

BATTLE OVER BRITAIN GAME REVIEW -- Hans Korting, SPEL magazine Dec. 2017
(translated into English from the Dutch review)

Time capsule

Gary Graber has decided to renew the series. This implies: improved and more comprehensive rules, new modules and the possibility to combine a number of modules.

Battle over Britain Second Edition

And that's how you find it Battle over Britain not only now the basic game, but makes the solitaire module part of the rule book and there are extra optional rules added. A new module, Bomber Command, has been added, leaving there now bombers with a multi-headed manning take part in the fight. Later this year coming Tally Ho!, the reissue of the three others modules. Being in development Coastal Command and Battle over Europe. In short: a new take-off for the game system.

The Game

The game comes in a small ziplock and contains one rule book of forty pages. The text lines are but about twenty pages. The remaining space is taken by examples, designer notes and tips. Minden Games has decided it play both directly via the own website and via Sell Amazon. With this the buyer can save on the shipping costs. If you buy it at Minden Games, you also get the physical components to it. If you buy it from Amazon, it will not be included. But the counters, tables and required display are part of the rule book and you can get that out of there. Since that is on plain paper, you will then have to do some work yourself.

The counters (about 1.5 x 1.5 cm), tables and the Dogfight display (21.5 x 14 cm) are made of sturdy cardboard. You can still count the counters to mount a surface, but I do not think that is necessary. This is neat and the rules are clearly written. If you take the example from it rulebook, it quickly becomes clear how the system works.

Bandits, 9 o'clock high !!!

To play the game, place the Dogfight display on the table. Since this one not big, the game has only small space needed. You could even decide not to use it. You can also play the game through determine the relative position of the aircraft with playing cards (see further). What you need is a six-sided die (D6) and a suit playing cards. It is useful a pen or pencil and a piece of paper at the hand to record damage. So the game can easily go with it in the suitcase during a vacation. The Dogfight display is divided into boxes (11 x 4), which are on the top of left to right from ten to two, with Ace and Court cards. From top to bottom, from high to low, it runs from spades, hearts, clubs to diamonds, so the symbols of the playing cards.

The values on the aircraft counters are read in Z form. These values are: speed, agility, regular firepower (sometimes underneath the firepower rating, there is another rating if there is a gunner is present), performance and damage. Also the nationality, type of designation and an ID number on the counter. After the players have each picked out an airplane, the playing cards are shuffled and given every player a number of cards equal to the speed of their plane. A game turn consists of three phases: Determine advantage, complete fire and hand. In the first phase, one of the players is looked at the advantage. In an air fight delivers height often an advantage. You can then go down dive and thus make speed, and then climb up again to attack again - or to make you leave quickly. Does not have any of the players an advantage, then they look at their card hand and lay one card inverted on the table. Then they turn it around and see where the counter is placed on the display. Example: a kicking is ten better than a five and that is better than a club two. With his plane the highest in position, both row and number, it has benefit. If one of the players has the advantage, then the other player to put his chosen card open on the table. The player with the advantage can then decide which card he is using. The player without benefit can also try to get away by playing a farmer, wife or gentleman (i.e, court cards). If the advantaged player also plays a farmer, wife or gentleman, then he retains

he has the advantage. If he does not, he loses the benefit. It is also possible to announce 'yanking the stick'. The player may have a number of cards (maximum equal to maneuverability) discard and pick up new cards.

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Only the aircraft that has the advantage may fire. First they look at the so-called resolution number. That is the difference between the position of both aircraft. This must be positive. Take the earlier example from kicking ten against five hearts. Then the resolution number is five, which corresponds to one of the columns on the Fire Combat Table. A dice throw on this table will then show the number of hits that is scored. If there is an asterisk behind this number, then there is talk of a Critical Hit. A new dice throw is then determined where it consists. It may be that for example the value for the speed is reduced, after which the player gets a card less, but it may also be that the plane is destroyed.

Each plane has five so-called bursts to fire. So you can fire five times. If there is a gunner, it also has five bursts. Is there fired, then we go to the third stage and can the players complete their card hand.

Optional rules, campaign, solitary and role-playing to add more variety, various rules can be added, for example, for aircraft equipped with 20-mm guns, a longer one fire blast that costs more bursts or the possibility to 'get out of the sun'. In front of both a Battle over Britain campaign and a solo game are available. You can also 'assemble' a pilot by drawing five cards for himself, so that you have a new type of pilot with every pot.

Bomber Command

The module Bomber Command adds the heavy boys. Think of the Lancaster, Wellington, Mitchell and the He-111. The additional rules are about two pages long. Two example scenarios for the bombers are given and extra rules for hunting-aircraft equipped with 20 and 30 mm guns.

In short: a very nice addition.

Dutch planes

As long as supplies last, are two separate sets with extra counters available: these are assigned to a statement added. From this make the Fokker D.XXI and Curtiss-Wright CW-21B part from. Both types have been used by the Dutch Air Force. Of course luck plays through the cards and dice a role, but there enough decisions remain. Enough variation! The game plays best fast and is very transportable. Fun game, with more on the horizon.

Ratings

Author: Gary Graber

Publisher: Minden Games

Number of players: 1-2

Playing time: 30 + minutes

Price: \$ 30

BGG score: 7.8 (13)

Short and powerful: Fun game, fast play, lots of expansions

Text

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