



303 SQUADRON



THE RULE BOOK





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303 squadron pilots. From left to right: F/O Ferić, F/Lt Lt Kent, F/O Grzeszczak, P/O Radomski, P/O Zumbach, P/O Łokuciewski, F/O Henneberg, Sgt Rogowski, Sgt Szapoznikow (in 1940)

"Several seconds ago, the enemy was a man living a healthy life; hopeful and confident of his victory. And there he was, crashed upon the land, dead. He didn't even exist anymore; his body fell into countless shreds. In their unpredictable leaps, from the richest form of life to nothingness, the pilots experienced some demonic greatness, some terrifying sublimity."

Arkady Fiedler "303 Squadron."

Game flow

"303 Squadron" is a game for 1 to 4 players that takes place in World War II during the Battle of Britain. Each game of "303 Squadron" is based on arranged Scenarios (*description of how the Scenarios work can be found below*). Each Scenario represents a different story, inspired by real life events.

"303 Squadron" is a cooperative game in which players work together and try to complete Events presented in the Scenarios. The players' goal during the Scenarios is to fulfill the tasks presented to them as realistically as possible. During each Scenario, various additional Events will occur that might affect the course of the game. Every Event has its own requirements, which players can fulfill. After completing the Scenario, players check whether they have accomplished their Event and whether they win or lose.

Components

The game board represents a part of Great Britain, the English Channel, and part of the French coast. It is divided into Sectors and Areas. Each Sector is marked with a colored line, for example red, or blue. Each Area (*Areas can be in different shapes*) in a Sector is described by a letter and a number. This helps to set up Scenarios: specify the routes of German patrols, and mark targets of Events and Scenarios. Some Areas also have symbols for factories, airfields, radar stations, ports, and cities.



Area "C8"

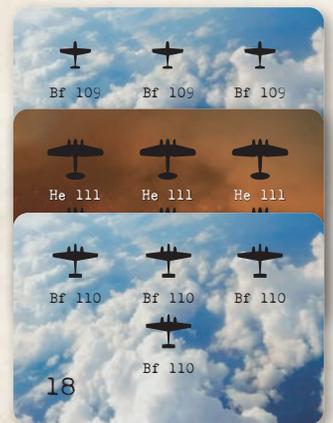
Scenarios (5): the game has 5 Scenarios: “Training,” “Attack on Biggin Hill,” “Blitz,” “Coming Home” and “Home, Sweet Home.” “Training” is a Scenario that teaches the basic principles of the game. We recommend playing it before any other Scenarios. There are other Scenarios available in expansion sets. “Coming Home” and “Home, Sweet Home” is the same Scenario but in two variants.

The following information is available on the Scenario card:

The cards use a simple code to tell you how many Events occur, what turn they occur in, and from which color groups they come from. The number you see is what turn the Event happens. How many numbers you see tells you how many Events happen in the scenario. And the colors shown with the numbers tell you which groups to select from.

Example: During the Scenario “Attack on Biggin Hill” two Events occur. Both are revealed on 2nd turn. The first Event is drawn from among the Events marked with red and blue symbols (all red and blue Events should be shuffled together), and the second one from among the Events marked with green, brown and yellow symbols (all green, brown and yellow Events should be shuffled together).

Deployment (42): come in “fighter” and “bomber” versions and may show from 0 to 6 planes of that type. Each card has a unique number. Each Scenario has a set of Deployment cards and specific Areas that are involved. The Deployment sets vary according to the number of players in the Scenario. Find the appropriate Deployment cards for the Scenario and number of players you have, and separate them into fighters and bombers. Shuffle the fighters and place one card in each German starting Area, in the order shown on the Scenario card. If you have cards left, add a second fighter card to each Area, again, in the order shown for as long as the cards last. If there are enough cards to add a 3rd fighter to an Area, continue to do so until the fighters run out. Then shuffle the bomber cards and go through the same process, again beginning in the first Area shown on the Scenario card and placing one bomber card per Area, starting over at the first Area once all Areas have received a card. In this way, the exact makeup of squadrons in each Area will vary from one play to the next.



If you are using any Hidden units – see page 10 Reconnaissance – place a colored squadron token on the stack of German cards (without looking at the other side) and put a matching color squadron token in the Area that these planes belong to.

Note that there are two Deployment cards that will be used for British planes in special scenarios. Find them and place them aside for now, so that they do not get mixed in with the German planes... until the scenario when you WANT them to be mixed in!

Events (4): are additional situations that can occur during the Scenario. There are 4 different Events (in three types in basic game) in the game: “My God, They Are Doing It!,” “Air Supremacy,” “Seek and destroy,” and “On patrol.” They are inspired by actual Events pilots had to face during the Battle of Britain.

Event Cards are drawn before the game and placed near the board (see: example above). They will be revealed at the beginning of turns specified by the Scenario. Players will receive Medals (Medals description can be found on page 7) for completing the task presented on the Event card. Failing to accomplish the task has a big impact on the course of the Campaign (see page 18). A detailed description of each Event, with the backstory, can be found in the Compendium.



Note that, in the Basic Game of 303 Squadron, there are three types of Events. In the expansions or KS version you will find additional Events.

Pilots (7): there are seven different pilots in the game; each one of them is different and has a Special, unique Ability.

Each pilot is described in the Compendium, so you can see how their actual experiences are reflected in the game.



Compendium (1): a detailed description of all the Scenarios, Events, planes as well as the pilots.



Player Boards (4): each player receives their own board, on which they will mark use of specialization, ammunition consumption, and damage received. There is also a space for the pilot card.



Damage tokens (16 in players colors): each player takes a set of 4 tokens in their color, shuffles them and places them face down next to his own Player board. Every time a player's plane takes damage, the player must draw one token, at random and put it face up on an empty space on the damage track on his Player board (from left to right). Each token placed on a Player board means one damage on the player's plane plus (usually) some penalty. If the plane receives a fifth damage, the plane is destroyed and the pilot shot down.

	no free move		discard one Combat card (players choice)		reduce hand size by 1		no extra damage
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Optional: "The Mulligan": Players may allow each other one "Mulligan" on drawing for damage. ONE time, during the entire game, a player who draws a damage token that they do not wish to accept may draw a different one and put the "Mulligan" back with the others. They must accept the new token and lose the chance to replace one for the remainder of the game.

Note: How and when players use their "Mulligan" makes for an interesting twist. Another option is allowing the Mulligan just for new players, to make sure their early experiences are not clouded with "the worst result" on their first point of damage. You decide! The actual pilots did not get a Mulligan, of course, but certainly would have liked to have one!

Airplanes (32): there are four types of aircraft in "303 Squadron".



Hawker Hurricane (5)

- Britain's first monoplane fighter, it helped modernize the RAF, while also using older production techniques to increase numbers. While the Spitfire gets the glamor for the Battle of Britain, the Hurricane was able to

combat with the Bf 109s and proved lethal to the German bombers, scoring 60% of all victories during the battle. This is your "workhorse!"



Heinkel 111 (7)

- The most common medium bomber in the Luftwaffe for the early years of the war, the He 111 offered stable flying and good toughness with

an effective range and bomb load, though slightly weak on defense. Your success will depend on stopping these planes from achieving their missions.



Messerschmitt Bf 109 (16)

- Germany's first monoplane fighter as well, the Bf 109 was the backbone of the Luftwaffe and served throughout the entire war. Built on the concept of putting a small

airframe on the largest available engine, the plane sacrificed range and comfort for speed, but still gained air superiority all over Europe until facing the Spitfire on its home territory. This is the biggest danger in the game to your success.



Messerschmitt Bf 110 (4)

- This twin-engine heavy fighter was intended to be the "elite" of the Luftwaffe, escorting bombers to and from their targets and eliminating local fighter

protection. The "Destroyer" was heavily armed but not quite maneuverable enough to succeed. Still, it can be very dangerous on Counterattacks!

Note that in the Basic Game of 303 Squadron ALL German fighters will either be acting as "Close Escort" or as independent "Patrols" (there may be Scenarios that do otherwise, such as having Bf 110s acting as fighter-bombers). These rules will be explained in "German Modes" on page 15. Future expansions will include advanced rules with different "modes" for German planes.

Note that in the Basic Game of "303 Squadron", there are four types of aircraft. In the expansions you will find additional aircraft, as well as models of a U-boat and ships.

Combat Cards (51): Combat cards are an essential element of the game. They are used for Movement, Support, Defense, and Fight. They are a valuable resource, thus they should be used skillfully.

Support: this part of the card can be applied during Fights. It gives a chance to help other players during their Combat round. The player who is in the same Area as another Fighting player may play one of their Combat cards and pair it with the Combat card played by the Fighting player. Thanks to this action, the Fighting player may receive an additional Hit or Evasion symbol, or the "Joker" -○- which acts as "wild" and can be used to match any symbol. An additional Hit or Defense symbol is acquired by creating a Sequence of three identical symbols on Combat cards. The Joker symbol replaces any missing symbol. **Note:** three Joker symbols do not form a Sequence. There must be at least one leading symbol (Hit or Evade).

Note: A Fighting player can only receive one Support during their Combat Phase.

Example: ○ + ○ + ☞ = ☞ . ☞ + ☞ + ○ = ☞

Movement: every turn the player has one Movement point "for free", so he can move one Area without playing a card. However, if their plane receives damage reducing this free Movement, the only option to move is to play a card. Playing a Combat card during the Movement Phase allows the player to extend the Movement by one, two, or three additional Areas. The number of Areas depends on the card played.

RAF symbol: playing a Combat card after rolling the dice gives players the chance to build sets and combinations. This is the symbol the active player in a FIGHT can add to one of their dice rolls.



Defence: these symbols are used only during German Counterattack. You can cancel a "2-blade" attack (from German die) with a "2-blade" symbol (from card), "3-blade" attack with a "3-blade" symbol and "4-blade" attack with a "4-blade" symbol. Each symbol on German die require one symbol from card. You cannot use both symbol one time (the exception is Krasnodębski's ability).

Place for RAF die: space for chosen RAF or Special die rolled in this Combat.

Card's special effect: an ability that is activated as a result of matching corresponding symbols on a die with the printed symbol (called a set). Card ability may overrule regular game mechanics.

Note: Set is a combination of two symbols from die and/or card. You can combine more Sets between two cards and dice. Each symbol can only be used once.

Dice (21): There are 5 types of dice in the game. Players use blue RAF dice and have an option to use the special yellow die. Luftwaffe fight using red, black, and white die.



Dice symbols:

A blank die face is a no effect.

Hit - means target airplane has received one damage.

Reroll - means that you must reroll the die with this symbol. There is always only one reroll, even if the same symbol comes out. Getting this result in the reroll is a miss.

Evasion - means that one damage has been avoided.

The **Maneuver** symbol can be used to activate a card effect, or to assign it to the German plane which is being attacked, or keep it for later (*only if the Maneuver symbol comes from a token*). A Maneuver token is assigned to one aircraft and the penalty applies only to this one aircraft, not the entire squadron. Any kept tokens are placed on the player board and can be used through the next Movement Phase. The Maneuver token can be used at the beginning of the next Movement Phase to disengage from the Combat. The player cannot have more than 3 tokens at the same time. At the end of Movement Phase players must discard

unused Maneuver tokens. A German plane with a Maneuver token assigned cannot perform any action, uses his phase to discard the Maneuver token and does not grant a Combat die to other planes (*e.g. He 111 with a Maneuver token does not give a black die to another He 111*).

Note that the Maneuver symbol can be used only once in one Combat round to activate a card OR to gain a token.

In addition, there are small symbols on Luftwaffe dice which are used during Counterattacks and can be cancelled by playing corresponding Combat cards. "Cancelling" requires an exact matching of the propeller blades symbols. You cannot cancel a "2-blade" attack with a "3-blade" or "4-blade" symbol. Each small symbol not cancelled by the Combat card is a 1 Hit for **all** the RAF pilots in the same Area as Counterattacking Germans.

These symbols are used only during German Counterattack.

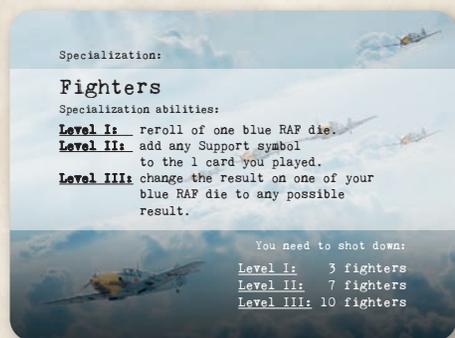
Special Die (1): The player can use the special die only if they do not use their pilot's Special Ability (*decision taken at the beginning of the turn*). Note that the special die can never be re-rolled. There are two types of symbols on the special dice:

Failure: Player immediately receives 2 points of damage.

Success: Player can choose one Hit, Evasion, or Maneuver.

"What's up with the yellow dice. I don't understand being able to hurt MYSELF." Explanation. As you will see throughout the historical commentary, the Poles were known for using extremely aggressive tactics in their air battles. (See "My God, they are doing it!" as one example.) Diving straight into enemy formations and getting very close before firing is a good way of inflicting damage but also brings risk to the attacker. We give the yellow die as an option for how aggressive players want to be in Combat. There is reward, and risk-- as the actual tactics demonstrated.

Specialization cards (12): with description of Specialization.



Help cards (3): depict German aircraft appearing in the game. There are other German planes available in expansions or from the kickstarter version, and they can bring their own Help card.



Tokens (84): There are several types of tokens in the game:

Maneuver tokens (8):



as a result of playing a Combat card, or rolling the die a player may gain a Maneuver token. This token has several uses. After acquiring the token, the player decides whether to place it on their Player board, or to assign it to a German plane with which they fought. If it is assigned to a German plane, then this plane cannot move in his next Movement Phase. On your Player board you can store up to 3 Maneuver tokens.

The Maneuver token can be saved for later and used:

- during your second Combat round.
- in the next turn's Movement Phase, to Disengage (*break away from the opponents*). Maneuver tokens stored this turn can only be stored until the end of the next turn's Movement phase, after which they must be discarded from the player board.
- to help activate certain cards special effect.

Route and direction tokens (40 in different colors):



Direction token



Route token

used to mark routes and direction of German squadrons. Each time you must mark routes and directions for German squadrons, put these tokens on the map, marking the shortest path to the assigned German target as indicated in the description of the Event or Scenario.

Turn token (1): used to mark the current turn.



German Squadron tokens (6): used to mark the German squadron when necessary due to Scenario setup. See page 10 - Reconnaissance.



German Elite Pilot tokens (6): used to mark the German "Aces" when necessary due to Campaign progress or when players want to increase the difficulty level of a Scenario. Players may re-use the tokens as needed.



Front

Back

Front

Back

Bomber Ace

Fighter Ace

Medal Tokens (8): performing outstanding tasks is rewarded with Medals and they can be obtained for:



Front - two Medals



Back - one Medal

- participating in a successful Scenario Event*;
- shooting down 5 enemy aircraft;
- at the end of the game for winning the Scenario.

A Medal for a won Scenario is assigned to the pilots that are in play. Pilots from the reserve, the ones shot down or those who Withdrew do not receive Medals.

The Medals are the reward for specified things. You can spend them to get benefits, but each Medal can be used only once per game. The Medals can be used in several different ways. The player applying the Medal returns it into the box. There is no limit to how many Medals can be won. * *The Medal is awarded during the Reorganization Phase.*

Medals can be used to:

- use another player's pilot's ability;
- Withdraw from the Fight. In this case, the player returns his plane to an appropriate airfield (*starting Area marked by Scenario*), removes any damage, puts away the pilot's card, and draws a new pilot card from the Reserve at the beginning of his next Player Phase (*only at the beginning of the Player Phase*).

Note: *During the next Campaign's Scenario, the pilot who has been Withdrawn is in the reserve.*

Note: *Medals (similarly to victories) are assigned to a pilot. They can be used provided the pilot that owns the Medal is in play.*

- the player can prevent an additional Movement of one selected German squadron, which would happen because of another pilot being shot down. See page 14.

German/British target tokens (2): used to mark the German targets or RAF targets or starting Area.



Specialization tokens (12): are used to mark level of Specialization. See page 17.



British Squadron token (1): used to mark the British squadron when necessary due to Scenario setup.



Target Damage tiles (11): used to mark damaged places on the map. Mostly used during the Campaign. See page 16 for Toughness rule.



Wooden markers (20): are used to mark damage inflicted on a German aircraft by a player (*each player has a color*). When players do something that contributes to a successful Event, such as shooting down an enemy plane, put one of their colored blocks on the Event card, to remember that they will earn a Medal if the Event is successfully dealt with. It is not necessary to put more than one block per Event card.



Game set up

1. Lay out the map in the center of the table.
2. Each player takes one Hurricane model, a Player board, 4 damage tokens, wooden markers in their color, draws one pilot card, and places it on their Player board. Unused pilot cards should be placed near the main board, and they will act as a Reserve. Limit the number of Reserve cards to one less than the number of players in the game.
3. Place all the dice next to the main board.
4. Shuffle the deck of the Combat cards and place it face-down next to the map.
5. Shuffle the decks of the Event cards by color code. The Scenario will tell you how many Events and what the color codes are. Then place these stacks of Events near the map.
6. You can place the Deployment cards near the map but don't need to shuffle them until you find out which cards will be removed due to how many players you have. A list of the Deployment cards needed is provided in the Scenario description in the Compendium.
7. Choose a Scenario card and place it revealed next to the map. Then, select the corresponding Deployment cards.
8. Chosen Deployment cards should be shuffled and put facedown on the Areas indicated by the Scenario. Next, you should reveal them and replace by the German aircraft models on the board. (**Note:** *In Scenarios using Reconnaissance, we do not reveal what the actual planes are until later. See page 10 for Hidden squadrons / Reconnaissance.*)
9. Place the Help cards depicting the German aircraft used in this Scenario next to the map.
10. Each player sets an ammunition indicator on their Player board at level 4 (*unless the Scenario dictates differently*). The Specialization indicator should be set to level 0, unless the players start the Scenario with Specialization, or you decide to give players some Specialization at the beginning of a Scenario. See page 17.
11. Each player draws 6 Combat cards (*unless the Scenario dictates differently*).
12. Place the Turn token on space 1.
13. Draw the appropriate number of Event cards and place them face-down next to the main board (*other Event cards should be left in the box*).
14. Place the rest of the components, like German squadron tokens, Medals, Routes, Maneuver tokens, etc, within reach near the map.
15. The Compendium should be kept within easy reach.



Turn phases

The game is divided into turns, the number of turns depends on the Scenario played, the Scenario may finish earlier if the players or the Germans reach their goals before the last turn.

Each turn is divided into six phases:

- I. Event phase
- II. Player phase
- III. Fight
- IV. Counterattack
- V. The German phase
- VI. Reorganizing

Phase I: Events phase

In some Scenarios, there may be additional Events. Their number, type and the turn they appear in depend on the Scenario. If these are the requirements of the Scenario, those Events should be disclosed at this time by revealing an Event card.

Phase II: Player phase

1. Pilot Special Abilities

At the beginning of the turn, the player declares whether they will use their pilot's Ability or not. If the player decides to do so, mark it by turning over the pilot's card to remember (*it may be much later in the turn before you can use his ability*). If the player decides not to use the Ability, they can choose to swap one RAF dice for a special dice (*yellow*) on any Combat attempt (*they may not use the special die during any turn they are using their pilot's Ability*.)

Pilots whose skills can be used at the beginning of the Player Phase:

- Podporucznik pilot **Witold Łokuciewski**,
- Podporucznik pilot **Mirostlaw Ferić**,
- Podporucznik pilot **Jan Zumbach**.

In the next few pages, we will list what pilot's skills can be used at which phase of the turn, but remember, you must declare that you will be using the pilot skill at the **beginning** of the turn.

Remember also, any player can use the Ability of any pilot who is currently in the game by discarding a Medal, and does this at the exact moment during the game when they wish to apply the Ability. That means you can wait until the part of a turn where the special ability happens, but you can only use it then. You cannot, for example, take a free move during the Reorganization Phase.

You cannot use a Medal to use the Ability of your own pilot.

2. Combat card draw

Each player draws 2 Combat cards and discards cards to their current hand limit. You do this even on the first turn, after Landing, or after putting a new pilot in play.

The hand limit is 2 plus the number of the player's ammo. The limit can be reduced as a result of damage received. The player reduces the cards in hand to the limit after drawing. However, during the turn, as the result of the cards played, he can have more cards in hand than the current limit. He will reduce the number of cards in hand after drawing new cards in the next turn. Ammo level and number of cards in hand at the beginning of the game is 2 cards + 4 ammo. Exceptions is found in the Scenario description in the Compendium. After this, players can plan and perform their actions for the current turn, in whatever order they wish (*changing it from turn to turn if they want*).

3. Movement

During one turn, the player can move one Area for free, provided that their Movement was not reduced as a result of damage received. Additionally, by playing a Combat card, the Movement can be extended by 1 to 3 additional Areas. The exception is Mirostlaw Ferić who, as a result of his Special Ability, has an additional move of one Area (*if he uses that Special Ability*.)

Note: A player can only play one card per turn to extend their move.

Note: Pilot Mirostlaw Ferić can perform an additional free move if he uses his Special Ability.

If, as a result of a Movement, the players' planes end up on the same Area as German forces, they can start a Fight. Players decide if they wish to Fight and what enemy aircraft they will engage in the Fight. See Phase III, Fight.

Disengage is to break away from the group of Germans in one Area to fly to another Area. Players may go anywhere their remaining Movement allows, including to another Area with enemy planes and into another Fight. It costs 1 Movement or 1 Maneuver token for each pair of German aircraft (*rounded down*), their type does not matter. German planes with Maneuver tokens assigned are not counted for this purpose.



Example: Yellow Player decides to Disengage. He plays a card with 3 Movement points. He has also the free Movement point of his plane and can use the Maneuver token saved during the previous turn to avoid spending Movement points. There are 4 German planes in his Area and he has 1 saved Maneuver token, so he uses it and spends one Movement point to escape them and has 3 Movement points left.

He can attack the aircraft in the "B1" Area or move to i.e. Biggin Hill airfield.



Withdraw. If the player was involved in Combat in the previous turn and wants to Withdraw from the Fight, they can only do it at this moment by discarding a Medal.

Withdraw is to "run away" from the battle. The player who Withdraws will continue the game next turn, with another pilot taken from the reserve. The pilot card that Withdraws is out for the rest of the Scenario but returns in a Campaign game.

Example: The fighter of the Blue Player is heavily damaged. He lost his free Movement points and he does not have a card with enough Movement points to reach the safe Area. But, he has the Medal received in a previous turn. He decides to Withdraw. He spends his Medal to fly away. He places his aircraft at his home airfield, takes a new pilot from the reserve, clears the damages off the player board, sets the ammo level and draws cards to the limit. He is ready to come back in the game's next turn.



What's the difference between Disengage and Withdraw?

Disengage involves spending Movement points (*and tokens*) to leave an Area containing German planes. The plane's condition is unchanged and it is following normal Movement mechanics.

Withdraw means placing the plane directly on an airfield, starting with a fresh plane and a different pilot, and avoiding all the detriments of having a pilot shot down. But it does remove a pilot from the Reserve, and "running out of pilots" is one of the ways how you can lose the game.

4. Reconnaissance (used in specific Scenarios or Events)

Sometimes German squadrons will be "Hidden" from the players, who will know only that there are German planes in an Area but not what type or how many. This will happen in certain Scenarios, or due to some special rules, or in Campaign games after certain kinds of damage occur.

When using Hidden Squadrons, determine how many of the German formations will be Hidden, and randomly choose which ones will be Hidden using the deployment cards. Take two of the squadron tokens (*matching color*) and put one on the face down Deployment card, and the other on the Area where that squadron will start. Move the token like any other bomber squadron while it is Hidden.

When a player reaches an Area adjacent to a Hidden German squadron, he can make the "Reconnaissance" action. The player plays 2 cards with the Maneuver symbol to reveal the Hidden planes, OR players can enter the Area WITH a Hidden German squadron and automatically reveal it - but in both cases, those players cannot attack in this turn. OTHER friendly planes can attack the newly revealed units. Per normal rules, if the RAF does not start a Combat, the German bombers will not fight, but the Close Escort fighters will Counterattack with two dice each during the German turn, which is also what German fighters on Patrol will do if not attacked first (*see page 13 - Counterattack*).

Example: The German group is to attack Tonbridge. The route is set and the Deployment cards are placed at the beginning of the Scenario. Because the radar station in Poling is destroyed, the Deployment cards in the sector "C" are not revealed at the beginning of the game. The squadron token is placed to mark the approaching Luftwaffe. When the player makes a "Reconnaissance", this token will be replaced by the aircraft from the related Deployment cards.



5. Landing

As a part of their Movement, the player can land on one of two airfields: Biggin Hill or Northolt (unless the Scenario or Events prevent it). It costs one point of Movement to actually land the plane.

6. Airfield

Upon each landing a player receives 4 action points, which they can use freely in order to: draw Combat cards / repair damage / replenish ammunition. 1 action point = 2 ammo / 1 card / 1 damage repair.

Example: Yellow Player has landed at the airfield in his Movement Phase. During the Reorganization Phase, he could do the following: He uses 4 action points to fix 2 damages of his aircraft (remove 2 damage tokens), load 2 ammo points and draw one card.

Next turn he can come back to the Fight or wait at the airfield to get another 4 action points.

Phase III: Fight

Each Combat consists of two rounds with duels of two planes.

Engaging in Combat reduces the player's ammo number by one, by moving the ammo indicator once to the left (1 ammo covers both rounds).

Combat in "303 Squadron" is based on the use of both dice and cards. The dice have special symbols showing a Hit, Evade, Maneuver or a Joker ("wild" symbol 🖐️ - only on the yellow die).

Note: the player deciding to Fight must carry out two Combat rounds. They cannot Withdraw from the Fight after the first one.

Note: the number of Combat rounds can be modified as a result of Combat card special effect.

1. First Combat round

Depending on the decision taken at the beginning of the turn, the player takes two blue RAF dice or one RAF die and one yellow Special Die and a set of dice for the Luftwaffe plane that he has chosen to attack.

Then the player rolls all these dice and checks the results.

Pilots whose skills can be used at this point in the Fight:

- Sierżant pilot **Josef František**.

After rolling his two dice, the player chooses one to apply to this Combat round. He can also use a Combat card with it to attempt to achieve better results.

The second die is not counted in the first Combat round but will be used in the second Combat round.

* At this point, the Support of another player whose plane is in the same Area as the fighting player can be requested. Another player can Support by playing a Combat card in such a way as to match Support symbols from their card to the Combat card played by the fighting player (example on next page).

Note: A Fighting player can only receive one Support during their entire Combat Phase.

* Players make selections, based on the card special effect and symbols, in order to inflict the most damage to enemy planes. A player does not have to play Combat Cards if they do not want to or cannot. In this case, only the effect of the die symbol is taken into account. The Player cannot use the Support of another player unless he plays a card himself.

Pilots whose skills can be used:

- Porucznik pilot **Ludwik Paszkiewicz**,
- Porucznik pilot **Witold Urbanowicz**,
- Sierżant pilot **Josef František**.

Then the player notes what damage has been caused by the dice of the German plane he was attacking. He may be able to cancel or alter this with his card, die or the Support card.

Actual damage to the player's plane is shown by randomly drawing Damage Tokens from their supply and placing it on the Player's board starting from left to right. Damage to German planes is factored only in points.

Example: Here is the situation on the board: Players Blue and Yellow want to attack the group of Luftwaffe planes. There are Bf 109s in Close Escort mode with He 111s. They decide that the Blue one will attack a Bf 109 first.



Blue reduces ammo and takes 2 blue dice for himself and 2 red dice for the German fighter. He rolls the dice and the first Combat round begins. The results are: Hit and Evade on reds and Hit and Maneuver on blue.

Blue Player decides to use the dice with the Maneuver symbol and plays a card. Blue has rolled a Hit, but it would be cancelled by the Evade symbol on the red dice.

So he will use the Maneuver symbol for this round and "save" the Hit dice for the second round.

The Bf 109 has also rolled one Hit, but thanks to the ability of the played card, it's also dodged.

The symbols from the dice have been used to activate the ability of Blue's card. Maneuver can be used only once in that Combat round, but the Hit is working for both – shooting and activating the card. No one received any damage so far, but Blue is building an advantage for the next round.

After assigning the damage to themselves and to the opponent, the player decides how to approach the second Combat round (*the second Combat round must be executed, unless there are no more opponents in the Area*).

2. Second Combat round

The player can Fight with the same opponent or attack another enemy's plane. The players do not re-roll their RAF dice. The results of the first roll are used through the whole Fight - two Combat rounds.

- **If a player attacks the same opponent**, both symbols from the dice and the card played in the first Combat round will also be used in the second Combat round (*but not the Support symbols and the special ability of the card*).

Then, the player takes the Luftwaffe dice corresponding to the type of the German aircraft with which they are fighting and rolls them again (*do not reroll the second RAF die*).

Pilots whose skills can be used at this time (if not used in the first Combat round):

- Sierżant pilot **Josef František**.

At the beginning of the second round, Blue player rerolls the red dice for the opponent (*but not the blue dice for him*). New result for the German is 2 Hits (*Ouch!*)



The player assigns the second Combat dice, and may choose to play a second Combat card, putting it on the top of the previously played Combat card in such a way so as to cover its effect. Then, the second die (*RAF or special*) is placed on this Combat card. If possible, the effect of the card is triggered. The player now has 4 symbols to use (*the card and die used in the first Combat round and the card and die from the second Combat round*), as well as a special ability from the card from the second Combat round, provided it is activated.

* At this point, the Support of another player can be acquired, unless it already happened during the first Combat round.

Note: The fighting player can only receive one Support during their entire Combat Phase.

* If the player used the yellow die and the result is negative, the damage is now assigned.

The Support card can be added only to the active card (the card just played in this Combat round).

Blue takes the second dice (*Hit result – rolled at the beginning of the Combat*) and plays a card.

Because he continues to Fight with the same opponent, the results from the first and second Combat round are combined – he has 4 symbols to use (*2 from cards and 2 from dice*). He may also activate the special effect from the card just played.

Now he has 2 Hits – enough to down the Bf 109 (*it requires 2 Hits to be destroyed*).



However, Blue Player would receive 2 Hits. To avoid it, he asks for the Support of the Yellow Player (*he can do this because he did not ask for Support in the first round*). The Yellow Player can play a card and create the set of 3 white symbols that are located in the top middle section of the active (*Blue Player's*) card as well as the supporting card played by the Yellow Player.



Thanks to the set of symbols Evade ♣+Joker ○+Joker ○, the Blue Player is able to Evade one Hit. The second one will be assigned to him.

Blue player draws a damage token and places it on his Player's board. The Combat of the Blue Player ends.

- **If the player attacks a different opponent**, the player declares who will be their new opponent in the second Combat round. Discard the previously played card if its special effect does not last for the entire Fight (*e.g. allows the execution of an additional, third Combat round*) and the first RAF die. Keep the second die (*RAF or the special die*) - it will be still used. Then the player takes the Luftwaffe dice corresponding to the type of the German aircraft with which they are Fighting and rolls them.

After rolling the Luftwaffe dice, the player can play a card from their hand trying to achieve the best result. In that case the Player uses only the die and the card played in the second encounter.

** At this point the help of another player can be requested, if there was no Support given during the first Combat round.*

Just as in the first Combat round, the player does not have to play a Combat card if they do not want to. In this case, the player cannot receive any Support.

This is followed by the assignment of the damage, as in the first round.

This is how all the Fights should be resolved in each Area where players decide to attack. They can choose to attack in any order they like and only those who wish to must attack. This means players can be in the same Area as German planes and choose not to have Combat, but they will be attacked by Germans during the Counterattack.

Whenever a player inflicts damage to a German plane and shoots it down, remove the model from the board and place it next to the player board. This helps you to remember the basic victory score. It is also used for earning Medals and is important when using Specialization rules (*see page 17*).

This is the end of the Fight Phase.

Phase IV: Counterattack

After resolving all the Fights (*the entire Combat round*) the German Counterattack Phase begins. At this point, **all** the German fighters which were not involved in Fights can Counterattack. Choose the type and the number of dice matching those planes and roll them all at once.

During the Counterattack, we use only the propellers symbols on Luftwaffe dice. All the small symbols (*propellers*) found on the Luftwaffe are considered Hits. Each Hit is one damage to **every** friendly plane in this Area.

The small symbols of propellers show how you can avoid them (*by playing the cards with the matching propeller symbol*).

Each of the players can play one card and choose one symbol of the propeller from the upper right corner of the card played (*the Defense section*). Players may freely discuss what propellers they are capable of blocking.

Pilots whose skills can be used at this time:

- Major pilot **Zdzisław Krasnodębski**.

If the propeller on the dice is matched by the same one from the cards, the Hit is evaded. If not, all the players in this Area receive the Hits.

* The Counterattack is only carried out by the German planes which were not involved in the Fight and do not have a Maneuver token attached.

Example: Blue Player used both Combat rounds to attack a Bf 109 and shot it down.

In his first Combat round, Yellow Player attacked the He 111, the second Combat round was used to attack the Bf 109. One Bf 109 was not fighting till now, so it will try to inflict damage to the Player's planes during its Counterattack.

One Bf 109 rolls 2 red dice. If there is the Hit symbol, there is also the small symbol of the propeller.



In our example, the result of the Counterattack roll was 2 Hits (*with double and triple propeller*).

Yellow Player plays a card with a triple propeller, so he is able to protect the team against one damage from the Counterattack.

Unfortunately, the Blue player does not have a card with the double propeller, so both Yellow and Blue will receive one damage. Each of them draws one damage token and places it on the Player's board.

Note, all RAF planes in the Area may play a card to defend against a Counterattack, regardless of whether Support was given or even if the planes chose not to have a Fight that turn. Players can freely discuss what Defensive cards they have available. Remember, you need one card for each symbol rolled on Luftwaffe dice, unless the card states otherwise.





Pilots shot down

If, as a result of received damage, the aircraft is destroyed, the pilot is considered to be shot down. When an Allied plane is destroyed, it grants all the German squadrons on the same Area and on all the adjacent Areas an additional Move action (*German morale rises*). If a German plane was assigned a Maneuver token, instead of making a move, it removes it. One Medal can be used to prevent an additional Movement of one selected German squadron. Any player whose pilot is located in the Area or adjacent where another pilot was shot down can use a Medal (see *Campaign rules for more on shot down pilots*).

Note: *Withdrawing does not cause an additional German Movement.*

There is no limit to the number of Medals that can be used by different pilots on that same Area but one pilot can use only one Medal.

Example: In his Combat Phase, the Blue Player attacked the He 111 bomber, inflicted 1 damage and assigned 2 Maneuver tokens to it, stopping it for 2 turns, but also received 1 damage himself.

Three Bf 109 fighters covering the bombers Counterattack and roll 6 red dice, getting 5 Hits.



Blue Player can play a card avoiding only one Hit. Because he earlier sustained 1 damage fighting the bombers, 4 more damage from the German fighters destroys his aircraft and shoots him down.

Enthused with this victory, German pilots in this Area and adjacent Areas are granted **immediately** one additional Movement action. Yes, this means if a player is shot down early in a Combat, the targets might move away and other players who had not Fought yet may lose their Combat.

The damaged He 111 removes one of the Maneuver tokens, the Bf 109s and the second He 111 from Area A7 fly to Area A5, according to their route.

The He 111 from Area A5 goes to its target, Biggin Hill airfield, and starts Bombardment.

Note that the bonus German move may mean they move away from RAF planes (possibly avoiding Fights) or could move into Areas with RAF planes and spark new Fights.

Note also that the Germans can get what amounts to two moves — one per shot-down RAF pilot plus their regular move that happens after Combat. You must plan carefully, where you move and the sequence in which you have planes Fight.

Phase V: Germans

After resolving the Combats in all Areas, the German Phase begins.

1. Movement

All the German aircraft that have not been stopped (*do not have a Maneuver token*) move according to the Scenario guidelines. The same goes for the planes that appeared as a result of additional Events (*if the additional Event does not specify any other behavior*).

Squadrons always move first, followed by individual planes.

Squadrons with bombers always move first, followed by Squadrons with only fighters. German fighters are always (*Basic Game*) in Close Escort or Patrol mode, but circumstances can make them shift from one to the other and back. See German Modes on page 15.

2. Bombing attacks

If the goal of a German squadron is to bomb a target, then after reaching the target, they begin bombing. Each target has a certain number of Toughness points. Each bomber begins bombardment as soon as it reaches the Area with the target (*as long as the Scenario, an Event or a help card do not modify it*). Each bomber drops bombs according to their own abilities (see *Compendium*).

Extra damage points beyond the target's Toughness are wasted. Unless Scenario rules state otherwise, German bombers attack only one target and then return to their base.



Phase VI: Reorganization

If the turn marker is not on the space indicating the end of the Scenario, move it to the next space.

If a player landed on an Airfield in the previous turn, they use the acquired Action Points to repair or to refill the aircraft ammunition or Combat cards (*see on page 11 Airfield*).

If in the previous turn a pilot was shot down or Withdrew from the Fight, the player draws a new pilot card, places it on their Player board, putting away the previous card face down next to their Player's board. Next, the player sets the ammo indicator to 4, draws Combat cards to the full limit of six cards, and removes all the damage from their plane (*unless the Scenario sets different levels*).

If you are playing with **Specialization**, move the indicator on Player board one space towards the green field.

If the Luftwaffe has completed the goal of an ongoing Event, remove all planes from the finished Event and put them back into the box.



End of the game

The game ends:

- at the end of the last turn indicated in the Scenario, or
- if all the pilots have been shot down or Withdrawn and there is no one in the Reserve to replace them, or
- if the Germans have achieved their goals of the Scenario.

Players win when:

- they have met the goal of the Scenario.

Players lose when:

- the Germans have met the goal of the Scenario, or
- a new pilot must be introduced into the game and the Reserve is empty.



German modes

Close escort: These fighters will move with German bombers. As long as one German bomber moves towards the target, the fighters will move with it. If all bombers in the squadron are stopped (*from Maneuver tokens*), the fighters will stay with them. If one bomber leaves the Area toward the target, the fighters (*that can move*) will go with them (*yes, they will leave bombers behind*).

In a Fight, Close Escort fighters will Combat normally. If they are not engaged during the fight, they will Counterattack. If RAF fighters enter and remain in their Area but do not start a Fight, they will Counterattack during the Counterattack.

If Close Escort fighters “lose” their bombers (*due to them being shot down*), they will try to join another squadron which includes bombers, as long as such a squadron is within 2 Areas of their position when they begin a German phase without bombers. They will move 2 Areas per turn toward this squadron, unless there are RAF planes that can be reached along the same path. In this case, they will revert to “Patrol” mode (*see below*) and attack the RAF planes. Once fighters without bombers enter an Area with bombers, they resume Close Escort status. If there are no squadrons with bombers within 2 Areas of their position, they will convert to Patrol status, but assume a path back towards their starting position.

Patrol: Fighters who are not assigned to escort bombers will be in “Patrol” mode. They will move along the designated course one Area per turn, until RAF planes are adjacent to or in their Area. If RAF planes attack them, they Combat normally (*rolling dice during Combat, Counterattacking if not engaged*). During the German phase, they will move to engage RAF fighters that they are not sharing an Area with already.

If they weren't attacked during the Combat phase and now share an Area with RAF fighters, they will attack them, using standard Counterattack procedure. If they move one Area before joining the RAF, they Counterattack with one less red die per plane. If they start the German phase in an Area with RAF fighters, they will stay in that Area.

Offensive: This mode (*rarely seen*) means that German fighters will always use the “Hun in the Sun” ability.

“Hun in the Sun”: (*German first strike, used in specific Scenarios or Events*): A favorite tactic of Luftwaffe fighter units was to catch RAF fighters in the process of attacking a German formation and to intercept them from behind or above, flying out of the sun if possible to limit their view. To capture this happening in the game, there will be designated times when the Germans get to roll dice (*either 1 or 2, as described in the Scenario*) before a Combat begins, using standard Counterattack procedure. The effects of this roll can be countered with the usual RAF card responses but any Hits involved take effect before the RAF begins their Combat.

Escape: German squadrons or aircraft in Escape mode will not attack and will only have Combat or Counterattack if they are attacked themselves. They move one Area per turn.

“Hunting”: There is one Event that involves the Germans seeking to shoot down one specific pilot. Event specific rules are included there, but players may wish to adopt this for other Scenarios or Events, for a different twist of a game.

Toughness

Each plane and ground target has a number that corresponds to how much damage it can take before being destroyed. We call this simply “Toughness,” which is specified for each plane in the Compendium. When the amount of damage taken exceeds the plane’s Toughness, it is shot down. Toughness is represented in the shape of a sequence of various numbers of Hit symbols. They indicate the number of Hits on dice and/or cards that have to be scored in one Combat round in order to deal damage to the plane. To deal damage that is marked by 1 Hit symbol in the sequence 1 Hit scored in the Combat round is enough. In order to deal damage that is marked by 2 Hit symbols the player has to score 2 Hits in one Combat round. It is possible to deal more than 1 point of damage during 1 Combat round, but requirements have to be met for each point of damage in the sequence you want to deal. Scored Hits which are not enough to deal another point of damage are lost.

Example: The Messerschmitt Bf 109 has 2 points of Toughness, both marked by a single Hit symbol   . 2 Hits are enough to down it, either in 1 or 2 Combat Rounds.

The Heinkel He 111 has 3 points of Toughness    , the first one marked by a singular Hit symbol, the second one by 2 symbols and the third one by a singular symbol again. In order to deal the first point of damage 1 scored Hit is enough. To deal the second point of damage 2 Hits have to be scored in one Combat round. If the He 111 had been undamaged, and the player would have scored 2 Hits, it would have been enough to deal just the first point of damage - the surplus Hit is lost. In order to deal 2 points of damage in one Combat Round to an undamaged He 111 the player would have to score 3 Hits. In order to deal the third point of damage to it, 1 Hit is enough.

Each target has its own points of Toughness:

-  London = 4
-  Each Factory = 3
-  Each Port = 3
-  Each Radar = 2
-  Each Airfield = 3

Additional rules

Here are additional or advanced rules recommended to add more depth to the game. You may wish to leave these out for your first play or two and then include them when you are comfortable with the basic game mechanics.

German Elite Squadrons (“Aces”): While the game is challenging as is, we have ways of increasing the difficulty. One method is to add “Aces” to your German opponents. We use “Ace” markers to designate certain German squadrons as being of an elite training level and with particularly effective leadership. Some Scenarios will include “Aces” (*mostly in Campaigns*) or you can add them to your own Scenarios to increase the challenge

When you want to add your own, we recommend you decide how many “Aces” you want to include in your game. There should not be more than one Ace per squadron (*adding more is too confusing*). We offer both Bomber Aces (black tokens) and Fighter Aces (*red tokens*), and tokens should be randomly selected for each squadron within the type of Ace. If you have a “mixed” squadron which has both bombers and fighters, you may choose which kind of Ace you want for that squadron (*but again, just pick ONE per squadron.*)

Leave the Ace token face down until your planes enter the Area with the squadron and then reveal what the ability is. Assign the token to ONE plane in the squadron of the appropriate type (*bomber or fighter*). While the entire squadron will use the Ace benefits, if the plane designated as the “Ace” is shot down, the special ability is lost for the remainder of the Scenario (*but it is valid until the end of the turn*).

Ace Token abilities:

-  All bombers in the squadron require an additional Maneuver token to be prevented from moving. I.e. He 111 can move normally with one token.
-  All planes in this squadron move one additional Area in the next German Phase after they have been attacked.
-  During Counterattack, all fighters in this squadron roll an additional Combat die.
-  During Combat rolls, all fighters will reroll any “blank” die (*one time*).
-  During Combat, all fighters have a “free” Evade result.
-  During Combat, all fighters roll an additional die.

Specialization (mostly used during Campaign but can be used in a single Scenario): While playing each of the Scenarios included in the Campaign, pilots may acquire new skills. They gain additional abilities when fighting with specific types of aircraft. To mark the level of specialization, use the left side of the player board.

* Note the Specialization "clock" in the lower left of the Player Board. This keeps track of whether you can use Specialization (when indicator is in the Green field) or if you are on a 'countdown' to recover the ability to use Specialization.

Specialization in the Fight has 3 levels. Each level is obtained after shooting down the required number of planes.

The Specialization Bonus is limited to aircraft type - Fighters, Heavy Fighters, or Bombers. You gain a bonus ONLY against that type of plane. We designate your chosen Specialization with our Specialization tokens with "bullet" signs. 1 bullet = Fighters, 2 bullets = Heavy Fighters, 3 bullets = Bombers.

Fighters: Bf 109

Heavy fighters: Bf 110 and Ju 88*

Bombers: He 111, Ju 87*, and Do 17*

* = planes available in expansions.

To gain specific level in specialization you need to shoot down:

Fighters:

 I level: 3 II level: 7 III level: 10

Heavy fighters:

 I level: 2 II level: 4 III level: 7

Bombers:

 I level: 2 II level: 5 III level: 8

Each time the level of specialization is marked with a token with the symbol of the group of aircraft in which the pilot will specialize. **Each pilot can possess only one specialization.**



Example: When the pilot shoots down 3 Bf 109s, you place the token on the specialization track at level I. When he shoots down the 7th Bf 109, you put the token on the track at Level II. The player can still choose to use Level I ability.

The specialization ability can only be used once per Combat. When you use it, move the indicator to the red field with a value in accordance with the level of specialization, thus showing that you have used the specified ability.

Note that the Specialization bonus and increases in Level can both be added the instant the required number of planes is shot down, but when to select the actual plane type is up to the player. For example, suppose a player has already shot down 2 fighters and 1 bomber and shoots down another bomber. He could IMMEDIATELY select the bomber group Specialization and possess it for the rest of the game. OR, he could wait until he shoots down another fighter and choose the Specialization to work against fighters. It is his choice, but once he selects, he cannot change to a different type.

Example: Player 1 uses the 2nd level Specialization to move the indicator to the second red field (between number 3 and 4). Player 2 uses the 1st level Specialization, moving the indicator to the first red field (between number 2 and 3). After the next turn, both players will move their Specialization indicator back one field, meaning Player 2 is now "green" and available for use while Player 1 must wait another turn. This lapse of time is why a player who has Level II or III ability might want to choose Level I during a game.

At the end of the **Reorganization**, move the indicator one space towards the green field.

Specialization abilities:

- I level: reroll of one blue RAF die;
- II level: add any Support symbol to the 1 card you played;
- III level: change the result on one of your blue RAF die to any possible result.

Specializations are related to the pilot (not the player). If the pilot with the Specialization is Withdrawn (or shot down), the pilot taken from the reserve might have a different specialization or none at all. Specialization stays with the pilot through the Scenarios of the Campaign game.

Choosing starting Area (used in specific Scenarios or Events):

The starting Area of the players is always presented in the Scenario but sometimes Scenarios allow players to change their starting Area (at the beginning of the Scenario), by paying a price. If the player wants to change his starting Area, he must discard (after the Combat draw and before Movement) respectively:

- From **Northolt** to **London** - discard 1 card.
- From **Northolt** to **Biggin Hill** - discard 2 cards.
- From **Northolt** to **Tonbridge** - discard 3 cards.

If the player changes his starting Area in this way, it is treated as if they were in the air and after that they can move (for free according to the rules, by playing a card to move or by using pilot's ability). Each player decides for himself.



The Campaign

All the available Scenarios can be combined into one game, thus creating a Campaign. For the first Campaign we suggest the following order of Scenarios:

Attack on Biggin Hill - Blitz - Home, Sweet Home or Coming Home.

Additional Scenarios from expansion packs can be worked into Campaign games.

To win the Campaign, the players must win at least two Scenarios and one of which must be the last Scenario.

The course of the Campaign:

Players choose the first Scenario and play it according to the standard rules but the Campaign starts without German aces.

In the Campaign, pilots who are shot down are considered to successfully parachute to the ground and will be available in the next Scenario. Record any victories and Medals they have scored, and they will start the next Scenario with these in place.

Pilots who Withdraw are out for the remainder of the Scenario. In the Campaign game, record any victories and Medals they have scored before they Withdrew. When they enter the game again, they will still have these victories.

For both cases, these pilots will start the next Scenario in Reserve. Players should carry over the last active pilot they were using into the next Scenario.

Note: We realize some players will want to stay with a "favorite" whenever possible, or want to ride a high scoring pilot for the Specialization. We encourage you to use all the different pilots to appreciate the value of their special abilities.

If two or more pilots have been shot down in a Scenario, one of them will be considered "injured" and will skip the next Scenario. Randomly select one of the shot-down pilot cards and put it aside. You will play the next Scenario with a smaller Reserve.

Any Medals not used in the Scenario which just ended are carried over to the next Scenario. These Medals are on the player board for ACTIVE pilots. In a Campaign game, after you finish a Scenario and before starting a new Scenario, players record their victories and return models to the box for use in the next Scenario. In the next Scenarios, they introduce the following changes, depending on whether they have won the previous Scenario or they have lost it:

a) If players lose the Scenario:

- no one receives a Medal
- do not add German aces

b) If players win the Scenario:

- each player receives a Medal
- in the next scenario add one random German ace to each German squadron.

Events have a big impact on success or failure in Campaigns:
a) If players win the Event(s):

- each player receives a Medal for each Event that they helped to defeat.

b) If players lose the Event(s):

- any "failed" Event causes the infrastructure on the ground to be damaged. Therefore, one player draws a Target Damage tile for each Event that has not been completed and puts this token on an appropriate Area.

Here are the penalties for failed Events:

- **Factory:** players **start** with 3 Combat cards. They proceed to gain cards as normal for the rest of the game. Their max hand size is still 2+ammo.
- **London:** players lose one random pilot from the Reserve.
- **Port:** receive one less Action Point when landing.
- **Radar:** for each Radar knocked out, one German squadron will be Hidden in the next Scenario. Use the rules for Hidden units and Reconnaissance on page 10.

Use following for radar damage results
(Germans appear hidden):

Damaged Poling - German squadrons deployed in Sector C are hidden.

Damaged Canterbury - German squadrons deployed in Sector B are hidden.

Damaged Newchurch - German squadrons deployed in Sector D and E are hidden.

Damaged Pevensey - German squadrons deployed in Sector D and E are hidden.



2 and 3 players

The game for 2 and 3 players does not differ significantly from the 4-player game.

When preparing a game for 2 players: remove randomly 3 cards from the pilots deck and set them aside.

When preparing a game for 3 players: remove 2 cards from the pilots deck and set them aside.

Note that Scenarios show different Deployment cards and (sometimes) different or fewer starting Areas in games with fewer players.

Solo game

Preparing the game for one player is the same as in a 2-player game. The following changes should be made in the course of the game:

1. The player leads two pilots. The player chooses one of them to be the **"Leader"** and the other the **"Wingman"**.
2. If the Leader lands or is shot down, the pilot who is in the air becomes the new Leader.
3. During the game you can only use the Special Ability of the pilot who is the Leader, but both pilots can use the special die.
4. During the game you use two sets of Combat cards. One is in your hand - this is the Leader hand. The second set is put on the table below the Wingman player board - these are the Wingman cards.
5. The hand limit for the Leader is 3 + his current ammo level. The hand limit for the Wingman is always 4.
6. When you draw cards at the beginning of the turn (*Phase II 2. Combat card draw*), first draw 1 card for the Wingman (*if the Wingman already has 4 cards on the table, one of them should be replaced by a new one*), then 3 cards for the Leader.
 - If Zumbach is the Leader, then you draw 4 cards for the Leader.
 - If Łokuciewski is the Leader, then you draw 5 cards and choose 3 of them. In this case, you can split the cards as you like between the Leader and the Wingman. Remember the Leader and Wingman hand size limits.
7. During the turn, you can move your pilots one Area for free, provided that pilots Movement was not reduced as a result of damage received. Additionally, by playing a Combat card, the Movement can be extended by an additional 1 to 3 Areas. In this case, you play one card from the Leader's hand for both pilots. If Feric is the Leader, both pilots have increased Movement range, but only if they fly together. If not, the Wingman moves according to the Leader card played.

8. Fight: the Leader Fights first, followed by the Wingman.

- During a Leader's Fight, you play cards from his hand and the Wingman's cards can be a Support, provided that both pilots are in the same Area.
- During the Wingman's Fight, you can play cards from his hand and/or table, and Leader cards can be a Support, provided both pilots are in the same Area.

9. Damage:



- the Wingman lowers his card limit by one or the Leader's hand limit by one (*depending on which one received Damage*).



- to the Leader means that you must discard a card from his hand. If the Wingman receives damage, discard a card from a table.

Note, if the Wingman has no cards, the card must be discarded by the Leader.

10. Counterattack: During a Counterattack, you can play one card from both the Leader and the Wingman
11. Airfield: During a refill, the Leader always draws cards to his hand, the Wingman draws cards to the table.

Rest of the rules stay unchanged.



Strategic Tips

1. Talk and plan with other players.
2. Don't try attacking large enemy formations alone.
3. Use the airfield to resupply frequently.
4. Remember about your pilot's Special Ability.
5. Remember about the Special die.
6. Remember about Support (*Most important!*)
7. Use the Combat cards abilities.
8. Don't ignore the Events.

Symbols explanation

The cards show what symbols or combinations are required to activate the card action. Here is a key to those symbols. (*Note the difference between "only" and "or".*)

-  Maneuver token or symbol from die or card;
-  Must use a Maneuver token to activate;
-  only dice symbols can be counted;
-  symbol from die or card;
-  only dice symbols can be counted;
-  only dice symbols can be counted;
-  symbol from die or card;

FAQ and Combat Cards

1. Combat cards: whenever you **gain** something, it means you add it to your total result. For example: "For each set XX gain X" means that you add X to your total result.
2. Combat card: "For the first set XX after the attack you may move your plane up to 2 Areas. For the next one you can move 1 Area" means that after the first Combat round you can move up to 2 Areas, after the second, you can move up to 3 Areas. It's an exception to the rule which says: you must carry out both Combat rounds.
3. It is possible to exceed your hand limit during the game, but you must discard to your limit at the Combat Card Draw.
4. Full Fight Phase (*two rounds*) uses only one ammo. If you Fight only once because you shot down your only opponent during the first Combat round, you still use one ammo.

5. "Hits before Luftwaffe" means you roll your dice and the Luftwaffe dice at the same time, as usual, but that your damage takes place before considering German results. If you place a Maneuver token on the target plane, or shoot it down, then its dice results are cancelled.
6. Whenever you play a Combat card as a Support, you never activate the card's ability.
7. You can use the symbol and die from the first Combat round during second Combat round if you Fight with that same opponent. Each symbol can be used only to create one set.
8. If you Fight with that same opponent during your second Combat round, only the ability from the second Combat card is active.
9. Counterattacks are done only by German planes which have not already participated in Combat as well as these that do not have Maneuver tokens assigned (*e.g. from the previous turn*).
10. You can allocate any number of Maneuver tokens to one German plane.
11. Whenever you must discard a card, you can choose which card.
12. "First Strike" for players is a short way of describing "Hits before Luftwaffe" (*described above*). This First Strike is a part of Combat and we can activate this only from a combination of cards and dice.
13. Word "RAF" is used to describe player controlled pilots. Word "British" is used to describe allied pilots, which appear in some Scenarios and Events.
14. If a player has no ammo, he cannot start a Fight but he can still use cards to Support other pilots or as Defense during Counterattack.
15. If a player starts Combat, they **MUST** carry out two Combat rounds, unless there is no enemies on that same Area after the first round. Number of Combat round can be modified by cards i.e you can fight 3 Combat rounds.





Squadron

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A squadron of British fighters defends themselves against the German Messerschmitts. They fight bravely, but their planes are badly damaged and ammunition is running out. They need your help to survive. Fighting side by side, victory will be ours.

“Brothers in Arms” is the first expansion to “303 Squadron” the boardgame. Fly the Spitfires against new deadly Luftwaffe Aces, and take part in the additional Event.



Germany's plan was to cut off Britain from supplies. German planes were attacking the ships in the Channel, while the u-boats were trying to intercept and sink them.

“Convoy” is the second expansion to “303 Squadron” the boardgame. You will find here miniatures of U-boat and cargo ships, plus more Messerschmitt Bf 110s, and a additional Scenario!



