Game:	**DUEL IN THE DARK**	**v2**
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Print on card **(ensure you are printing at 100% scale)** laminate and trim to size.

DUEL in the DARK

Setup

Choose the number of nights the game will last. One player is the **British player** and the other is the **German player**.

The British player takes 1 **bomber** piece, 1 **Mosquito** piece, 37 **compass** cards, 6 **target/bomb** markers and the British **VP summary card**.

The German player takes gets 4 **fuel indicators**, 4 **fighter squadron** pieces, 40 **ground resource markers (GRMs)** and the German **VP summary card**.

Place the red marker on the 0 space of the **Victory track**.

Game Sequence

Phase 1: Place the German Fighters
The German player places the **fighters squadrons** on any 4 German airfields, 1 squadron per airfield (2 can start on an airfield where a *fuel truck* is stationed).

Phase 2: Determine the weather
The British player draws a **weather card** and distributes weather elements as shown on the card.

Phase 3: Planning the British attack
The British player secretly chooses the British airfield his **bomber** will take off from, a target city and a British airfield to land.

Target cities are designated as green (easy), moderate (yellow) or difficult (red) targets.

The British player secretly programs the bomber's course with a maximum of 14 **compass cards**; green cards for the trip out and red cards for the return trip. The cards are then placed back facedown on the pile of unused cards.

Phase 4: Set up the German defense resources
The German player places his 40 **GRMs** in any hexes except hexes 1, 2, 3, 8, 9, 10, 16, 17 and 23; as many in each hex as he desires.

Phase 5: Place the British bomber and Mosquito
The British player places his **bomber** and **Mosquito** on the airfields chosen in Phase 3. They cannot start from the same airfield.

Phase 6: Execute the attack and defense
1. British Mosquito moves
2. German Fighter Squadrons move
3. British Bomber moves

Players repeat these steps until every airplane has landed, and the night is over.

Victory Points

Victory Points (VPs) are only gained in combat. Combat only occurs when opponents meet in a hex as follows:

1. A fighter squadron moves into the hex of the Mosquito. The Mosquito attacks.

2. The bomber moves into a hex with flak or fighter squadrons. The German player attacks.

3. The bomber reaches the target city hex. The bomber attacks.

The VP marker is moved in the direction of the country winning the points.

The British Mosquito

The **Mosquito** ignores wind direction, has an unlimited range, and can fly **1 or 2 hexes per move** in any direction or circle in the same hex.

It cannot be attacked by German flak.

The Mosquito can fly at any altitude when it first moves and can change altitude between moves.

If the Mosquito is flying low, it suffers -1 VP when dueling fighter squadrons.

If a fighter squadron moves into the hex of the Mosquito: The British player gets 1 VP for every fighter squadron, to a maximum of 2 squadrons.

If the Mosquito is in the same hex as a German airfield: The British player gets 1 VP if a squadron takes off from that airfield (2 VP if it stays in the hex).

Bombs and Target Markers

The British player receives 6 target/bomb markers per night that can be used by the Mosquito in any hex it moves into, in any combination.

Over the target city, each target marker dropped gives the British player +1 VP when the bomber strikes.

The Mosquito must *fly low* to drop bombs as follows:

On an airfield, each bomb gives the British player +1 VP when a squadron lands or takes off from the airfield.

On GRMs, a bomb destroys the GRM for the rest of the night. **Civil bunkers** cannot be destroyed. If a balloon barrier is destroyed, the German player receives no VP for that barrier.

The German Fighters

Each fighter squadron has a playing piece and a **fuel card** of corresponding color.

In each German turn each squadron may move once to any adjacent hex.

Fuel Cards
Fuel is adjusted after each move by decreasing the fuel amount by 1, 2 or 3 lines.

Normal usage is 2 lines per move.

In a **headwind** (directly opposite to the wind direction), usage is 3 lines per move.

In a **tailwind** (same direction as the wind for the entire move), usage is 1 line per move, or 2 hexes with 2 lines.

A fighter squadron can circle in the same hex at the same altitude for 1 line.

If fuel is at 0 after a move, the squadron must land at an airfield in the same hex on its next turn, or **ditch**.

A fighter squadron may voluntarily land at an airfield at any time, from any altitude, to refuel and take off again next turn.

Altitude
Fighter squadrons may raise or lower their altitude by one step after each move.

When taking off, a squadron may move into an adjacent hex at low altitude.

If a squadron stays in the starting hex it may move to high altitude for 2 lines of fuel usage.

When a fighter squadron flies *lower* than the bomber, the German player gets -1 VP for that combat.

Ditching
Ditching over Germany: the British player gets 2 VP, and the squadron cannot start again this night.

Ditching over Britain or at sea: the British player gets 4 VP, and the squadron is lost for the rest of the game.

Winning

The player with the most VPs after completing the agreed number of nights wins.

A night ends when *all* planes land (the bomber and Mosquito cannot land at the same airfield). Planes can land from any altitude.

Alternatively, players can play 2 nights with the same weather conditions, switching sides.

German Defense Resources

Each night, all resources except **civil bunkers** may be rearranged.

Basic Resources

Flak

German: Each time the bomber is in the same hex as flak: +1 VP.

Radar

German: Radar in the same hex as the bomber and any fighter squadrons: +1 VP per squadron.

Searchlight

German: For *each* searchlight in the same hex as the bomber **and flak**: +1 VP.

Any squadrons in the same hex as a searchlight: +1 VP per searchlight.

British: -1 VP per searchlight over the target city.

Advanced Resources

Balloon Barrier

German: If the Mosquito bombs a hex with a balloon barrier: +1 VP per balloon barrier.

British: If the bombing Mosquito targets a balloon barrier, the German player receives no VP from it.

Civil Bunker

British: -2 VP per civil bunker in the target city.

Fire Department

German: Fire departments may only be positioned in cities. Those up to 2 hexes away from the target city may be called into the target city, in which case 2 of them neutralize one British hit.

British: -1 VP per fire department in the target city.

Fuel Truck

German: 2 fighters squadrons can start and land on an airfield where a fuel truck is stationed. For every additional truck another squadron may land.

Smoke Screen

British: -1 VP per smoke screen obscuring the target city.

For every smoke screen in a hex, the Mosquito must drop an extra bomb marker to take out an airfield or ground defense resource there. It cannot be bombed.

The Weather

Clouds

German: -1 VP per fighter squadron vs. bomber.

British: -5 VP from target city's value if under clouds.

Mosquito: -1 VP against squadrons.

Thunderstorm

German: -2 VP per fighter squadron vs. bomber.

British player +1 VP when a fighter squadron takes off or lands in a thunderstorm.

British: -7 VP from target city's value if under a thunderstorm.

British player -2 VP if the bomber flies through a thunderstorm.

Mosquito: -2 VP against squadrons.

Fog

German: British player +1 VP when a fighter squadron takes off or lands in fog.

British: -3 VP from target city's value if in fog.

-1 VP if the bomber takes off in fog.

-2 VP if the bomber lands in fog.

Full Moon

German: +1 VP per fighter squadron vs. bomber.

British: +3 VP to target city's value if during full moon.

Mosquito gains +1 VP *total* against fighter squadrons.

New Moon

British: -3 VP from target city's value if during new moon.

Summer

German: +1 VP per fighter squadron vs. bomber from the 8th compass card on.

British: After the 8th Bomber move the Mosquito gains +1 VP *total* regardless of the number of squadrons in the hex.

Advanced Rules

More Power for the Mosquito

The Mosquito receives 8 target/bomb markers, but the bomber loses 2 VP in an attack against the target city.

Weather Changes During the Game

The point at which the weather changes is written on the Weather card. Insert a **Change of Weather card** before the indicated move in the set of programmed compass cards.

When it is revealed, draw a **New Weather card** to determine the new direction of the wind, and move all other weather elements (including fog) 2 hexes in this new direction. Weather elements that leave the board are placed back on the opposite side of the board.

Program Changes

After Weather Changes

The bomber is allowed to change targets and attack another city. When the weather changes, the British player may replace all subsequent compass cards and plot a new course, using a number of cards equal to 14 minus the number of moves already resolved.

If it is not possible to reach a new target, the original target must be attacked.

After Hitting the Target

The bomber is allowed to change its flight home after hitting the target. Same restrictions as above.

Medals

Medals can be carried over from one night to the next, cannot be used on the same turn they were received, and are discarded after being used.

Receiving Medals

German: Every time the bomber flies in the same hex as 3 or 4 squadrons the German player gets 1 or 2 medals.

British: Every time the bomber encounters no fighter squadrons the British player gets 2 medals, except on the first and last moves.

Using Medals

German: After the fighter squadrons have moved into a hex they can place 1 or more medals there. If combat occurs there between the bomber and 1 or more squadrons the German player gets +1 VP per medal. The medals are then removed whether combat occurs or not.

A medal may be spent to reduce the fuel use of a fighter squadron by 1 line. Usable once per night.

A medal may be spent to repair a destroyed airfield or GRM.

British: After the bomber has moved, the British player can then destroy a **radar**, **flak** or **searchlight** in the same hex for each medal spent.

The Mosquito can use medals as bombs or target markers; only on the same move it drops bombs/target markers. The number of medals used cannot exceed the number of bombs/target markers dropped.

Medals may be spent to reduce the VPs gained by the Germans in an attack from fighter squadrons (1 per VP). This cannot be done in a hex with German medals.

Corpse Cloth

If a bomber is in a cloud hex with 2 or more **searchlights**, the effects are doubled. For a fighter squadron to get the bonus, both squadron and bomber must be at high altitude.

Flak Disturbs Fighters

For every flak more than 1 in a hex, the squadrons lose -1 VP (figure out VP without flak first, then subtract penalty).

Special Fuel

The German player using this marker may enable 1 fighter squadron to fly 2 hexes once a night. Fuel is spent normally (eg 4 lines to move 2 hexes). After usage flip the marker to its *empty* side.

Setup

If there are more than 2 players, one British player controls the **bombers** and the other the **Mosquitos**; one German player controls 3 **fighter squadrons** and the other the **He177 bomber and V1s**.

During each night there will be 2 British attacks on German cities, the **Main Raid** (MR) and the **Spoof Raid** (SR). The German player can attack up to 4 different cities with the He177 and 3 V1s.

The German player takes gets 5 **fuel indicators**, 5 **fighter squadron** pieces, 1 **He177** piece, 28 **compass cards**, 1 **Bombs Away** card, 3 **V1** pieces, 50 **GRMs**, and the German **VP summary card**.

The British player takes 2 **bomber** pieces, 2 **Mosquito** pieces, 47 **compass cards**, 1 **Split** card, 12 **target/bomb** markers (6 per Mosquito), 12 **GRMs**, 2 **spoof raid** markers, and the British **VP summary card**.

Game Sequence Per Night

Phase 1: Place the German Fighter Squadrons

The German player places his fighter squadrons on any 5 German airfields, 1 squadron per airfield (2 can start on an airfield where a *fuel truck* is stationed).

Phase 2: Place the British Bombers, Fighters, and secretly position the German Bomber (He177), V1s

The British player places his bombers and Mosquitos on any 4 British airfields in the same way as the Germans. Hex 23 has 2 airfields and can accommodate 2 squadrons.

The German player secretly positions the He177 and the 3 V1s on the map by recording them on the **Raid Plotting Sheet**. The He177 can be placed on any continental airfield (in the same airfield as a fighter squadron; this does not require a *fuel truck*), and the V1s on any continental hex that contains substantial land (all 3 may be placed in the same hex).

Phase 3: Determine the weather

The British player draws a **weather card** and players distributes weather elements as shown on the card. The *Quarter Moon* as no effect; do not place a marker on the compass in hex 10.

Phase 4: Planning the British and German attacks

The British player secretly chooses which of the 2 British bombers will be the **Main** and the **Spoof Raids**, their starting airfields in Great Britain, their target cities and a British airfield in which to land.

Target cities are designated as green (easy), moderate (yellow) or difficult (red) targets.

The British player secretly programs his course with a maximum 14 **compass cards**; red cards for the trip out and green cards for the return trip. The cards are then placed back facedown on the pile of unused cards.

One British bomber must take off on the first turn; the second may **delay** up to 4 turns using **delay cards** in its compass card deck.

Once either raid has been intercepted by a German fighter squadron, the British player turns over his **tail fin markers** to reveal which is the Main and which is the Spoof Raid.

Phase 5: Set up the British and German Ground Resource Markers (GRMs)

The British player places his 12 GRMs and **the German player** positions his 50 GRMs in any way desired.

On any following night, both players may redeploy any of their GRMs *except* German civil defense bunkers.

Phase 6: Place the German bomber, V1s

The German player places the He177 and V1s in the hexes secretly selected in Phase 2.

Phase 7: The Game Turn

1. **British Mosquitos move**
2. **German Fighter Squadrons move**
3. **British Bombers move**
4. **German Bomber (He177) moves**
5. **V1 moves**

Repeat these steps until every airplane has landed, and the night is over.

Altitude & Movement

Airplanes can be placed in 3 positions on their stand: at game start and landing (bottom); or during flight at **low altitude** (middle) or **high altitude** (top).

On its first move, the British and German bombers can climb to low or high altitude. Then all bombers on a side must fly at the same altitude for the entire night. V1s fly at low altitude only.

If a British bomber attacks a targeted city from a low altitude the British player receives +4VPs. However, **German flak** gets +2VPs in addition to the normal 1VP per hit and the fighter squadrons do not have to expend as much fuel getting to high altitude.

If the He177 attacks a targeted city from a low altitude the German player receives +2VPs. However **British AA** gets +1VP in addition to the normal 1VP per hit.

Mosquitos can move from low to high and vice versa from turn to turn, but may not fly at 2 different altitudes in the same turn.

The **Uhu** may move up to 2 hexes in any directions, but must pay fuel coss for each hex in which it moves.

A **V1's** take off move is to come to the top of its stand, which is considered low altitude (this does not count as a hex move). It cannot be interecepted by British GRMs this turn. A V1 may move up to 2 hexes in any directions.

Compass Cards

The British player may delay the take-off of 1 Bomber by using the **Delay cards**.

The British may use the **Split card** to specify where a single joint Raid separates.

The Delay and Split cards do not count towards the maximum 14 cards for each British bomber.

The He177/V1s may be *delayed* up to 4 turns as well.

The He177

The He177 does not have red/green compass cards. It may take off from any airfield on the continent but must land at the first airfield it encounters on the return trip, using compass cards like the British player.

The He177 may delay up to 4 turns (the Delay cards do not count towards its maximum of 8 cards).

Place the **Bombs Away** card into the deck before the card that moves the bomber over the target city.

Splitting Raids

If the British player plans to **split** the bomber raids later in the game, a single bomber is placed on a British airfield and a single deck of compass cards is used until the separation of the 2 bombers.

The separation turn is indicated by the **Split card** in the compass card deck. From that point onward the second bomber is placed in the appropriate hex and the 2 bomber flight paths diverge, using separate compass cards to plot all further movement.

While in a single stream, the German player scores normally vs. the bomber. German interceptions can only determine which is the Main or Spoof raid *after* the single stream splits.

The Main and Spoof Raids cannot target the same city.

Victory Points

Victory Points are gained and lost from air combat, fire from flak/AA, and bombing the target city.

1. **The Mosquito moves.** No scoring.

2. **The German fighter squadrons move.**
   The Mosquito(s) score vs up to 2 German fighter squadrons.
   The Uhu scores vs. up to 2 Mosquitos.

3. **The British fighters move.**
   The German fighter squadrons score vs. each British bomber.
   The German GRMs score vs. the British bombers.
   The British bombers score vs. the target city.

   If 2 bombers occupy the same hex, both the German fighter squadrons and GRMs score against the Main and Spoof Raids.

4. **The German bomber/V1s move.**
   Each Mosquito scores vs. the He177 or single V1.
   The British GRMs score vs. the He177/fighter squadrons or a single V1.
   The He177/V1 score vs. the target city.

Other scoring (eg landing/taking off in a fog, moving through a thunderstorm. etc) occurs immediately.

The VP marker is moved in the direction of the country winning the points.

Special Scoring Rules

Fighter vs. Fighter Combat

All Mosquitos and the Uhu are permitted to attack 2 enemy fighters and 1 bomber in a single turn. No combat occurs if they are at different altitudes.

German: -1 VP to the Uhu's score if 2 Mosquitos are in the same hex.

British: -1 VP if a Uhu is in the same hex as a Mosquito. If 3 German fighter squadrons, including an He219, are in the same hex as a Mosquito, the British player may choose not to attack the non-He219 planes and not suffer this VP penalty.

Fighter vs. Bomber/V1 Combat

A single Mosquito may score against only 1 German He177/V1 in each turn. 2 Mosquitos may attack up to 2 different He177/V1s in the same hex.

The Mosquito can only score vs. the V1 at the same (low) altitude.

Only 2 German He177/V1s may strike a city in the same turn, but the same city may be hit by further raids in subsequent turns.

Bomber Scoring

German: +1 VP for every turn the He177 evades British interception (except in the turns it takes off and lands). The He177 may not fly over a German airfield to fly deeper into the continent. If the He177 takes off or lands from a bombed airfield, it is penalised in the same way as fighter squadrons.

British: -1 VP per plane for German interceptions of the Spoof Raid.

The Spoof Raid scores 7VP vs. any target city (subject to reductions for fog, clouds and thunderstorms). Once the target city has been bombed, the Spoof Raid is removed from play.

Once a V1 strikes its target it is removed from the game.

Ground Resources Markers (GRMs)
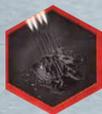
Quad Flak

German: 1 VP only vs. the Mosquito at low altitude before any bombs are placed in that hex. May be bombed by a Mosquito, but scores before it is bombed.

Acoustic Mirror

No medals may be used to place a flak or searchlight in the same hex as an out of action mirror.

British: -1VP. May be bombed by a Mosquito.

Railroad Flak

Set up with the non-firing side faceup. May be moved once per turn when the German fighter squadrons move.

German: 1VP if the Main Raid passes over railroad flak; the flak is turned over and may no longer move. May be bombed by a Mosquito.

British Radar

British: +1 VP (vs. V1s) / +2 VP (vs. He177) for Mosquitos in the same hex.
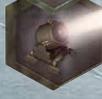
Searchlights

British: +1 VP for 1 Mosquito vs. fighter squadrons/He177 and/or 1 AA (British flak) vs. the He177/V1.

Hex 56

In hex 56, if the British place a GRM in Weymouth and the Germans place a V1 on the continent, when the V1 takes off it comes up to low altitude and may be intercepted by Mosquitos but not any GRM in Weymouth.

If the V1 attacks Weymouth on the following turn, any GRMs there score against it. If the V1 moves to another hex, any GRMs in Weymouth may score against it before it enters the new hex.

Optional Rules

Increased Number of Players (up to 8)

British players remain the same (one controls the bombers, one controls the Mosquitos). 5 German players control a fighter squadron each and one controls the He177 and V1s. Whichever side scores the most points at the end of the game is the winner.

Hidden British Setup

The British player may set up the bombers and Mosquitos secretly; they are place on the board in Phase 6 with the German He177 and V1s.

Reduced Scoring on the Spoof Raid

If games show the Spoof Raid to be too vulnerable to German GRMs, players may eliminate any scoring of GRMs on the Spoof Raid.

Abort Mission

If the Spoof Raid is costing the British player VPs, he may abort it and remove it from the map on the turn after it crosses the continent.

Alternately, the British player can plan the Spoof Raid to move 3 hexes and then return to England, completing the turn in the same manner as over the target city hex.

In either situation, the Spoof Raid does not score 7VP as it has not bombed a target city.

Alternate Fuel Use for the He219

If either of these optional rules is used, the Uhu's maximum fuel is 10 not 12.

a. The Uhu is charged 1 fuel line less for the second hex moved, with a minimum of 1 full line.

b. The Uhu is charged 1 fuel line for the second hex moved, no matter the direction travelled.

Use of the Raid Plotting Sheet

All bombing raids, and use of special items (like *Window*), can be marked on the **Raid Plotting Sheet**; no Compass cards need to be used.

Alternate Scoring for the Mosquito/British GRMs

The Mosquito may choose and attack up to 3 German air assets in any hex during one turn. British GRMs may attack all German assets that enter their hex.

No German Bombing Restrictions

The German player may bomb any British city with as many assets as possible. All V1s and the He177 may coordinate their attacks on one British city in one turn.

Increase the Value of the Spoof Raid

increase the Spoof Raid's value to 9VPs (the Raid must still strike its target city to score these VPs).

Increase the Value of the He177

Increase the VPs for bombing a British city by +2VP.

Window/Wilde Sau

The British player may decide to use *Window* prior to the German setup by secretly selecting a Window card.

During any turn the British player may choose to use *Window*. When the British player plots his flight path, he places the *Window* card in the deck immediately before the card that would determine movement for that turn. During play, he will turn over the *Window* card followed by the compass card; the use of *Window* will take place in the hex into which the bomber is moving.

The British player may use one *Window* card per night; it counts toward the 14 card maximum.

Once the British player has announced he will use *Window*, the German player may deploy 1 *Wilde Sau* marker facedown on any airfield; it does not count towards the night fighter limit at that airfield.

The *WS* may attack the Main Raid or Spoof Raid at any time along its flight path, as well as over the target city. Turn over the *WS* marker and move it to the interception hex in the same phase as the other German night fighters. It may move up to 2 hexes, ignoring wind direction.

The effects of using *Window* are:
German night fighters lose -1VP in the hex in which *Window* is used. Radar is rendered useless and scores no points. Searchlights do not give extra VPs to flak. Each searchlight does give +1VP to individual fighters on a one for one basis.

Window is ineffective in a thunderstorm.

Wilde Sau score points as follows:
2VP base score; +2VP if over the target city; +1VP for full moon; +1VP for summer; +1VP per searchlight (not in the target hex; counts for only one *WS*); -2VP for clouds.

Once the *WS* marker is used, it is removed from play.

The *WS* can intercept the bomber in the target hex without restrictions. It may intercept the bomber in a non-target hex if there is a full moon *or* there is at least one searchlight in the hex.

Searchlights allow the *WS* to intercept and score points against the bomber outside of the target hex, but do not add to the *WS* score in the target hex. *WS* do not earn extra points for the acoustic mirror.

WS may not intercept the bomber in a thunderstorm. *WS* taking off from bombed airfields do not score points for the British player. *WS* are not affected by *Window* if both are in the same hex.

There is no interaction or scoring between the *WS* and the Mosquito.

Optional Rules for Multiple Night Play, 2 night variant:
On the first night the British may use up to 2 *Window* cards.

On the second night the British do not use *Window* and the German player(s) may use 2 *WS* markers.

Three night variant:
On the first night the British use up to 2 *Window* cards.

On the second night the British use up to 1 *Window* card; the German player(s) may use one *WS* marker.

On the third night the British may not use *Window* cards; the German player(s) may use two *WS* markers.