

# Battle over Britain

*Tactical Air Combat Game, RAF vs Luftwaffe, 1940*

Second Edition

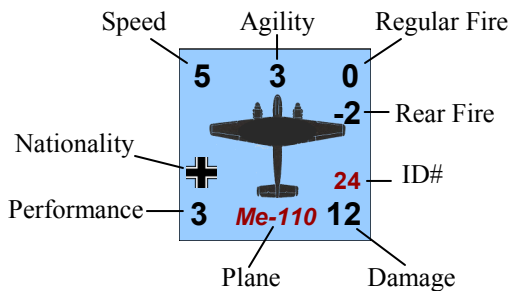


Gary Graber



*Battle over Britain is the first in a series of World War II air combat games published by Minden Games.*

### Key to Plane Ratings



Battle over Britain: Tactical Air Combat Game, RAF vs Luftwaffe, 1940, 2nd ed.  
(Vol. 1 of the *Battle over Britain* series)

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## HOW TO USE THIS BOOK

This book provides rules and components for a WW2 air combat game of strategy between British and German fighter planes.

To begin, read through the standard game rules (pages 5-11). This explains how the game is played. Then, construct the game components (see page 24). You can then start your first game, or follow along with the extended example of play starting on page 19 to get a feel for how the game works.

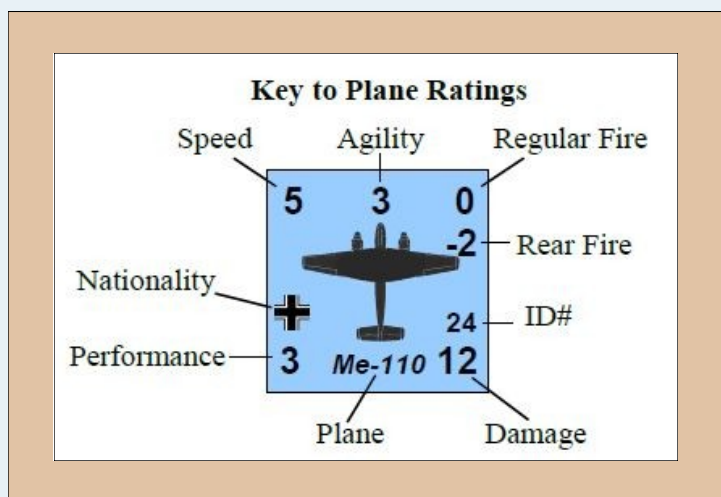
After getting used to the system, you may incorporate the advanced and optional rules on pages 11-14, play various scenarios or the campaign game, or incorporate the additional warplanes included (see page 37). Solitaire guidelines are provided on page 15, enabling you to play on your own.

## WHAT'S NEW IN THE SECOND EDITION

The core *Battle over Britain* game system remains unchanged in this edition. Game components are included within these pages. Two new optional rules have been included: (1) *Short Burst Option*, and (2) *20mm Cannon Bonus*. These options may be used with this game and any other in the *Battle over Britain* series.

In addition to the standard warplane counters (ID #11-26), several additional warplanes have been included in this edition, along with some special rules concerning their use. These planes (ID #110-125) will allow gamers to play design-your-own scenarios between British and German fighters occurring after the Battle of Britain, to the end of 1942. See pages 37 for details.

Visit the Minden Games website ([minden\\_games.homestead.com](http://minden_games.homestead.com)) for information about other games in this series. A brief description of all the titles in the *Battle over Britain* series is provided on page 36.



# Battle over Britain

## World War II Air Combat Game

### Instructions

*Battle over Britain*, 2nd ed. is a two-player (with solitaire option) strategy game of World War II air combat, based upon single plane-vs-plane dogfights occurring in the English skies during the Battle of Britain in 1940. Gamers fly historical British and German warplanes in fast and furious dogfights, fighting for control of the sky on a *Dogfight Display*, using aircraft counters that are maneuvered into position by playing cards.

The key to winning is having positional *Advantage* over your opponent during play. Each plane is authentically rated in a variety of categories. The object of the game is to shoot down the enemy. Each turn, players will play cards from their hand to establish Advantage and good firing position to accomplish that.

*Battle over Britain* is a simple game of strategy that provides an ideal two-player contest, and is suitable for solitaire play. The standard rules describe the two-player version; “campaign” scenarios are given in section XIV, and solitaire rules are provided in section XV. Carefully read through the rules, and then set up and follow along with the Sample Game (page 19), to ease yourself into play.

#### I. COMPONENTS

The game components for *Battle over Britain* must be assembled before play. They include airplane counters, a *Dogfight Display*, and a Reference Card. Players will also need a standard deck of 52 playing cards, and one six-sided die. See page 24 and following for game components. You will use airplane counters #11-26 in the standard game.

*Playing Cards*: The playing cards determine each plane’s altitude, and fire position, relative to the enemy plane, on the *Dogfight Display*. The *suit* of a card determines a plane’s relative *altitude*. The *value* of a card determines its relative *firing position*.

*Dogfight Display*: Each turn, each player plays a card from his hand, and places his plane counter on the corresponding square of the Display. Cards are always played or discarded face up. For example, if you play a 9 Clubs, you would cross-index the “9” column with the “Clubs” row, and place your plane counter in that square.

*Altitude (suit)*: Spades is the highest relative altitude in the game, followed by Hearts (2nd highest), Clubs (3rd highest), and Diamonds (lowest altitude).

*Firing Position (value)*: The higher a card’s value, the better its firing position. An Ace has a value of one, two has a value of two, all the way up to a ten having a value of 10. Court cards (Jacks, Queens, Kings), also called face cards, have a value of zero.

*Die Roll Modifiers (drm)*: Unless specified, when a roll is modified higher than 6, use the 6 result. When modified lower than 1, treat result as “0”.

*Airplane Counters*: Each plane has five ratings (see key, opposite page). Its *Speed* (also called *Hand Capacity* in the rules) is noted in the upper left of its counter. Its *Agility* rating (A-rating) is in the middle top of the counter. Its *Fire Modifier* (FM) rating is in the upper right corner (if a plane has two FM ratings, the top one is for regular fire, and bottom one for Rear Fire). Its *Performance* rating (P-rating) is in the lower left. Its *Durability* rating (D-rating) is in the lower right corner. The type of plane is noted on the