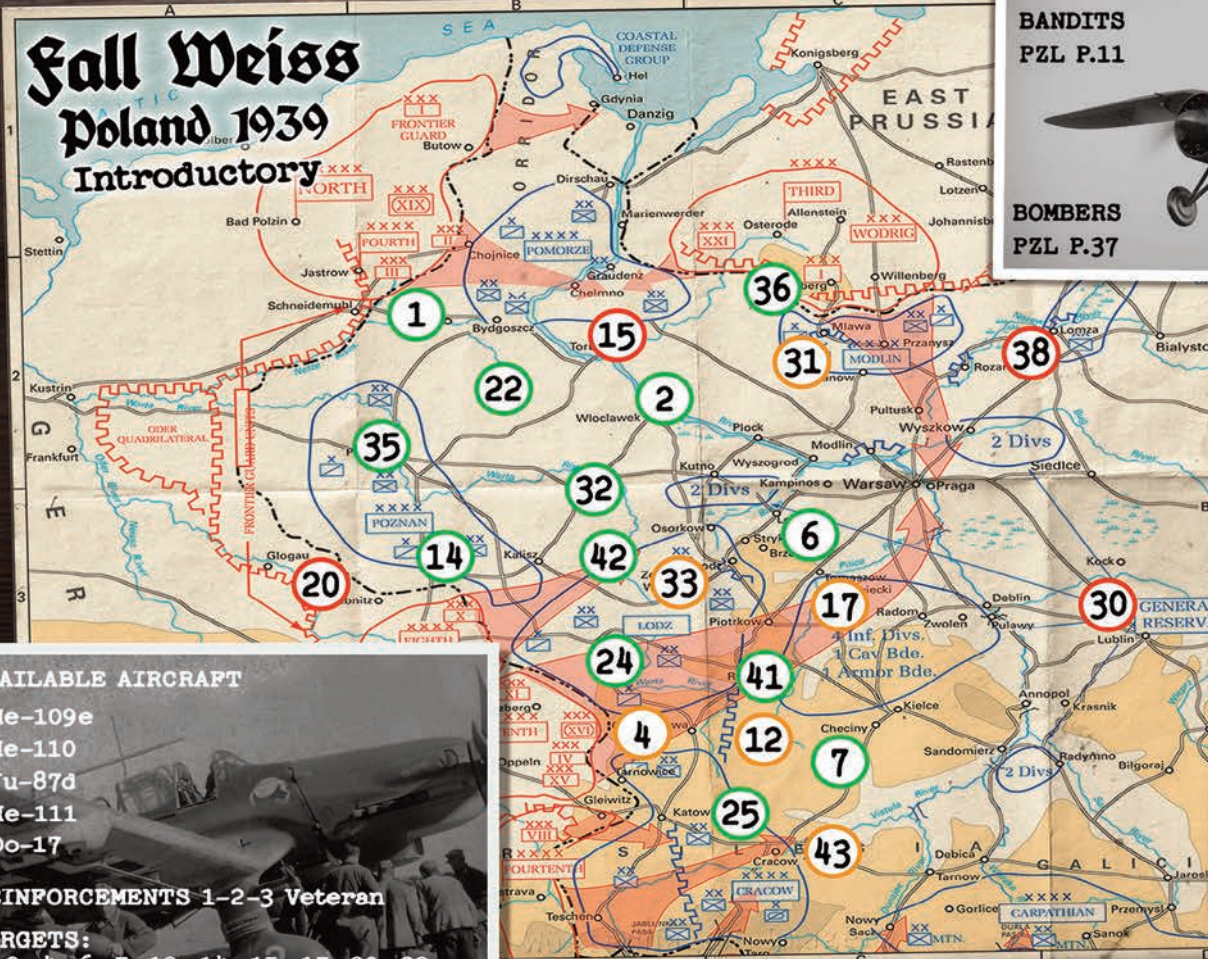


Fall Weiss Poland 1939 Introductory



BANDITS
PZL P.11

BOMBERS
PZL P.37



SPECIAL WEAPONS

PC-500 (500kg)
Armor Piercing
AB-250-2 (250kg)
Cluster

AVAILABLE AIRCRAFT

- Me-109e
- Me-110
- Ju-87d
- He-111
- Do-17

REINFORCEMENTS 1-2-3 Veteran

TARGETS:

- 1, 2, 4, 6, 7, 12, 14, 15, 17, 20, 22, 24, 25, 30, 31, 32, 33, 35, 36, 38, 41, 42, 43.

In an effort to gain Lebensraum and with a belief that the Western parties would continue allowing a free hand, The Germans invaded Poland on September 1st 1939.

ADJUSTMENTS: Remove 6 Bogey counters.

MEDIC 1-2-2

NOTES: First Mission has no Sites or Bogeys due to complete surprise.

TARGET BONUS AIRCRAFT: Veteran.

Campaigns	Short:	2 Days, 9 SO,	Medium:	4 Days, 12 SO,	Long:	5 Days, 23 SO,
	VP	Fuel 9	VP	Fuel 15	VP	Fuel 18
7+	Evaluation	Great	Evaluation	Great	Evaluation	Great
5 - 6	Great	14+	Good	11 - 13	Good	13 - 17
4	Good	8 - 10	Adequate	6 - 7	Adequate	10 - 12
3	Adequate	5 -	Poor	5 -	Poor	8 - 9
2 -	Poor	2 -	Dismal	2 -	Dismal	7 -

Recon 1 2 2 3 3 3 4 4 4

Intel NO CHANGE NO CHANGE -1 BOGEY -1 BOGEY -1 BOGEY -1 SITE -1 BOGEY -1 SITE -1 BOGEY -1 SITE -2 BOGEY -1 SITE -2 BOGEY



France 1940

Standard



BANDITS

- D.520
- MS.406
- Hurricane

BOMBERS

- Potez 633
- Battle



SPECIAL WEAPONS

- PC-500 (500kg) Armor Piercing
- AB-250-2 (250kg) Cluster

AVAILABLE AIRCRAFT

- Me-109e
- Ju-88
- Me-110
- Ju-87d
- He-111
- Do-17

REINFORCEMENTS 2-3-4 Skilled

TARGETS:

- 1, 2, 3, 4, 5, 6, 7, 12, 13, 14, 16, 17, 19, 20, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 36, 40, 41, 42, 43.

After a delay of many months to reposition his forces and try to get France and England to surrender, Hitler unleashes the Blitzkrieg on France. The Luftwaffe is a huge part of the success.

ADJUSTMENTS: NONE

MEDIC: 2-3-3

NOTES: Light Bombers are Battles. Medium Bombers are Potez 633.

TARGET BONUS AIRCRAFT: Veteran.

Campaigns	Short:	4 Days, 16 SO,	Medium:	8 Days, 32 SO,	Long:	12 Days, 48 SO,
		Fuel 15		Fuel 27		Fuel 40
	VP	Evaluation	VP	Evaluation	VP	Evaluation
	16+	Great	33+	Great	49+	Great
	12 - 15	Good	24 - 32	Good	36 - 48	Good
	9 - 11	Adequate	19 - 23	Adequate	28 - 35	Adequate
	7 - 8	Poor	15 - 18	Poor	22 - 27	Poor
	6 -	Dismal	14 -	Dismal	21 -	Dismal

Recon 2 2 3 3 4 4 5 5 5

Intel NO CHANGE -1 SITE -1 SITE -1 SITE -1 SITE -1 SITE -1 SITE -2 SITE -2 SITE



Dunkirk 1940

Standard



BANDITS

Hurricane, D.520, Spitfire, Ms.406



BOMBERS

Blenheim, Battle, Potez 633

SPECIAL WEAPONS

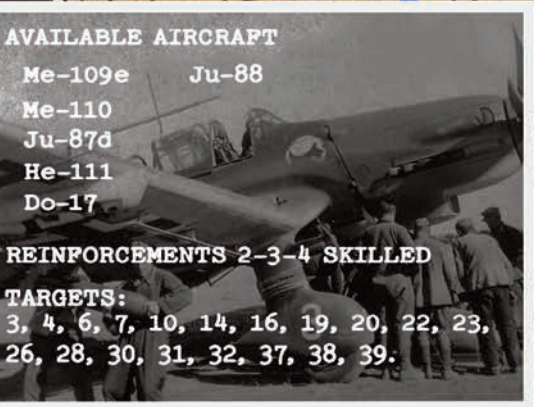
- PC-500 (500kg) Armor Piercing
- AB-250-2 (250kg) Cluster

AVAILABLE AIRCRAFT

- Me-109e Ju-88
- Me-110
- Ju-87d
- He-111
- Do-17

REINFORCEMENTS 2-3-4 SKILLED

- TARGETS:
3, 4, 6, 7, 10, 14, 16, 19, 20, 22, 23, 26, 28, 30, 31, 32, 37, 38, 39.



Having trapped the BEF on the beaches, Göring told Hitler that his Luftwaffe would destroy the British.

ADJUSTMENTS: Remove 2 Bogey counters.

MEDIC 1-1-2

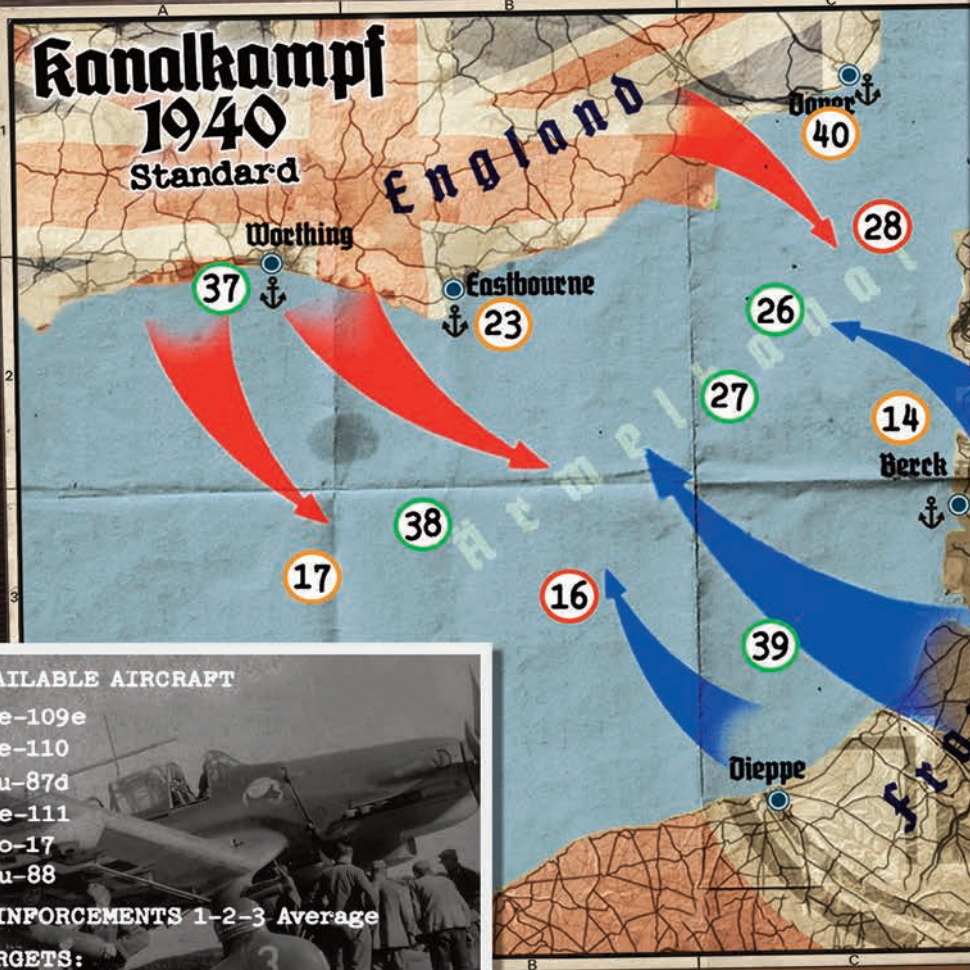
NOTES: Light Bombers are Battle. Medium Bombers can be either Potez 633 or Blenheim.

TARGET BONUS AIRCRAFT: Veteran.

Campaigns	Short:	2 Days, 8 SO,	Medium:	3 Days, 11 SO,	Long:	4 Days, 16 SO,
		Fuel 10		Fuel 13		Fuel 16
	VP	Evaluation	VP	Evaluation	VP	Evaluation
	9+	Great	13+	Great	17+	Great
	6 - 8	Good	10 - 12	Good	13 - 16	Good
	5	Adequate	7 - 9	Adequate	10 - 12	Adequate
	4	Poor	6	Poor	8 - 9	Poor
	3	Dismal	5	Dismal	7 -	Dismal

Recon	1	1	2	2	2	3	4	4	4
Intel	NO CHANGE	NO CHANGE	-1 BOGEY	-1 BOGEY	-1 SITE -1 BOGEY	-1 SITE -1 BOGEY	-1 SITE -2 BOGEY	-1 SITE -2 BOGEY	-2 SITE -2 BOGEY





BANDITS
Hurricane, Spitfire

BOMBERS
N/A

SPECIAL WEAPONS
PC-500 (500kg)
Armor Piercing
AB-250-2 (250kg)
Cluster

AVAILABLE AIRCRAFT

- Me-109e
- Me-110
- Ju-87d
- He-111
- Do-17
- Ju-88

REINFORCEMENTS 1-2-3 Average

TARGETS:
14, 16, 17, 23, 26, 27, 28, 37, 38, 39, 40.

Late summer, 1940. France was defeated and Hitler still had hopes of Britain surrendering. To that end, he did not wish to attack land targets, instead focusing on shipping in the English Channel.

ADJUSTMENTS: Remove 2 No Bogey counters.
Medic: 1-1-2
NOTES: None.
TARGET BONUS AIRCRAFT: Skilled.

Campaigns	Short:	2 Days, 8 SO, Fuel 9	Medium:	3 Days, 12 SO, Fuel 13	Long:	4 Days, 18 SO, Fuel 16
	VP	Evaluation	VP	Evaluation	VP	Evaluation
8+	8+	Great	12+	Great	16+	Great
6 - 7	6 - 7	Good	9 - 11	Good	12 - 15	Good
5	5	Adequate	7 - 8	Adequate	9 - 11	Adequate
4	4	Poor	5 - 6	Poor	7 - 8	Poor
3 -	3 -	Dismal	4 -	Dismal	6 -	Dismal

Recon	1	1	2	2	3	3	4	4	4
Intel	NO CHANGE	NO CHANGE	NO CHANGE	-1 SITE	-1 SITE	-1 SITE -1 BOGEY	-1 SITE -1 BOGEY	-2 SITE -2 BOGEY	-2 SITE -2 BOGEY



Battle of Britain 1940 Standard



BANDITS
Hurricane, Spitfire

BOMBERS
N/A



SPECIAL WEAPONS

- PC-500 (500kg)
- Armor Piercing
- AB-250-2 (250kg)
- Cluster



AVAILABLE AIRCRAFT

- Me-109e
- Me-110
- Ju-87d
- He-111
- Do-17
- Ju-88

REINFORCEMENTS 1-3-4 Average

TARGETS:
1, 3, 5, 6, 7, 10, 11, 13, 15, 16, 17, 18, 22, 23, 24, 25, 26, 27, 28, 30, 31, 33, 34, 36, 39, 40, 41, 42, 43.

Realizing that the British would not surrender, the Germans began bombing Britain. The goal was to break the English Spirit and destroy the RAF.

ADJUSTMENTS: Remove 4 No Bogey counters.

MEDIC: 1-2-2

NOTES: Target #40 can only be escorted by Me-110.

TARGET BONUS AIRCRAFT: Skilled.

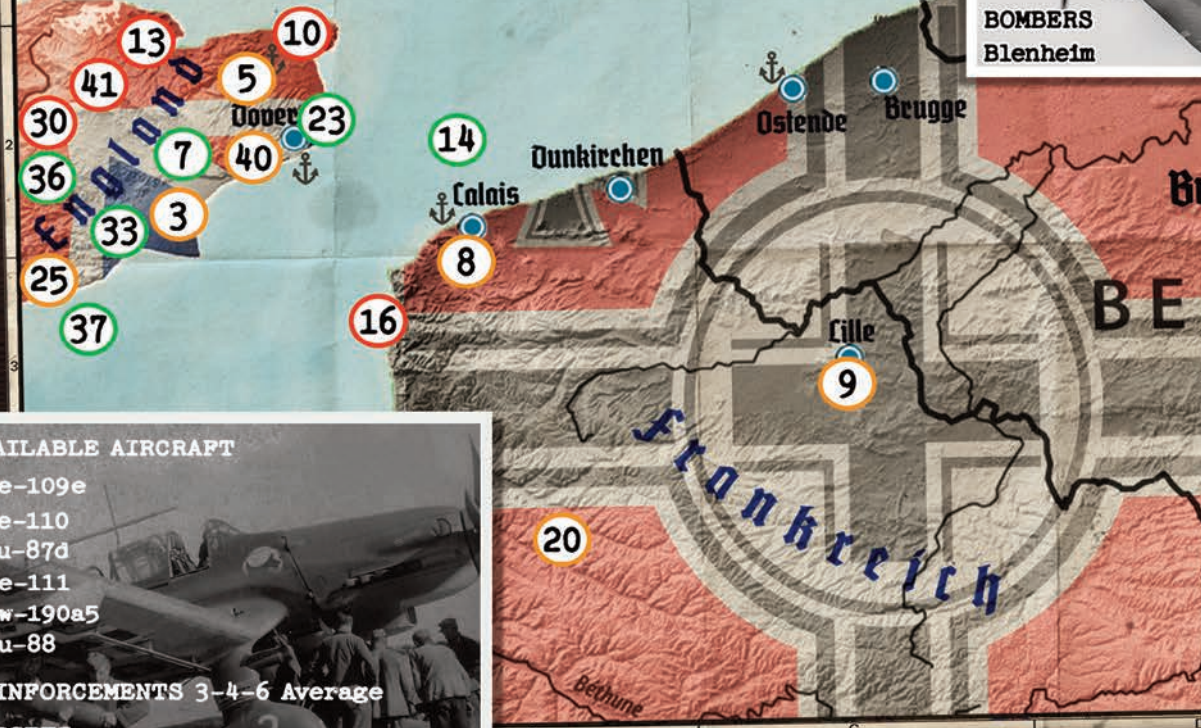
Campaigns	Short:	3 Days, 12 SO,	Medium:	5 Days, 23 SO,	Long:	7 Days, 28 SO,
		Fuel 16		Fuel 25		Fuel 33
	VP	Evaluation	VP	Evaluation	VP	Evaluation
	13+	Great	21+	Great	30+	Great
	9 - 12	Good	16 - 20	Good	22 - 29	Good
	7 - 8	Adequate	12 - 15	Adequate	17 - 21	Adequate
	6	Poor	9 - 11	Poor	13 - 16	Poor
	5 -	Dismal	8 -	Dismal	12 -	Dismal

Recon 2 2 3 3 3 4 4 5 5

Intel NO CHANGE -1 SITE -1 SITE -1 BOGEY -1 SITE -1 BOGEY -1 SITE -1 BOGEY -2 SITE -1 BOGEY -2 SITE -1 BOGEY -2 SITE -1 BOGEY -2 SITE -2 BOGEY



Stalemate in the west 1941 Standard



BANDITS
Hurricane, Spitfire

BOMBERS
Blenheim

SPECIAL WEAPONS

- PC-500 (500kg) Armor Piercing
- AB-250-2 (250kg) Cluster

AVAILABLE AIRCRAFT

- Me-109e
- Me-110
- Ju-87d
- He-111
- Fw-190a5
- Ju-88

REINFORCEMENTS 3-4-6 Average

TARGETS:
3, 5, 7, 8, 9, 10, 13, 14, 16, 20, 23, 25, 30, 33, 36, 37, 40, 41.

Failing to gain air superiority over England, the Germans paused and rested. They also sent many units to the East in preparation for Barbarossa.

ADJUSTMENTS: NONE
MEDIC: 2-2-3
NOTES: Medium Bombers are Blenheim.
TARGET BONUS AIRCRAFT: Skilled.

Campaigns	Short:	4 Days, 16 SO, Fuel 21	Medium:	6 Days, 24 SO, Fuel 30	Long:	8 Days, 36 SO, Fuel 39
	VP	Evaluation	VP	Evaluation	VP	Evaluation
	18+	Great	27+	Great	36+	Great
	13 - 17	Good	20 - 26	Good	26 - 35	Good
	10 - 12	Adequate	15 - 19	Adequate	20 - 25	Adequate
	8 - 9	Poor	12 - 14	Poor	16 - 19	Poor
	7 -	Dismal	11 -	Dismal	15 -	Dismal

Recon	2	2	3	3	4	4	4	5	5
Intel	NO CHANGE	NO CHANGE	NO CHANGE	-1 BOGEY	-1 SITE -1 BOGEY	-1 SITE -1 BOGEY	-2 SITE -1 BOGEY	-2 SITE -1 BOGEY	-2 SITE -1 BOGEY





Americans arrive 1942

BANDITS
Hurricane, Spitfire, P-38

BOMBERS
Blenheim, B-25, B-26, B-17

SPECIAL WEAPONS
PC-500 (500kg) Armor Piercing
AB-250-2 (250kg) Cluster

AVAILABLE AIRCRAFT

- Me-109e
- Me-110
- Ju-87d
- He-111
- Ju-88
- Pw-190a5

REINFORCEMENTS 2-3-4 Skilled

TARGETS:
5, 8, 9, 15, 16, 17, 19, 20, 21, 23, 24, 26, 27, 28, 30, 36, 38, 40, 41.

After Pearl Harbor, Germany declared war on the US. Soon, American men and equipment started arriving in England. The opening stages of the Battle for Germany began.

ADJUSTMENTS: Remove 2 No Bogey counters.

MEDIC: 2-3-4

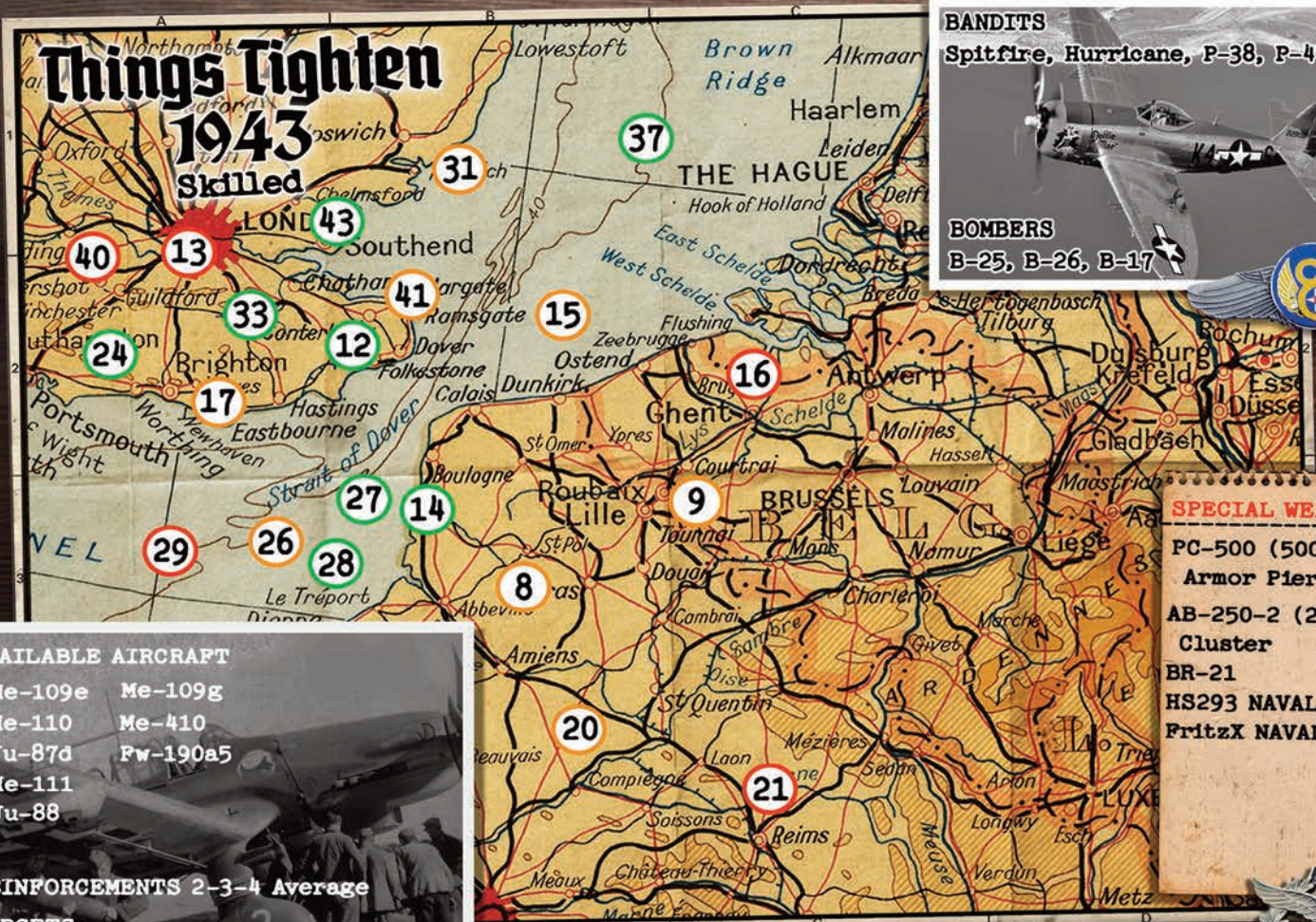
NOTES: Light Bombers are Blenheim. Medium Bombers are B-25 and Heavy Bombers are B-17. Target #8 is B-26. Target #9 is B-17.

TARGET BONUS AIRCRAFT: Veteran.

Campaigns	Short:	4 Days, 14 SO,	Medium:	8 Days, 32 SO,	Long:	12 Days, 54 SO,
	VP	Fuel 19	VP	Fuel 34	VP	Fuel 50
	20+	Great	39+	Great	59+	Great
	15 - 19	Good	29 - 38	Good	44 - 58	Good
	11 - 14	Adequate	23 - 28	Adequate	34 - 43	Adequate
	9 - 10	Poor	18 - 22	Poor	27 - 33	Poor
	8 -	Dismal	17 -	Dismal	26 -	Dismal

Recon	2	2	2	3	3	4	4	5	5
Intel	+1 BOGEY	NO CHANGE	NO CHANGE	-1 SITE	-1 SITE	-1 SITE -1 BOGEY	-2 SITE -1 BOGEY	-2 SITE -1 BOGEY	-2 SITE -2 BOGEY





BANDITS
Spitfire, Hurricane, P-38, P-47

BOMBERS
B-25, B-26, B-17

AVAILABLE AIRCRAFT

Me-109e	Me-109g
Me-110	Me-410
Ju-87d	Fw-190a5
He-111	
Ju-88	

REINFORCEMENTS 2-3-4 Average

TARGETS:
8, 9, 12, 13, 14, 15, 16, 17, 20, 21, 24, 26, 27, 28, 29, 31, 33, 37, 40, 41, 43.

- SPECIAL WEAPONS**
- PC-500 (500kg) Armor Piercing
 - AB-250-2 (250kg) Cluster
 - BR-21
 - HS293 NAVAL
 - FritzX NAVAL



As the Americans gain in strength, the Lufwaffe in the West was being drained by needs in the East.

- ADJUSTMENTS:** Remove 2 No Bogey Counters.
- MEDIC:** 1-2-2
- NOTES:** Medium Bomber is B-25. Heavy Bomber is B-17.
Target #8 is B-26. Target #9 is B-17.
- TARGET BONUS AIRCRAFT:** Skilled.

Campaigns	Short:	4 Days, 14 SO,	Medium:	7 Days, 28 SO,	Long:	11 Days, 39 SO,
	VP	Fuel 17	VP	Fuel 28	VP	Fuel 42
	18+	Great	32+	Great	50+	Great
	13 - 17	Good	24 - 31	Good	37 - 49	Good
	11 - 12	Adequate	19 - 23	Adequate	29 - 36	Adequate
	8 - 10	Poor	15 - 18	Poor	23 - 28	Poor
	7 -	Dismal	14 -	Dismal	22 -	Dismal

Recon	2	2	2	2	3	3	4	4	5
Intel	+1 BOGEY	+1 BOGEY	NO CHANGE	NO CHANGE	-1 SITE	-1 SITE	-1 SITE -1 BOGEY	-2 SITE -2 BOGEY	-2 SITE -2 BOGEY



Doliant defense 1944 Skilled



BANDITS
Spitfire, P-38, P-47, P-51

BOMBERS
B-25, B-26,
B-17



AVAILABLE AIRCRAFT

- Me-109g Me-262
- Fw-190a5 Ju-88
- Fw-190a-8 He-111
- Ta-152
- Me-110
- Me-410

REINFORCEMENTS 3-4-5 Average

TARGETS:

- 3, 4, 5, 6, 7, 8, 9, 13, 15, 16, 17, 19,
20, 21, 22, 30, 31, 32, 33, 34, 38, 41,
42, 43.

SPECIAL WEAPONS

- PC-500 (500kg)
- Armor Piercing
- AB-250-2 (250kg)
- Cluster
- BR-21
- R4M
- R4HL

As invasion nears, the skies are full of Allied aircraft. The Luftwaffe is tasked with an impossible job. Stop the Bombers, while High Command required attacks on England.

ADJUSTMENTS: Remove 4 No Bogey counters.

MEDIC: 1-2-2

NOTES: Light Bombers are B-26, Medium Bombers are B-25 and Heavy Bombers are B-17. Target #8 is B-26. Target #9 is B-17.

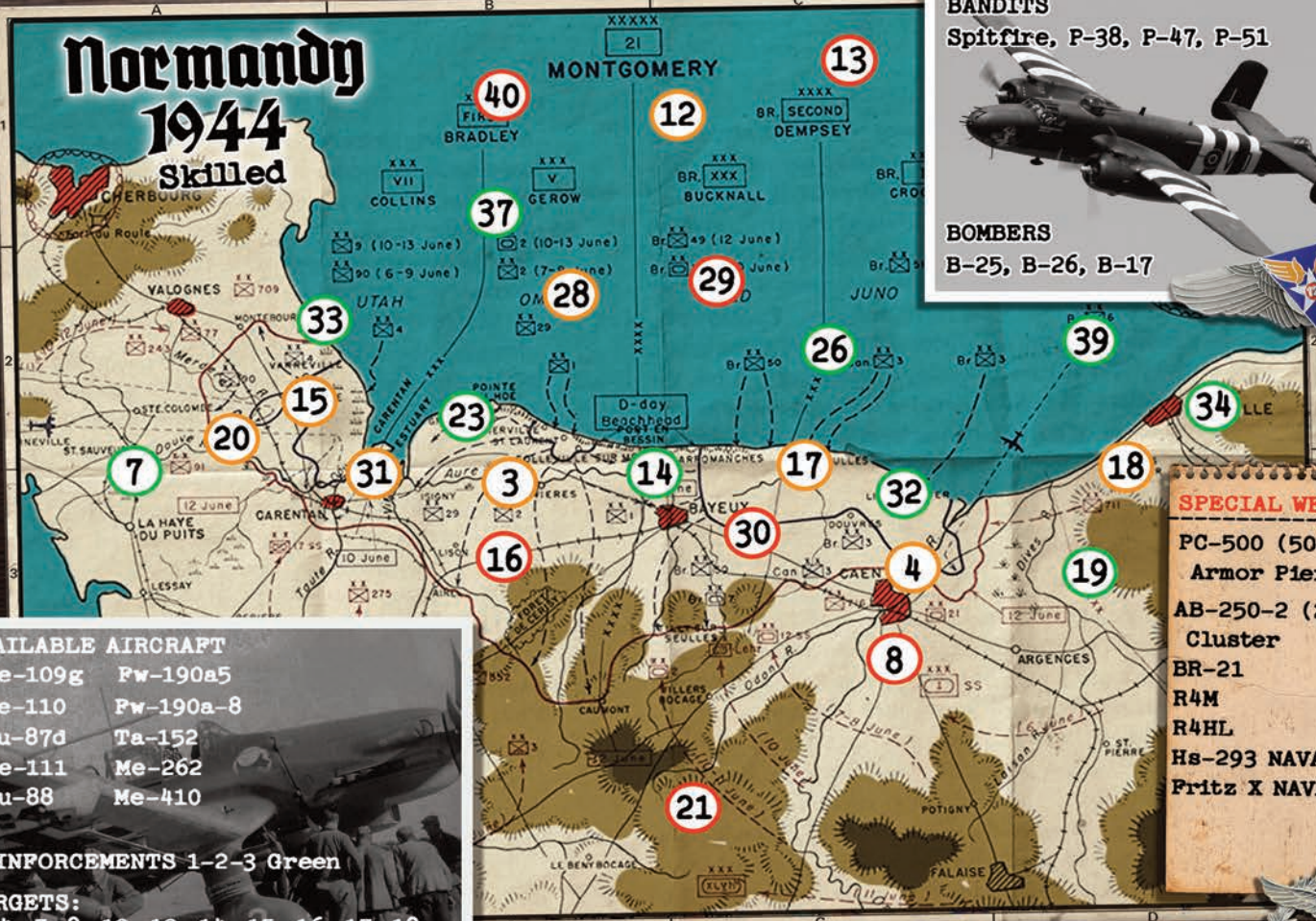
TARGET BONUS AIRCRAFT: Average.

Campaigns	Short:	3 Days, 11 SO,	Medium:	6 Days, 18 SO,	Long:	9 Days, 27 SO,
	VP	Fuel 13	VP	Fuel 23	VP	Fuel 33
	14+	Great	28+	Great	42+	Great
	10 - 13	Good	21 - 27	Good	31 - 41	Good
	8 - 9	Adequate	16 - 20	Adequate	24 - 30	Adequate
	6 - 7	Poor	13 - 15	Poor	19 - 23	Poor
	5 -	Dismal	12 -	Dismal	18 -	Dismal

Recon 2 2 3 3 3 4 4 5 5

Intel +2 BOGEY +1 BOGEY NO CHANGE NO CHANGE -1 SITE -1 SITE -1 SITE -1 SITE BOGEY -1 SITE BOGEY





AVAILABLE AIRCRAFT

Me-109g	Fw-190a5
Me-110	Fw-190a-8
Ju-87d	Ta-152
He-111	Me-262
Ju-88	Me-410

REINFORCEMENTS 1-2-3 Green

TARGETS:
3, 4, 7, 8, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 23, 26, 28, 29, 30, 31, 32, 33, 34, 37, 39, 40.

Invasion! It is up to the depleted Luftwaffe to help throw the Allies back into the Channel.

ADJUSTMENTS: Remove 8 No Bogey counters.

MEDIC: 1-1-1

NOTES: Light Bombers are B-26. Medium Bombers are B-25. Heavy Bombers are B-17. Target #8 is B-26.

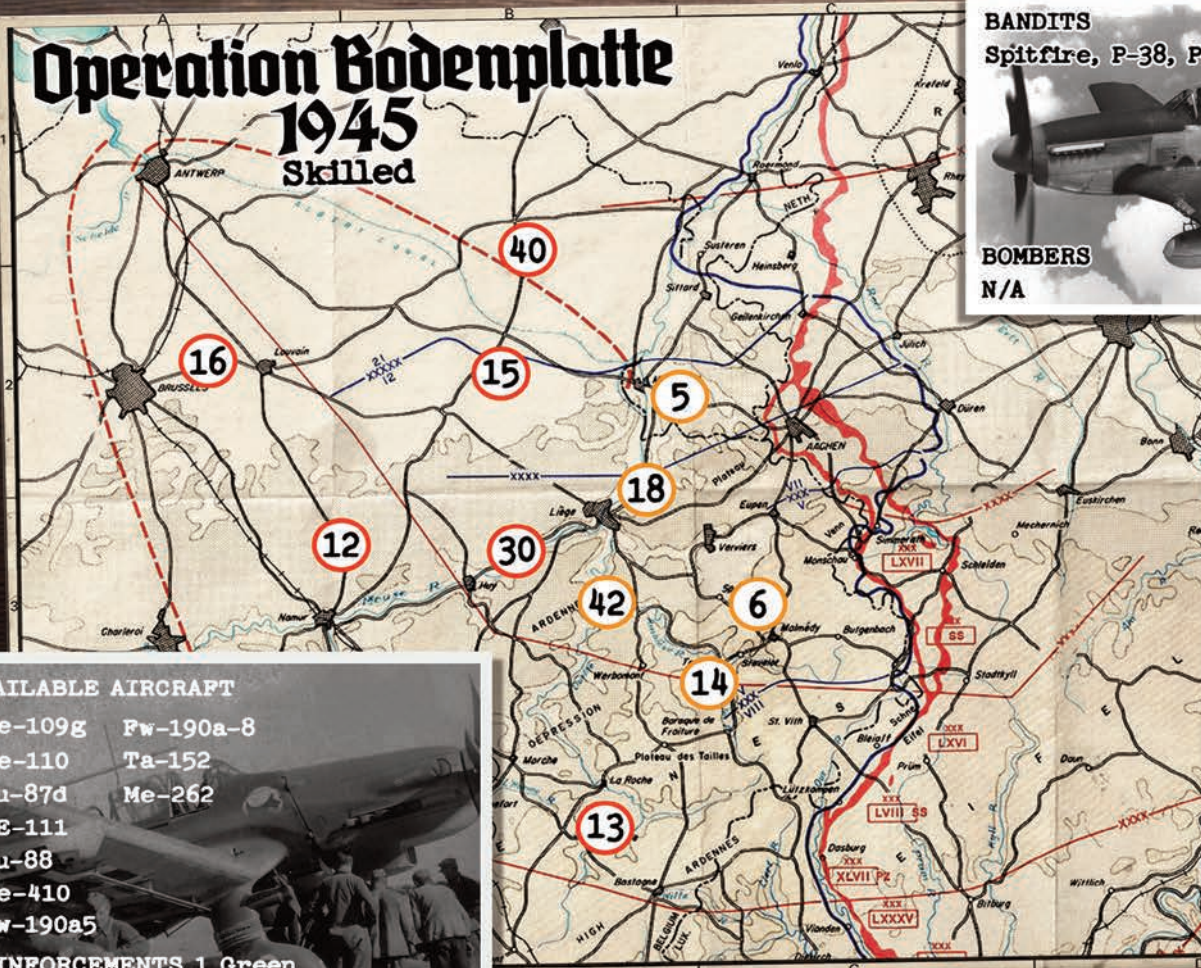
TARGET BONUS AIRCRAFT: Average.

Campaigns	Short:	2 Days, 7 SO,	Medium:	3 Days, 9 SO,	Long:	4 Days, 12 SO,
	VP	Fuel 9	VP	Fuel 13	VP	Fuel 16
	9+	Great	14+	Great	18+	Great
	7 - 8	Good	10 - 13	Good	14 - 17	Good
	5 - 6	Adequate	8 - 9	Adequate	11 - 13	Adequate
	4	Poor	6 - 7	Poor	8 - 10	Poor
	3 -	Dismal	5 -	Dismal	7 -	Dismal

Recon	2	2	3	3	3	4	4	5	5
Intel	+2 BOGEY	+1 BOGEY	No CHANGE	NO CHANGE	-1 SITE	-1 SITE -1 BOGEY	-1 SITE -1 BOGEY	-1 SITE -2 BOGEY	-1 SITE -2 BOGEY



Operation Bodenplatte 1945 Skilled



BANDITS
Spitfire, P-38, P-47, P-51

BOMBERS
N/A



SPECIAL WEAPONS

- PC-500 (500kg)
Armor Piercing
- AB-250-2 (250kg)
Cluster
- BR-21
- R4M
- R4HL

AVAILABLE AIRCRAFT

- Me-109g Fw-190a-8
- Me-110 Ta-152
- Ju-87d Me-262
- HE-111
- Ju-88
- Me-410
- Fw-190a5

REINFORCEMENTS 1 Green

TARGETS:

- 5, 6, 12, 13, 14, 15, 16, 18, 30, 40, 42

Originally planned to support the German offensive in the Ardennes, bad weather delayed this attack until January 1 1945. The plan was to destroy the Allied airpower on the ground in one massive blow. While many Allied planes were destroyed, the Germans lost many of their best pilots.

MEDIC: 0-1-0

ADJUSTMENTS: Remove 8 No Bogey counters.

NOTES: First mission all printed Bogeys and Sites are 0.

TARGET BONUS AIRCRAFT: Average.

Campaigns	Short: N/A		Medium: 4 Days, 12 SO, Fuel 38		Long: N/A	
	VP	Evaluation	VP	Evaluation	VP	Evaluation
0	0	Great	18+	Great	0	Great
		Good	13 - 17	Good		Good
		Adequate	10 - 12	Adequate		Adequate
		Poor	8 - 9	Poor		Poor
		Dismal	7 -	Dismal		Dismal

Recon 1 1 2 2 2 2 3 3 4

Intel NO CHANGE NO CHANGE -1 SITE -1 SITE -2 SITE -2 SITE -2 SITE -2 SITE -1 BOGEY -2 SITE -2 BOGEY



Defense of the Fatherland 1945

Expert



BANDITS
 Spitfire, P-38,
 P-47, P-51



BOMBERS
 B-26, B-25, B-17



SPECIAL WEAPONS

- PC-500 (500kg) Armor Piercing
- AB-250-2 (250kg) Cluster
- BR-21
- R4M
- R4HL

AVAILABLE AIRCRAFT

- Me-109g Ta-152
- Me-110 He-162
- Ju-87d Me-262
- HE-111 Me-163
- Ju-88
- Me-410
- Fw-190a5
- Fw-190a-8

REINFORCEMENTS 2-4-6 Green

TARGETS:

- 3, 4, 5, 6, 8, 9, 12, 13, 14, 15, 16, 18, 20, 21, 30, 31, 32, 33, 35, 38, 42, 43.

As their Fuel supplies dwindle, The weight of the Allies offensive is crushing the Luftwaffe. Galant until the end, the German pilots fought with all their skill and bravery.

ADJUSTMENTS: Remove 6 No Bogey counters.

MEDIC: 1-2-2

NOTES: Medium Bombers are B-25. Heavy Bombers are B-17.
 Target #8 is B-26. Target #9 is B-17.

TARGET BONUS AIRCRAFT: Average.

Campaigns	Short:	4 Days, 12 SO,	Medium:	8 Days, 24 SO,	Long:	12 Days, 36 SO,
		Fuel 16		Fuel 29		Fuel 43
	VP	Evaluation	VP	Evaluation	VP	Evaluation
	18+	Great	37+	Great	55+	Great
	14 - 17	Good	28 - 36	Good	42 - 54	Good
	11 - 13	Adequate	22 - 27	Adequate	33 - 41	Adequate
	9 - 10	Poor	18 - 21	Poor	26 - 32	Poor
	8 -	Dismal	17 -	Dismal	25 -	Dismal

Recon

- 2 2 3 3 4 4 5 5 5

Intel

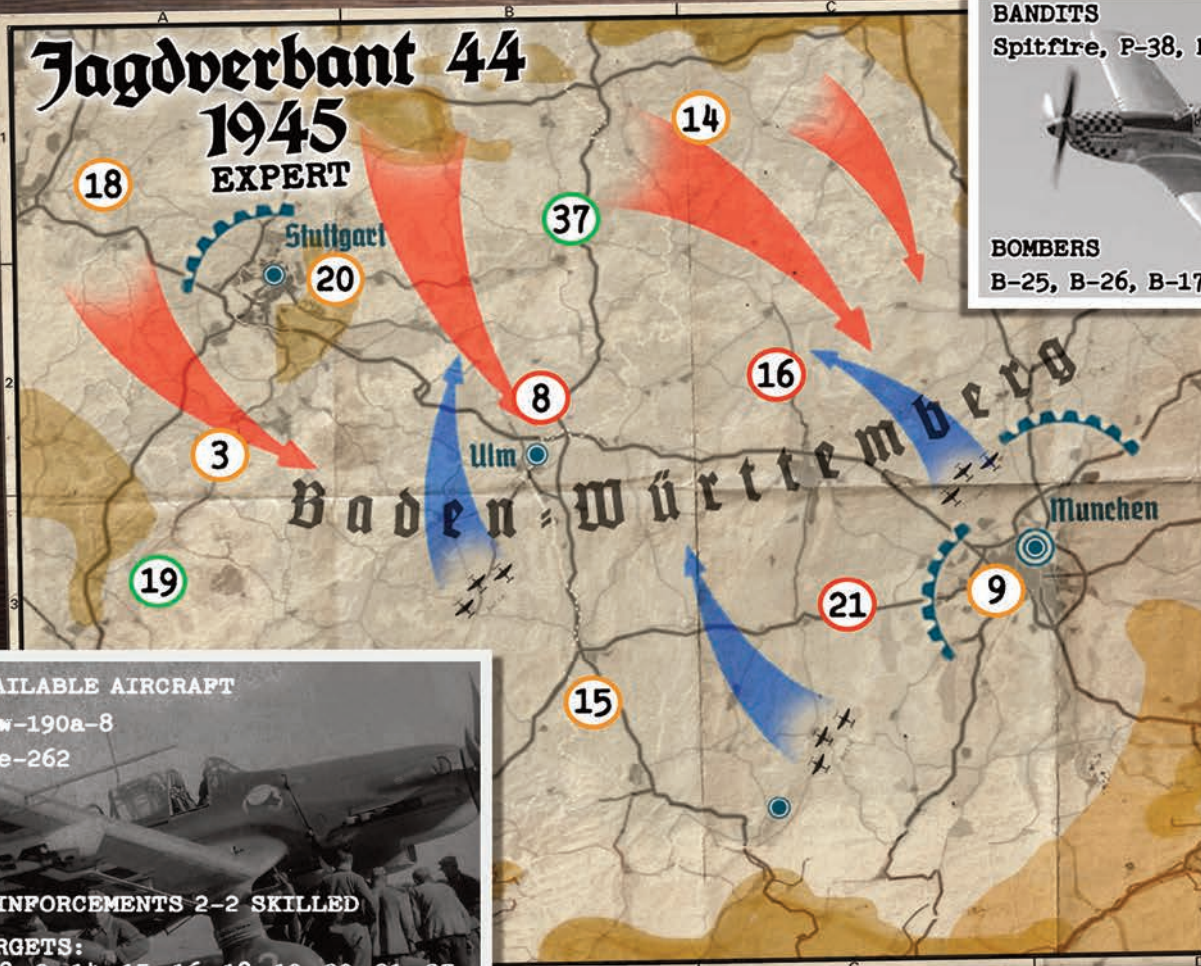
- +2 BOGEY +1 BOGEY +1 BOGEY -1 SITE -1 SITE -1 SITE BOGEY -1 SITE BOGEY -2 SITE BOGEY -2 SITE BOGEY



Jagdverband 44

1945

EXPERT



BANDITS
Spitfire, P-38, P-47, P-51



BOMBERS
B-25, B-26, B-17



SPECIAL WEAPONS

- PC-500 (500kg) Armor Piercing
- AB-250-2 (250kg) Cluster
- R4M AtA Rocket
- BR-21 AtA Rocket
- R4HL AtG Rocket

AVAILABLE AIRCRAFT

- Fw-190a-8
- Me-262

REINFORCEMENTS 2-2 SKILLED

TARGETS:
3, 8, 9, 14, 15, 16, 18, 19, 20, 21, 37.



As punishment for insubordination, Hermann Goring ordered Adolph Galland to form a quarantine squadron and take other malcontent pilots with him. The result was a squadron of the very best German Pilots flying the best aircraft, the Me-262.

MEDIC: 2-2

ADJUSTMENTS: Remove 8 No Bogey Counters.

NOTES: Light Bombers are B-26. Medium Bombers are B-25. Heavy Bombers are B-17. Target #8 is B-26. Target #9 is B-17. Only use Fw-190a-8 for Target #8.

TARGET BONUS AIRCRAFT: SKILLED.

Your squadron will consist of 10 Pilots. 6 Skilled, 2 Veteran and 2 Legendary.

Campaigns	Short: 6 Days, 18 SO, Fuel 41		Medium: 8 Days, 24 SO, Fuel 53		Long:	
	VP	Evaluation	VP	Evaluation	VP	Evaluation
	31+	Great	42+	Great		Great
	24 - 30	Good	31 - 41	Good		Good
	19 - 23	Adequate	25 - 30	Adequate		Adequate
	15 - 18	Poor	20 - 24	Poor		Poor
	14 -	Dismal	19	Dismal		Dismal

Recon	1	1	2	2	3	3	4	4	4
Intel	NO CHANGE	NO CHANGE	-1 SITE	-1 SITE	-2 SITE	-2 SITE	-2 SITE	-2 SITE	-2 SITE





Key Terms



# BOGEY:	Draw the indicated number of Bogey counters at the start of each turn Over-Target. Place the Bogeys per the Campaign Sheet.
BIG:	+1 to your AtG rolls.
DISPERSED:	Each AtG Munition cannot inflict more than 1 Hit on the Target.
DIVE +#:	The Aircraft gains the noted bonus to its AtG Attack rolls against the Target or Site that Turn.
ESCORT:	New Mission type. Explained on page 23.
FRIENDLY FIRE:	Inflict 1 Stress on the Attacking Pilot for each of his AtG counters expended Over-Target, that inflict 0 Hits or failed to Suppress.
GROUND OBJECTIVE:	A new Target type, described on the Target Card.
HARD:	Subtract 1 Hit from the Hits inflicted by each AtG Attack against the Target. An Attack can be reduced to 0 Hits in this manner.
HORRIDO and PILOT:	If this Target is Destroyed all Pilots in your Squadron replenish their Horrido counters. AND Add a Pilot to your Squadron whose Level is specified on your Campaign sheet.
HORRIDO or PILOT:	If this Target is Destroyed choose to do : All Pilots in your Squadron replenish their Horrido counters. OR Add a Pilot to your Squadron whose Level is specified on your Campaign sheet.
IMPROVEMENT:	This trait activates when the Target card is drawn. Apply the effect until you Destroy the Target card. If you do not select or Destroy these Target cards, do not discard them. These cards remain available for mission selection, in addition to your Recon Target draws, until Destroyed. These cards do not count against your Day's Target card draws.
INTERCEPT:	New Mission type. Explained on page 23.
LARGE:	After the Aircraft suffers a Minor or Major Hit, look at the effect, and decide to suffer the effect or not suffer the effect. You may suffer no effect once per Mission.
LEVEL:	The Aircraft may perform Bomb Attacks at High Altitude. When doing so, subtract 2 from each of its Attack rolls.
NAVAL:	Some Munitions can only Attack Naval Targets and Naval Sites. When placing Sites for these Naval Targets, use the grey Naval Site counters.
OBJECTIVE:	You must Destroy these counters to Destroy the Target. You do not need to Destroy any other counters on the Tactical Display to Destroy the Target.
OVERKILL #:	+ You gain a bonus if you inflict the specified number of Hits or more on the Target.
SCRAMBLE:	As soon as you draw one of these cards, stop drawing Target cards. You must select this card as your Day's Primary Mission.
SECONDARY:	In addition to flying the Primary Mission each Day, you can select 1 available Target card with the Secondary Key Word.
SMALL:	-1 from AtG rolls against the Target.
SOFT:	Some Munitions get a bonus to Attack Sites and Targets that are soft.
TARGET BONUS PILOT:	Pilot received for destroying certain Targets.
TARGET DOT:	Every Target in a Campaign has a corresponding Target Dot on map. The color of the Dot indicates Stress and Fuel usage. Green = 0 of each, Yellow = 1 of each and Red = 2 of each.
WOUND:	Whenever a Minor or Major hit occurs, draw the appropriate color counter from cup and apply result immediately.
ZEAL:	If this Target is Destroyed, all Pilots in your Squadron replenish their Zeal counters.



Hit Result Definitions



MAJOR HIT	Explanation	MINOR HIT	Explanation
Arm Wound*	Roll For Safe Landing / Miss One Day	Arm Wound	Stress +1
Back Wound**	Roll For Safe Landing / Miss 2 Days	Bruise	Stress +1
Blood Loss**	Miss 2 Days	Cockpit Hit	-1 Attack Rolls This Mission
Bruise	Stress +1	Favorite Scarf!	-1 Stress
Cockpit Hit	-1 Attack Rolls This Mission	Hand Wound	-1 AtA This Mission
Concussion**	Roll For Safe Landing / Miss 2 Days	Head Wound**	Roll For Safe Landing / Miss Two Days
Control Hit	+1 Stress	How Dare they!	AtA +1 Rest Of Mission
Coolant Hit	Stress +1	KIA	Aircraft Destroyed / Pilot Killed
Ears Ringing*	Miss One Day	Leg Wound*	-1 Maneuver This Turn / Roll For Safe Landing / Miss One Day
Eye Wound**	Roll For Safe Landing / Miss 2 Days	Loud Noise	-1 Maneuver This Turn
Foot Wound	No Maneuver This Turn	Minus 1 Stress	-1 Stress
Funny Bone Hit	No Maneuver This Turn	Missed me!	-1 Stress
Hand Wound*	Miss One Day	NE	No Effect
Head Wound*	Roll For Safe Landing / Miss One Day	Now I'm Mad!	-1 Stress
Head Wound**	Roll For Safe Landing / Miss 2 Days	Pedal Hit	No Maneuver This Turn
Hearing Loss**	Miss 2 Days	Scalp Wound*	Roll For Safe Landing / Miss One Day
KIA	Aircraft Destroyed / Pilot Killed	Scratch	Stress +1
Landing Gear*	Roll For Safe Landing / Miss One Day	Smell Oil?	No Maneuver This Turn
Leg Wound*	Roll For Safe Landing / Miss One Day	Smoke	No SA
Minus 1 Stress	-1 Stress	Stress	+1 Stress
Numb Legs**	Miss 2 Days	Temp Gauge!	-1 Maneuver This Turn
Oil Leak	No Maneuver This Turn	Vibration	Stress +1
Scalp Wound*	Miss One Day		
Shrapnel	Stress +1		
Sight Hit	-1 Attack Rolls This Mission		
Sliver in Eye*	Roll For Safe Landing / Miss One Day		
Smoke	No SA this Turn		
Stress	+1 Stress		
Throttle Destroyed	No Move This Turn		
Windscreen Star	-1 Attack Rolls This Mission		

* = Miss One Day

** = Miss Two Days



Player Help Sheet



Rank	1939-1941			1942-1943			1944-1945			1946-????		
	Short	Medium	Long	Short	Medium	Long	Short	Medium	Long	Short	Medium	Long
Newbie	1	1	1	1	1	1	1	1	1	0	0	0
Green	2	2	2	2	2	2	3	3	3	1	1	1
Average	3	4	5	4	5	6	3	4	5	2	2	2
Skilled	1	1	2	1	1	2	1	1	2	4	5	6
Veteran	1	2	2	0	1	1	0	1	1	1	1	2
Legendary	0	0	0	0	0	0	0	0	0	0	1	1

- 1.) Aircraft Attack Sequence:** Select one Target, then select the Munitions to be Expended, or to perform a Guns Attack. - Roll one Die to resolve each Munition' Attack or to resolve a Guns Attack. If the Aircraft is Attacking a Bandit at Range 0, Apply Hits to Target, or destroy a Site or Bandit with a successful attack.
- 2.) Site/Bandit Attack Sequence:** Determine the Aircraft to be Attacked - Target the closest Aircraft.
- 3.) Aircraft Reactions: Suppression:** Any one Aircraft may Attack the Site or Bandit. Perform the Attack as normal. If successful, the Site or Bandit attack is cancelled. Sites and Bandits do not suffer damage from Suppression Attacks. Aircraft with [AtA] can only Suppress for other Aircraft with [AtA].
- 4.) Evasion:** The Aircraft under attack may Evade. Inflict 1 Stress on the Evading Pilot.
- 5.) Resolve Attack:** Roll one die and reference the Attack numbers on the Site or Bandit counter to determine the outcome of the Attack. If the pilot Evaded, roll 2 dice for the Site or Bandit Attack, and use the lower of the 2 rolls.
- 6.) Bogey / Bandit Movement:** Bandits do not move if there is an Aircraft within its Attack Range. Otherwise, Bogey /Bandit moves 1 Area closer to the closest Aircraft.
- 7.) Stress Accumulation:** Place Stress immediately. Use Shaken stats if the Pilot's Stress is in Shaken range. - Discard all Munition counters if Stress makes Pilot Unfit.
- 8.) After Mission:** Inflict Stress on each Pilot equal to the Target's Stress.
- 9.) Destroyed Aircraft:** Remove Aircraft from the Mission. Pilot may attempt Bail Out.
- 10.) Experience:** Each Aircraft gains 1 Experience Point (XP) for completing a mission.
- 11.) Interception Targets:** Place Objectives as noted on Target card. Objectives move as noted in the rules. You must destroy all the Objectives.
- 12.) Escort Targets:** Place Aircraft counters to be escorted as noted on Target card. Escorted Aircraft move from East to West across board. Gain +1 VP for each Bomber that exits West edge of Tactical Display.
- 13.) Ground Objective Targets:** Place Objectives as noted on Target card. You must destroy all the Objectives.
- 14.) XP:** Pilots gain +1 XP for any flown Mission. Pilots gain an additional +1 XP if the Target is Destroyed and no Pilots are lost.
- 15.) SO Point Cost:**

Pilot Promotions: Campaign Length S/M/L

Newbie 2/4/6 Green 3/6/9 Average 4 /8/12 Skilled 5 /10/15 Veteran 6/12/18

Pilot Skills: 1/2/3

Recon: 1/2/3 (+1 Target card Draw)

Priority R&R: 5/8/11 (reduce 2 +Cool rating Stress from each Pilot)

Schnapps: 3/6/9 (-2 Stress from all, purchased at the start of the Campaign)

Special Weapons: 1 per WP

Medic: Costs 2 SO to activate. Each Medic may perform 1 Action when activated:

- Remove 2 Stress.
- Remove Miss 1 Day counter.
- Replace Miss 2 Day counter with a Miss 1 Day counter.



Skills



-3 Stress	Expend. At any time you may immediately remove three Stress.
1 Cool	Add +1 to your Cool.
2 XP	Start Campaign with 2 XP.
Adleraugen (Eagle Eyes)	Add +1 to your SA. Suffer +1 Stress at the start of each Mission flown.
Agil (Agile)	May go Evasive without suffering Stress.
Alarmiert (Alert)	Once per Mission, after rolling a Bandit Attack, subtract two from the roll.
Ansporn (Relief)	If you Destroy 3+ Sites or Bandits during a Mission, all other Pilots flying this mission suffer 1 fewer Stress.
Arrogant	If you destroy the first Site or Bandit of the Mission, gain +1 XP during Debrief.
Beschützt (Chosen)	Expend. When you suffer a Destroyed result, instead, Draw a Minor Hit counter.
Bewußt (Aware)	After using SA, roll a d10: if 6+ do not expend the SA.
Bombenschütze (Bombadier)	Treat Munitions (Except Torpedo) as both Low and High with no penalty.
Bomber Töter (Bomber Killer)	Maneuver AND attack before the Bomber return fire.
Ehrenwert (Honorable)	Gain +1 XP for every point of Stress suffered from a Bandit or Site Attack.
Eifer (Zeal)	After expending a Zeal counter, roll a d10: on a 8+ retain your Zeal counter.
Ernst (Serious)	If you did not participate in a Mission yesterday, Add +1 to all your rolls during this mission.
Fallschirm (Parachute)	If Destroyed, return to the Squadron at the start of next Day with +3 Stress.
Fokussiert (Focused)	For one Turn each Mission add +1 to your rolls.
Kampfpilot (Fighter Pilot)	Add +1 to Gun Attack rolls.
Katzenhaft (Cat Like)	Gain +1 Maneuver.
Magie (Magic)	If Disadvantaged or Tailed, suffer 1 Stress to return to Neutral.
Mut (Courage)	Add +1 to your Zeal.
Navigator	At the end of each Mission, roll a d10: if 6+ reduce your Stress by two.
Rachsüchtig (Vengeful)	Expend. When another Pilot is Destroyed, add +3 to your Attack rolls for the remainder of the Mission.
Schnelle Hände (Quick Hands)	Add +1 to AtG rolls against the Target (Not Sites).
Schnelle Reflexe (Fast Reflex)	Ignore a Minor Hit once per Mission.
Spritsparer (Fuel Miser)	After each Mission, roll a d10. 6+ = 1 fewer Fuel Used. 5- = Normal Fuel Use. Add AtA or AtG stat to roll.
Überfallangriff (Attack Run)	Expend. After rolling for an AtG Attack, treat the roll as a 10.
Unerschütterlich (Unflappable)	Expend. Ignore the effect of a Major hit.
Zusammenarbeit (Teamwork)	May Suppress without suffering Stress

Grand Med 1940-1945 Expert



BANDITS
Any Available based on year.

BOMBERS
Any Available based on year

AVAILABLE AIRCRAFT
Any available based on year.

REINFORCEMENTS 3-5-7 Average

TARGETS:
1 - 43, 57 - 62

- SPECIAL WEAPONS**
- PC-500 (500kg)
 - Armor Piercing
 - AB-250-2 (250kg)
 - Cluster
 - BR-21
 - R4M
 - R4HL
 - FritzX
 - Hs-293
 - Based on year



Attacking West and South, the Germans and Italians enjoyed early success, but late war things got tough.

MEDIC: 2-3-3

NOTES: At start of Campaign select light, medium and heavy Bomber based on year.

TARGET BONUS AIRCRAFT: Skilled.

Campaigns	Short:	10 Days, 35 SO,	Medium:	14 Days, 56 SO,	Long:	18 Days, 81 SO,
	VP	Fuel 35	VP	Fuel 48	VP	Fuel 61
	46+	Great	64+	Great	82+	Great
	34 - 45	Good	48 - 63	Good	62 - 81	Good
	27 - 33	Adequate	38 - 47	Adequate	49 - 61	Adequate
	22 - 26	Poor	30 - 37	Poor	39 - 48	Poor
	21	Dismal	29 -	Dismal	38 -	Dismal

Recon	2	2	2	3	3	4	4	5	6
Intel	NO CHANGE	NO CHANGE	NO CHANGE	-1 SITE	-1 SITE	-2 SITE	-2 SITE	-2 SITE -1 BOGEY	-2 SITE -2 BOGEY



