



ONE PLAYER TURN SEQUENCE



I. I. PLANNING AND INTELLIGENCE PHASE (4.1)

1. Advance Mission Counter (4.1.1)

Not on your first Turn.

2. Mission Deck Check (4.1.2)

On Turn 17, remove all 1942 Mission Cards. When a new year starts, add corresponding Mission Cards to the deck.

On Turn 22, remove all Mission Cards that are not in Holland or Germany.

3. Target for Today (4.1.3)

Draw a Mission Card to determine the Target location. Place card on the "ACTIVE MISSION" box.

4. Target Cloud Cover (4.1.4) / Wait for better Weather (4.1.5)

TARGET CLOUD COVER TABLE (2D6: 2-4 = Clear, 5-9 = Light Clouds, 10-12 = Heavy Clouds).

5. Assign Bombers and Crews (4.1.7)

Select the Bombers and Crews from the READY section. Move them to Formation Card.

6. Additional Bombers (4.1.8)

Pay 3MP for each additional Bomber.

7. Assemble the Escort Unit (4.1.9)

Mission Card indicates number of Escorts, Roll on ESCORT RENDEZVOUS TABLE for type. ESCORT AVAILABILITY TABLE > ACE TABLE. Place Escorts in ESCORT Section.

8. Place Formation Counter / Mission Route Planning (4.1.10-11)

II. MISSION PHASE (4.2)

1. Move Bomber Formation (4.2.1)

Move Formation Counter one box.

2. Formation Shifting (4.2.2)

If any Lead Bomber or a whole Element is missing.

3. Loose Formation Check (4.2.3)

If Formation is currently Loose, roll 1D6 + the Performance Rating of the Formation's Lead Bomber Crew: 6+ = Formation Tightens up.

4. Damaged Aircraft Checks (4.2.4)

DAMAGED AIRCRAFT CHECK TABLE.

5. Escort Range Check (4.2.5)

Advance the Range Tracking Counter. If it exceeds the Max. Save Range before the Formation reaches the Target box, Escorts leave.

6. Escort Rendezvous Site Check (4.2.6)

If you are in a Rendezvous box and need a new Escort Unit.

ESCORT AVAILABILITY TABLE > ACE TABLE.

7. Flak Site Attack Check (4.2.7)

Unless you are in the Target box. D6: 2-6 Flak Attacks.

FLAK SITE ATTACK TABLE > ATTACK DICE TABLE > FLAK DAMAGE TABLE.

8. Formation Event Check (4.2.8)

FORMATION EVENT TABLES. First check if the Event occurs, then see which Event occurs. If Enemy Fighters, see AIR COMBAT AID.

» Check if your formation stays Tight, and repeat steps 1-8 (till you are in the Target box).



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9. Conduct the Bombing Run (9.0)

See BOMBING RUN AID.

10. Mission Victory Points (4.2.12)

MISSION VICTORY POINTS TABLE.

11. Return to the Base (4.2.13)

» Repeat steps 1-8 (till you are in the Base box).

12. Land Aircraft and Upgrade Crews (4.2.14)

When you are in the Base box, land [LANDING TABLE].

Roll for Experience upgrade ("5-6": G > V, "6": V > C).

III. PLANNING AND INTELLIGENCE PHASE (4.3)

1. Clean Up (4.3.1)

Reset Range Tracking Counter, Remove Escorts and Aces from play. Place Damaged Bombers and Crews in the Not-Ready section, the rest in the Ready section of the Squadron Briefing Card.

2. Campaign Victory Points, End Of Game Check (4.3.2)

MISSION VP TRACK > CAMPAIGN PROGRESS TABLE > CAMPAIGN VP TRACK.

If the game has ended, check CAMPAIGN SUCCESS TABLE. If not, start another Mission.

3. Damaged Bombers Repair And Replacement (4.3.3)

REPAIR / RECOVER TABLE (1D6: 1-3 = Repaired, 4-6 = No Progress).

B-17/B-24 REPLACEMENT TABLE.

4. Crew Recovery (4.3.4)

REPAIR / RECOVER TABLE (1D6: 1-4 = Recovered, 3-6 = No Progress).

5. War Progress Event Check (4.3.5)

If at Mission Track box with War Event icon, refer to WAR PROGRESS EVENTS TABLE.

BOMBING RUN AID (9.0)

1. Bombing At Low Altitude (9.1)

Decide between more risk and more accurate hits, or less risk and less accurate hits.

2. Conduct Approach Flak (9.2)

Flak Rating for Attack Factor > ATTACK DICE TABLE (+ row shifts) > FLAK DAMAGE TABLE.

3. Conduct Bombing Attack (9.3)

ATTACK DICE TABLE (1st column / row shifts) > TARGET CLOUD COVER TABLE (Hit Requirements) > TARGET DAMAGE TABLE.

4. Bomb Damage Assessment (9.4)

Earn Mission VPs.

5. Conduct Egress Flak (9.5)

Same as Approach Flak, just hits only on "6". If target was Destroyed, use Attack Factor 8.



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AIR COMBAT AID (7.0)

I. DOGFIGHT (7.1)

1. Generate Interceptors (7.0.1) / Position Interceptors (7.1.1)

ENEMY INTERCEPTOR TYPE TABLE > ACE TABLE. Move them into Interceptor section.
Deploy Aces.

2. Aggressive Escorts (7.1.2)

AGGRESSIVE ESCORTS TABLE. Move at least that many of them into Interceptor section.

3. Engage Leaders / Assign Wingmen (7.1.3.1-2)

Engage opposing Leaders. Surplus aircraft become Wingmen. Max. one Wingman to one Leader.

4. Determine Advantage and Fire (7.1.3.3)

Fire pair by pair, in order of Performance.

Fire: 2D6 +Att. Combat - Def. Structure + 1 for Attacker's Wingman > FIGHTER COMBAT TABLE.

5. Conclude Round (7.1.3.4)

Remove damaged Interceptors, release Wingmen, destroyed Aircraft is removed from play.
Withdraw any unengaged Escorts you wish.

Repeat from step 1, max. 2 rounds.

If no Escorts or after Round 2, proceed to 7.2.

If no Interceptors, end the Air Combat.

II. INTERCEPTOR VS. BOMBERS AIR COMBAT (7.2)

1. Cover Support (7.2.1)

Escorts that didn't participate in Air Combat can provide Cover Support.

2. Interceptors Engage with Bombers (7.2.2)

RANDOM BOMBER SELECTION TABLE. Interceptors will engage Bombers randomly.

3. Determine Advantage and Fire (7.2.3)

Element by Element, engaged group by engaged group, fire in order of Performance.

Fire: 2D6 +Att. Combat - Def. Structure + AIR COMBAT MODIFIERS TABLE > FIGHTER/
BOMBER COMBAT TABLE.

4. Conclude Round (7.2.4)

Interceptors back to their section, remove Damaged Interceptors, destroyed Aircraft is removed from play. Withdraw Cover Support Escorts (you can leave one undamaged Escort in each Element). Repeat from step 3, max. 2 rounds.

III. CONCLUDE THE AIR COMBAT (7.3)

All Interceptors are removed from play, all Escorts go back to their section.