

BATTLE OF BRITAIN RULES (HKSW version)

GAME TURN SEQUENCE

Step 1. Advance the turn marker

Step 2. British Production and Repair

Rotate British squadrons and add any reinforcements as described below in Battle Game Turns.

The number of city production points in a Group will determine the number of dice the RAF player will roll to repair aircraft, airfields and radar stations. Repairs are always done in Group order, one Group at a time; first 10 Group, then 11 Group, 12 Group, and 13 Group.

- Count the production points for each city, but do not count the city's production when its damage box has a bomb marker. Each production point equals one repair die.
- State how many dice the RAF player is throwing for squadrons, and how many to repair airfields and radar.
- Roll this number of dice for each type of repair.
- The number of roundels rolled will allow the RAF player to choose what to repair and the same repair choice may be done multiple times:
 - For one roundel: select one damaged squadron card on the Group damaged aircraft box and return it the combat ready box.
 - For one roundel, remove a knocked out marker from a radar damaged box on the German Target and Britain Production Track. Also remove the radar station knocked out marker on the map.
 - For one roundel, remove the knocked out marker from an airfield damaged box on the Group display. Also remove the knocked out marker on the airfield on the map.

Step 3. Check the Weather in Battle Game Turns

If the Luftwaffe do not fly: **Go to the Next Turn.**

If the Luftwaffe do fly: **Continue the Turn.**

Step 4. Squadron Alert (British and German)

Squadron Alert for the RAF player and Luftwaffe player on the first game turn of a scenario is different than squadron alert procedure during the following game turns. To speed play, both the RAF player and Luftwaffe player may at the same time complete their squadron alert step.

British Squadron Alert - Special Procedure Turn 1

On turn 1, none of the British flights have squadron cards. The RAF player shuffles the combat ready squadron cards in each Group.

Start with 10 Group, deal nine squadron cards face down and then assign three into each squadron card box from the 10 Group combat ready cards.

Then for 11 Group, deal twelve squadron cards face down and then assign three into each squadron card box from the 11 Group combat ready cards, and for 12 group, deal nine squadron cards face down and then assign three into each squadron card box from the 12 Group combat ready cards.

Finally for 13 Group, deal six squadron cards face down and then assign three into each squadron card box from the 13 Group combat ready cards.

As a flight's squadron cards are placed on its squadron card box, the RAF player will place the flight (plastic plane) onto its airfield space on the map.

British Squadron Alert after Turn 1

After turn 1, when one or more flights have returned to their Group display, the RAF player has the opportunity to reinforce these flights and bring the number of squadron cards back up to a maximum of 3 cards.

Shuffle the Group's combat ready cards. The flights that are on their squadron card box, are the only flights that can be reinforced. Count the number of cards needed in each of the flight boxes with their plastic planes to bring each flight back up to full strength of 3 squadron cards. Draw this many squadron cards, plus an additional 2 cards. From the cards drawn, select one or more cards to reinforce each flight. Remember the maximum number of squadron cards in a RAF flight is 3 cards. Place the selected cards face down onto each flight's squadron card box. Any squadron cards that are not placed are returned to the Group combat ready box.

Examples: Group 12 has two flights on its Group display. "A" Flight has 1 squadron card and "B" Flight has 2 squadron cards. The RAF player will draw 3 squadron cards, because "A" Flight is down 2 cards and "B" Flight is down 1 card. The RAF player will also draw 2 additional cards from Group 12 combat ready cards, for a total of 5 cards. Two cards are selected from the 5 cards and are placed on "A" Flight squadron card box to bring the flight up to 3 squadron cards. One card is selected and placed on "B" Flight squadron card box to bring the flight up to 3 squadron cards. The remaining 2 cards are returned to the Group 12 combat ready card box.

Group 11 has three flights on the Group display. "A" Flight has no squadron cards, "B" Flight has 1 squadron card and "C" Flight has 3 squadron cards. The RAF player will draw 5 squadron cards, plus 2 cards for a total of 7 cards from Group 12 combat ready cards. Three cards are selected and are placed on "A" Flight squadron card box and two cards are selected and placed on "B" Flight squadron card box. The "C" Flight already has three cards and is at its maximum number of 3 cards. The remaining 2 cards are returned to the Group 11 combat ready card box.

After squadron cards are selected and are placed on the squadron card boxes, all flights that now have squadron cards are returned back onto their airfield spaces on the map.

Note - it is possible that there may not be enough squadron cards to draw in the Group combat ready box. In this case draw all the cards in the box and some flights may not be reinforced and these flights may have to be returned under strength to their airfield on the map.

Bombed Airfield

When a flight's airfield is bombed and a knocked out marker is placed on the Group display and map, the corresponding flight must be returned to its squadron card box at the end of the turn. All squadron cards on its squadron card box are returned to the Group combat ready box.

Until the airfield is repaired, see “STEP 2 British Production & Repairs” rules section, the flight is grounded and no squadron cards may be placed onto the flight’s squadron card box and it may not be returned to duty (placed on the map).

German Squadron Alert - Special Procedure Turn 1

On turn 1 none of the German flights have squadron cards. The Luftwaffe player shuffles the combat ready cards in each Luftflotte.

Start with Luftflotte 2, deal eighteen cards face down from Luftflotte 2 combat ready box and then assign six to each flight’s squadron card box.

Then for Luftflotte 3, eighteen cards face down from Luftflotte 3 combat ready box and then assign six to each flight’s squadron card box.

Finally for Luftflotte 5, deal the 6 cards face down from Luftflotte 5 combat ready box to its flight’s squadron card box.

As a flight’s squadron cards are placed on its squadron card box, the Luftwaffe player will place the flight (plastic plane) onto its airfield space on the map.

German Squadron Alert after Turn 1

After turn 1, when one or more flights have returned to their Luftflotte display, the Luftwaffe player has the opportunity to reinforce these flights and bring the number of squadron cards back up to a maximum of 6 cards.

“Stood down” squadrons will be the first to be used to reinforce Luftwaffe flights before other squadron cards are drawn.

Otherwise shuffle the Luftflotte combat ready cards. The flights, which are on their squadron card box are the only flights that can be reinforced. Count the number of cards needed in the flight boxes to bring the flights back up to full strength of 6 squadron cards. Draw this many squadron cards, plus an additional 2 cards. From the cards drawn, select one or more cards to reinforce each flight. Remember the maximum number of squadron cards in a flight is 6 cards. Place the selected cards face down onto each flight’s squadron card box. Any squadron cards that are not placed are returned to the Luftflotte combat ready box.

Note - *when a flight does not have a current mission assigned to the flight, no squadron cards may be placed in the flight’s squadron card box and the squadron cards in the flight’s squadron card box are returned to the Luftflotte’s combat ready box. The Luftwaffe flight is grounded.*

As a flight’s squadron cards are placed on its squadron card box, the Luftwaffe player will return the flight (plastic plane) onto its airfield space on the map.

Note - *it is possible that there may not be enough squadron cards in the Luftflotte’s combat ready box. In this case draw all the cards in the box and some flights may not be reinforced. A Luftwaffe flight will be grounded if its squadron cards cannot be brought up to 6 squadron cards.*

Step 5. German Mission Assignment

Special Procedure Turn 1 German Mission Assignment

Mission assignment for the Luftwaffe player on the first turn of a game is different than mission assignment procedure during the following game turns.

On turn 1, none of the Luftwaffe flights have a mission card. The Luftwaffe player shuffles the deck of mission cards and draws the top 10 cards. After reviewing these 10 mission cards, one card is assigned to each flight. Place the mission card face down in each flight's current mission box. The remaining three mission cards form the Luftwaffe player's hand of pending missions. The Luftwaffe player keeps the hand of pending mission cards face down in front of him to be used on later turns.

German Mission Assignment Procedure after turn 1

At the start of a turn when a Luftwaffe flight (plastic plane) is on its squadron box, after returning from a bombing run, the flight will need a new mission. The Luftwaffe player draws one mission card and adds it to the hand of pending mission cards. Select one card from the hand of pending mission cards and place it face down in the current mission box for the flight.

At the start of a turn, when there are more than one Luftwaffe flight on its squadron box, draw one mission card for each flight and add these cards to the hand of pending mission cards. Then select one card from the pending mission cards for each flight that does not have a mission and place the card face down in the current mission box for the flight.

No Mission Assignment

The Luftwaffe player has the option of not assigning a mission to a flight. The flight is grounded and will remain grounded until on a later turn the flight is assigned a mission. Return the squadron cards on a grounded flight's squadron card box to the Luftflotte combat ready box. This option may be especially useful during the final turn of the game.

If Luftflotte 5 is still active on turn 5 it must enter the radar line and attempt to bomb its target on this turn. If it does not make the attempt the Luftflotte is withdrawn from the game.

The “Tally Ho” Phase

Step 6. Luftwaffe Movement

The Luftwaffe player moves all the flights on the map as they wish, within the rules for movement.

- A flight may move in any direction.
- One flight's movement must be completed before moving the next flight.
- Each space moved onto counts as one movement.
- The half spaces along the edge of the map may be moved onto.
- A flight may move through a friendly flight, but may not end its move on the same space as another friendly flight.
- A Luftwaffe player may use one fuel token and move a flight up to 5 spaces. When a fuel token is used, it is removed from the flight and placed in the fuel token pool.
- A flight does not have to move, but one fuel token must still be removed on the turn even when the flight does not move.

- When a flight only has two fuel tokens remaining, the Luftwaffe player has the option to use both of the flight's remaining two fuel tokens and move up to 10 spaces.
- A flight still on the map with no fuel markers, may not move and must reach for home, see "Reaching for Home" rules section.
- Only one Luftwaffe flight may occupy a space.
- A Luftwaffe flight may not move through a space with a RAF flight, the Luftwaffe flight must stop in the space.
- A Luftwaffe flight, that starts its turn in the same space as a RAF flight, may move out of a space.

The "12 Group line"

Bf 109s and Ju 87s cannot enter a square that is entirely north of the 12 Group southern boundary line. If the boundary line divides a square they may enter it, (e.g. they can reach Norwich, they cannot reach Happisburgh.)

If JU 87s are part of a flight that is moving 10 squares they may reach for home in the same manner as BF109s. Luftflotte 2 and 3 Bf 110s north of the 12 Group Line have the same characteristics as Luftflotte 5 Bf 110s, i.e. they have 2 dogfight dice, not 3.

Bomb Run Marker

After completing a Luftwaffe flight's movement, when the flight is on the same space as the target listed on its mission card, the Luftwaffe player should place a bombing run marker in the space. If a bombing run marker is not placed, the flight may not bomb its target during the bombing run step, see "Luftwaffe Bombing Run" rules section.

British Radar

Each radar station on the map is connected to a number of spaces. These connected spaces created the radar line around Britain. When a Luftwaffe flight enters one of the spaces in the radar line, place a radar detection marker on the flight's squadron card box to remind players that the flight has been detected. Once a flight has been detected, on later turns, it can move through other spaces in the radar line without stopping.

British Intercept

When a Luftwaffe flight enters a radar detection space for the first time, the Luftwaffe player must ask the RAF player if a RAF flight is going to intercept.

The RAF player then moves the intercepting wing one square. Then, the Luftwaffe moves his flight one square, and the RAF moves his one square, and so on. The flight stops moving when it is in a square with a wing, when it starts a bomb run or when it has moved five or ten squares.

If an intercepting wing engages in combat or does not reach its target, it is returned to its station immediately before British movement. It cannot move in the British movement of this Tally Ho phase but may move again in later Tally Ho phases of the same turn.

***Note** - This procedure allows flight to feint towards the radar line to pull British defenders out of position. However, these tactics use up fuel. It also means that in many cases a Luftwaffe flight can bomb coastal or near inland targets on their first phase aloft.*

When the RAF player chooses not to intercept, or does not have a flight that can move onto the space with the Luftwaffe flight, or when the RAF player does not have an air combat marker to place on the space, the German flight is not intercepted.

When a Luftwaffe flight is not intercepted, the flight does not have to stop when it enters the radar detection space and may continue its movement.

***Note** - it is suggested that even when the Luftwaffe flight moves through a radar detection space and is not intercepted, a radar detection marker is still place on the flight's squadron card box to avoid possible confusion on later turns.*

Knocked Out Radar Station

When a bombing run targets a radar station and it is knocked out, the detection spaces connected to this radar station are also knocked out. When a radar station has a knocked out marker on its damaged box, place a knocked out marker on its map to remind players that the radar station is not working.

Observer Corps

When a Luftwaffe flight has a non-detect marker the British Observer Corps may still attempt to spot the Luftwaffe flight.

At the start of the RAF player's movement step, roll one die to determine if the Luftwaffe flight is spotted by the Observer Corps. When a German cross is rolled, the flight is spotted and the non-detect marker is removed. If a German cross is not rolled, the Luftwaffe flight remains undetected and the RAF player may not attack the undetected Luftwaffe flight.

The non-detect marker will remain on the Luftwaffe flight and the Observer Corps may have another opportunity to spot the Luftwaffe flight at the start of the RAF player's movement step on a future turn.

Step 7. RAF Movement

The RAF player moves all his flights on the map as he wishes, within the rules for movement.

Unlike German flights, a RAF player's flights do not track fuel usage.

- A RAF flight may move up to 3 spaces on a turn, in any direction.
- A RAF flight does not have to move.
- One flight's movement must be completed before moving the next flight.
- Each space moved onto counts as one movement.
- The half spaces along the edge of the map may be moved onto.
- A flight may move through a friendly flight, but may not end its move on the same space as another friendly flight.
- Only one RAF flight may occupy a space.
- A RAF flight may not move through a space with a Luftwaffe flight, the RAF flight must stop in the space.
- A RAF flight, that starts its turn in the same space as a Luftwaffe flight, may move out of a space.
- A RAF flight cannot enter the coastal spaces of France or Norway.
- A RAF flight that has moved to intercept a Luftwaffe flight during the Luftwaffe player's movement step, may not move again during the RAF player's movement.

After completing a RAF flight's movement, when the flight is in the same space as a Luftwaffe flight, an air combat dogfight marker can be placed in this space.

The RAF player, however, only has five air combat markers, so the choice of which Luftwaffe flights to attack will be important.

Step 8. Battle and Bombing

There are a number of action phases that may take place during this step. All action phases in a space must be completed, before moving onto the actions in next space.

***Note** - not all actions may be actually be taking place in a space. It is very possible that there will be an air combat without a bombing run or a bombing run that is not preceded by an air combat.*

Players must resolve each of the action phases one at a time in the following order:

- Air Combat phase
- RAF Flight Head Home phase
- Luftwaffe Bombing Run phase
- British Ack-Ack Fire phase
- Luftwaffe Flight Reaching for Home phase • Mission Success or Failure phase

AIR COMBAT PHASE

There are two types of air combat, Dogfight and Intercept. During both types, players roll dice and attempt to shoot down enemy squadrons. With only five air combat markers, however, the RAF player must use them wisely.

- Only flights in the same space can battle in an air combat.
- An RAF and a German flight in the same space with an air combat marker must battle.
- The RAF player will choose the order in which the air combats are fought.

Intercept Combat

An intercept air combat is unique and a very deadly way to do battle. When the RAF player chooses to intercept a Luftwaffe flight that has moved onto a radar detection space, an air combat marker is placed on the space with the intercept side face up.

Intercept Procedure

A space with an intercept air combat marker is fought as follows:

- The Luftwaffe player takes all the squadron cards in the flight's squadron card box.
- The RAF player selects 3 cards at random from the Luftwaffe player's hand of squadron cards and these cards are placed face up.
- The RAF player takes all the squadron cards in the flight's squadron card box and places all these squadron cards face up.
- Both players then total up the number of dice to roll in the intercept combat. The number of dice a player will roll is equal to the dogfight strength on all of the squadron cards.
- The Luftwaffe player rolls the black dice and the RAF player rolls the white dice.

***Important Note** - There is only one combat roll in an intercept and the results are normally heavy.*

- To determine the outcome of an intercept air combat, players total the number of RAF roundel symbols rolled and the number of German cross symbols rolled.
- Each symbol indicates one hit.
- Both players must then assess the hits (damage) rolled against the squadron cards that fought in the intercept combat.
- If a squadron is required to be removed for a lower number of hits than its damage strength number, it is not destroyed but temporarily “stood down,” having taken losses which can be replaced in a short time.

Note - *in any intercept, only one squadron on either side can be stood down. For example, two Spitfire squadrons with a defence of 4 each, had to take 6 hits, you could not allocate 3 hits to each squadron and have them both stood down. One would be lost for 4 hits and one stood down for 2 hits. On the other-hand say one Bf 109 squadron (defence 4) and one Bf 110 squadron (defence 2) had to take 2 hits. You could either lose the Bf 110 or stand down the Bf 109.*

Stood down squadrons are set aside and returned to the top of the Group or Luftflotte Combat Ready Box at the beginning of the second turn after they are stood down. Squadrons that are stood down in intercepts during turns 10 or 11 count do not count as lost at the end of the game.

- When a German squadron card is lost, it is placed on the damaged aircraft box on the map.
- When a RAF squadron card is lost, it is placed on the damaged aircraft box on its Group display.
- After losses are taken, both players return any squadron cards remaining to their flight’s squadron card box on their display. When the intercept combat is completed, remove the air combat marker from the space.

Dogfight Combat

When a RAF player moves a flight onto a space with a German flight, the RAF player may play an air combat marker in the space with the dogfight side face up to indicate a dogfight is going to take place in the space.

Dogfight Procedure

A space with a dogfight air combat marker is fought as follows:

- The Luftwaffe player takes all the squadron cards in the flight’s squadron card box and arranges them into three groups of at least one squadron each, or less if there are only one or two squadrons remaining in the flight. No group can have four squadrons in it. These groups are placed face down.
- The RAF player takes all the squadron cards in the flight’s squadron card box and places them face down next to the Luftwaffe player’s groups. This can be done in any way and the RAF player does not have to fight all three groups.
- Both players at the same time select one squadron card.
- Players determine the number of dice to roll in the dogfight. The number of dice a player will roll is equal to the squadron card’s dogfight strength (the number in the upper left corner of the squadron card).
- The Luftwaffe player rolls the black dice and the RAF player rolls the white dice.

To determine the outcome of a dogfight, players must first check to see which were rolled, more RAF roundel symbols or more German cross symbols. Only the squadron card that received the most hits (symbols rolled) is in jeopardy of being shot down. Each symbol rolled indicates one hit.

Important Note - *Only the squadron card that received the most hits can be shot down in a dogfight, and only when the number of hits equals or exceeds the squadron card’s damage number.*

Note - Because both sets of dice have crosses and roundels, it is possible for a player to unintentionally inflict hits on his own squadrons, see “Designer Notes” rules section.

- When the number of symbols rolled is equal to or greater than the damage strength number on the squadron card (red number), the squadron is shot down. When a German squadron card is shot down, it is placed on the damaged aircraft box on the map.
- When a RAF squadron card is shot down it is placed on the damaged aircraft box on its Group display.
- The squadron card, that wins the dogfight, will remain in the air (stay on the table) and will take on the next enemy squadron.
- The winning player, draws a squadron card at random from the opponent’s remaining hand of squadron cards and another dogfight is fought.
- If a squadron wins its second dogfight, the squadron may only battle a maximum of two consecutive dogfights. After winning the second dogfight, the winning squadron card must be returned to its flight’s squadron card box on its display.
- During a flight’s dogfight when two enemy squadron cards are shot down, the flight is awarded an Ace token, see “Air Ace” rules section.
- When neither player has a squadron card on the table, both players will select a new squadron card from the cards remaining in their hands and another dogfight is fought.
- When the number of symbols rolled is not equal to or greater than the damage number of the squadron card, both players must return their squadron cards back to their flight’s squadron card boxes on their displays.
- For the next dogfight, both players will select a new card from the cards remaining in their hands and another dogfight is fought.
- When an equal number of symbols are rolled in a dogfight, neither squadron card is shot down and both players must return their squadron cards back to their flight’s squadron card boxes on their displays.
- For the next dogfight, both players will select a new card from the cards remaining in their hands and another dogfight is fought.
- As long as both sides have squadron cards in their hands, the dogfights in the space will continue.
- When a player does not have any remaining squadron cards, the dogfight in the space will end. The opposition player returns any squadron cards still in hand to its flight’s squadron card box on its display.
- When all of the squadron cards are lost in a dogfight, the flight must be returned to its squadron card box. When the dogfight is completed, remove the air combat marker from the space.

Air Ace

An Ace marker is gained when two opposition squadron cards are shot down during the course of a dogfight air combat. An Ace marker when gained is placed on the flight’s squadron card box.

Ace Squadron Dogfight

A flight, with an Ace marker, is used along with the first squadron card that battles in a dogfight.

The player takes the Ace marker from the flight’s squadron card box and places it with the squadron card that is about to battle. When a squadron card has an Ace marker, it will roll one additional die during the dogfight.

When the Ace squadron wins the dogfight, the Ace marker will stay with the squadron card. When the Ace squadron loses the dogfight and is shot down, the Ace marker is lost and returned to the Ace marker pool.

The Ace squadron card is also returned to its flight's squadron card box along with the Ace marker, when the dogfight results in a tie or neither flight is shot down.

Important Note - an Ace Marker is not used in an intercept.

RAF FLIGHT HEAD HOME PHASE

Immediately after an air combat, the RAF player must decide if the RAF flight that just completed the air combat, will stay on patrol (stay on the map space it is on), or remove the flight from the map and place the flight on its Group display squadron card box. Basically what removing the marker represents, is that the flight has returned to its home airfield to refuel and allow other squadron cards to reinforce the flight.

All the squadron cards in a flight that have returned home will remain in the flight's squadron card box.

Important Note - only a flight that has fought an air combat will have the opportunity to head for home after an air combat. The flight is placed on its squadron card box, not on its home airfield on the map.

LUFTWAFFE BOMBING RUN PHASE

When a Luftwaffe flight with a bombing run marker is in the same space as the target listed on its current mission card, a bombing run will take place. The flight must have one or more bomber squadron cards to make a bombing run and a flight can only bomb the target named on its current mission card.

Bombing Run Procedure

- The Luftwaffe player takes all the squadron cards in the flight's squadron card box and totals the bombing strength of all the bomber squadron cards. The bombing strength for each bomber squadron card is found in the lower right hand corner.
 - One black die is rolled for each bomber's strength.
 - Roll the dice.
 - Each RAF roundel symbol scores one hit.
 - When one hit is rolled on an airfield or radar station, place a knocked out marker on the target's damage box and a knocked out marker on the map. British airfield damaged boxes are on the British displays and radar station damaged boxes are found on the German target and British production track.
 - When three or more hits are rolled on a city, place a knocked out marker on the city damaged box. When only one or two hits are scored on a city place a one or two hit bomb marker on the city damaged box. City damaged boxes are found on the German target and British production track.
- **Luftwaffe Dive Bomber Squadron** - The Ju 87 (Stuka), was a dive-bomber that played an important roll against ground targets. When a Stuka squadron card is on a bombing run against an airfield or a radar station, roll one additional die for each Stuka squadron card included in the bombing run.

BRITISH ACK-ACK FIRE PHASE

During the bombing run, when the bombing dice are rolled, the RAF player should take note of the number of German cross symbols rolled. The RAF player will roll one white die as anti-aircraft fire for each German cross symbols rolled. On the anti-aircraft fire roll, for every two German cross symbols rolled, one bomber is shot down. The Luftwaffe player selects which bomber card(s) to lose. Place the squadron cards shot down by anti-aircraft fire on the damaged aircraft space on the map.

Step 9. “Tumult in the Clouds”

Repeat the Tally Ho phase steps 6 to 8 above until all German flights have reached for home.

British wings that return to base in one Tally Ho phase of a turn can intercept or move and dogfight in other Tally Ho phases of the same turn.

The turn ends when the last German flight reaches for home. Any German flight that did not take off in the first Tally Ho phase of a turn must take off in the second Tally Ho phase or not fly at all this turn.

There can only be a maximum of 4 Tally Ho phases in each turn.

ROTATIONS and REINFORCEMENTS

Squadron Rotation

Squadron rotation represents the transfer north of depleted and battle-weary squadrons and their replacement by newly trained and fresh squadrons. In this manner 12 Group, and, especially, 13 Group provided succor to the Front Line in the South.

To rotate squadrons, take a combat ready squadron in the group indicated to donate and place it in the damaged squadrons box. Then take a squadron of the same type in the damaged squadron box of the receiving group and place it in the combat ready box. In effect the loss in the receiving group has now been transferred to the donating group. Squadron Rotations are made as follows:

Beginning of Turn 5

- 11 Group sends 1 Hurricane and 1 Blenheim to 10 Group.
- 12 Group sends 1 Spitfire and 1 Hurricane to 11 Group.
- 13 Group sends 1 Spitfire to 10 Group.
- 13 Group sends 1 Spitfire and 2 Hurricanes to 11 Group.

Beginning of Turn 9

- 12 Group sends 1 Spitfire and 2 Hurricanes to 11 Group.
- 13 group sends 2 Spitfires and 2 Hurricanes to 11 Group.

All squadron rotations are voluntary, the British player does not have to carry out any or all of them. However, they are time-expired and unused rotations are lost, they cannot be “saved” for later turns.

13 Group Reserves

13 Group starts the game with a pool of 4 replacement points that may be used as successful rebuilding dice, except that they can only be used to rebuild squadrons in 13 Group, they cannot be used to rebuild airfields or radar or transferred to other groups.

The British player can use points from the pool of 4 replacement points after he has thrown his rebuilding dice. **Note** - *surplus successful rebuilding dice cannot be added to this pool.*

Battle of Britain Game Turns

Game Turn	Date	Historical Weather	Notes
1	10 th -16 th Jul	Respite	Configure Target Deck: remove both London cards and 13 of the other city cards at random, and the Catterick, Ringway and Wittering airfield cards.
2	17 th - 23 rd Jul	Clear	
3	24 th - 30 th Jul	Clear	
4	1 st - 7 th Aug	Respite	
5	8 th - 14 th Aug	Clear	<p>Replace all the used target cards and reconfigure the target deck as follows: remove the both London cards, 13 of the other city cards, 6 of the radar cards at random.</p> <p>Remove 2 hits on each city.</p> <p>Rotate RAF squadrons.</p> <p>Remove RAF Defiant squadrons.</p> <p>Alder Tag! Luftflotte 5 must commit.</p>
6	15 th -21 st Aug	Clear	Add No 310 Czechoslovak Hurricane Squadron to 12 Group.
7	22 nd -28 th Aug	Respite	<p>Remove the Luftwaffe Stuka squadrons.</p> <p>Add No 1 RCAF Hurricane Squadron to 11 Group and No 302 Polish Hurricane Squadron to 12 Group.</p>

8	29 th Aug- 4 th Sep	Clear	Add No 303 Polish Hurricane Squadron and an ace marker to 11 Group.
9	5 th -11 th Sep	Clear	<p>Replace all the used target cards and remove 6 radar and 6 airfield cards at random. Reconfigure the target deck as follows: remove both London cards.</p> <p>Shuffle the deck and deal off the top 10 cards of the deck. Shuffle the two London Cards into these 10, and then place the 12 cards at the top of the deck. If either of the London targets are bombed but not knocked out, place the card on the top of the target deck for the next turn.</p> <p>Remove 2 hits on each city.</p> <p>Rotate RAF squadrons.</p> <p>British Big Wing.</p> <p>Luftflotte 2 Flights can have 7 squadrons.</p>
10	12 th -18 th Sep	Respite	Battle of Britain Day
11	19 th -24 th Sep	Clear	