

Battle of Britain Blood Red Skies (BRS) Campaign

The German “Blitzkrieg”, a new way of waging “lightning war” had raged through first Poland, then in the early summer of 1940 struck at Holland, Belgium and France. The Luftwaffe (German air force) crushed all opponents in the air, and then fast moving armour with ever present air support sliced through ground forces leaving their opponents scrabbling to hold defensive positions that were already untenable. The British Expeditionary Force fell back to Dunkirk and was evacuated against the odds. During this period the RAF (Royal Air Force) had desperately tried to defend the Dunkirk beaches and the constant stream of ships large and small ferrying the remains of the BEF back home. When the last ships left over 338000 men had been evacuated, British and French, but they were exhausted and had abandoned all their weapons and heavy equipment on French roads and beaches. As Churchill said “What General Weygand has called the Battle of France is over ... the Battle of Britain is about to begin”

The Battle of Britain was fought in the skies above England in the summer of 1940. The Luftwaffe were seeking to destroy the RAF to clear the way for a cross Channel assault by the German Army. If they could succeed, Britain would be threatened with defeat and the war would be over. If the RAF could survive, then there may be time to prepare the defences, and possibly take the fight back to the enemy in due course.

This campaign is designed to allow players to recreate some of the desperate battles fought in the summer of 1940 using the Blood Red Skies (BRS) rules from Warlord Games.

To take part each player requires one BRS squadron box or equivalent (six models plus associated Trait cards). At least one copy of the BRS Rules is also required.

Players should be split into two sides, RAF & Luftwaffe, as evenly as possible. In the case of odd numbers the larger number of players should be Luftwaffe. If players wish to join later in the campaign they bring a new Squadron \ Staffeln – it is assumed they’re transferring in from another sector. Both sides should elect an overall Commanding Officer who will make campaign decisions.

The campaign is split into five phases each matching the historical phases of the battle. Each phase should last at least one of game, but players are free to fly more in each phase if they want.

Both sides organisations have been amended slightly to better balance the campaign and keep things tidy.

Where these Campaign Rules call for a Pilot Skill check this is a test using the number of dice equal to the Pilot Skill level unmodified by his aircraft and needing at

least one six to pass, so a Level 4 pilot would roll 4 dice needing at least one 6 result to pass.

At the end of each mission the winner scores one Campaign Victory Point, and each scenario may also score bonus VPs as detailed later.

RAF Organisation

Historically an RAF Fighter Squadron was the cutting edge of a remarkable and innovative machine; the world's first integrated air defence system. This was an organisation that could track incoming raids with accuracy using radar and the Observer Corps, and then direct fighters to intercept. The advantages of this system were revolutionary. Fighters would no longer waste time and fuel patrolling looking for targets, and when they were "vectored" onto the enemy this could be done so that they had the advantage of height and position. The country was split into "Groups" and Groups then further broken down into "Sectors" based on Sector Stations, but who could in theory call on support from their neighbours. During the Battle of Britain the heaviest fighting fell on 11 Group based in the South East of England, with support from 10, 12 and 13 Groups. Our campaign is limited to 11 Group, who bore the brunt of the fighting. At the height of the battle 11 Group consisted of 21 fighter Squadrons operating from seven main Sector Stations, Tangmere, Kenley, Biggin Hill, Hornchurch, North Weald, Debden and Northolt. Each of these also had satellite airfields available that could be used should circumstances arise.

Each RAF player starts the Campaign as the Flight Leader in a RAF Spitfire Squadron. We're moving some roles around here as the player will be both flying and making some administrative decisions that would be normally dealt with by other officers. Where possible two Flights should be paired to form a full Squadron of the same aircraft type. You can name your Squadron and the airfield you are based at for added interest and authenticity.

Players are responsible for their own Flight. Each Flight has 8 Aircraft of which 2 are "spares" and 8 Pilots. This is the maximum number of planes or pilots a flight can have at any one time. The Flight is split into two Sections each of 3 planes, Red and Blue. All pilots should be named and players should track how many missions each is sent on. The Player must decide once the mission is declared how many Sections (Elements in BRS Scenarios) he will commit and which pilots are flying, up to a maximum of 6 planes per player.

All Flights start with the Flight Leader as Pilot Skill 4, the remaining Pilots are Pilot Skill 3. Here is a sample roster based on the real one which was propped up beside a tent at RAF Warmwell (but with our Skill level added.)

B Flight 609 Squadron	Base	RAF Warmwell	Date 13/08/40
A/C	Section	Pilot	Skill

S	Red	S/L Darley	4
O		F/O Ostaszewski	3
M		P/O Appleby	3
N	Yellow	F/O McArthur	3
“Mitzi”*		P/O Nowierski	3
LJ		P/O Crook	3
Spare A/C		Spare Pilots	
A		F/O Dundas	2

The A/C is the identification letter of the individual aircraft that follows the 2 letter squadron identification code. 609 Sq used BL, so Squadron Leader Darley is flying aircraft BL – S. Not sure about “Mitzi”. Interesting that even in August two of the seven pilots are not from the UK – probably Polish. F/O Dundas is rated as Skill 2 for this example as I’m assuming he is a new replacement.

A blank generic roster is included at the end.

Outmoded tactics

The organisation of Fighter Command was cutting edge, but on a tactical level the RAF was still learning. The RAF started the Battle of Britain with an outmoded tactical formation known as the “Vic” of three aircraft flying in tight Vee formation. The theory was that a tight controlled formation would allow fighters to make coordinated attacks on enemy bombers. This has some big disadvantages over the loose pairs system used by the Luftwaffe when engaging fighters as the two trailing planes must concentrate on maintaining their position in the formation and are therefore not able to search for either targets or possible enemy fighters. The tight “Vic” was more susceptible to being “Bounced”. As the RAF gained experience individual squadrons discarded the “Vic” and moved to pairs, but this was not officially adopted until 1941. To represent this RAF must deploy Sections (BRS Elements) in “Vics” of three aircraft. Furthermore, when determining initial Advantage status the starting status of the other two aircraft cannot be better than that of the Vic (Section) leader. After a mission where an RAF player loses an aircraft the Flight Leader may make an unmodified Pilot Test. If he succeeds his Flight can adopt Pairs from their next Sortie, in effect the Flight becomes three Sections (Elements) of two aircraft rather than two Sections of three, and they are no longer subject to the Outmoded Tactics rules.

At the end of each day one new pilot and aircraft are allocated to each player to make up losses. Total numbers of either cannot exceed eight per flight. Replacements are rated as Pilot Skill 2.

Luftwaffe Organisation

The Luftwaffe that faced the RAF in 1940 was also a revolutionary organisation. Each “Luftflotte” was an integrated air fleet consisting of a balanced force of fighters and bombers plus all their associated support units. This flexible organisation had allowed them to move around quickly and efficiently in support of the German ground forces. Facing the RAF across the English Channel were Luftflotte 5 based in

Norway and Denmark, and Luftflotte 2 and 3 based in Belgium and France. For our campaign we are going to assume the German players are from Luftflotte 2, which made the main effort against 11 Group.

As with the RAF we are making some adjustments to the organisation to help our campaign. The Luftwaffe are assumed to be organised into Staffeln of Me109s with each player representing one Schwarm Leader. For balance Luftwaffe players start with the same number of pilots and planes as the RAF players but they are available in Rotte (Pairs – Elements in BRS). Historically a Schwarm would consist of four aircraft and three Schwarm combine to form a Staffeln which is roughly the equivalent of an RAF Squadron. Luftwaffe players do not need to worry initially about replacement planes as they have “enough” but cannot deploy more than 6 planes per player on any mission. Pilot replacements for lost pilots are always available the following day but start as Pilot Skill 2.

Each player starts with 2 pilots rated Pilot Skill 4, the remainder are Pilot Skill 3. A sample Schwarm roster would look something like this.

5/JG26	Base	Marquise – Pas de Calais	Date 13/08/40
A\C	Schwarm	Pilot	Skill
Black 4		Staffelfuhrer	4
Black 5		Katschmarek	3
Black 6		Rottenfuhrer	4
Black 7		Katschmarek	3
Black 8		Rottenfuhrer	3
Black 9		Katschmarek	3
Spare A\C		Spare Pilots	
Black 14, Black 15		X2	

Sorry – can’t find the names for these pilots

When bombers are included in a mission these will be allocated as a Kette of three bombers for each German player playing the scenario.

Pilot Fatigue and Pilot Experience

Pilot fatigue was a major influence on the Battle. To represent this, any time a pilot is allocated to fly his third mission without rest he must pass an unmodified Pilot Skill check. If he fails he drops a skill level. If allocated to fly a further missions the test is modified for each additional mission by deducting one dice. Pilots with no dice automatically fail. If a pilot is rested for one mission (ie does not take part) he will reset one level of skill lost due to fatigue for each mission rested up to his maximum.

Pilots may advance their skill levels by gaining experience. After any mission in which they either inflicted an un-dodged Boom chit OR dodged a boom chit they may attempt to learn from that experience by passing a pilot skill test. If they pass they

advance one level of pilot skill. To advance beyond level 4 a pilot must also have shot down 5 or more enemy aircraft. It is technically possible to become an “Ace” by scoring 5 kills but still remain at a lower Pilot Skill than 5. On Achieving Pilot skill 5 AND 5 kills a pilot may be given the Ace stat and choose a skill card as per the normal rules.

Bailing Out

In the campaign any pilot shot down over friendly soil has a single D6 roll needing a 5+ to survive. If not, he is removed from the game. Pilots bailing out over enemy territory are lost.

Wargamers as a rule tend to minimise pilot losses because we naturally become sentimental about our little figures, so most rules assume your pilot survives being shot down unless something really bad happens. Real loss rates were far higher. I thought it would be interesting and possibly informative to try and reflect the real picture, which was that if you got shot down, the chance of surviving and returning unhurt was no more than 30- 40% at best. If you like you can gain some comfort in thinking that your pilot who has not returned almost certainly survived unharmed and will, in due course, return with some jolly tales to tell, having been delayed by thankful locals who are at this moment pouring warm beer down his throat. If over enemy territory our hero will spend some time evading the locals before making a daring escape and return home. Probably.



Aircraft damage

Any Aircraft that received a Hit – ie an un-cancelled Boom chit must dice at the end of the scenario on the following table

Aircraft Damage Table - D6

- 1 Both plane and pilot lost in a crash landing
- 2 Plane destroyed in crash landing, pilot shaken (add one fatigue to this pilot)

3 Plane damaged beyond immediate repair – remove from Squadron Strength, Pilot OK

4 Plane repaired but misses next mission. Pilot OK but has interesting anecdote to share in pub that night.

5+ Plane and Pilot OK

Campaign Victory Points

Each enemy player (Flight \ Schwarm) that is forced to disengage due to losses or boom chits scores the opposition 1 Campaign Victory Point. In addition some missions will allow further Campaign Victory points to be scored. At the end of the campaign the side with the most Victory Points is the winner.

Battle of Britain Campaign Phases

Each phase lasts at least one campaign turn (mission) but may last more. The Luftwaffe Commander may declare he is moving on to the next phase at any time after he has completed one mission successfully. He MUST move on if he completes three missions successfully in any campaign phase. In any campaign turn the Luftwaffe Commander has the decision to attack or not. If they do not attack they may rest all their pilots (see fatigue). On turns where the Luftwaffe do not attack the RAF may rest half their pilots, the remainder being assumed to be on standby or patrol, and the RAF gain one Victory Point.

Missions are played as per the scenario booklet in BRS however the scenarios are modified by the relevant Phase details. The restrictions on numbers of Elements are now up to the participating Commanders NOT the scenario booklet. Escort Duty missions are flown only by the Luftwaffe – the RAF are always the defenders.

Each Player may choose one Doctrine Card from the appropriate list taken from page 5 of the BRS Scenario Book. It is perfectly acceptable for different players to have different Doctrines as this represents a Flight or Schwarm Leaders training regime. You can change them between missions if you wish.

Theatre cards are discussed in each phase.

2-4 clouds are available on all phases. Players secretly indicate by using a die how many clouds they wish to deploy ie 1 or 2 each. They then reveal the die result. Clouds are placed alternatively before aircraft deploy in the same order as aircraft. They may not be placed within 6” of the table edge and may not overlap. If the Luftwaffe player has the Clear Skies Theatre card he chooses after clouds are placed which to remove.

Phase 1 Kanal Kampf (Battle for the Channel)

From late June to mid July the Luftwaffe launched a series of attacks against shipping in the Channel and coastal towns. This was known to the Luftwaffe as the “Kanal Kampf” or Channel Battle.

As this is the first phase of the campaign all missions are restricted to the “Dogfight” scenario. Players decide in secret how many elements they will commit to the mission, with a minimum of one each player.

Theatre & Doctrine Cards

Each player may choose 1 Doctrine card and each side may choose up to 2 Theatre cards from the following list.

Luftwaffe. Dive Away, High Altitude Performance, Seasoned Pilots, Superior Armament

RAF Wall of Lead, Defensive Tactics, Radar Support.

Phase Special Rule - “In the Drink”

Pilots shot down over the Channel were in a lot of trouble in 1940. The RAF lacked suitable survival equipment and there was no Air-Sea Rescue available at the time. Any RAF Pilot shot down over the Channel who survives the actual shooting down roll (5+) must roll again and will only survive to be returned to his Squadron on a roll of 5+. Luftwaffe crews were far better served and the Luftwaffe had better equipment including rafts and an organised Air Sea Rescue service of Red Cross Flying boats*. Luftwaffe Pilots who manage to successfully bail out (5+) are therefore recovered and returned to their Staffeln next day on rolls of 3+. Pilots failing these rolls are assumed to drown in the Channel.



* Which the RAF Command ordered shot down at every opportunity

PHASE 2 The Attacks on the Radar Chain and forward Fighter Stations

During this phase which lasted until mid-August the combat moved directly over the South of England. Historically this phase included Luftwaffe attacks on Radar stations, RAF forward airfields and coastal towns with the intent on testing the defences and wearing the RAF down.

The Luftwaffe player rolls a D6+1 to determine the mission type using the table on page 4 of the Scenarios booklet and both sides allocate pilots and planes to this mission as previously. The Luftwaffe player may always default their mission to Bomber Escort if desired. If bombers are involved the Luftwaffe player must specify if he is intending to attack an RAF Airfield OR a Radar Station. If the target is an airfield for each bomber that exits the battle area on the RAF side the opposing RAF Squadron loses one aircraft from its strength or starts the next mission with 1 boom chit (chosen at random). If attacking a Radar Station each bomber that exits the RAF table edge rolls a D6, on a 6 the target Radar Station is assumed to be hit and knocked off air and the RAF player may not use the Radar Advantage card for the number of missions equal to the number of hits scored. The winner also scores one campaign Victory Point

Theatre & Doctrine Cards

Each player may choose 1 Doctrine card, and each side may choose up to 2 Theatre cards from the following list.

Luftwaffe. Dive Away, High Altitude Performance, Seasoned Pilots, Superior Armament

RAF Wall of Lead, Defensive Tactics, Radar Support, Home Advantage.

Phase Special Rules.

As the fighting was now mostly over English soil the situation of pilots who bailed out was radically different. For each RAF pilot who is shot down roll a D6. He is returned to his squadron the next day on a roll of 5+. Luftwaffe Pilots who are shot down should roll a D6. On 1-4 they are either killed or captured, on a 5+ they manage to crash land in the Channel and may be picked up by Air Sea Rescue as in the Kanal Kampf section of the campaign – ie they need a 5+ to survive the bail out then a 3+ to avoid drowning. If not they are lost, either killed or captured. Luftwaffe aircraft that are damaged suffer a -1 modifier to their roll on the damage table to simulate them now operating over enemy territory and the increased risks that involved.

Phase 3 The attack on the RAF Airfields

From the middle of August the Luftwaffe were convinced they had degraded the Radar chain sufficiently and now moved on to a direct attack on the RAF Fighter

Command itself with the stated intent of destroying its capability to defend the skies over Southern England. The RAF was now seriously threatened and forced to rush pilots into action without the usual training and experience, and these plots suffered disproportionately heavy losses. The strains were also starting to show on the other side of the Channel too.

The Luftwaffe player rolls a D6+1 to determine the mission type using the table on page 4 of the Scenarios booklet and both sides allocate pilots and planes to this mission as previously. The Luftwaffe player may always default their mission to Bomber Escort if desired. If bombers are involved the Luftwaffe player will be attacking an RAF airfield. Each bomber that exits the battle area on the RAF side scores one campaign victory point and the opposing RAF Squadron loses one aircraft from strength or starts the next mission with 1 boom chit (chosen at random). Each bomber Kette shot down or aborting scores the RAF 1 campaign Victory Point.

From this phase the Luftwaffe must begin using the same pilot and aircraft replacement \ loss system as the RAF, ie each player receives a maximum of 1 Pilots and 1 new aircraft at the end of each mission to replace losses. The normal strength (8 max) may not be exceeded.

Theatre & Doctrine Cards

Each player may choose 1 Doctrine card, and each side may choose up to 2 Theatre cards from the following list.

Luftwaffe. Dive Away, High Altitude Performance, Superior Armament, Clear Skies, Poorly Trained Opponents

RAF Wall of Lead, Defensive Tactics, Radar Support, Home Advantage.

Phase 4 London

The Luftwaffe changed tactics and switched from attacking the RAF to a concerted day and night attack on London.

Mission selection remain as per Phase 3 but instead of causing damage to Fighter Command any bombers during Escort Duty missions that exit the RAF edge win 1 Campaign Victory Point. Bombers shot down by the RAF are also worth 1 Campaign Victory Point. After the first mission of this phase Goering intervenes and orders his fighters to fly as close protection to their bombers, so when dicing for mission the Luftwaffe player must add 1 to his dice roll on the Mission table.

On Escort Duty missions in this phase the RAF player may replace up to three clouds with groups of barrage Balloons. Rules for Clouds and Barrage Balloons are found on Page 2-3 of the BRS Scenario Booklet.

Theatre & Doctrine Cards

Each player may choose 1 Doctrine card, and each side may choose up to 2 Theatre cards from the following list.

Luftwaffe. Dive Away, High Altitude Performance, Superior Armament, Clear Skies, Poorly Trained Opponents

RAF Wall of Lead, Defensive Tactics, Radar Support, Home Advantage, Seasoned Pilots.

Phase 5 Luftwaffe switches tactics.

By the end of September 1940 the weather was worsening and it became clear to both sides that a seaborne invasion was no longer possible that year. The Luftwaffe switched their bomber units to night missions, and “the Blitz” began. The Fighter units were now given a new role, that of fighter-bombers. About one third of all fighters were fitted with bombs and sent over to attack Britain, usually with no particular target or plan other than keep the RAF busy. These “nuisance” attacks proved difficult for the RAF to counter as the Luftwaffe usually attacked high and fast, making interceptions difficult, or fast and low under the radar with similar results. Even when intercepted the Messerschmitt’s would usually dump their bombs and either engage in a dogfight or just run for home. Those dropped bombs, aided by Sir Isaac Newton, always landed somewhere, usually “harmlessly” in a Kent farmer’s field, but not always.

Phase special rules.

This phase is played using a variation of the “Intruder Flight” scenario on pages 8-9 of the scenario booklet. The Luftwaffe is always the Intruder. He **must** designate at least one Element to fly as Fighter-Bombers. These aircraft lose 1 from their Speed characteristic and 50 Mph while carrying bombs, may not attempt to use the “outmanoeuvring” Pilot Action, and will count as Agility 1 for any test to avoid being outmanoeuvred (Main rules page 16). They may jettison their bombs as a Pilot Action at any time and revert to their fighter role and stats. If any Fighter-Bomber exits the opposite table edge the Luftwaffe scores an additional Campaign Victory Point.

Theatre & Doctrine Cards

Each player may choose 1 Doctrine card, and each side may choose up to 2 Theatre cards from the following list.

Luftwaffe. Dive Away, High Altitude Performance, Superior Armament.

RAF Wall of Lead, Defensive Tactics, Radar Support, Home Advantage, Seasoned Pilots.

Using other aircraft

Of course there were many other aircraft types other than ME109s and Spitfires involved in the Battle of Britain. If you have suitable models and the relevant cards here are some ways to add other planes to the campaign. I have given a rough historical note as to when they became available but if players wish this can be ignored and played all through the campaign.

Hurricanes

Hurricanes shot down more German aircraft during the battle than any other type. Furthermore, when the RAF deployed fighters to the doomed British Expeditionary Force fighting in France and the Low Countries these were all Hurricanes – Spitfires were saved for Home Defence, so the Hurricane squadrons had a chance to gain some vital experience. You can play as a Hurricane Squadron through the Campaign using the standard Spitfire Squadron set up but with the following changes.

At the start of the campaign Hurricane Squadrons may upgrade their Section Leaders to Pilot Skill 4, and may test immediately to change from Vics to Pairs, however they will start the Campaign with no spare pilots or aircraft. This represents the experience they gained in France, but also the losses they had suffered.

Type	Date	Speed	Ag	Fp	Traits
Hurricane II	1940	7 (342mph)	2	1	Tight turn, Robust

Bolton Paul Defiants

(Someone will want to try these – good luck!) The Defiant was initially successful – allegedly due to Luftwaffe pilots mistaking them for Hurricanes and attacking from above and behind (bad idea!). Defiants were withdrawn during Phase Two due to losses and were re-tasked as night fighters.

Type	Date	Speed	Ag	Fp	Traits
Defiant I	1939	6 (304mph)	1	0	-Sluggish-, Turret (360 Fp2)

Me110s

The Luftwaffe doctrine placed great emphasis on the Me110 Zerstoror (Destroyer) to shoot their way through defending fighters and this let the bombers push on. As a result these squadrons received the best of everything, including pilots. If you wish to play as a Zerstoror Staffeln you can do so using the normal rules for Me109 Staffeln. Treat the pilot and gunner as the same experience level and apply the

rules for pilot experience and survivability to both – ie only roll once for each paired crew. In addition to represent the elite nature of these units one additional crew per Schwarm may be upgraded to Pilot Skill 4 before the campaign begins – ie you get three Skill 4 crews per Schwarm.

Type	Date	Speed	Ag	Fp	Traits
Bf110 C	1939	7 (349mph)	1	2	Multi engine (2), Turret (rear Fp1) Agile, Heavy Hitter

Ju87 Stukas

You can replace the Do17Z bombers in any mission with Ju87s. Ju87 dive bombers were much more accurate than level bombers. To represent this during bombing missions any JU87s that cause a hit to an airfield may choose to apply either Boom chits or destroyed aircraft rather than rolling at random, and score hits on Radar stations on a 5+ rather than a 6. Historically due to heavy losses JU87s were withdrawn after the end of Phase Two.

Type	Date	Speed	Ag	Fp	Traits
Ju87B	1938	5 (242mph)	1	1	-Sluggish-Turret (rear Fp1)

Other Bombers

You can replace the Do17Zs with Ju88s or HE111s if you have the models. Historically this would mostly be from Phase 3.

Type	Date	Speed	Ag	Fp	Traits
Ju88A	1939	5 (269mph)	1	-	Multi engine (2), Turret (lt, rt Fp1, rear Fp2)
He111 H	1938	5 (273mph)	0	-	Multi engine (2), Robust, Turret (lt, rt, Fp1 rear Fp2)

Corpo Aereo Italiano

As Michael Caine says “Not a lot of people know this” but the Italians did take part in the Battle of Britain, deploying a mixed force of fighters and bombers known as the Corpo Aereo Italiano (Italian Air Corps) to support the Luftwaffe from late September 1940. This wasn’t a great success as they were flying generally outmoded types. To make it worse their fighters used battery powered radios which meant they were often unable to communicate with each other when in the combat area. Open cockpits didn’t help either. Flying against a now thoroughly experienced and practiced RAF they were always going to struggle, but it was noted that their biplanes were very difficult targets due to their extreme agility. If you wish to play as the CAI you can use a Squadriglia of Fiat Cr42s or Fiat G50bis fighters, and replace any bombers with Breda Br20s. Historically they really only became operational

around what we call Phase Four but you could use them earlier if players really wanted to. These units were chosen to represent Mussolini's Italy so were of good quality pilots with good morale. They tended to be deployed in less intense areas of the battle, which is reflected in their Theatre Card choices. The basic unit for our campaign is the usual Squadriglia of 6 aircraft and pilots with 2 spares of each (historically this was usually 9). Italians were still flying in tight "Vic" formations so should use the rules for RAF Outmoded Tactics and can't switch to pairs. Each Squadriglia has a Skill 4 leader and the rest of the Pilots are Skill 3. As they are operating beyond their usual support and logistics they should use the British replacement system. Good luck if you want to try them.

Type	Date	Speed	Ag	Fp	Traits
CR 42 Falco	1938	5 274mph	3	1	Tight Turn, Poor Quality
G50bis Freccia	1938	6 292mph	2	1	Poor Quality, Rapid Roll
Breda BR20	1936	273 mph	0	-	Multi engine (2) Turret (lt, rt, rear Fp1)

Italians choose 1 Doctrine card, and up to 2 Theatre cards from the following list.

Clear Skies (they were restricted to flying in good weather), Aggressive Tactics, Low Altitude Performance, Seasoned Pilots, Poorly Trained Opponents.