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| BOMBER COMMAND VIRTUAL RAID MANAGER (VRM) http://morssweb.com/bmbrcom | |
| SETUP: 3.1 Select scenario, 3.2 Place units, 3.6 Strip flak, and 3.7 Prepare card decks. On VRM start page , highlight selected scenario and click "Begin" | |
| SEQUENCE OF PLAY | |
| 1 | Set VRM Game Turn selector to current turn. |
| 2 | DISCARD and DRAW: (not on turn 1): Each player may discard any number of cards then draw up to three cards (to a maximum hand size of five). |
| 3 | NF MOVE: Infiltrated NF can leave raid. Submit VRM Request 1 for each NF disengaging. > NF may move up to 2 hexes (except Scramblers: up to 1 hex and remove Scramble). > NF may freely abandon city/beacon deployment; may not deploy until the Deployment step. > Decrement NF Fuel markers by one (except GCI Interceptors). |
| 4 | NF SCRAMBLE: Move NF's from Ready box to their airfield hex; place corresponding Fuel markers on the Fuel Track. Mark TE with Scramble. Move SE units up to 1 hex; do not mark Scramble. > RAF Patrols may attack Scrambling NF's. > Check losses for scrambling units. > Declare intruders. |
| 5 | RAIDS MOVE: Remove all Raid and Stream counters from the map. German player may place Track markers. Raids are considered to move as plotted for this turn. Submit VRM Request 2 to determine GCI and Flak Combat markers triggered by raid moves. |
| 6 | WB REACTION: NF's deployed on beacons or cities may move one hex to an adjacent Bomb Drop marker (but not to a Resolve Bombing marker). NF's in a hex with a Bomb Drop or Resolve Bombing marker may be given a WB Combat marker. WB STACKED means NF is deployed on the city being bombed; all other WB attacks are LATE. |
| 7a | GCI COMBAT |
| 7b | FLAK COMBAT |
| 7c | WB COMBAT |
| 8 | RAID DETECTION: Roll 2d6 to detect raids. Submit the DR result to VRM Request 3 . Place Raid and Stream markers as directed. |

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| 9 | INFILTRATION: Any TE unit in the same hex as a Raid, Stream, Bomb Drop, or Resolve Bombing marker may attempt to infiltrate. If deployed on a beacon, TE may attempt to infiltrate to an adjacent hex. Submit VRM Request 6 after each successful infiltration; move NF to indicated raid box. |
| 10 | TB COMBAT in each Raid box containing a NF. |
| 11 | RETURNING RAIDS: Submit VRM Request 4 . > RTB raids are removed from play. > ADGB attack intruders. > Intruders attack raids in the England zone. |
| 12 | DEPLOYMENT: Each NF on the map may stack on a city or beacon in its hex. TE in Himmelbett hex may be given a GCI Intercept marker (ditto SE in Downfall). |
| 13 | NF RECOVERY: Move NF's from Rearm & Refuel to Ready. > Recover any on-map NF by placing it in its Recovery or Divert box; roll for recovery loss. > RAF Patrols attack NF's in Recovery boxes. > Move NF from Recovery to Rearm & Refuel (unless diverting = remove from play). > Move NF's from Closed Airfield to Rearm & Refuel. |
| 14 | BOMBING: Submit VRM Request 5 . Conduct MF bombing where indicated, then remove Resolve Bombing marker. > Gardening raid reaches its target hex: place Mine markers in the hex. > Mosquito raid reaches target: score Mosquito bombing and remove Bomb Drop marker. |
| 15 | END OF TURN. Flip Bomb Drop markers to Resolve Bombing. Advance the Game Turn marker one space. If the new space contains a Patrol counter, place the counter in the Patrol Pool box. |
| WHEN THE GAME IS OVER > Main Force and Decoy raids check for losses. > Confirm Mosquito losses. > Recover any NF still on the map. | |
| Note: Use VRM Requests 6 and 7 only when necessary to keep the game moving, such as assigning combat losses to raids, or upon successful NF infiltration. Reveal only the minimum necessary information during play. | |
| NF = nightfighter, MF = main force raid TE = twin engine, SE = single engine WB = Wild Boar, TB = Tame Boar, RTB = returned to base | |