



The Battle of Britain: Bomber Escort Scenario Rules

This is the new and exciting Axis and Allies Air Force: Angels 20 Bomber Escort Scenario. This event may last up to 4 hours. Each game is intended for up to 4 players; 1 or 2 player teams. The Battle of Britain Bomber Escort Scenario is based on the Axis and Allies Air Force: Angels 20 Rulebook optional rules for the same.

Air force Requirements: Each team (1 or 2 players) must bring planes for both sides equaling up to but no more than:

- 150 pts. of Axis planes (*min. of 2 German planes required.*)
- 210 pts. of Allied planes. (*min. of 2 UK planes required.*)
- 2 German Ju 88A-4's bombers (*these planes will be provided.* See statics below)

Game Setup

- Place six maps sections in a 3 high x 2 wide configuration. All aircraft will be placed on battle board as such:

Axis - Ju 88's will be placed on southernmost map edge facing north. Axis Escorts may be placed no more than 2 hexes from a bomber. Axis sets up first.

Allied – Aircraft will be placed in northernmost hex of center map(s) facing south.

- Each side will have approximately 10 minutes to decide which planes to use to meet the minimum point requirement for each side if they have not already done so.
- The German Ju 88's are NOT part of point totals required for the Axis side.

Special Rules

• Initiative Order

The bombers are moved at the beginning of the turn (but after rolling for initiative), before the beginning of both player's movement. They do not count as part of the normal movement order. Bombers also fire first before all other aircraft.

Ju-88A-4 Statistics:

Attacks: 3/2/- Speed: Normal -2; HI-3
Armor: 3 Vital armor: 8 Hits: 5

CUMBERSOME: This aircraft can make no special maneuvers.

DEFENSIVE ARMAMENT 2: 2 attacks allowed per turn in any direction as long as targets are in different sectors.



- Intentional Mid-Air collisions are prohibited. A bomber must be shot down in order for kill to count towards victory.

Victory Conditions

- The game ends when either both bombers are either shot down (RAF victory), or any surviving bomber makes it off the far map edge (Luftwaffe victory).
- If either of the two bombers makes it off the far map edge, the Luftwaffe wins. If both of the bombers are shot down, the RAF wins.