



DUEL in the DARK



British 3.7-Inch QF

Expansion for the game "Duel in the Dark"

Author: Friedemann de Pedro • Game Instructions: Michael Koczarski • German translation: Spillte Aminzadeh & Bruce Whithill ("Word for Word") • Art Direction: Friedemann de Pedro • 3D Design: Andreas Höpfer • © 2007 by Pilot Games • Hahweg 26, 22769 Hamburg, Germany • For questions or suggestions, please contact: info@pilotgames.de. For more information, visit our internet sites at: www.duelinthedark.com • www.pilotgames.de. This expansion contains small parts that can be swallowed. Not suitable for children under three years! Made in Germany

British 3.7-Inch QF Anti-Aircraft gun

British air defenses remained strong following the Battle of Britain. The RAF, understanding the importance of guarding the bomber airfields, ensured they were heavily protected with anti-aircraft guns.

Shell splinters from the AA gun damage German fighters by reducing their fuel line by one for each hit. An AA gun can only hit one fighter in its hex but multiple AA guns can hit the same or other fighters.

Examples: 3 AA guns can hit three fighters, or two can hit one fighter and another hit a second fighter or all three hit one fighter. If one fighter does get hit by three AA guns, 3 fuel lines will be lost.

The AA gun(s) may be placed on the board before the British player places his planes. For every British AA gun deployed, the German player may immediately place an additional TWO ground defense resource markers.



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