

RAF II Eagle

This is a player's guide to use the RAF Eagle Vassal module. I assume you are a little familiar with Vassal. At a minimum, you should know how to run Vassal with the RAF module. I leave it to you to explore the toolbar buttons. I will walk you through a complete day via the sequence of play to help you see the shortcuts that may not seem obvious. Play a day and consult this guide as you go. I suggest you print it out and have it on hand. You will also need copies of the tables and the rulebook.

TIPS

1. Right-click on a map spot to center the view there. You can walk your way around the map by right-clicking your way there.
2. Every piece in the game has its own menu. You get to it by right-clicking on a piece.
3. If you want to issue a right-click command on a bunch of pieces at once, use your mouse cursor to draw a box around a bunch of pieces. Then right-click a piece and do the command. (If not all the pieces share that command, you might not see it though.) I call this "boxing pieces". You turn it off by clicking anywhere on the map.
4. If you want to pick a single piece in a stack, double-click the stack to expand it first.
5. Most of the piece right-click commands send planes to locations. For example, "to Re-arm" sends a plane to its proper re-arm location. When I say "do Re-arm" or "send to Re-arm", I will mean right-click and pick the "to Re-arm" menu item.

GETTING STARTED

I have split the planner from the main map for player convenience. Open it with the Planner button on the toolbar. All card decks and discard piles are in the Cards window. These decks automatically shuffle themselves after each card draw or addition. You will find markers in the Markers window.

DAILY PLANNING PHASE

1. German Night Raid Planning. If you intend to do night patrols, you must put the Blenheims on the map. They are in the Extra Planes window. Box them and right-click them to their sectors.
2. Right-click the Strategy Deck to send cards to the Planner. The same procedure works for Target cards.
- 4-5. Fighter and Bomber Assignment. You must drag and drop gruppen from the map to the Planner.
6. British Night Patrol Assignment. Right click a Blenheim to send it to its night patrol box. You will find it convenient to move Blenheims off their sector stacks so you don't accidentally fly them during the day. In fact, you could probably leave them in a stack to the side.
8. Time of Day and Weather Forecast. There is a toolbar button to set the weather. Both weather spots are covered by pieces that show Clear, Patchy Clouds, and Broken Clouds. To change the weather, right-click each one and advance through the cycle.

RAID PHASE

1. Raid Selection and Deployment. Box up gruppen and right-click them to combat boxes on the map. Then right-click the Target card to the map, where you can slide it around as convenient.
3. Raid Rendezvous Check. If you remove gruppen, right-click them and send them to Re-arm. Bombers will go to a spot just above the bomber bases. You do not have to set them full. Fighters will stack next to the clock. You will put them on the clock when you do a time advance.
4. British Raid Response. Right-click on squadrons as the Target card demands and send them to the Squadron Pool. This is a map location just below the words "RAF Tote Board." The number on the left is the number of squadron in the pool. The pool stack is an automatically shuffling "deck", so you will

be drawing random squadrons as you draw them off the pool.

6, 8. Raid Approach/Target Event. There are some extra markers above Raid Display to help remind you of special events. One "See Event Card" is to remind you to look at the card. Drag each down to the Raid Display when appropriate.

7. Hunter Attack. I find it a hassle to get the first result and then flip the card over to get what it means. To make it easier, after I roll the die, I type the result in the chat window line (like "ADD LA-") and hit return. Now I'm free to flip the chart over. As you do each result, drag the plane to the heavy or light German loss boxes, or to the Inflight Box. Try to keep British full and reduced planes in separate piles. It doesn't matter for the Germans. The same holds true for Squadron Attack.

I found it a hassle to have to walk across to the VP chart every time a VP was gained or lost, so I put a short-term VP counter near the Raid Display. There's a tiny orange counter set to zero just above the Raid Display. You can track current VPs on it with right-clicks. It goes from -9 to +9. When ready, just walk over to the VP display and do it permanent; then reset the temporary one to zero again.

11. Bombardment. The damage marker is in the markers window. Flip it over for heavy damage.

12. German Recovery. Box up and right click all returning fighters and bombers, and send to re-arm. The fighters will all pile up NEAR the clock; they won't go on the clock. You can put them on the clock yourself later when time advances. The bombers do NOT go to where they are supposed to. Instead they pile up in two big unsorted piles near their bases. You do not have to flip bombers face down before returning them. The program will sort them for you when it's time.

AIRFIELD OPERATIONS PHASE

1. Squadron Turnaround. Whenever you send a British plane to the toteboard, it will appear in the right spot, but you are responsible for its full/reduced state. Just follow the procedure, boxing whenever you can, and right-clicking to the destination via "to Sector".

2. German Fighter Turnaround. Go to the clock. Take the stack of fighters near the clock and put them on the clock. You will need to manually sort between full and reduced. If time is late enough so there is no spot on the clock for them, then just pile them anywhere near the clock. The program will reset them at the end of the day. Send fighters to Base if it is time to return them to action.

CALENDAR UPDATE PHASE

2. Squadron and Gruppen Reset. Press the button "End Day Reset" on the toolbar. All German fighters and bombers will go home, full side up, ready for the next day. All British squadrons will return to their home locations. There are a few restricted zones on the map where planes will stay where they are, but otherwise, all planes will go home. The restricted areas are the turn order track where German reinforcements sit, the heavy and German light loss boxes, and the British light loss boxes. Hitting the "End Day Reset" multiple times does no harm.

4. Day Event. There are markers that may help you remember the events in the Markers window. I put the tension marker astride the border when that event pops up, and I put the 3-to-2 across that border when that one appears. (They may not apply to Eagle. I don't know.) The Ultra Eagle marker is in Markers.

6, 7. Light Loss/Heavy Loss Replacements. If any planes are returning to action, you can just plop them anywhere OUTSIDE the restricted zones and hit "End Day Reset" again. They will go home.

8. Reinforcements. Germans are on the day track. British are in the Extra Planes window. To draw random squadrons, box and send them to the Squadron Pool. Then draw reinforcements. After, right-click the pool, draw the remaining squadrons, and put them back in the extra planes window.

9. Card Shuffle Check. The numbers below each discard pile tell you how many cards are still in the deck and how many in the discard pile, except the day one tells you how many raid days have elapsed. If you need to add cards to deck, you can find them in the Extra Cards window. Right click and pick the cards you need. You can select each card with a control-right-mouse-click combination.

questions? stan@hilinski.net