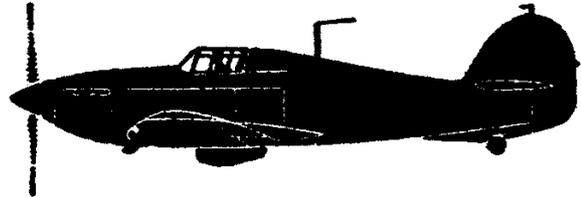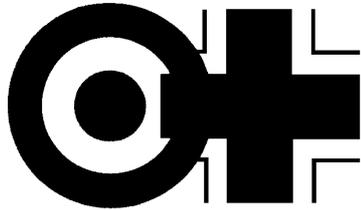# Wargame Developments Display Team (North)
presents
The Battle of Britain

"... the Battle of Britain is about to begin."

Churchill

You are a duty controller, 11 Group, it is the summer of 1940. Your aim is the DESTRUCTION OF ENEMY BOMBERS (Fighter Command Tactical Memorandum Number 8, June 1940).

Now clearly 11 Group, covering London and the South East, will bear the brunt of the battle. 12 Group is our second line of defence and covers the industrial Midlands, while 13 Group covers Scotland and the North and 10 Group the West of England.

Information from the RDF chain goes to Fighter Command HQ at Stanmore, and is passed to Group at Uxbridge, which also gets sightings from the Observer Corps. Group controllers scramble the necessary squadrons and sector controllers guide our chaps to the interception. It has been tried and tested. It works. So don't blame the system if you're no good.

The player (= controller) **does not** move pieces on the plotting table - this is done by WAAF plotters, failing which the umpire will do it.

The governing principle is that a sufficient strength of Fighters must be assembled at the required height over a given place where it can intercept the oncoming enemy raid and break it up before it can reach its objective.

There is general agreement that the principle of employing Standing Patrols is impracticable owing to its wastefulness. To keep a sufficient strength of Fighters always in the air to guard our shores from any attack would be beyond the powers of the biggest Air Force imaginable. The Fighter Force is therefore kept on the ground in the interests of economy of effort, and only ordered off the ground when raids appear to be imminent.

Code Words
Hostile   an enemy raid - identified on

the plotting table by a card showing "H" followed by the raid number, the strength and the height in feet

Vector   direction to fly in degrees

Angels   height in 1,000 feet. The RAF should attack from above the Germans, but if the difference in height is too great (say 5,000 feet) the raid will get away. Fighters sometimes get too high because sector controllers and squadron commanders add to the angels indicated by RDF to ensure that the fighters are above any German fighters covering the bombers.

Bandits   hostile aircraft (used in R/T procedure)

Tally Ho! about to attack

Buster   full throttle

Bogey   unidentified aircraft, shown on the plotting table by the letter "X"

Pancake   emergency landing

The "plotting table" is marked with the 11 Group area and shows the adjoining groups. There are RDF (= radar) stations at Ventnor, Rye and Dover. A red counter on the plotting table shows that the RDF station is operational. The airfields are:

♦ Tangmere - base of 203 and 602 squadrons,
♦ Kenley - base of 64, 85 and 253 squadrons
♦ Biggin Hill - base of 32, 603 and 610 squadrons
♦ Hawkinge - base of 501 squadron
♦ Manston - base of 74 squadron
♦ Hornchurch - base of 54 and 653 squadrons
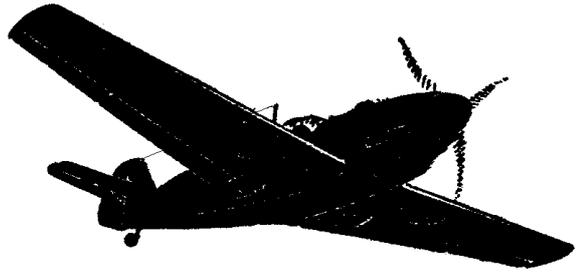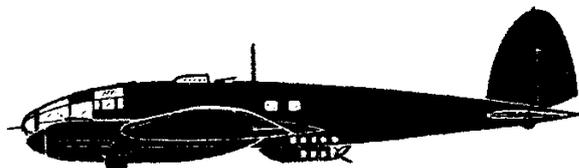
A green counter on the plotting table shows that the airfield is operational.

Game Rules

1. Three raids are put on the plotting table over France.

2. The controller makes the hand of "Angels" Cards up to five. Cards may be played at any appropriate time except after the Tally Ho! or Bomben auf Engelland dice are rolled. Cards may be discarded.

3. The controller scrambles fighters at "stand-by" and details the squadrons to raids or to patrol, preferably using the appropriate code words, for example:

   "43 squadron scramble" or *"Put up 222 and 653 squadrons to intercept hostile 36"* (the umpire will take the marker(s) off the Tote Board and put it on the Plotting Table).

   "43 squadron intercept hostile two one, angels one five, vector one two zero" or, more informally *"43 Squadron, I have some trade for you over Maidstone, twenty plus bandits at angels two zero heading west"*. (The umpire will move the marker one node towards hostile two one, the angels should be the same as or a bit above the height of the raid, the vector is a three digit angle, south is one eight zero or one eight oh, the vector need only be approximate).
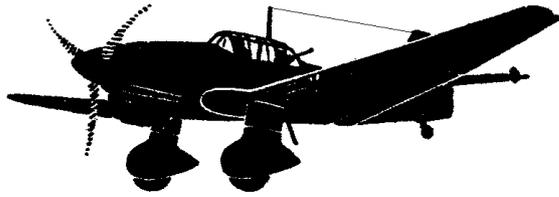
"43 squadron, patrol Dover, angels one five". (The umpire will move the marker one node towards Dover).

Squadrons return to their bases if ordered to land after a dog fight or at the end of a turn.

"43 Squadron vector 135 and return to base" (The umpire will move the marker back to "available" on the tote board).

4. Tally Ho!

When a raid has been intercepted the umpire calls "Tally Ho!". 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 the 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 will throw 1D6 for each 10

raiders, a 5 or 6 is a hit (unless an AA or balloon command card is played before the dice are rolled, when a 6 is required).

If hit:

♦ RDF station is out of action until repaired - hostiles are placed on the plotting table face down until they cross the English coast, when the Observer Corps can report them.
♦ Airfield is not operational - aircraft may not take off or land until repaired. Squadrons at readiness or standby may attempt to take off as the bombs fall - roll 1D6, a 6 and the squadron is non-operational, otherwise it is in action next move.
♦ London - LONDON CAN TAKE IT!

Having dropped bombs the raid will turn and return to France.

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

7. Fighter squadrons move one state of readiness up the Tote Board.
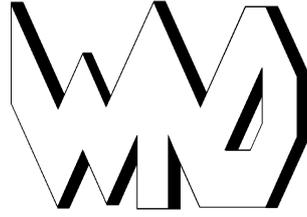
8. Repair phase:
   ♦ RDF Stations and airfields may be repaired by an angel card **or** by rolling 5 or 6.
   ♦ Squadrons may only be made operational by the appropriate angel cards.

After four turns the game is over

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

Churchill

Wargame Developments

WD was founded with four general aims:-

1. To put non-mainstream wargamers in touch with each other, and to encourage them to play "cultural" games (that is, games in which the action is consistent with the practice and character of the period in which they are set).
2. To offer mainstream wargamers (who use rigid commercial rules with equal point armies and woolly notions of period) the "cultural" alternative, which they may have been looking for without realizing it.
3. To encourage thought and discussion about the hobby as a whole, and how it is developing.
4. To push back the frontiers of the hobby, by finding ways to improve the games themselves ("better realism plus better playability").

WD is a loose association of individualists dedicated to the continued development of non-commercial wargames of any type whatsoever. Our diversity is our strength. We don't want to impose our ideas on anyone, or establish a rigid line on rules or game formats. Wargames are a recreation - we want to see people doing their own thing, and that means encouraging them to see that "do it yourself" wargames can be every bit as good as "ready made", and a lot more fun into the bargain.

WD runs an annual Designing Military Conflict Simulations course (which has replaced the Conference of Wargamers), a residential weekend where up to 60 wargamers play and discuss all forms of wargames. The *WD Handbook*, back numbers of the *Nugget* (the journal of WD) and copies of *W.D. Software* are available from the WD stand while stocks last.

The annual subscription is £16.00, for which members receive nine copies of the *Nugget*. You can join at the WD stand, or send a cheque or postal order to Wargame Developments, 84 Eglinton Hill, Shooters Hill, Plumstead, London, SE18 3DY.

Wargame Developments - we make our own rules.