

Battle over Britain

Tactical Air Combat Game, RAF vs Luftwaffe, 1940

Second Edition

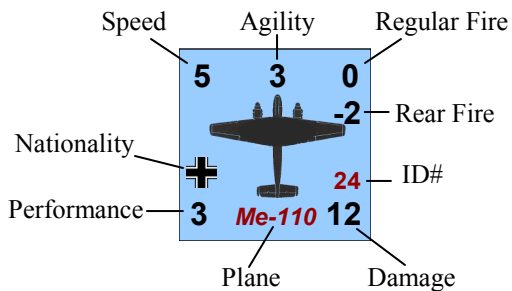


Gary Graber



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)

Author: Gary Graber

© 2017 Minden Games

Printed by CreateSpace, an Amazon.com company.

ISBN 9-781542-756785

TABLE OF CONTENTS

How to Use this Book	4
What's New in the Second Edition	4
Standard Game Rules	5
Advanced Rules	11
Optional Rules ...	13
Scenarios	14
Solitaire Rules	15
Designer's Notes	18
Sample Game	19
Description of Aircraft Represented in the Game	21
Campaign Game Log Sheet	22
Description of Additional Aircraft	23
Constructing Components	24
Game Components	25
<i>Battle over Britain</i> Game Series	36
Additional Airplanes in this Edition	37
Special Rules for Additional Aircraft	37
Historical & Game Notes	38
Credits	40

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.

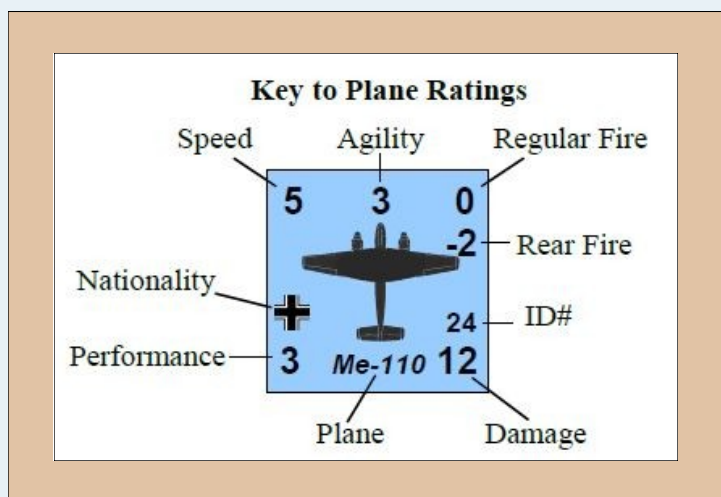
After getting used to the system, you may incorporate the advanced and optional rules on pages 11-14, play various scenarios or the campaign game, or incorporate the additional warplanes included (see page 37). Solitaire guidelines are provided on page 15, enabling you to play on your own.

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) 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).

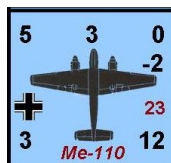
Firing Position (value): The higher a card’s value, the better its firing position. An Ace has a value of one, two has a value of two, all the way up to a ten having a value of 10. Court cards (Jacks, Queens, Kings), also called face cards, have a value of zero.

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

SAMPLE GAME

The following extended example illustrates various mechanics of a two-player *Battle over Britain* standard game, not necessarily good tactics. *Planes*: Spitfire (British) vs. Me-110 (German). The deck is shuffled, and since each plane has a Speed rating of 5, the Spitfire gets dealt 5 cards, and the Me-110 gets dealt 5 cards.



TURN 1: *No Advantage*

Phase 1a: Both sides play a card face down; cards are simultaneously revealed. Spitfire played a 10 Clubs, and Me-110 played a Jack Hearts, so the Me-110 has Advantage. **Phase 2:** No fire possible (resolution number (R#) is not positive). **Phase 3:** Each plane draws a replacement card from the draw deck.

TURN 2: *Me-110 has Advantage*

Phase 1b: Spitfire plays 2 Diamonds face up, and declares a break attempt (since it has a PrD of +2). Me-110 plays a Jack Spades in response, so the break is unsuccessful, and Me-110 retains Advantage. **Phase 2:** Skipped. **Phase 3:** Each plane draws a replacement card.

TURN 3: *Me-110 has Advantage*

Phase 1b: Spitfire plays 3 Spades face up; Me-110 replies with Ace Clubs. Spitfire has Advantage. **Phase 2:** R# is 2; Spitfire declines to fire. **Phase 3:** Each plane draws a replacement card.

TURN 4: *Spitfire has Advantage*

Phase 1b: Me-110 plays Queen Hearts face up, so break off attempt occurs. Spitfire replies with 5 Clubs, so break off successful, and neither plane has Advantage. **Phase 2:** Skipped. **Phase 3:** Each plane draws a replacement card.

TURN 5: *No Advantage*

Phase 1a: Both sides play a card face down. Before revealing them, Me-110 declares “yanking the stick”, and takes back the card he laid down. He discards three cards of his choice from his hand of 5 (the limit for him, given his A-rating of 3), retaining the other two cards. He then draws the top card from the draw deck, which becomes his “played card” this turn. Both cards are now revealed, showing Spitfire played a 8 Clubs, and the Me-110 card a 3 Diamonds, so Spitfire has Advantage. **Phase 2:** R# is 5, and Spitfire fires a burst. It rolls a 1 on the 5 row of the *FCT*, so the Me-110 takes two hits. The Spitfire now has four bursts of ammo left. **Phase 3:** Spitfire draws one replacement card; the Me-110 draws three (since it got rid of three cards via yanking the stick earlier this turn), bringing its hand back up to its capacity of five.

TURN 6: *Spitfire has Advantage*

Phase 1b: Me-110 plays 9 Diamonds face up, then Spitfire plays 6 Clubs, so Spitfire has Advantage. **Phase 2:** Spitfire cannot fire because its R# is -3. The R# for the disadvantaged Me-110 is +3, so it can *Rear Fire*. It rolls a 4 on the 3 row of the *FCT*, modified -2 because of the rear gun fire modifier, for final result of 2. Spitfire gets one hit, and Me-110's rear guns have four bursts left. **Phase 3:** Each plane draws a replacement card.

CONSTRUCTING COMPONENTS

Game components are provided on page 25 and following. These consist of three items: *Reference Card* (page 25), *Dogfight Display* (pages 27 and 29), and *Airplane Counters* (pages 31 and 33). You may construct the components in one of two ways.

Scan and Cut Method: You may scan each of these pages, print off the scan on paper (or cardstock), and cut apart the pieces. This method allows you to produce the components without tearing out any pages of the book.

Tear-out and Cut Method: You may tear out the pages of the components, mount them on cardstock, and then cut the pieces apart. Two identical sets of components are provided in this book, so that you will have an extra set still contained within the book's pages.

Alternatively, you may purchase these components directly from Minden. These are printed on heavy card; airplane must be cut apart prior to play. Visit the Minden website for details.

Note that for the standard game covering the Battle of Britain, you will be using plane counters #11-26. The other counters are provided for design-your-own scenarios occurring in 1941-1942.

Whatever construction method you choose, the key ingredient is to have fun. With a little practice, you can create colorful components which will allow you to enjoy the game.

Those purchasing this book via Amazon may order separate game components directly from Minden.

— See *Bomber Command*, on page 36.