

Skies Above Britain Help Notes

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1. Main Map

The main map shows a section of southeast England from the air. Since the plane images are from above I thought this more appropriate than a sky image background.

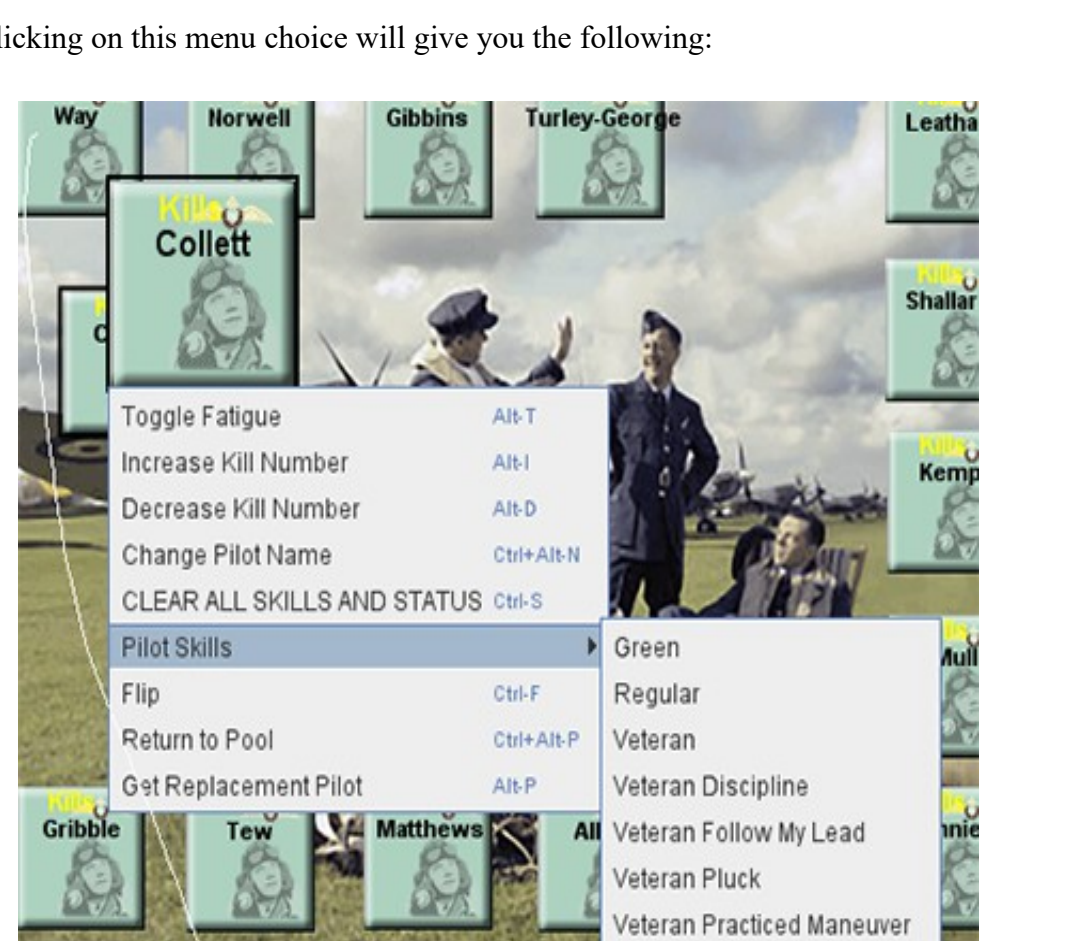
On the left of the main map are the bomber tiles and a “Lost Contact” area just below them. For the bomber tiles, just left-click, which selects just the top tile, and drag to the desired area.

Right-clicking a tile will give a selection to “Return to Deck”

2. Pilot Pool

Clicking on the Pilot Pool button will open up a window for storing your pilot markers during the game. If you load a pre-setup scenario the pilots will already be named.

Right-clicking on a pilot will give you the following menu:

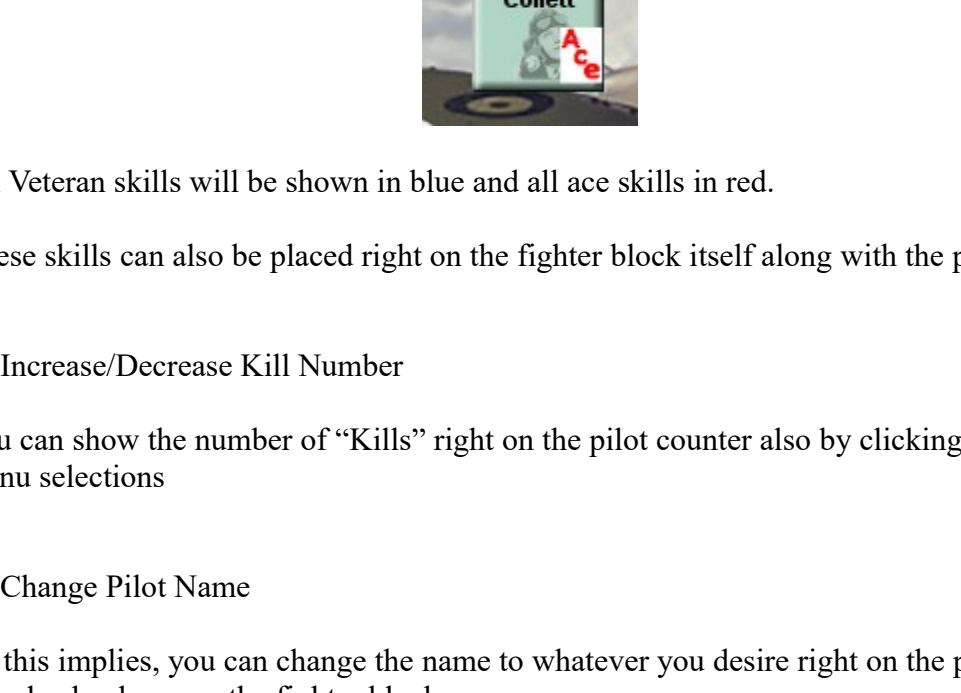


1. Set Tired/Fatigue

This will put a yellow “T” on a pilot who’s “Tired”, i.e. flew last patrol and a red “F” on the pilot counter as shown above as a reminder of who’s fatigued

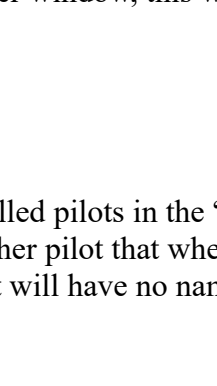
2. Pilot Skills

Clicking on this menu choice will give you the following:



“Experienced” will just be blank.

Selecting one of these skills will place a marker right on the pilot marker and will be attached to it. Example of “Ace Lucky Charm”



All Veteran skills will be shown in blue and all ace skills in red.

These skills can also be placed right on the fighter block itself along with the pilot name.

3. Increase/Decrease Kill Number

You can show the number of “Kills” right on the pilot counter also by clicking one of these menu selections

4. Change Pilot Name

As this implies, you can change the name to whatever you desire right on the pilot marker, This can also be done on the fighter block.

5. Flip

This flips the pilot maker to the Veteran side.

6. Return to Pool

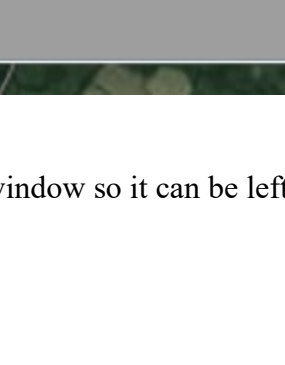
If you’ve moved your pilot to another window, this will return him to the same starting location on the Pilot Pool window.

7. Get Replacement Pilot

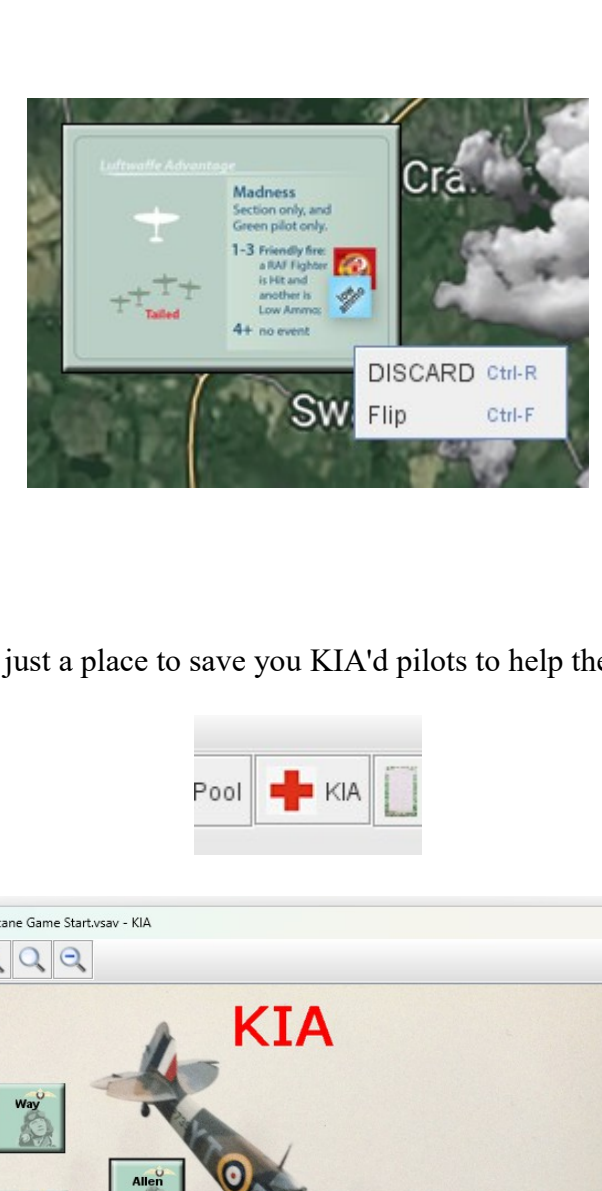
If you want to keep track of your killed pilots in the “KIA” window or if he is temporarily out of the game, this will give you another pilot that when returned to the pool will go the same place in that pool. The replacement will have no name until you give him one.

3. Fighter Blocks

The fighter blocks can have various statuses show in addition to the name of the current pilot:



You can change this using the menu shown when you right-click on the block:



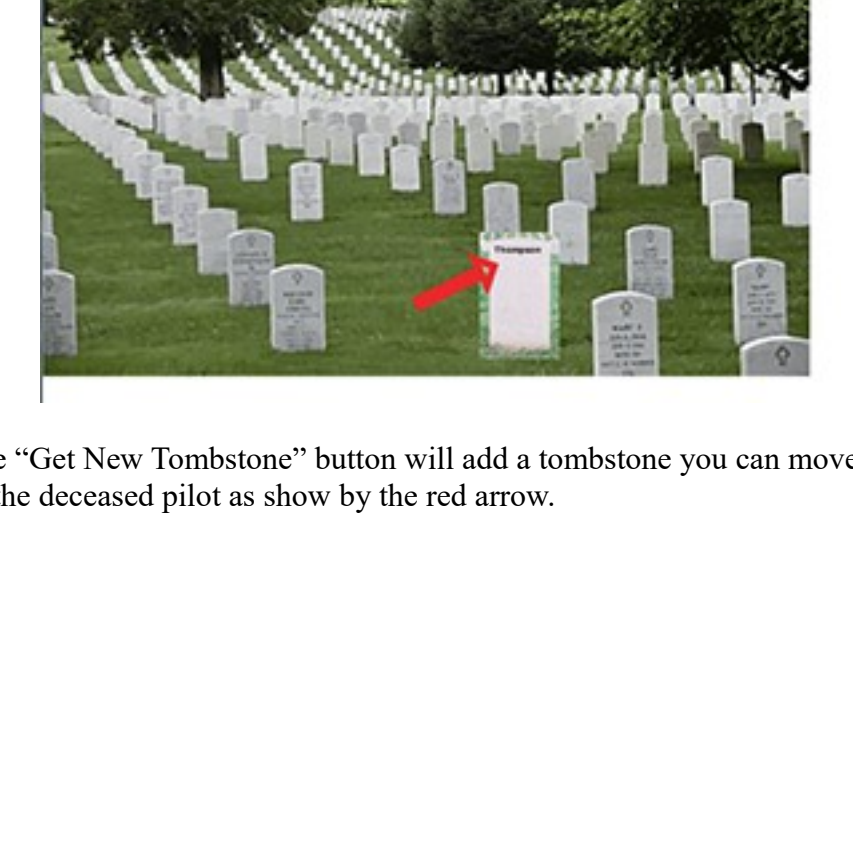
The “Pilot Skills” can show his current experience level, Green, Regular, Veteran and/or Ace. In addition, since for Veteran you can only use one skill per patrol, as you use one, you can set it to show the skill you’ve used instead of the experience level.

4. Draw Piles

The draw pile window will give you access to frequently drawn chits during the game.



When open you have access to these chits:



You can change the size of this window so it can be left open during play

5. Deck Windows

The Advantage, Hurricane, Spitfire, Bomber and Reaction Decks all have their own windows. Just left-click on the deck and drag a card to wherever you like. When finished, right-click on the card and select “DISCARD” and the card will be placed in the discard pile near the deck. When all the cards have been drawn just drag the discards to the deck box and they’ll be ready to use again.



6. KIA Window

The KIA Window is just a place to save you KIA’d pilots to help the narrative.



7. Cemetery Window

Another window to just help the narrative.



The “Get New Tombstone” button will add a tombstone you can move around and add the name of the deceased pilot as show by the red arrow.