COMMAND TRAINING MANUAL

FIGHTERS OF EUROPE

In July 1940, after the Battle of France, the United Kingdom stood alone on the Western Front, facing an unprecedented aerial onslaught. Nazi Germany unleashed a massive operation aimed at annihilating the Royal Air Force, crippling production facilities, and destroying ports to pave the way for a land invasion.

What ensued was one of the most significant air battles in history. The courage and tenacity of British, Commonwealth, and refugee European pilots, combined with the strategic brilliance of the RAF and the revolutionary use of radar technology, repelled wave after wave of relentless Luftwaffe assaults. The resilience and heroism displayed during this period inspired Winston Churchill to famously declare, "Never in the field of human conflict was so much owed by so many to so few."

Fighters of Europe is a tribute to these valiant warriors, serving as a solemn reminder of their bravery. This game faithfully recreates the intensity of their historic air battles, allowing players to experience the ferocity and strategic depth that defined this crucial chapter of history.

GAME SETUP

SCÉNARIO

Each scenario shows how to build the board and where to place airplanes and objectives. The scenario may include reinforcements and indicates in which turn airplanes arrive, and in which zone of the board. Reinforcements are always placed at the end of the indicated turn. We suggest you play the scenarios in order, as they progressively introduce new rules and game concepts.

REFERENCE SHEET

Available maneuvers and rules of flight.

VICTORY BOARDS

Place destroyed enemy airplanes, bombs that hit their target, and objective markers in the area indicated by the scenario. At the end of the game, add up the corresponding points to get your final score.

AIRPLANE TOKENS

They represent airplanes, their type and direction of flight. One side represents the airplane at high altitude (cloud background), the other the airplane at low altitude (green background). Simply flip the token to indicate a change in the airplane's altitude. The tokens are placed on the hexagons, facing a specific side.

GROUND TARGET TOKENS

They represent a factory, an airfield, or a radar installation which can be targets depending on the scenario.

x3   x2   x2

REFERENCE SHEET
Attributes of British or German airplanes.

MODULAR BOARD
The 8 modules are labelled on both sides: A1/ A2, B1/B2, etc. up to H1/H2. Scenarios indicate which faces to use when building the playing area. Some hexes represent clouds or islands. Assemble the playing area by setting up the boards as indicated in each scenario.

REFERENCE SHEET
Rules for determining initiative.

INITIATIVE MARKER
It has two sides: RAF and Luftwaffe. It is used to indicate which player has the initiative for the turn.

REFERENCE SHEET
Indicates current turn number, in which turns the players get reinforcements (if any), and which turn the game ends, as indicated in each scenario.

MARKERS

TYPE	ILLUSTRATION	#	TYPE	ILLUSTRATION	#
INITIATIVE	FRONT / BACK	1	REINFORCEMENT	FRONT / BACK	4
SPITFIRE MK1		12	BF 109		18
HURRICANE		12	HE 111		9
AA		6	JU 88		9
BOMBS	FRONT BACK	21	ATTITUDE MARKER	FRONT / BACK	1
BARRAGE		8			
DAMAGE		14	DOUBLE DAMAGE		6
ACTIVATION	FRONT BACK	35	OBJECTIVE		6
TURN		1	END OF GAME		1

BOMB TOKENS
Placed on the airplanes that are equipped with bombs at the start of the game, or on airplanes that do not have bombs anymore.

DAMAGE MARKERS
Placed under an airplane or a ground target to indicate that it has suffered damage. Use double damage for airplanes that have 3 points of armor.

AA MARKERS
Represent the locations of anti-aircraft defenses (AA).

TURN MARKER
Indicates the current turn.

REINFORCEMENT MARKERS
Indicate the turn that reinforcements arrive in the scenario: green for the Germans, blue for the British.

END OF GAME MARKER
Indicates the turn on which the game ends, depending on the scenario. Reaching the marker triggers the last turn.

BARRAGE MARKERS
Indicate hexes in which an AA battery is firing a barrage.

OBJECTIVE MARKER
Indicates the hexes that must be destroyed or any type of objective depending on the scenario.

ACTIVATION MARKERS
Used to mark an airplane or group of airplanes that have been activated in the current turn..

ATTITUDE MARKER
For the solo mode. It indicates the Attitude of the BOT player.

TURN DESCRIPTION

Each game lasts a number of turns set by the scenario. Each turn is made up of 3 successive phases:

1 – THE INITIATIVE PHASE

Players determine who has the initiative for this turn.

2 – THE ACTIVATION PHASE

Players activate all their airplanes and anti-aircraft batteries (AA) 🔲.

3 – THE END OF TURN PHASE

Compulsory movements are carried out, reinforcements placed, and the victory conditions checked.

Turns continue until victory conditions are met by one of the players or the number of turns reaches the scenario limit.

AIRPLANE GROUP

The notion of an airplane group (AG) is very important for phases 1 and 2. An airplane group (AG) is a set of airplanes that meet these 5 conditions:

- Belong to the same player,
- Adjacent, i.e., a series of hexes that connect by at least one side to form a continuous whole,
- At the same altitude,
- Facing the same direction,
- Not activated yet.

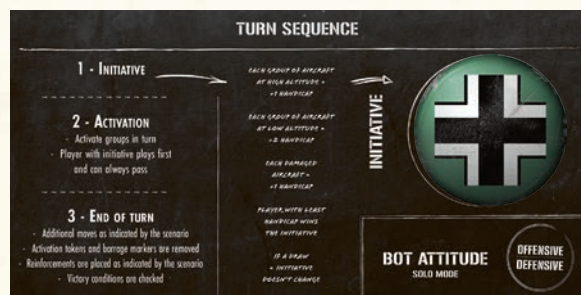A single airplane forms an AG on its own.

PHASE 1 – INITIATIVE

For the first turn, the scenario indicates which player has the initiative. To determine initiative at the beginning of each subsequent turn, each player counts their handicap for all their airplanes still in play:

- + 1 handicap point for each AG at high altitude
- + 2 handicap points for each AG at low altitude
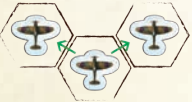- + 1 handicap point per damaged airplane

The player with the <u>fewest</u> handicap points gets the initiative. The initiative marker is placed on the corresponding side. In the event of a tie, the player with the initiative keeps it.

AA does not count in this calculation.

PHASE 2 – ACTIVATION

During this phase, the players alternate activating one of their AG or AA at a time.

When an AG is activated, the player controlling it moves an airplane and resolves its attack (if any), then moves a second airplane in the same AG (if any) and resolves its attack, etc., until all airplanes in the group have been activated. It is then their opponent's turn to possibly activate an AG or AA. Activation markers ⊕ are placed next to airplanes or AGs that have completed their activation. An airplane in an AG does not have to end its movement still part of the group. It then will form or join a separate AG in the next turn.
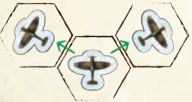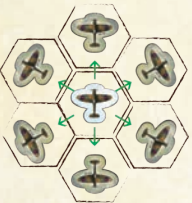
EFFECT OF INITIATIVE

The player with the initiative begins the activations, but may choose to let their opponent play first and can always skip their turn at any time during this phase. They can even allow their opponent to activate all of their AGs before activating any of their own. However, the player with initiative can still only activate 1 AG at a time, and must allow their opponent to play between each activation.

MOVEMENT

Each airplane has a speed value that determines the number of Movement Points (MP) it <u>must</u> spend when activated, except in the case of Dodging (see below). Here are the possible maneuvers an airplane can make, with their cost in MP:

	ADVANCE – 1 MP Move forward 1 hex, straight ahead, and do not change direction or altitude.
	SLIDE – 1 MP Move forward 1 hex to the right or left and do not change direction or altitude.
	TURN – 1 MP Turn 60 ° (1 hex-side) to the right or left, then move forward 1 hex without changing altitude.
	DIVE – 0 MP Move forward 1 hex straight ahead and switch from high to low altitude. This can be performed at any time during movement, including when Dodging.
	CLIMB – 2 MP Move forward 1 hex straight ahead and go from low to high altitude.
	SPLIT-S – ALL MP Only available to airplanes with the Fighter trait. It costs the entire MP allowance of the airplane. This can be performed when Dodging. To Split-S, the airplane must be at high altitude. It finishes the maneuver at low altitude, on any hex adjacent to its starting point, with the tail of the airplane pointing towards its starting point.

SHOOTING

Each airplane has a Field of Fire, a set of hexes in which it can shoot at an airplane at the <u>end</u> of its movement.

The movement of an airplane must follow these 4 rules:
- Use all the MPs.
- Never perform a maneuver to the right (Slide or Turn) immediately after a maneuver to the left (Slide or Turn) and vice versa.
- Never perform a Climb and a Dive maneuver in the same movement.
- Never end movement on another airplane at the same altitude.

An airplane's Field of Fire is noted on its sheet with red hexes (see page 8). It is valid only at the same altitude as the airplane: it is not possible to shoot an airplane at a different altitude.

At the end of its movement, an airplane can shoot at a single target present in its Field of Fire. If there are multiple airplanes in the Field of Fire, the shooter must shoot at the nearest airplane. It is impossible to shoot into, through, or out of a cloud or through another airplane. Clouds are always considered to be at high altitude.

1. If the target has not yet been activated, it must Dodge (see below).

2. If the target has already been activated, or is still in the Field of Fire after Dodging, then it is hit and takes damage.

DODGING

When an airplane that has not yet been activated is attacked, it must Dodge in an attempt to escape the Field of Fire of the airplane firing at it. A Dodge is a compulsory movement of 1 hex to Advance, Slide, or Turn, possibly accompanied by a Dive if the player wishes. A Fighter at high altitude can also choose to Split-S in order to Dodge. You can never Climb to Dodge. After a Dodge, the Dodging airplane is considered activated. It cannot Dodge or be activated again during this turn.

DAMAGE

Each airplane has an armor value, usually 1 or 2, which indicates the amount of damage it can take before being destroyed: an airplane with an armor value of 1 is destroyed the first time it takes damage. An airplane with 2 armor must be hit twice to be taken down. To indicate that an airplane with 2 armor points is damaged, place a damage marker under the airplane. If this airplane receives additional damage, it is destroyed and removed from play.

RESPONSE

If an airplane is shot at and survives the damage, it can retaliate against the attacker as long as it is in its Field of Fire. The original shooter then takes damage and can be destroyed, but this does not negate the effects of its initial shot.

CHAIN REACTION

After an airplane Dodges an attack, if it now has an enemy in its own Field of Fire it can attack it immediately. If that enemy has not yet activated, it too can Dodge as normal, and in the process of doing so end up aiming at a target of its own, and so on. If this happens, first resolve all of the Dodges in the chain, then apply all the damage going back up the chain from last to first.

ANTI-AIRCRAFT DEFENSES (AA)

Depending on the scenario, AA markers are placed on certain hexes.

AAs are considered to be at low altitude and cannot move. They have a Field of Fire into the 6 adjacent hexes as well as their own hex. AAs are never grouped for activation, even if they are adjacent.

AAs are activated like AGs and can then target an airplane that is in their Field of Fire. The shot is resolved in the same as it is for an airplane. It can be Dodged by an airplane that has not yet activated.

Each AA is only activated once per turn. Put an Activation marker ⊕ on it once it has been activated.
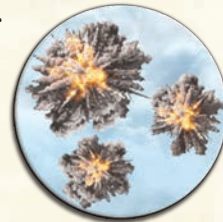
An AA can only be destroyed by a bomb.

BARRAGE

Flak guns (AA) also have a high-altitude barrage option that can used instead of normal low-altitude fire. After the Initiative Phase and before the very first activation, the player who controls AA may place 1 barrage marker within 2 hexes of each AA unit they choose, including on a cloud and/or airplane. These AA units are considered activated and may not fire at low altitude during that turn.

If any airplane, enemy or friendly, enters or passes through the marked hex at high altitude, it automatically suffers 1 damage. The barrage marker is left in place.

A marker placed directly on an airplane inflicts damage to it without it being able to react. All barrage markers are removed during Phase 3 - End of Turn.

PHASE 3 – END OF TURN

Once all AGs and AAs have been activated, players move on to Phase 3 – End of Turn and do the following actions in this order:

1. Ground elements are moved as indicated by the scenario.
2. Activation markers are removed.
3. Barrage markers are removed.
4. Reinforcements (if any) are placed as indicated by the scenario.
5. Victory conditions are checked.

If neither player wins the game, advance the turn marker 1 space forward and start a new turn by determining the initiative.

GROUND ATTACKS

BOMBS

Airplanes with the Level Bomber trait can be equipped with 1 bomb per airplane at the start of the game. To drop a bomb, the airplane must perform 2 Advance maneuvers in a row at low altitude, then place a damage marker on 1 of the hexes it entered. This square is automatically destroyed.

Use bomb markers, either to indicate airplanes that still have their bomb, or to indicate they no longer have it if it is more convenient to you.

DIVE BOMB

Airplanes with the Dive Bomber trait can be equipped with 1 bomb per airplane at the start of the game. To drop its bomb, the airplane must perform a Dive at any time during its movement, then place a damage marker on the hex where it is located to mark the location where the bomb fell. The player can then complete the airplane's movement as they wish if it has MPs left.

USING THE ACTIVATION MARKERS

Place a marker ⊕ on each airplane that has completed its activation, or use a single marker for an entire AG in order to use fewer markers.

Use markers of different colors if you have multiple airplanes or AA in the same hex.

Use the numbered counters in the case of chain reactions to easily resolve damage after a chain reaction of Dodges.

FREQUENTLY ASKED QUESTIONS

INITIATIVE

- The player who has initiative may ask their opponent to play all of their AGs before they begin to play, and can choose to pass as many times as they wish at any point during the turn.

MOVING PLANES

- A plane can Dive after it has used all of its MP.
- A plane can Turn Right / Advance / Turn Left or the opposite order.
- A plane may pass over hexagons occupied by allied or enemy planes (even at the same altitude).
- A plane with the Agile trait can perform a Pivot after a Split-S, Climb, or Dive.
- A plane can exit the map at any point if it has enough Movement Points to do so, including during a Dodge. It is not counted as destroyed but cannot return to play.
- The half hexagons on the edge are not counted as playable hexes.
- A plane can perform a maneuver to the right at the end of its movement, then a maneuver to the left at the beginning of its movement during the next turn. The restriction only applies to movements during the same turn.

SHOOTING

- It is possible to shoot through a barrage.
- A plane capable of shooting forwards and backwards can only shoot once per activation, even if it has a target in front and behind it (player's choice).

DODGE

- A Dodge is mandatory and must include a 1 MP movement. A Dodge movement must be carried out to move away from the attacker's Field of Fire if possible. Ground attacks are not permitted during a Dodge movement.
- A Dive costs 0 MP. You can perform this maneuver before or after a Dodge movement.
- A Dodge movement is:
  1: Dive (optional).
  2: 1 MP Movement to Advance, Slide, or Turn (mandatory).
  3: Dive (if this was not done previously); this remains optional.
  4: Pivot if the plane is Agile (optional); if the Dodge maneuver is to the right (Turn or Slide), the Pivot must be to the right (the same applies to the left).
- A plane cannot drop a bomb while it is Dodging.

For Fighter planes only:
- A Split-S can be used as a single Dodge movement, but it will not allow any other action. If the Fighter plane is Agile, a free Pivot remains possible in either direction.

CHAIN REACTION

- SIf plane A causes B to Dodge, causing C to Dodge, causing D to Dodge, once plane D's movements are over, check for damage received by D, then damage received by C, then B, then A. Only A B C D can shoot and respond if applicable. A destroyed plane can no longer shoot.

AIRPLANES

In addition to their speed, armor, and Field of Fire, airplanes have one or more traits that give them unique abilities.

FIGHTER

Can perform the Split-S maneuver.

LEVEL BOMBER

Can drop a bomb.

DIVE BOMBER

Can drop a dive bomb.

AGILE

Can perform a free Pivot of 60° (1 hex-side) left or right at the end of movement while respecting the rules of flight. A Pivot is performed in the current hex and does not change the airplane's position or altitude.

20MM GUN

Doubles the damage to a target in the hex just in front of the airplane.

RAF AIRPLANE SPECIFICATIONS

LUFTWAFFE AIRPLANE SPECIFICATIONS