**Dice modifiers for barrage and direct fire:**

- +
  - flak unit’s strength [14.2, 14.3]
- +
  - each flak unit contributing supporting fire [14.2.3, 14.2.4]
- +
  - target has a Slow marker [2.1]
- -
  - target’s basic speed is 6 – 8
- -
  - target’s basic speed is 9 or more

**Dice modifiers for direct fire only:**

- -
  - target squadron’s altitude is 12 or higher
- +
  - target squadron’s altitude is 6 or less
- +
  - target performed bomb aiming [15.3] this turn
- +
  - improved fire direction (heavy flak [14.2.7])
- +
  - proximity fuse (heavy flak [14.2.7])
- -
  - weather modifier [4.7]

**Dice modifiers:**

- +
  - altitude modifier (see table to the left)
- +
  - target defence modifier (ship defence may be reduced by damage or attacks ‘out of the Sun’ [14.1.3])
- +
  - kamikaze attack [15.5.3]
- +
  - dive-bombing [15.3.2], ATGR [15.3.6], or strafing [15.3.7] attack
- +
  - steep-angle bombing [15.3.3] (+3 if using S bombsight)
- +
  - glide bombing [15.3.4] (+2 if using S bombsight)
- +
  - parafrag [15.5.2] or skip-bombing [15.5.4] attack
- +
  - anvil attack [15.5.1]
- +
  - bomber not attacked by flak this game turn
- -
  - bombing modifier inflicted by flak attack [14.2.5]
- -
  - target is an armoured ship [14.0] (do not apply to torpedo attacks)
- -
  - long-range torpedo or rocket attack [15.3.5, 15.3.6]
- -
  - no aim [15.3]
- +
  - bomber squadron is veteran [5.2.1]
- -
  - bomber squadron is green [5.2.1]
- -
  - bomber squadron is a jet [13.8]
- -
  - bomber is a flight or is disrupted [3.1, 10.7]
- -
  - bomber is broken [10.7]
- -
  - weather modifier [4.7]

Total dice modifiers for bombing cannot exceed +6 or -6.
Sequence of Play

Set-up Phase
1. Place entering squadrons in entry square, next to the map edge entry square [5.3.1], or at airfield or carrier [13.7].
2. Place a Vector marker for each intercept squadron entering play [5.3.1] (roll for height errors [13.1]).

Tally Phase (raider player first)
• Attempt to tally enemies [7.2].
• Unalerted squadrons are alerted if warned by radio [7.1, 9.4].
• Wing leaders issue orders [9.5.5].
• Fighter-bombers jettison bombs if they tally enemy [15.2.4].

Movement Phase
• Squadrons move [8.0] and make bombing attacks [15.3].
• Jettison bombs, drop tanks during movement [9.2.1.1, 13.2].
• Escorts react to enemies attempting to move into the same squares as bombers [10.4].
• Resolve barrage fire flak attacks [14.2.3].

Combat Phase
1. Resolve direct fire flak attacks [14.2.4].
2. Resolve bombing attacks [15.4].
3. Resolve air combat [10.5], order determined by raider.
4. Jettison bomb loads and drop tanks following combat [9.2.1.1, 13.2, 15.2.4].

Administration Phase
1. Squadrons roll to escape [11.0], raider player first.
2. Place or change vectors for squadrons under GCI control [9.2.4] (roll for height errors [13.1]).
3. Place Escort mission markers on eligible squadrons [9.2.2.2].
4. Change escorts to sweep [9.2.2.2, 15.2.2].
5. Place/remove flak Barrage markers [14.2.2].

End Turn
1. Move Turn marker. Proceed to Set-up Phase of new turn.

Notes

Move Order [6.1]
1. Dogfights
2. Escorts
3. Bombers
4. Unalerted fighters in initiative order [6.1.1]
5. Alerted fighters in initiative order [6.1.1]
Tallying squadrons move after their targets [6.1.2].

Initiative Rule [6.1.1]
Squadrons move in the following order:
1. Lowest altitude
2. If at same altitude, lowest basic speed [3.3.2]
If altitude and speed are the same, resolve ties with a die roll (lowest roll moves first).

Alert [7.1]
Squadrons become alerted when:
• They tally an enemy squadron [7.2.1, 7.2.4]
• They are alerted by radio in the Tally Phase [9.4]
• They resolve an air combat [10.5]

Tallies [7.2.2]
Drop tallies when:
• Target is removed from the map
• No line of sight to target in Tally Phase
• Target is ten or more squares distant in Tally Phase
• Tallying squadron is broken
• Tally voluntarily dropped during Tally Phase (a new tally attempt is permitted in the same phase)
• Switching tallies after resolving an air combat

‘In the Sun’ [4.6.2]
A squadron is attacking ‘out of the Sun’ when:
• It entered the target square from a square in the Sun arc, AND
• It spent at least two MPs in the Sun arc just before entering the target’s square

Dogfights [10.8]
If one player refuses a dogfight and the other does not, each player rolls a die and modifies as follows:
• add basic speed [3.3.2]
• +1 if veteran [5.2.1]
• –1 if green [5.2.1]
• +1 if used evasion [13.4.2] or in Lufbery [13.4.3] in preceding combat
If the player forcing the dogfight rolls equal to or greater than opponent, the dogfight begins.

Dogfight Movement [10.8.2]
Roll a die in the Movement Phase:
1-3 Raider player moves the stack
4-6 Defender player moves the stack
**Cohesion Table [10.7]**

Dice modifiers:

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>Fighter</th>
<th>Bomber, Flak</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 or less</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>5</td>
<td>1</td>
<td>None</td>
</tr>
<tr>
<td>6</td>
<td>1</td>
<td>None</td>
</tr>
</tbody>
</table>

If a squadron takes a loss and the cohesion roll is a natural, unmodified 2, remove any Experte or wing leader from play [10.7.3].

**Losses [10.6]**

Roll for each hit, adding primary combatant’s firepower.

- **Result < protection**: No loss (unmodified 1 is No loss)
- **Result = protection**: Straggler / flip Straggler to Loss
- **Result > protection**: Loss (unmodified 6 is Loss)

Firepower modifiers:

- +1 primary combatant has Experte [5.2.1]
- +1 primary combatant has gyro gunsights [13.5.4]
- +1 head-on combat, target protection ‘h’ [3.3, 10.3]
- +2 primary combatant has gun pods [13.5.6]

**Escort Reaction [10.4]**

Dice modifiers:

- +1 escort squadron is veteran [5.2.1]
- -1 escort squadron is green [5.2.1]
- -1 each square the escort is distant from the enemy [1.1]
- -2 enemy is at high speed [13.8.1]
- -? weather modifier [4.7]

<table>
<thead>
<tr>
<th>1 or less</th>
<th>No Reaction</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 - 5</td>
<td>Late Reaction</td>
</tr>
<tr>
<td>6 or more</td>
<td>Successful Reaction</td>
</tr>
</tbody>
</table>

On successful reaction, tally the enemy and:

1. Move into enemy square and attack, OR
2. If the squadron has tactical flexibility [9.3.2], split the squadron and send one flight to attack.

**Tally Roll [7.2.1]**

Die modifiers:

- +2 target is in a formation of 3 or more squadrons and a line of sight exists to at least 3 squadrons in the formation (treat flights as half a squadron for the purposes of calculating formation size)
- +2 target in a flak zone created by a Barrage marker [14.2.2]
- +2 target affected by contrails [4.4]
- +1 radio call [9.4] (target in square of squadron on same radio net / target tallied by squadron on same radio net / squadron is under GCI control) N/A if radio clutter [9.4.2]
- +1 tallying squadron is veteran [5.2.1]
- -1 tallying squadron is green [5.2.1]
- -1 target is ‘in the Sun’ [4.6.2]
- -2 target is behind the squadron [8.1.2] (if squadron has Rear View ability this does not apply against targets at higher altitude)
- -? weather modifier [4.7]

If roll is greater than the distance to the target, place a Tally marker on the enemy unit. Maximum tally distance: 9 squares

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### Air Combat Table [10.5.1]

#### Basic Speed and Turn Values
Modifiers to ADC speed and turn ratings:
- **–1** marked with Bomb Load (or ATGR, Torpedo, or Parafrag Load), Drop Tanks, Gun/AT Pod, or Rockets marker [3.3.2]
- **+1** marked with Dive marker [8.5]
- **–1** marked with Climb or Slow Climb marker [8.5]

Basic speed and turn are 0 if marked with a Slow marker (ignore all modifiers above).

#### Combat Speed and Turn Values
Modifiers to basic speed and turn values:
- **+1** each additional fighter squadron/flight [10.2]
- **+1** squadron is veteran [5.2.1]
- **–1** squadron is green [5.2.1]
- **–1** squadron is disrupted or broken [10.7]
- **–1** squadron is defending using rigid doctrine [5.1]
- **–1** unit is a single-aircraft unit [13.6]

If primary combatant has Edge ability shift one column right (do not shift if opponent also has Edge).  

#### Dice Roll

<table>
<thead>
<tr>
<th>Dice Roll</th>
<th>-4</th>
<th>-3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>+1</th>
<th>+2</th>
<th>+3</th>
<th>+4</th>
</tr>
</thead>
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<tr>
<td><strong>4 or less</strong></td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td><strong>6</strong></td>
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<td>-</td>
<td>-</td>
<td>-</td>
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<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td><strong>7</strong></td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td><strong>8</strong></td>
<td>-</td>
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<td>2</td>
<td>2</td>
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<td>1</td>
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<td>2</td>
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<td>3</td>
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<td>5</td>
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<td><strong>13</strong></td>
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<td>3</td>
<td>3</td>
<td>4</td>
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<tr>
<td><strong>14 or more</strong></td>
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<td>3</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>5</td>
<td>5</td>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

#### Attacker Dice Roll Modifiers
- **–2** head-on combat [10.3]
- **–1** defender is evading [13.4.2]
- **+1** attacker bounces defender [13.4.1]
- **+1** attacker has an Experte [5.2.1]
- **+1** attacker has gyro gunsights [13.5.4]
- **–?** weather modifier [4.7]

#### Defender Dice Roll Modifiers
- **–2** head-on combat [10.3]
- **–1** defender is evading [13.4.2]
- **–1** attacker bounces defender [13.4.1]
- **+1** defender has an Experte [5.2.1]
- **+1** defender has gyro gunsights [13.5.4]
- **+1** defender is in a Lufbery [13.4.3]
- **+?** defence rating increase by 2 if in a turning fight [10.5.2]
- **+?** increase by 1 if heavy bomber group [13.5.5]
- **–?** weather modifier [4.7]

#### Weather Modifiers [4.7]

- **1** wispy cloud
- **2** broken cloud or rain
- **3** dense cloud

#### Results
- **–** No hits scored
- **#** number of hits on enemy aircraft, roll to confirm losses [10.6]

Both sides halve hits if high speeds apply [13.8.1].