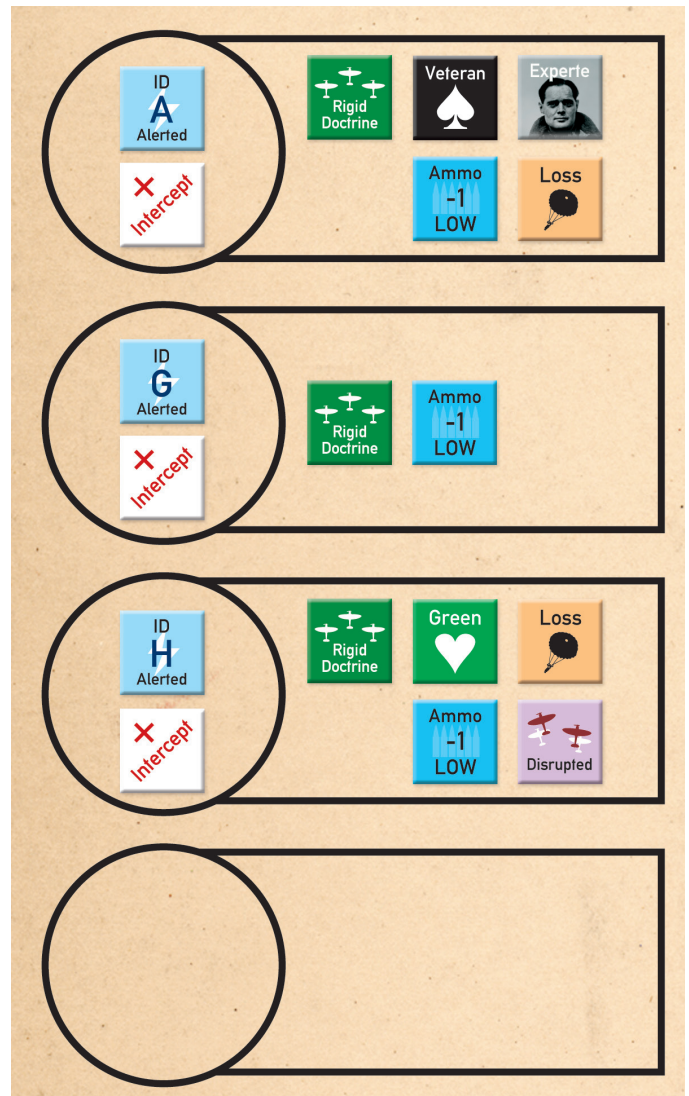
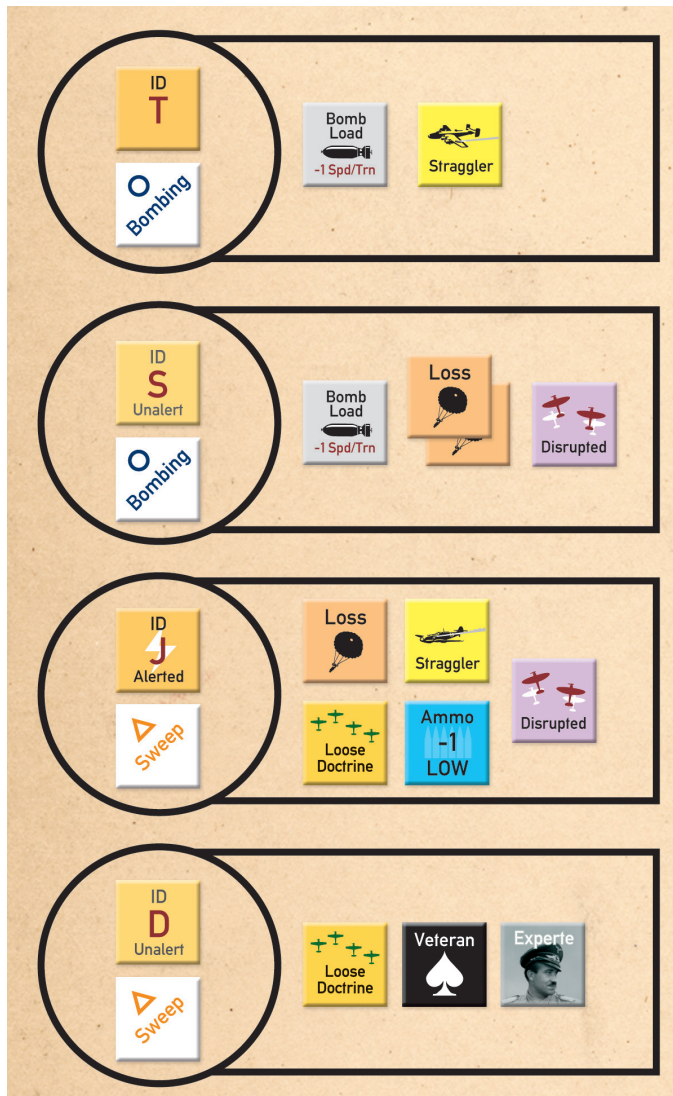
The last combat to resolve is in L2 between British squadron G and German squadron S. The Germans will again be the defender in this combat since bombers are involved. Again, the Hurricanes are attacking from ‘out of the Sun’ and will receive the bounce advantage. The British player chooses to use speed values. The Hurricanes have a speed value of 4 + 1 (Dive marker) = 5. The He 111s have a speed value of 4 - 1 (bomb load) = 3. This results in a combat differential of -2 for the Germans and +3 for the British (the Hurricanes benefitting from the Edge ▶ rating).

The British player rolls two dice and get an 11 + 1 (bounce) = 12, inflicting 4 hits! He rolls a die to confirm each hit and gets a 2, 3, 3, and 5. Each of these rolls is increased by 1 (Hurricane Mk.I firepower rating) to 3, 4, 4, and 6. The 3 is lower than either He 111 protection rating and so has no effect. The 4s equal one of the protection ratings, causing two straggler results with the first placing a Straggler marker on the Wing Display and the second converting that Straggler marker into a loss [10.6.1]. The 6 is greater than either protection rating and results in a 2nd loss. The German player rolls two dice and gets a 4 - 1 (bounced) = 3 for no hits.

The British player rolls two dice for cohesion and get a 6 + 1 (attacker) = 7, passing the cohesion check. Squadron H is marked with a Low Ammo marker. The German player rolls for cohesion and gets a 6 - 2 (losses) = 4 for one level of disruption. As one side comprises bombers we do not check for a dogfight. This concludes all combats and the Combat Phase.

Wing Displays After Turn 2 Combat. The green Hurricane squadron H did not have a successful combat against He 111 squadron T, becoming disrupted and taking a loss for almost no gain. Hurricane squadron G’s attack on He 111 squadron S was more successful, disrupting it and inflicting two valuable losses.

Note that all fighter squadrons in combat in this phase are marked with Low Ammo markers, which increases the chance of disruption or breaking in their next combat.



TURN 2 – ADMINISTRATION PHASE

There is nothing to do this Administration Phase, so we move on to Turn 3.

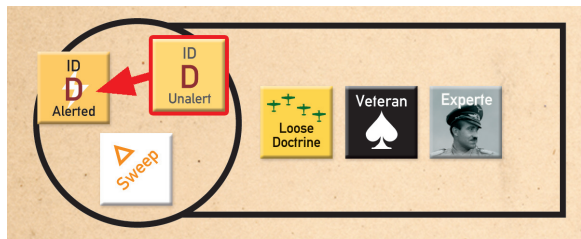
TURN 3

TURN 3 – TALLY PHASE

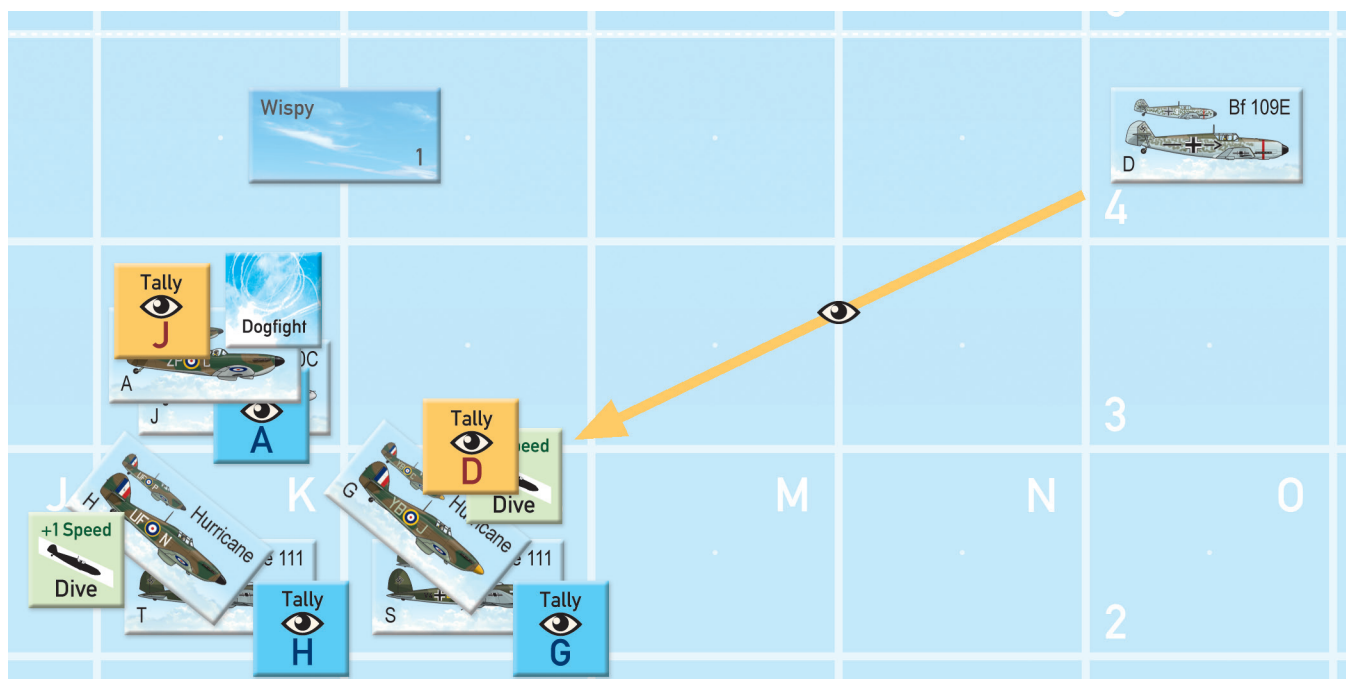
Because German squadron J is alerted and squadron D is on the same radio net, it becomes alerted in the Tally Phase. Squadron D flips its unit ID marker on its Wing Display track to its Alerted side

The raider player has only one unit that can still make a tally (the D squadron). German squadron J is locked in a dogfight and cannot make any tally changes until the dogfight ends [10.8.1]. So German squadron D attempts to tally British squadron G (L2) and rolls a 5. This tally attempt gets a -2 modifier for target being behind and a +1 modifier for squadron D being veteran resulting in a 4. A successful tally! Squadron D places its Tally marker on British squadron G.

The British defenders leave their tallies as they are.



Alerts. In the Tally Phase squadron D becomes alerted, because it is on the same radio net as the alerted Bf 110s.



Turn 3 Tally Phase. The only unengaged unit, the Bf 109 squadron, finally rolls a successful tally.

TURN 3 – MOVEMENT PHASE

We now have a dogfight in play (K3) which will move first [6.1]. One die is rolled to determine which side gets to determine where it moves to. A roll of 1-3 will result in the raider deciding its movement and a 4-6 will allow the defender to decide (a max of one space in any direction that would not result in a climb [10.8.2]). The die roll is a 2 and the raider chooses to move it to the right one space (to L3).

Next to move are escorts, but we don't have any escort-tasked fighters remaining (German squadron J's escort mission was switched to a sweep mission upon tallying British squadron A as a result of combat).

The bombers move next. The raider player decides to move bomber squadron S first (L2) and moves it forward two spaces to N2. This triggers British squadron G's (L2) movement which chooses to follow after the bombers to press the attack. Squadron G rotates 45 degrees into level flight and spends 2 MP to move into M2, then N2, at which point it must

stop since it is now in the same square with its tallied target [7.2.3]. Since squadron G did not climb or dive this movement phase, it removes its Dive marker.

Squadron G's movement triggers the movement of German squadron D (O4), which has a tally on British squadron G. Squadron D rotates 90 degrees straight down to face O3 and spends 0.5 MP to move into O3. It then rotates another 45 degrees to face N2 and spends 1 MP to enter N2 with its tallied target. Entering the square with its tallied target would normally force the moving squadron to stop its movement per 7.2.3, however, since squadron D is entering N2 from one of the three squares ahead of its tallied target (head-on), squadron D could opt to continue moving so long as it spends its next MP to leave the square [7.2.3, see last two paragraphs]. In this case squadron D decides to end its movement here in N2 in order to participate in the battle between British squadron G and German squadron S. Squadron D is marked with a Dive marker.

No more movement is triggered by German squadron D's movement so we continue the normal movement order with German bomber squadron T (K2), which is the last bomber to move. It moves forward two spaces to M2, triggering British squadron H's movement.

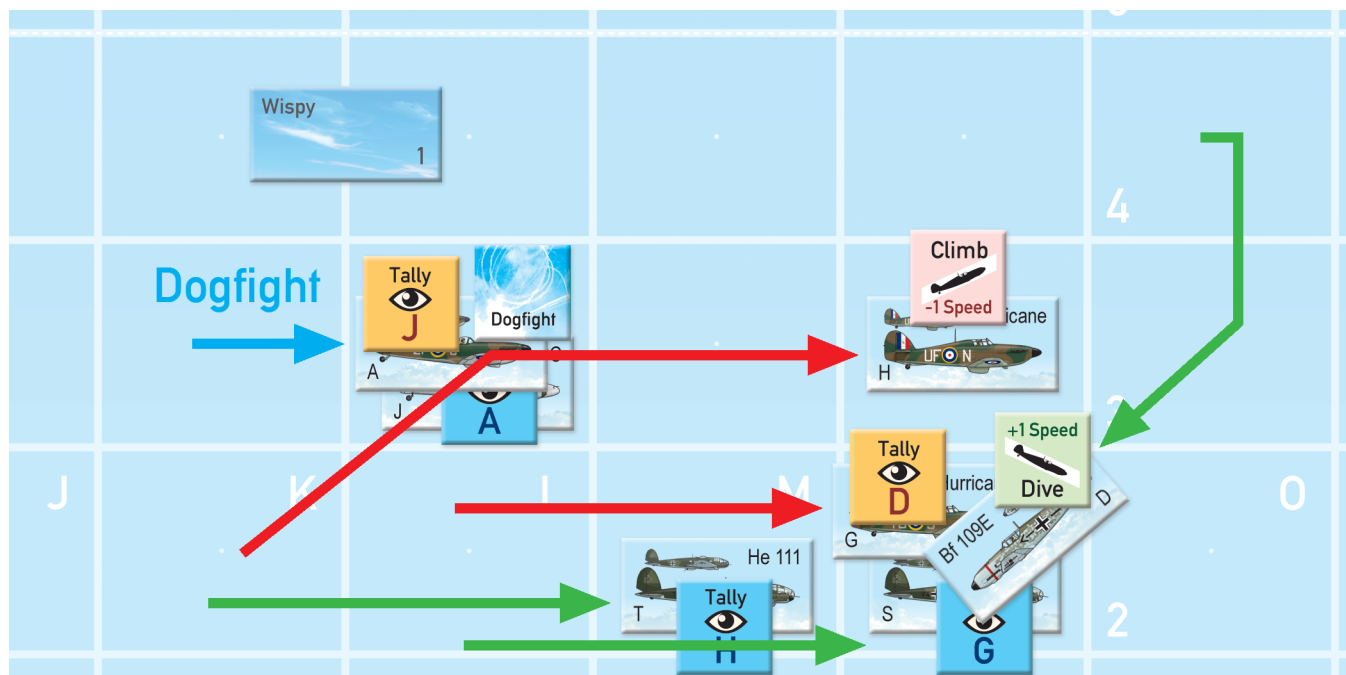
Squadron H will not press the attack but chooses to gain some altitude over the bombers this turn, in order to position itself for another diving attack next turn. Remember, a unit can never climb and dive in the same Movement Phase [8.5]. So, in order to gain a height advantage over the bombers, the British fighters will have to forfeit their ability to attack this turn. Squadron H spends its first MP rotating 45 degrees up to face square L3 and climbing into it. Then it spends a second MP to rotate down to level flight and move into M3. It spends its third MP to move ahead into N3 and concludes its movement by being marked with a Climb marker (Dive marker flipped to its Climb side).

Bf 109 Squadron D. The decision of squadron D to tally Hurricane squadron G was obvious because it was the closest and easiest target to tally. Piling into the Hurricanes' fight with bomber S has the effect of helping protect the bombers.

In this example it took the direct route and entered the fight from square O3. But was this the only route?

With 4 MP at its disposal thanks to diving, the Bf 109 squadron could also have moved N4 > M3 > N2, or even N3 > M2 > N2, to approach the fight from behind. In both cases the squadron would, at some point in the move, have spent 1 MP to perform a 180 degree turn.

Turn 3 Movement Phase. While the dogfight drifts one square right, the Bf 109 squadron dives to the rescue of bomber squadron S. Meanwhile, Hurricane squadron H repositions itself for another 'out-of-Sun' attack on bomber squadron T, which it will execute next turn.



TURN 3 – COMBAT PHASE

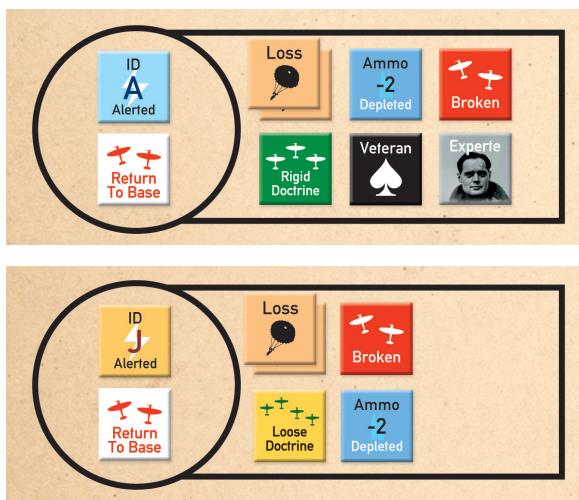
We have two combats to resolve in this combat phase, the L3 dogfight and N2. The German player chooses to start with the dogfight in L3. In a dogfight, the attacker is the side that has the squadron with the higher basic turn value [10.8.1]. This makes the British the attacker as the Spitfire Mk.IA has a basic turn value of 6 vs the Bf 110C-4 basic turn value of 4. Dogfights must be resolved as a turning fight so turn values will be used to determine combat values. The British combat turn value is $6 + 1$ (veteran) = 7. The German combat turn value is $4 - 1$ (disrupted) = 3. The British have a +4 differential over the Germans and the British player will roll on the +4 column while the German player will roll on the -4 column. Seeing these odds against him, the German player chooses to evade, which will apply a -1 modifier to both sides' combat rolls [13.4.2]. The Germans are able to use evasion since they have a basic speed value that is equal to or exceeds the British basic speed value (both Spitfire and Bf-110 have a basic speed value of 5 at this point).

The British player rolls two dice and gets a 6. This roll receives a +1 modifier for British squadron A's Experte but also receives a -1 modifier for the Germans evading, which keeps the roll at a 6 for only 1 hit (good thing the Germans chose to evade as they narrowly escaped a second hit). The British player rolls one die to confirm the hit and gets a 3 with a +1 modifier for the Spitfire's firepower rating and another +1 modifier for the Experte, resulting in a 5. This matches one of the protection ratings of the Bf 110, causing a straggler. Since German squadron J already has a Straggler marker, this is replaced by a Loss marker (the second loss for squadron J).

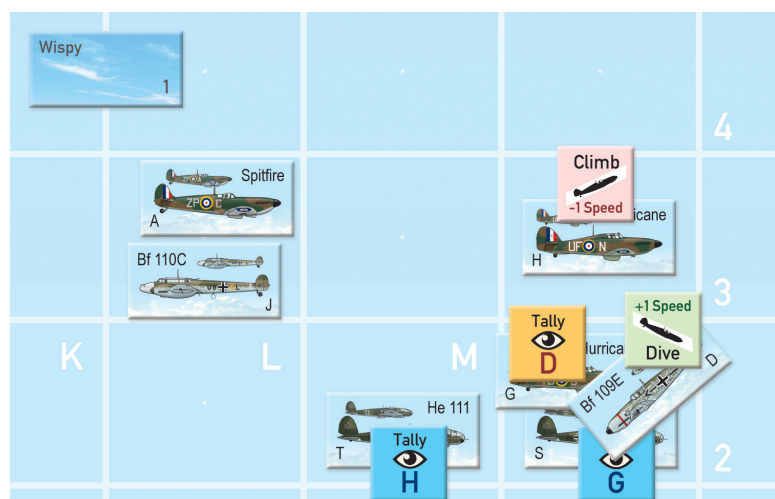
The German player rolls two dice for their combat roll and gets a 10! This roll receives a +2 modifier for the Bf 110C-4 defence rating (which is increased by 2 in a turning fight, from 0 to 2) but also receives the -1 modifier for evasion, resulting in a roll of 11, which is a single hit (unfortunately the evasion cost the Germans a second hit as well). The German player rolls one die to confirm the hit and gets a 6, which is an automatic loss inflicted on the British squadron A (its second loss).

The British player rolls two dice for cohesion and gets a roll of 3 which is modified by -2 (losses) + 1 (veteran) + 1 (attacker) - 1 (low ammo) = 2 for 2 levels of disruption, breaking the squadron. The German player rolls two dice for cohesion and gets a 7, which is modified -2 (losses) - 1 (low ammo) = 4 for 1 level of disruption. Since German squadron J is already disrupted, this second disruption causes the squadron to break. Squadrons leave a dogfight once they break and the dogfight ends when one or both sides in the dogfight have broken (both have broken in this instance) [10.8.1]. Both squadrons would now be marked with Depleted Ammo markers but these will essentially have no effect now going forward since they both are broken and Ammo markers only effect cohesion rolls. The Dogfight marker is removed and both squadrons lose their mission marker (for being broken) and must now return to base (mark them with Return To Base markers) [10.7.1]. The broken squadrons also lose their Tally markers [7.2.2]. Upon exiting a dogfight, each player is allowed to choose the facing of their squadrons. Both players have their squadrons face their respective friendly map edge [9.2.6].

Finally the combat in N2 is resolved. Because a chain of tallies links the Bf 109s, Hurricanes and He 111s in the same square, this is a multiple squadron combat in which all three squadrons take part [10.1.3]. The presence of the bomber squadron means the Germans are the defenders [10.1.1]. The German player must choose whether the He 111 squadron or the Bf 109 squadron is the primary combatant [10.2], and after weigh-



End of the Combat in L3. With both squadrons broken and having to return to base, they finish the fight each pointed towards their own map edge. Honours are even on losses, though the British player will score more VPs for his victories than the German player will for his.



ing their combat values, he settles on the Bf 109s. However, despite the Bf 109s entering the square from in front of the Hurricanes this is *not* a head-on combat (see sidebar). The British player weighs his options and seeing that a hit-and-run attack would disadvantage his Hurricanes against the Bf 109s on combat differential, he chooses a turning fight [10.5].

The Hurricane Mk.I combat turn value is an unmodified 5 (as the Hurricanes are attacking, rigid doctrine does not count towards the combat value). The Bf 109E-4 combat turn value is $5 + 1$ (veteran) = 6 (the dive does not modify the turn value). Though this is a multiple squadron combat the He 111 squadron is a bomber squadron and so does not count as an additional squadron for the German combat value [10.2]. The Germans have a +1 differential over the British and roll on the +1 column, while the Hurricane Edge ► ability means they will roll on the +0 column instead of -1.

The British player rolls two dice and gets an 8, for 1 hit. The British player chooses which enemy squadron to apply the hit to and selects the He 111s [10.2.2]. Rolling one die to confirm the hit, the British player rolls a 4, applying a +1 firepower rating. The resulting 5 creates a straggler and a Straggler marker is added to squadron S's Wing Display track.

The German player rolls two die and gets a 5. This is modified by +1 for the primary combatant's Experte. The He 111 can apply its defence rating in this fight. Its rating is 0, but a turning fight increases the rating by +2, so the final result is 8, which generates 1 hit. The German player rolls one die to confirm the hit, rolling a 5, which is modified to 7 by the Bf 109 squadron's firepower rating and Experte marker. As this exceeds the Hurricane's protection rating, squadron G takes a loss.

The British player rolls two dice for the Hurricane squadron's cohesion and gets a 4, which is modified by +1 (attacker) - 1 (losses) - 1 (low ammo) = 3, which on the Fighter column of the Cohesion Table results in 2 levels of disruption, breaking the squadron. The German player rolls cohesion for squadron D, modifying a roll of 6 by +1 for the Veteran marker for a result of 7. This means no result. Squadron D is marked with a Low Ammo marker. As the Bf 109's opponent is broken there is no dogfight [10.8]. Finally, the German player now rolls cohesion for He 111 squadron S and gets a 6, which is modified by the two Loss markers down to a 4, a single level of disruption on the Bomber column of the Cohesion Table. As squadron S is already disrupted this second disruption causes it to break. The German player could at this point choose to jettison squadron S's bombs and return to base [9.2.1.1]. However,

Head-on Combat. In the previous Movement Phase the German player chose to approach square N2 in a way that created a head-on situation with the Hurricane. However, rule 10.2.1 outlines how only the relationship between the attacking primary combatant and its tallied target are considered when assessing head-on status. As the Hurricane is by default the attacking primary combatant *and* the bombers are its tallied target the combat is not treated as being head-on.

Hit-and-Run Attack vs. Turning Fight. The British choose a turning fight for the combat in N2. But what if they'd chosen a hit-and-run attack? If they had, the Hurricanes would have a combat speed value of 4, while the Bf 109s would have a combat speed value of $5 + 1$ (dive) + 1 (veteran) for a total of 7. The Germans would have a differential of +3, placing the British squadron at a serious disadvantage.

he elects for the squadron to continue. The He 111 squadron retains its bombing mission and will continue moving normally [10.7.1]. However, it will score greatly reduced VPs for exiting the map [12.1].

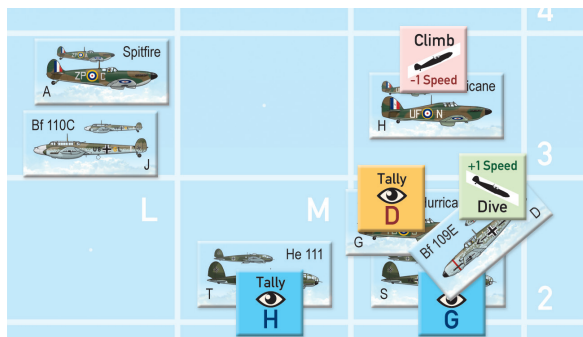
TURN 3 – ADMINISTRATION PHASE

Again, there is nothing to do this Administration Phase, so we move on to the next turn. However, we will finish our example of play here.

AFTERMATH

By the end of turn 3, the only fighter squadrons still unbroken are British squadron H and German squadron D. In the Tally Phase of turn 4, Bf 109 squadron D can tally Hurricane squadron H because the enemy currently in its square is broken [7.2]. Given the choice between chasing after the retreating Hurricanes of squadron G or protecting bomber squadron T against the Green aircrew of squadron H, it's a no-brainer. Indeed, the British player needs to make a choice as to whether he will send his remaining Hurricane squadron against the bombers, or run from the likely pasting they will take from the Bf 109s. Any chance of bouncing the bombers a second time has gone, because if the Bf 109s come to help they will nullify the bounce due to the multiple defenders rule [13.4.1]. From here on the British player has only bad choices.

EXAMPLE OF PLAY END



End of the Combat in N2. After the final donnybrook, the British have two broken fighter squadrons, while the Germans have their Bf 110 squadron out of the battle. He 111 squadron S is still trucking, but will pick up minimal VPs. Only the elite squadron D and the inexperienced squadron H are still in the fight, along with bomber squadron T.

