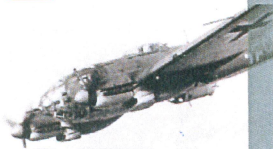


ED05 **LUFTWAFFE**




KG-100

Bombing phase: for one hour all *Luftwaffe* bombers have their bomb value increased by one.

Disposition: Reshuffle.

Wild Card See Scenario special rules.

ED09 **LUFTWAFFE**



REFIT

Reinforcement phase: Refit two damaged *Luftwaffe* units.

Disposition: Reshuffle.

ED07 **LUFTWAFFE**



THE BLITZ


Select one of the following:

1) **Reinforcement phase:** refit one damaged bomber unit; OR

2) **Bombing phase:** for one hour all *Luftwaffe* bombers have their bomb value increased by one.

Disposition: Discard.

ED06 **LUFTWAFFE**



FUHRER DIRECTIVE 17

Select one of the following:

1) **Reinforcement phase:** refit one damaged fighter unit; OR

2) **Air Combat phase:** for one hour all *Luftwaffe* fighters have their air combat value increased by one.

Disposition: Discard.

ED08 **LUFTWAFFE**



GOERING COMMITS RESERVES

Reinforcement phase: Refit one damaged *Luftwaffe* unit.

Disposition: Reshuffle.

ED03 **LUFTWAFFE**




FIGHTER SWEEP

Flying phase: for this day extend the range of all *Luftwaffe* short range fighter units by one grid.

Disposition: Reshuffle.

Wild Card See Scenario special rules.

ED04 **LUFTWAFFE**




EXPERTEN

Air Combat phase: for one hour all *Luftwaffe* fighters have their air combat value increased by one.

Disposition: Reshuffle.

Wild Card See Scenario special rules.

ED01 **LUFTWAFFE**




INTELLIGENCE

Any phase: Reveal all RAF units.

Disposition: Reshuffle.

ED02 **LUFTWAFFE**



MORALE

Immediate: If the *Luftwaffe* has four or more units in the Damage Box, then reduce the *Luftwaffe* command level by one (but never to zero). Otherwise, refit one damaged *Luftwaffe* unit.

Disposition: Discard.

ED16 RAF



OPERATIONAL PACE

Select one of the following:

- 1) **Reinforcement phase:** refit one damaged RAF air unit; OR
- 2) **Combat Phase:** for one hour, all RAF fighters have their Air combat value increased by one.

Disposition: Reshuffle.

ED17 RAF

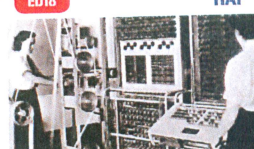


REFIT

Reinforcement phase: If five or more British factories have been bombed, refit two damaged RAF units. Otherwise, refit three damaged RAF units.

Disposition: Reshuffle.

ED18 RAF




ULTRA

Select one of the following:

- 1) **Immediate:** reduce the number of hours in this day by two; OR
- 2) **Any phase:** reveal all *Luftwaffe* units and cards.

Disposition: Reshuffle.

ED13 RAF



BIG WING

Flying phase: for this day increase RAF stacking by one unit.

Disposition: Reshuffle.

Wild Card See Scenario rules.

ED14 RAF



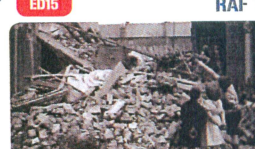
BOMBER COMMAND STRIKES

Phase: RAF Bombing.

Action: See Scenario special rules.

Disposition: Reshuffle.

ED15 RAF



MORALE

Immediate: If the RAF has three or more air units in the Damage Box, then reduce the RAF command level by one (but never to zero). Otherwise, refit one RAF air unit.

Disposition: Discard.

ED10 RAF




BRITISH EMPIRE RALLIE

Reinforcement phase: If the RAF has three or more air units in the Damage Box, refit two air units. Otherwise, refit one air unit.

Disposition: Discard.

ED11 RAF



ACES

Air Combat phase: for one hour all RAF fighters have their Air combat value increased by one.

Disposition: Reshuffle.

Wild Card See Scenario rules.

ED12 RAF



SQUADRONS FORWARD

Flying phase: for this day extend the range of all RAF short range fighter units by one grid.

Disposition: Reshuffle.

Wild Card See Scenario rules.