

## BATTLE OF BRITAIN - Umpires Notes

“What General Weygand called the Battle of France is over. I expect the Battle of Britain is about to begin”. Churchill 18.6.40.

### Starting Airfields for Squadrons:

32	Biggin Hill	54	Hornchurch	64	Kenley	74	Manston
85	Kenley	203	Tangmere	253	Kenley	501	Hawkinge
602	Tangmere	603	Biggin Hill	610	Biggin Hill	653	Hornchurch

### Game Sequence

1. **Three raids are put on the plotting table** over France (details facing the controller if RDF working, otherwise facing away).
2. **The controller makes the hand of “Angels” Cards up to five.** Cards may be discarded or played at any appropriate time except after the Tally Ho! or Bomben auf Engelland dice are rolled.
3. **The controller scrambles fighters at stand-by and detail the squadrons to raids or to patrol,** preferably using the appropriate code words.

### 4. Tally Ho!

When a raid has been intercepted the umpire calls “Tally Ho!”, and gives the player a chance to play cards before rolling the Tally Ho! dice (1D6 per squadron):

- If the total plus modifiers exceeds the raid strength divided by 10 the enemy is turned back (removed from play).
- If the total plus modifiers is less than the raid strength divided by 10 an RAF squadron is non-operational
- If the total is equal to or less than the raid strength divided by 10 the bandits carry on.
- The total is kills.

After combat fighters are bingo fuel, and pancake at nearest airfield unless the controller orders them to land somewhere else.

### 5. Bomben auf Engelland

When a raid passes over a target the umpire will roll dice to see if it drops bombs:

- RDF stations (5 or 6 on D6),
- Airfields (3, 4, 5 or 6 on D6). If the bombs are not dropped “Looks like London again, Sir”.
- London (anything left).

The umpire throws 1D6 for each 10 raiders, a 5 or 6 is a hit (unless an AA or balloon command card is played, when a 6 is required).  
If hit:

- RDF (Chain Home or Chain Home Low) station - the station bombed is out of action until repaired.
- Airfield is not operational - planes are stuck until repaired. Squadrons at readiness or standby may attempt to take off, roll 1D6, a 6 and the squadron is non-operational, otherwise it is in action next move.
- London - WE CAN TAKE IT!

6. **The Germans are moved one node,** then they go to phase 3 (British move) and repeat the sequence, until all raids are intercepted or Germans have dropped bombs and flown home

7. **Fighter squadrons move up the Tote Board.**

### 8. Repair phase

RDF Stations and airfields may be repaired by an angel card or by rolling 5 or 6.  
Squadrons may only be made operational by the appropriate angel cards.

9. **Turn a page of the turn counter**

**After four turns the game is over - award the player a medal**

**“Never in the field of human conflict was so much  
owed by so many to so few”.**

**Churchill 20.8.40**

### Information:

WD Website -

<http://www.wargamedevelopments.org>. or  
<http://www.brazen.demon.co.uk/wd.html>.

MAPSYMBS can be downloaded from:

<http://ourworld.compuserve.com/homepages/TomMouat>

Kleiner Panzerbefehlswagen  
Kriegspiel

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