**Wing Leader Programmed instructions**

This is a set of programmed instruction rules for Wing Leader: Victories. It uses the rules as written, but without any rules or references you don’t need to start the game.

1.1 GLOSSARY

The following are important terms used in the game.

**Adjacent.** An adjacent square on the map is one of the eight squares next to the square a squadron occupies. Adjacency exists diagonally as well as orthogonally.

**Alerted.** An alerted fighter squadron is aware of the presence of enemies.

A squadron that is not alerted is unalerted.

**Altitude/Height.** Altitude is the number of squares a squadron is above the ground. Altitude levels are printed on the map and go from 0 to 19.

The words altitude and height are used interchangeably. The terms ‘higher’, ‘lower’, ‘above’, and ‘below’ describe the relationships between heights. A squadron at altitude 7 is higher than one at altitude 6 and below one at altitude 8.

**Available.** A fighter squadron is available if it is unbroken and does not occupy the same square as an enemy squadron that has tallied it. A fighter squadron that does not meet these requirements is unavailable.

**Basic Speed and Turn**. A squadron’s speed or turn ratings, as printed on its Aircraft Data Card, modified by weapon load, climbing, and diving. (See also Combat Speed and Turn.)

**Bomber.** Bombers are squadrons marked with Bombing, Recce, Strafing, or Transport mission markers.

**Broken.** A broken squadron has lost strength, is scattered, or has been rendered ineffective. The opposite of broken is unbroken.

**Climb.** A squadron increases altitude.

**Combat Speed and Turn.** A squadron’s basic speed or turn values modified by additional factors that only apply to combat. (See also Basic Speed and Turn.)

**Disrupted.** A disrupted squadron has become less organised and some aircraft have gone home, making it harder for the remaining aircraft to provide mutual support.

**Distance.** Distance on the map is measured by counting the number of squares from one square to another, by the shortest route. Squares can be counted diagonally. Count the destination square but not the start square.

**Dive.** A squadron decreases altitude.

**Enemy.** All squadrons and surface units belonging to the opposing play­er are termed the enemy. Scenarios usually define one map edge as the enemy map edge. (See also Friendly.)

**Fighter.** Fighters are squadrons marked with Escort, Intercept, Sweep, or CAP mission markers.

**Flight.** See Squadron.

**Formation.** A formation is a group of friendly squadrons, clustered in the same or adjacent squares, flying together in the same direction.

**Friendly.** All squadrons and surface units belonging to a player are re­garded as friendly to that player. Scenarios usually define one map edge as the friendly map edge. (See also Enemy.)

**Initiative Order.** The order in which squadrons move in the Movement Phase.

**Level Flight.** A squadron faces directly toward the left or right map edge and is not angled to face upward or downward.

**Loss.** A loss is a shot-down aircraft. Though units are squadron-sized, the game measures casualties as individual aircraft losses.

**Modifier.** Die rolls in the game are subject to modifiers. Apply positive or negative modifier values to the roll to get the final total. Modifiers are cumulative.

**Squadron.** A squadron is a unit of aircraft flying together. A flight is a unit roughly half the size of a squadron.

For the sake of brevity these rules use the term ‘squadron’ to refer to squadrons *and* flights. All rules that apply to squadrons also apply to flights except where specifically indicated.

**Straggler.** A straggler is an aircraft that has become separated from its squadron, making it vulnerable to attack.

**Tally/Tallied.** A tally means that a squadron has spotted an enemy and is engaging it. The enemy squadron is referred to as ‘being tallied’.

**Unalerted.** See Alerted.

**Unavailable.** See Available.

**Unbroken.** See Broken.

**2.0 COMPONENTS**

This section describes the components used in the game.

**2.1 COMPONENT NOTES**

**Scenario Book.** This book has a number of exciting scenarios, each de­scribing a different historical situation, with information for set-up and play [5.1]. Additional scenarios are published in game expansions, in magazines, or online.

**Map.** The map shows a grid 26 squares in length by 20 squares high. (Okay, the squares are rectangular, but we call them squares anyway.)

The long bottom edge of the map is marked with the ground. This is ‘down’. The opposite map edge is ‘up’. So the map shows movement from side to side and in height above the ground.

The row of squares nearest the ground is marked as altitude 0 (zero). Squadrons cannot fly any lower than this. Each row above this is num­bered up to altitude 19, which is the highest any squadron can fly.

Each vertical column on the map is lettered, from A to Z. The position of a counter on the map grid is noted by writing its column and altitude as follows: B5, G13 and so on. The squares in column A of the map have spaces for placing the Turn marker [6.0].

**Squadron Counters.** Counters show silhouettes of aircraft from the side and indicate the unit size. Counters with one aircraft on them represent flights, while those with two aircraft represent squadrons.

Each squadron counter has the name of the aircraft model [3.2] and an ID letter to distinguish it from other squadrons.

The edge of the counter nearest the nose of the aircraft is the front and indicates the direction of flight. Squadron counters are double sided. If the aircraft looks as if it is flying upside down on the map, flip the coun­ter over so that it is right side up again.

**Markers.** Markers note the status of squadrons and the environment.

The following markers are placed on the map:

The ***Turn*** marker indicates the current game turn [6.0].

The ***GCI*** marker indicates the current GCI rating [5.1, 9.2.4].

The ***Sun*** marker indicates the Sun arc [4.2].

***Climb*** markers mark a squadron when it climbs [8.5]. On the re­verse, ***Dive*** markers mark a squadron when it dives [8.5].

***Tally*** markers mark enemies that have been tallied [7.2.1]. The ID letter of the marker indicates the tallying squadron. On the reverse is the ***Vector*** marker for the same ID [9.2.4].

The following markers are placed on the Wing Display:

***ID*** markers are placed in the circle of a Wing Display to indicate the squadron the neighbouring track belongs to [5.2]. ID markers A to S indicate whether the squadron is alerted (front side) or unalerted (reverse side) [7.1]. ID markers T to Z simply show the ID letter.

***Loss*** markers mark the number of losses in a squadron [10.6].

***Straggler*** markers on the reverse side of Loss markers mark the presence of straggling aircraft in a squadron [10.6.1].

***Disrupted*** and ***Broken*** markers mark the status of squadrons [10.7].

***Return To Base*** markers mark squadrons returning to base [9.2.6].

***Ammo*** markers mark those squadrons with low (front side) or de­pleted (reverse side) ammo [10.7.2].

Mission markers for ***Bombing***, ***Strafing***, ***Transport***, ***Recce***, ***Escort***, ***Sweep***, ***Intercept***, and ***CAP*** mark squadron missions [9.2].

***Green*** and ***Veteran*** markers mark aircrew quality [5.2.1].

***Experte*** markers indicate outstanding individuals [5.2.1].

***Bomb Load*** markers mark squadrons carrying bombs [9.2.1].

**Aircraft Data Cards.** Each Aircraft Data Card (ADC) represents one or more models of aircraft and their ratings [3.3].

**Player Aid Cards.** The player aid cards (Combat Card and Bombing Card) contain memory aids and tables for resolving combat and other game functions. Note the version number in the bottom front corner.

**Wing Display.** Players each have a Wing Display to keep track of the status of their squadrons. Wing Displays have a number of tracks. Place a squadron’s ID marker and mission marker in the leftmost circle. Place markers for the squadron’s losses, stragglers, ammo, Experten, weapon load, etc. on the track next to its ID and mission [5.2].

**Dice.** At various points the rules instruct players to roll one or two six-sided dice and check the result. Where the rules say to roll two dice, total the numbers to get the result.

**3.0 SQUADRONS**

The basic player-controlled unit is the squadron. A squadron represents a group of aircraft flying as a team.

**3.1 UNIT SIZE**

There are two sizes of unit: squadrons and flights. Rules that apply to squadrons also apply to flights except where specified.

Squadrons usually represent seven to 12 aircraft. Flights represent small­er units of two to six aircraft (or even a single aircraft [13.6]). Sometimes a squadron may split into two flights [9.3].

**3.2 AIRCRAFT CLASSIFICATION**

Squadrons are identified by the class and model of aircraft that make them up.

Classes are broad categories of aircraft, describing their role. There are seven classes of aircraft (see the list in the sidebar).

In addition to classes, the game distinguishes between models of aircraft. Each aircraft model has its ratings listed on a separate Aircraft Data Card (ADC) [3.3]. Some ADCs carry information for more than one model; these are listed as variants on the reverse of the card, along with any data modifications.

Some squadron counters, such as the Bf 109E, are identified by model, while others, such as the counters for the Spitfire, may be used to repre­sent different models.

**3.2.1 Bombers and Fighters**

Different rules apply to bombers and fighters. The definition of whether a squadron is a bomber or fighter is determined not by its class, but by its mission [9.2], as follows:

**Bombers.** Squadrons with a bombing mission [9.2.1] are bombers and start play carrying a Bomb Load marker.

**Fighters.** Squadrons tasked with an escort, sweep, or intercept mission [9.2.2, 9.2.3, 9.2.4] are fighters and do not carry a Bomb Load marker.

**3.3 AIRCRAFT RATINGS**

Squadrons have different ratings depending on the model of aircraft; these are listed on the ADC. Aircraft are rated for the following factors.

**Class.** The aircraft class [3.2] is listed at the top of the ADC.

**VP.** The Victory Point (VP) value scored for each aircraft loss [12.1].

**Nationality and Date.** The manufacturing nation and the date it entered service are listed at the foot of the ADC.

**Version Number.** Each ADC has a version number in case of updates.

**Speed.** The squadron’s effectiveness in a hit-and-run attack [10.5].

**Turn.** The squadron’s effectiveness in a turning fight [10.5].

**Climb.** The Movement Point cost for the first altitude level climbed dur­ing movement [8.3]. A squadron marked ‘S’ must slow climb [8.5.1].

**Bomb.** The bomb value of the squadron when resolving bombing [15.4]. The value varies with the squadron’s starting altitude. A dash (‘–’) means that no bombs can be carried and also means that the squadron cannot climb to this altitude while carrying a Bomb Load marker.

**Firepower.** This is a value from 0 to 5, representing the power of the squadron’s gun battery.

**Protection.** This rating represents the squadron’s resistance to critical damage. Some aircraft have two numbers listed [10.6].

Some bomber models are particularly vulnerable in head-on combats, as noted by values with an ‘h’ after them [10.3, 10.6].

**Bombsight.** This letter indicates the aircraft’s bombsight [15.4].

**Defence.** Some aircraft have a defence rating, expressed as a dice roll modifier of 0 or 1, representing the aircraft’s crew-served guns [10.5.2].

**Abilities.** Abilities are listed on the lower right portion of the ADC:

***Drop Tanks.*** The squadron can carry drop tanks [13.2]. Note: These are not used in Scenario 1.

**Background.** The back of the ADC has some general background on the aircraft and its role in the war.

**Variants.** This lists variant models and any differences between these and the main model represented by the ADC. If a scenario lists a variant model, use the changes listed for that variant [3.2].

**3.3.1 Altitude Effects on Performance**

Speed, turn, and climb values vary with altitude. The ADC lists values for different altitude bands. Use the values for the band the squadron currently occupies.

There is no maximum altitude for any aircraft. All aircraft can fly up to altitude 19.

**3.3.2 Speed and Turn Values**

Speed and turn values vary with altitude [3.3.1] and the situation. To calculate a squadron’s basic speed or turn value, take the printed rating from its ADC and modify it as follows:

Speed and turn values decrease by 1 if the squadron is carrying a bomb load [9.2.1]

Speed values (only) increase by 1 if the squadron is marked with a Dive marker [8.5].

Speed values (only) decrease by 1 if the squadron is marked with a Climb or Slow Climb marker [8.5, 8.5.1].

Basic speed and turn values apply to all situations involving speed or turn ratings, including initiative [6.1.1], mutual attack [10.1.2].

Combat speed and turn values are only used in air combat [10.5]. To calculate the combat speed and turn values, take the basic speed or basic turn value and modify it as listed on the Air Combat Table [10.5.1].

Speed and turn values can never be reduced below 0 by modifiers.

**4.0 ENVIRONMENT**

The map is not featureless sky. There is the environment and weather to consider.

**4.1 THE GROUND**

The bottom edge of the map is the ground. The ground can represent land or sea, but for game purposes it is all ‘the ground’.

All surface units are on the ground in the square they occupy [14.0]. Squadrons at altitude 0 may not dive.

**4.2 THE SUN**

The direction of the Sun is defined as a number of arcs radiating out from each squadron. (See the back page of these rules for an illustration of the arcs.) The arcs are named: Left Horizon, Left Upper, Above, Right Upper, Right Horizon. The scenario will specify which arc the Sun is in.

An enemy occupying a square in the Sun’s arc relative to a squadron is said to be ‘in the Sun’ [4.6.2]. An enemy in a squadron’s square is not ‘in the sun.’

A Sun display is printed in map square D17. Note the Sun arc by plac­ing the Sun marker in the square indicating the arc listed in the scenario.

**4.6.2 ‘In the Sun’**

When tallying, check whether the target is in the tallying squadron’s Sun arc [4.2]. If the target occupies a square in the Sun arc, it is ‘in the Sun’ and the tally roll is subject to a modifier.

**5.0 SET-UP**

Players pick a side and set the game up as follows.

**5.1 SCENARIOS**

The scenario book contains a number of different scenarios to set up and play. Pick a scenario and look at the information there.

**Scenario Title and Number.** Each scenario has a title and a number.

**Background.** The historical background describes the battle.

**Order of Battle.** One side consists of raiders and the other of defenders. The scenario lists the nationality of each side, whether they are raiders or defenders, and which side sets up first.

The scenario lists the number of squadrons and flights on each side, their model, their mission, and where they set up on the map. Squadrons start facing left or right on the map. A squadron’s left or right facing in the order of battle indicates the direction in which it sets up.

**Max Losses.** This is the maximum number of losses a squadron can take [10.6] and is listed separately for squadron- and flight-sized units.

**Alert Status.** The scenario describes which squadrons start alerted. All other squadrons begin unalerted [7.1].

**Quality.** This lists the number of Veteran, Green, and Experte markers that should be placed on squadrons or flights on the Wing Display [5.2.1].

**Map Edges.** One map edge belongs to one side and the other edge to the opponent. The scenario assigns the right or left edges of the map to each side.

**Sun Position.** The scenario lists the Sun arc. Place the Sun marker ac­cordingly [4.2].

**Special Rules.** Any special rules unique to the scenario are listed here. Special rules take precedence over rules in this rule book.

**Victory Conditions.** This section describes how victory is determined when the scenario ends [12.1].

**Aftermath.** The historical aftermath of the battle is given to add context.

**5.2 WING DISPLAY SET-UP**

The order of battle indicates which player sets up first. In order, each player takes a Wing Display, which should be placed so that both players can view its contents, then takes the ID markers and the associated Tally/ Vector markers of one colour.

For each squadron in the order of battle, pick a squadron counter of the appropriate model and place a matching ID marker in the circle of a Wing Display track to mark it as belonging to that squadron. If a squad­ron is a fighter, also find the Tally/Vector marker that corresponds to its ID and keep it close to hand.

Place the appropriate mission marker in each squadron’s circle [9.2].

Mark bombers with a Bomb Load marker [9.2.1]

**5.2.1 Aircrew Quality**

Assign Veteran, Green, Wing Leader, and Experte markers to squadrons on the Wing Display.

The order of battle lists the number of Veteran or Green markers the player assigns to his fighter and bomber squadrons. Place no more than one per track. Any squadron not so marked defaults to being trained.

Experten cannot be assigned to squadrons that already have an Experte.

**5.3 MAP SET-UP**

Place any markers, Sun, on the map, as indicated by the scenario [5.1]. Place the Turn marker in the altitude 1 Turn space (square A1).

The players, in turn, place each squadron in the indicated location, set up in level flight, facing left or right as directed by the order of bat­tle. Squadrons with intercept missions place Vector markers on the map when they set up [9.2.4].

**6.0 SEQUENCE OF PLAY**

Once set up, the game is played in turns. The current turn is marked by the Turn marker in column A of the map. At set-up, place it in the altitude 1 space, move it into the altitude 2 space for Turn 2, and so on.

Each turn is divided into a number of phases, which are played in order:

**Tally Phase.** The raider player does the following in any order: squadrons attempt to tally enemies [7.2] (any squadron with a tal­ly must drop that tally before rolling a new one [7.2.2]); After the raider player has completed all tallying, alerting, it is the defender player’s turn to tally, alert.

**Movement Phase.** Squadrons move [8.0]

**Combat Phase.** Resolve air combats in an order determined by the raider player [10.5].

**Administration Phase.** Squadrons roll to escape [11.0]; the raid­er player rolls first, then the defender.

**End Turn.** The turn ends; move the Turn marker up one space. Pro­ceed to the Set-up Phase of a new turn.

Continue playing turns until the game ends [12.0].

**6.1 MOVE ORDER**

In the Movement Phase, squadrons move in the following order:

3. Bombers

5. Alerted fighters *(move in initiative order)*

Two rules modify the movement order: the initiative rule [6.1.1] and the tally rule [6.1.2].

**6.1.1 The Initiative Rule**

Where asked to move in initiative order, move in the following order:

(1) Lower altitude squadrons move before higher altitude squadrons.

(2) If at the same altitude, the squadron with the lowest basic speed value [3.3.2] moves first.

When fighter squadrons have the same altitude *and* basic speed value, roll a die for each squadron to determine initiative. The lowest roll moves before the next higher roll. If any squadron rolls are tied, the tied squad­rons (only) roll the dice again to determine the order between them. If the dice are still tied, keep rolling until there is a result.

**6.1.2 The Tally Rule**

When a squadron moves, all fighters with a tally on that squadron move immediately afterwards, before any other squadron can move [7.2.3]. If two or more squadrons have a tally on the same target, the player who controls those squadrons decides their order of movement and they must all complete their movement before any other squadron can move.

If a squadron has tallied another squadron, it does not move until its tar­get has moved, even if the initiative rule would mean it normally moves first.

**7.0 SITUATIONAL AWARENESS**

Players only track the situational awareness of fighters, not bombers. Situational awareness is expressed in two ways: by alert state and tallies.

**7.1 ALERT STATE**

Fighter squadrons are either alerted or unalerted. Bombers (and fighters acting as fighter-bombers [15.2.4]) do not have an alert state.

In scenario 1, all fighters are alerted throughout the scenario.

**7.2 TALLIES**

Fighter squadrons can tally enemy squadrons so as to pursue and attack them.

Each fighter squadron on the map that does not have a tally can choose to roll a tally attempt each Tally Phase. Specify a target squadron on the map which is less than ten squares away, then roll. The raider player rolls all his tally attempts before the defender player rolls his.

If a squadron occupies the same square as an unbroken enemy squadron, it can only roll tallies against squadrons in its own square.

A squadron can never have more than one tally and cannot make more than one tally roll in a Tally Phase.

**7.2.1 Tally Roll**

To tally, roll one die and modify it as indicated on the Combat Card. Measure the distance in squares to the target by the shortest route. The target is tallied if the modified die roll total is greater than the distance.

If the tally roll is successful, take the Tally marker matching the ID and colour of the tallying squadron’s ID marker and place it on the map on the target squadron. (The Tally marker is on the reverse side of the Vector marker, so placing it removes the squadron’s vector, if it had one [9.2.4].)

**7.2.2 Retaining Tallies**

Tallies are retained until:

(1) The target squadron is removed from the map.

(3) The target is ten or more squares distant in the Tally Phase.

(4) The tallying squadron is broken.

(5) The tallying squadron voluntarily drops the tally. A squadron can drop a tally in the Tally Phase; it can then roll a new one in the same phase

If a squadron’s tally is lost or dropped, remove the Tally marker from the map. The squadron immediately reverts to its mission behaviour (intercept [, 9.2.4]).

**7.2.3 Tallies and Movement**

Squadrons with tallies move immediately after their target moves [6.1.2]. Squadrons with tallies move freely [9.2.7], but if a squadron moves into the same square as its target it must stop movement and attack that target in the Combat Phase [10.0].

If a squadron starts its move in the same square as its tallied target, it must stay in that square and attack that target in the Combat Phase.

If a squadron moves into the same square as its target from one of the three squares ahead of it, meeting the criteria for a head-on combat [10.3], it does not have to stop moving, provided it uses its next MP to leave the square. If it reenters the square of its target in the same Move­ment Phase, it is no longer a head-on combat.

Similarly, if a squadron starts its move in the same square as its target because the target entered the square from ahead earlier in that Move­ment Phase, it can move, provided it uses its next MP to leave the square.

**8.0 MOVEMENT**

Squadron counters are placed in squares. Any number of squadrons on either side can stack in or move through the same square. In the Move­ment Phase squadrons move in the order set forth in 6.1.

**8.1 FACING**

A squadron can only move into the adjacent square it faces, defined as the direction its nose is pointed. There are 8 directions a squadron can face. Diagonal facings and moves are permitted.

**8.1.1 Turning**

A squadron can turn (i.e. change its facing) immediately before entering a square. A turn of 180 degrees costs 1 Movement Point [8.3]; a turn of less than this costs nothing. A squadron can also spend 1 MP to turn any amount without leaving the square [8.3].

**8.1.2 Aspect**

A squadron can be ahead of or behind another squadron. The illustra­tions opposite depict the squares that are ahead or behind.

**8.2 MOVEMENT POINTS**

The number of squares a squadron can move is determined by its Move­ment Point (MP) allowance. A squadron must move its full MP allow­ance in the Movement Phase. (EXCEPTION: A squadron with an un­spent 0.5 MP remaining does not have to spend it.)

For each square moved spend a number of MPs [8.3]. A squadron cannot move into a square if it would cost more than its remaining MPs. Move­ment Point allowances are as follows:

2 MPs Bomber squadrons.

3 MPs Alerted fighter squadrons.

+1 MP If a squadron declares it is diving during its movement, add 1 MP to its allowance, but it must dive at least 1 altitude level. Declaring and claiming this bonus is optional.

**8.3 MOVEMENT COSTS**

It costs 1 MP to move to an adjacent square at the same or lower alti­tude. If a squadron dives to the square directly below (not diagonally), it spends 0.5 MP (half a Movement Point), not 1 MP.

If a squadron moves to an adjacent square at a higher altitude, it costs a number of MPs equal to the climb value on the aircraft’s ADC. Use the climb value for the altitude it starts from. This cost applies only to the first square the squadron climbs into during a Movement Phase. If the squadron climbs into a second square in the same phase, it costs 2 MPs, regardless of the aircraft’s climb value.

A turn of 180 degrees costs 1 MP [8.1.1].

A squadron can spend 1 MP to circle (in other words to stay in its current square) [8.3.1]. When spending an MP to circle it can also turn within the square by any amount [8.1.1].

**8.3.1 Circling**

A squadron can spend MPs to circle and stay in its current square [8.3]. Mark them with Circling markers. They do not leave the square they are circling in, though they may turn within that square [8.1.1].

**8.4 MOVE RESTRICTIONS**

Squadrons can move into, out of, and through the squares of other squad­rons, even enemy ones. (EXCEPTION: Tallied targets, see 7.2.3).

Squadrons cannot move lower than altitude 0 or higher than altitude 19.

Some missions mandate that squadrons must move a set number of MPs without changing altitude, turning, or circling [9.2.1, 9.2.2, 9.2.3].

**8.4.1 Entering and Exiting the Map**

Squadrons may not exit the map except by the right or left edges. A squadron that exits does so by spending 1 MP to move into an imaginary square beyond the map edge. It is then removed from play.

**8.5 CLIMBING AND DIVING**

When moving, a squadron may increase altitude (climb) or decrease al­titude (dive), but cannot climb and dive in the same Movement Phase. If the squadron moves to a lower altitude, mark it with a Dive marker; if it moves to a higher altitude, mark it with a Climb marker.

Once placed, a Climb or Dive marker is not replaced or removed until the squadron moves in the next Movement Phase. A squadron marked with a Climb marker replaces it with a Dive marker if it dives. Similarly, a squadron marked with a Dive marker replaces it with a Climb marker if it climbs. If a squadron starts a Movement Phase marked with a Climb or Dive marker and moves (or circles) without climbing or diving, remove this marker.

While marked with a Dive marker, a squadron is considered to have its basic speed value increased and, while marked with a Climb marker, it has its basic speed value decreased [3.3.2].

**9.0 COMMAND & CONTROL**

A squadron’s movement is restricted by its mission [9.2]. These restric­tions can be lifted when returning to base [9.2.6] or when free movement is allowed [9.2.7].

**9.1 FORMATIONS**

A formation is a group of squadrons flying together. A squadron is au­tomatically in formation if it is in the same or adjacent square to one or more friendly squadrons, facing in the same direction. Formations can form long lines or chains of squadrons spread across many squares.

**9.2 MISSIONS**

During set-up, each squadron is assigned a mission that determines that squadron’s behaviour. Place a mission marker in the circle of each squadron’s Wing Display track to indicate its mission.

The basic missions are:

**Bombing.** Assigned to bombers [9.2.1, 15.2.1].

**Intercept.** Assigned to fighters [9.2.4].

The following sections describe the behaviour expected of squadrons depending on their mission. The summary sidebar outlines the spirit of the rule while the rule section describes the behaviour in detail.

**9.2.1 Bombing**

Squadrons tasked with bombing carry bombs. Place a Bomb Load mark­er on the squadron’s Wing Display track.

Bombers fly to the far edge of the map and then exit [8.4.1]. They move two squares each turn, costing 2 MPs, without changing altitude, turning, or circling.

**9.2.4 Intercept**

Fighters with an Intercept mission marker begin play alerted [7.1] and can move 3 MPs each Movement Phase.

During set-up each intercept squadron specifies a destination map square by placing a Vector marker corresponding to its ID marker anywhere on the map. The squadron must move to the vector square via the shortest route [9.2.5]. When the squadron reaches the vector square, remove the Vector marker; it stops moving and stays in that square, circling [8.3.1].

When an intercept squadron tallies an enemy, place its Tally marker, which is on the reverse of its Vector marker, on the enemy squadron [7.2.1]. The squadron may now move freely [9.2.7].

An intercept squadron without a Vector marker or a tally cannot move in­dependently. It must either circle in place [8.3.1] or, at the start of move­ment, declare that it is returning to base [9.2.6].

**9.2.5 Shortest Route**

Where instructed to move by the shortest route, a squadron must try to reduce the distance to its destination by at least one square by the end of each Movement Phase. It cannot increase the number of squares to the destination. If its altitude is below the destination square, it must climb at least one altitude level during movement or spend MPs to climb if it must slow climb [8.5.1]. If above the destination square, it must dive at least one altitude level. If at the same height, it cannot climb or dive.

**9.2.6 Return to Base**

Where squadrons are instructed to return to base they must turn and fly toward the friendly map edge [5.1]; they can no longer circle. On reach­ing the map edge they must exit the map [8.4.1].

Within these restrictions, bombers and fighters returning to base move freely and benefit from the +1 MP bonus for diving [8.2].

Unbroken fighter squadrons can tally and attack enemies they encounter *en route*. If they lose their tally, they resume returning to base.

**9.2.7 Free Movement**

There are situations in which fighter squadrons can ignore their mission behaviours and move freely–that is to say, move anywhere. These are:

(a) A squadron with a tally starts its move in a different square from its target. It moves freely that turn, but must stop moving on entering the same square as its target (except in head-on encounters) [7.2.3].

(b) An alerted squadron with no tally starts the Movement Phase in the same square as an enemy. It moves freely that turn.

**10.0 AIR COMBAT**

Air combat takes place in the Combat Phase when squadrons occupy the same square as a target they have tallied. Only squadrons that have a tally or which have been tallied take part in air combat. A squadron only participates in one air combat each turn.

Fighter squadrons that occupy the same square as their tallied target must attack in the Combat Phase. If multiple air combats take place in a turn, they are resolved separately in an order decided by the raider player.

**10.1 ATTACKER AND DEFENDER**

In a combat, the side with the tally is the attacker and the side without the tally is the defender. Sections 10.1.1 to 10.1.4 give the exceptions to this.

**10.1.1 Bombers on Defence**

The side that includes bombers [3.2.1] is always the defender.

**10.2 MULTIPLE SQUADRONS IN COMBAT**

Multiple squadrons can find themselves in combat in a square in the Combat Phase. Possible causes include:

(a) Two or more friendly squadrons attack a lone enemy.

Only squadrons that are connected by tallies or chains of tallies can par­ticipate in a combat. Any squadrons in a square that are not connected by a tally do not take part. It is possible to have multiple combats in a square if they are unconnected by tallies (see the Multiple Fights sidebar).

If more than two squadrons are involved in the same combat in a square (i.e. not a one-on-one matchup but two-versus-one or two-versus-two, etc.), do not roll combats separately but instead make one combat roll for each side, in which all squadrons participate.

Before declaring which rating is used [10.5], the defender and then the attacker each choose one squadron to be the primary combatant [10.2.1]. This combatant can be a bomber or fighter squadron. The players figure out the combat differential using the primary combatants’ combat values.

Additional squadrons in the fight may contribute to the combat. Each ad­ditional fighter squadron or flight modifies that side’s combat value (turn or speed) by +1.

Additional bomber squadrons (including fighter-bombers carrying bomb loads) do not modify the combat value, though they contribute any de­fence rating to modify the defender dice roll [10.5.2].

All participants in the combat, regardless of whether or not they are the primary combatant, must check for cohesion, place Ammo markers, etc.

**10.2.1 Determining Combat Situations**

The primary combatant determines any special combat situations that apply. An attack is a a head-on combat [10.3] only if the attacking primary combatant is making head-on combat on its tallied target.

**10.2.2 Distributing Hits**

If a side inflicts hits [10.5.1], it can decide which enemy squadrons take those hits. That side’s player distributes hits among enemy squadrons as he wishes. However, each enemy squadron must take one hit before a second (or third, fourth, and so on) can be assigned to that unit. Hits must be assigned before losses are confirmed [10.6].

**10.3 HEAD-ON COMBATS**

A head-on combat is one where the attacking primary combatant has, that turn, moved into its tallied target’s square from one of the three adjacent squares ahead of the target. It can also be a head-on combat if the defender finished its move in the attacker’s square, entering from one of the three adjacent squares ahead of the attacking primary combatant.

If head-on conditions apply, attacks must be resolved as head-on com­bats. Head-on combats are always made as hit-and-run attacks [10.5].

Head-on combats give bonuses to firepower when resolving hits against some aircraft [10.6].

**10.5 COMBAT RESOLUTION**

To resolve combat, the attacker and the defender each roll dice on the Air Combat Table. First, the attacker declares which rating he will use in the combat. The defender must use the same type of rating the attacker chooses. The attacker can declare either:

(1) **Turning Fight.** Use the squadron’s combat turn value [3.3.2].

(2) **Hit-and-Run Attack.** Use the squadron’s combat speed value [3.3.2].

In certain circumstances a particular attack type must be selected:

(a) In head-on combats [10.3] a hit-and-run attack must be selected.

Use the combat values for the attacker and defender primary combat­ants [10.2]; additional squadrons or flights of fighters modify this. The combat column used on the Air Combat Table is based on the differential between the attacker’s and defender’s combat values.

To find the attacker’s differential column, subtract the defender’s combat value from the attacker’s.

To find the defender’s differential column, subtract the attacker’s combat value from the defender’s.

Differentials greater than +4 or –4 use the +4 and –4 columns

**10.5.1 Air Combat Table**

Each side rolls two dice. The attacker applies the attacker dice roll modi­fiers and the defender applies the defender dice roll modifiers, as indi­cated by the Air Combat Table.

Only use attacker and defender dice roll modifiers that apply to the *pri­mary combatants* [10.2] (EXCEPTION: Apply the defence rating modi­fier even if the participating squadron with the defence rating is *not* a primary combatant [10.5.2]).

On the Air Combat Table the players each cross-reference their modified dice roll with the column being used in the combat to find the result. Results are as follows:

– A dash result means no hits are scored on enemy aircraft.

# A numbered result means that hits equal to the number are scored. Check for losses [10.6].

**10.5.2 Defence Rating**

A squadron with a defence rating applies it as a dice roll modifier when defending, regardless of whether or not it is the primary combatant. At­tackers don’t apply the defence rating modifier. If more than one squad­ron contributes a defence rating to a combat, apply only the highest value.

Defenders in a turning fight [10.5] increase their defence rating by 2.

**10.6 LOSSES**

Each hit must be confirmed. Immediately after determining hits, roll one die for each hit, adding the primary combatant’s firepower to the roll. If two firepower values are listed, separated by a slash, use the second [3.3]. Increase the squadron’s firepower as follows:

+1 The primary combatant has an Experte [5.2.1].

+1 The enemy squadron’s protection rating is marked with an ‘h’ while in a head-on combat [3.3, 10.3].

Compare the modified roll with the protection rating of the enemy squadron. (In a multi-squadron combat, after hits have been distributed amongst the squadrons [10.2.2], each target squadron receiving a hit uses its own protection rating, *not* that of the primary combatant.)

If the roll is less than the enemy squadron’s protection rating (or less than both ratings if two numbers are listed), no loss has occurred.

If the roll is greater than the enemy’s protection rating (or greater than both ratings if two numbers are listed), a loss has occurred. Place a Loss marker on the target’s Wing Display track.

If the roll equals the enemy’s protection rating (or one of the rat­ings), place a Straggler marker on the target’s Wing Display track.

An unmodified roll of 6 always results in a loss. An unmodified roll of 1 always results in no loss and no stragglers.

It is important that each hit must be rolled sequentially (i.e. do not roll to confirm the second hit until the first has been rolled and applied).

If the total losses equal or exceed the squadron’s Max Losses value [5.1], remove the squadron from the map and place it with the squadron’s Loss markers on the Wing Display, as these will be used to calculate victory at the end of the game [12.1].

**10.6.1 Stragglers**

Stragglers may be created as a result of hit confirmation [10.6]. Place Straggler markers on the Wing Display.

If a hit confirmation roll equals the enemy squadron’s protection rating when that squadron possesses a Straggler marker, instead of placing an­other marker flip it to its Loss side instead.

**10.7 COHESION CHECK**

After air combat has been resolved and any hits confirmed, each unbro­ken attacking and defending squadron in that combat must roll a cohe­sion check, regardless of whether or not it took losses.

Roll two dice and modify as indicated by the Cohesion Table. Apply air combat modifiers only for checks made as a result of air combat.

For cohesion checks resulting from air combat, fighter squadrons use the Fighter column of the Cohesion Table and bomber squadrons use the Bomber column.

A result of 1 or 2 applies that many levels of disruption to the squadron. Place a Disrupted marker on that squadron’s track on the Wing Display. Disruption is cumulative with disruption levels from previous combats.

A flight that takes 1 or more levels of disruption is broken. Place the Disrupted marker on its Broken side.

A squadron that takes 2 or more levels of disruption is broken. Flip the Disrupted marker to its Broken side.

**10.7.1 Broken Squadrons**

A broken squadron remains broken for the rest of the game and cannot be disrupted or broken again. Players may voluntarily break their squadrons at any time during movement or after a combat.

A broken fighter squadron immediately loses any tally it has [7.2.2], exchanges its mission marker for a Return To Base marker, and must return to base [9.2.6]. A broken squadron cannot tally.

A broken bomber squadron continues moving normally.

**10.7.2 Ammo**

In air combats fighter squadrons use up ammo. Each participating fighter is at low ammo fol­lowing its first air combat. After rolling for cohesion [10.7], place a Low Ammo marker on the squadron’s Wing Display track. This modifies the squadron’s cohesion roll in its next (i.e., second) air combat.

After rolling for air combat a second time, the squadron’s ammo is de­pleted. Flip the Ammo marker to its Depleted side. This modifies the squadron’s cohesion roll in all subsequent air combats. The squadron remains depleted for the rest of the game.

Do not place Ammo markers on bomber squadrons.

**10.7.3 Aircrew Casualties**

If a squadron:

(1) takes one or more losses in combat, AND

(2) the cohesion roll is a natural, unmodified 2, AND

(3) the squadron has an Experte, THEN remove that Experte marker from play.

**11.0 ESCAPE**

Squadrons can escape by moving off the friendly map edge [5.1, 9.2.6]. Squadrons can also escape from anywhere on the map, if both players agree to let them go. This allows players to remove any squadrons from play that are no longer taking part in the battle (place them on their Wing Display track).

If the players cannot agree, the squadron does not escape. However, if the squadron is broken, it can declare an escape attempt in the Admin­istration Phase. The raider player resolves his escapes first before the defender player resolves his. Escape is not permitted if the squadron was fired at by flak that turn.

If there are no available enemy fighter squadrons, the escape succeeds automatically. Otherwise, the opponent must nominate an available fighter squadron with a line of sight to the escapee to roll to stop the escape.

The opponent rolls one die and subtracts the largest weather modifier that applies [4.7]. If the modified roll is less than the distance from the opposing squadron to the escaping squadron, the escape is successful. If the modified roll is equal to or greater than the distance, the escape fails.

Squadrons that escape are removed from the map (place them on their Wing Display track). For the purposes of victory they are assumed to have moved off the friendly map edge [12.1].

**12.0 ENDING THE GAME**

The game ends when the players mutually agree to stop play or when all squadrons have done one of the following: exited the map, escaped, or are broken. Some scenarios may outline alternative triggers for the end of the game in the scenario victory conditions [5.1].

When the game ends, the players determine the winner.

**12.1 VICTORY CONDITIONS**

After the game ends, check the victory conditions for the scenario. If they instruct the players to count up Victory Points (VPs), use the follow­ing tariff. Each side acquires VPs for achieving the following:

? VPs Each enemy aircraft loss inflicted (for each loss, use the VP value shown at the top of that aircraft’s ADC)

6 VPs Each friendly unbroken bomber or transport squadron that ex­ited the enemy map edge with its bomb load or cargo. Halve to 3 VPs if the squadron was disrupted or is a flight. Score 1 VP if the squadron or flight was broken.

The scenario will specify how the VPs are used to determine victory.