



“Tea, Sir, bit gritty I’m afraid”

“Foster, you are an inspiration. Remind me to have you promoted”

Repairs any installation

12 Group lends a hand (this turn only), roll 1D6, 4, 5 or 6 = Big Wing scrambles from Duxford - 19, 242 and 310 (Czech) squadrons; 3 = 19 and 242 squadrons, 2 = only 19 squadron takes off in time, 1 = nothing gets to 11 Group.

Middle Wallop, this turn only

Y Service - signals intelligence predicts size of German raids. Information replaces damaged RDF stations this turn only.



“Put that cigarette out, the mains are gone, can’t you smell gas?”

Don’t you yell at me Mr. Warwick”

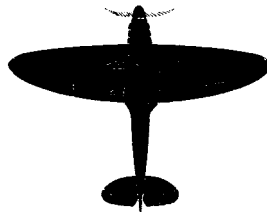
Repairs an airfield



12 Group lends a hand (this turn only), roll 1D6, 4, 5 or 6 and scramble 611 and 302 (Polish) squadrons from Duxford, 1, 2 or 3 only 611 squadron

Y Service - signals intelligence predicts size of German raids. Information replaces damaged RDF stations this turn only.

”Don’t any of you Jerries talk English?” “Corporal” “Sir” “Where are you taking those vultures?” “Officers to the mess, NCOs to the guard room sir”, “Like hell you are, they are responsible for all that, get them to clear it up” “But what about the officers sir?” “Give them a bloody shovel”. Repairs an airfield



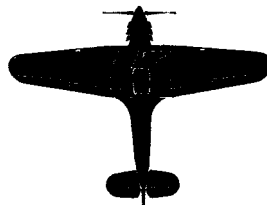
available

10 Group lends a hand 609 Squadron scrambles from

Y Service - signals intelligence predicts size of German raids. Information replaces damaged RDF stations this turn only.

“The station commander ordered every available man and woman on to the job of repairing the aerodrome surface and by four o’clock there was not a hole to be seen”.

Repairs an airfield.



Middle Wallop, this turn only

10 Group lends a hand 238 Squadron scrambles from



Anti-Aircraft Command - Luftwaffe



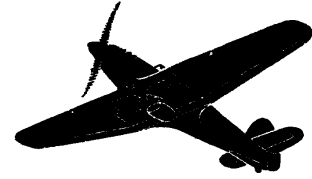
bombers need a 6 to hit target this turn only.

Anti-Aircraft Command - Luftwaffe



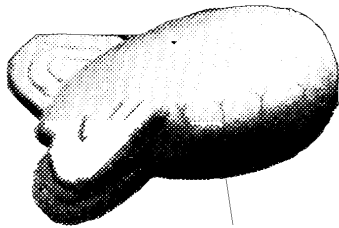
Achtung, Schpitfeuer!  
- add 1 to Tally Ho! dice.

Achtung, Schpitfeuer!



combat zone" - play before Tally Ho! to prevent RAF losses.

"Never fly straight and level for more than 30



bombers need a 6 to hit target this turn only.

Balloon Command -



- add 1 to Tally Ho! dice.



seconds in the combat zone" - play before Tally Ho! to prevent RAF losses.

"Never fly straight and



Luftwaffe bombers need a 6 to hit London this turn only.



Achtung, Schpitfeuer!  
- add 1 to Tally Ho! dice.

"Never fly straight and level for more than 30 seconds in the



level for more than 30 seconds in the combat zone" - play before Tally Ho! to prevent RAF losses.



Achtung, Schpitfeuer!  
- add 1 to Tally Ho! dice.



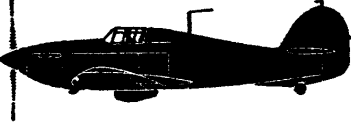
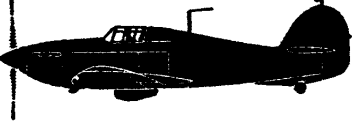
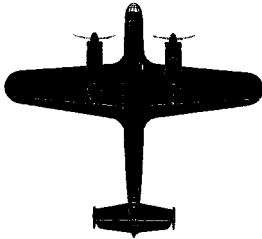
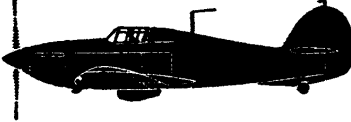
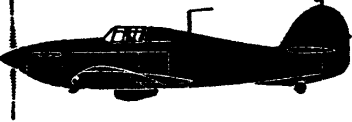
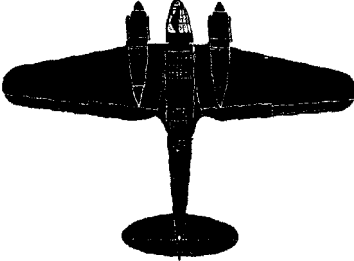

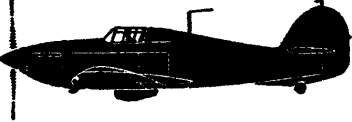


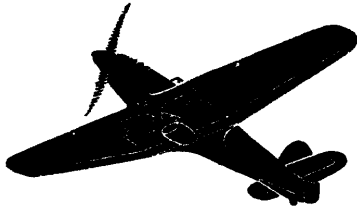
combat zone" - play before Tally Ho! to prevent RAF losses.

"Never fly straight and level for more than 30 seconds in the



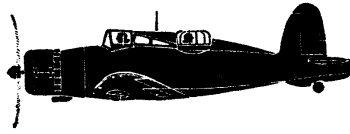
"Beware of the Hun in the sun" - play before Tally Ho! to prevent RAF losses.

 <p>“Beware of the Hun in the sun” - play before Tally Ho! to prevent RAF losses.</p>	<p>Tally Ho! dice.  “Its like shooting rats in a barrel” - add 1 to Tally Ho! dice.</p> <p>“He who has the height controls the battle. He who has the sun achieves</p>	 <p>Spitfires produced by “shadow factory” at Castle Bromwich, Birmingham - restore a squadron to</p>
 <p>“Beware of the Hun in the sun” - play before Tally Ho! to prevent RAF losses.</p>	<p>surprise. He who gets in close shoots them down”. Add 1 to Tally Ho! dice.</p> <p>“He who has the height controls the battle. He who has</p>	 <p>operational status  Spitfires produced at Supermarine factory at Southampton - restore a squadron to</p>
 <p>“You can teach MONKEYS to fly better than that” - play before Tally Ho! to</p>	 <p>the sun achieves surprise. He who gets in close shoots them down”. Add 1 to Tally Ho! dice.</p>	 <p>operational status  73 Squadron transferred from 12 Group, exchange for</p>
 <p>prevent RAF losses.  “Easier to hit than a barn door” - add 1 to</p>	 <p>1 Squadron Royal Canadian Air Force becomes operational - add a new RAF squadron.</p>	 <p>a non-operational squadron.  504 Squadron transferred from 12</p>



Group, exchange for a non-operational squadron.

615 Squadron



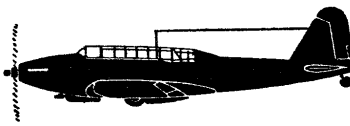
one third of "new" aircraft by cannibalising wrecks).



Coastal Command - restore a squadron to operational status



transferred from 12 Group, exchange for a non-operational squadron.



Spitfire Funds - restore a squadron to operational status

Pilots convert from Army Air Cooperation squadrons - restore a squadron to operational status

Operational Pilots transferred from 10, 12 and 13 Groups - restore a squadron to operational status.

303 (Polish) Squadron becomes operational - add a new RAF squadron

312 (Czech) Squadron becomes operational - add a new RAF squadron

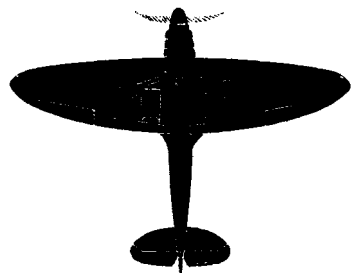
Civilian Repair Organization - restore



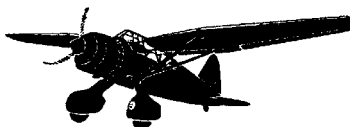
Pilots convert from Fleet Air Arm - restore a squadron to operational status

Pilots convert from

Let us therefore brace ourselves to our duties and so bear ourselves that, if the British Empire and its commonwealth lasts for a thousand years, men will say, "This was their finest hour". + 3 to Tally Ho! dice or repair any installation.







a squadron to operational status (the CRO provided



Fairey Battle squadrons - restore a squadron to operational status

Pilots convert from

Let us therefore brace ourselves to our duties and so bear ourselves that, if the British Empire and its commonwealth lasts for a thousand years, men will say, "This was their finest hour". + 3 to Tally Ho! dice or repair any installation.

<p>BUSTER</p>  <p>One squadron may make an extra move to intercept a raid</p>		
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