

Tiny Battle of Britain Rules.

Introduction.

You are in command of the British Royal Air Force (RAF) during the Battle of Britain in World War 2, defending Britain from the raids of the German Luftwaffe. To succeed you must inflict heavy losses in order to drive off the enemy, while defending key strategic infrastructure and conserving your own forces.

Goal of the Game.

In order to win you must survive four waves of attacks from the Luftwaffe. If none of the loss conditions have been met by the time the final wave is complete, then you have won.

You will lose immediately if any of the following loss conditions are true:

1. The RAF ever has zero planes (die pips), or
2. The Airfields location has been destroyed, or
3. Any two locations have been destroyed

Components.

One card which acts as the board

21 D6 as follows:

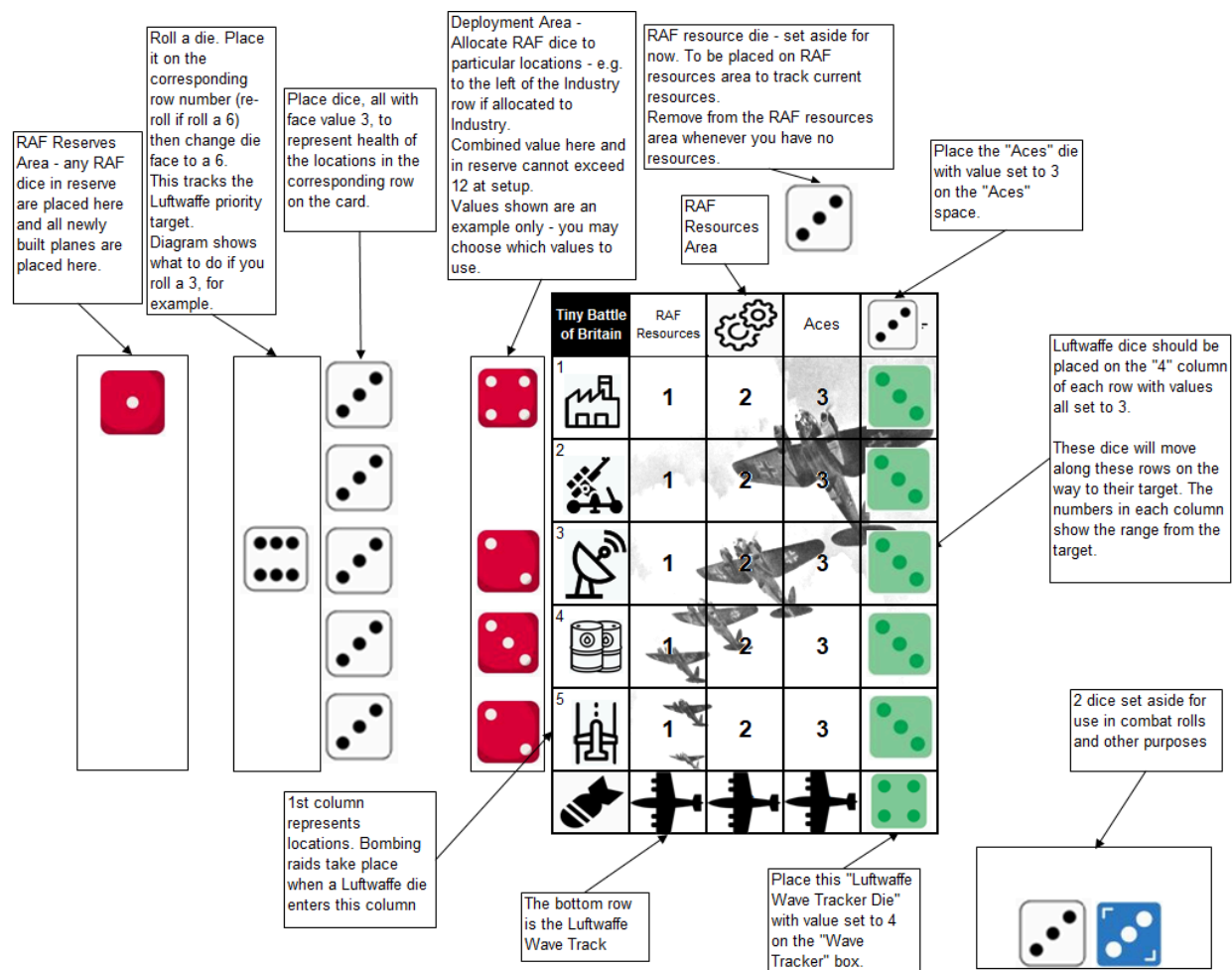
- 5 red dice for the RAF
- 6 Green dice for the Luftwaffe
- 8 White dice to show health of locations, Luftwaffe priority target, track RAF resources and supply of Aces.
- 2 dice for combat and other purposes, ideally in different colours.

Note that coloured dice are desirable but not strictly necessary. If you do not have the stated colours, you should still be able to tell the dice apart from where they are placed.

Setup.

Set up the game as shown in the setup diagram below.



Note that most of the values shown in the diagram are fixed but the red RAF die value are only examples:



Locations.

The locations all have different effects on gameplay, as described below. The white die against each row represents both the health of the location and the strength of its effect, where relevant.

	1. Industry: RAF resources are increased each round by the value indicated on this die, e.g. if the Industry die value is three, the RAF will gain three resources that round.
	2. Anti-Air: If the value of a Luftwaffe die conducting a bombing raid is less than the current value of the Anti-Air die, this reduces the chances of some of the damage being inflicted - see notes on phase five for details.
	3. Early Warning Systems: When rolling for Luftwaffe reinforcement effects each round, if the result would apply to a Luftwaffe die on a column number less than the value of the Early Warning Systems die, then the reinforcement has no effect - e.g. if this die is at value three and a reinforcement effect would affect a Luftwaffe die in column two, then that reinforcement does not apply.

	<p>4. Fuel Dumps: The range at which RAF dice can attack Luftwaffe dice is determined by the value on the Fuel Dumps die. E.g. if this die is at value three, the RAF can attack Luftwaffe dice in columns one to three, but not four.</p>
	<p>5. Airfields: This has no effect, but losing this location is one of the loss conditions. If this location is destroyed, the player loses.</p>

Flow of Play.

Each round consists of the following phases:

1. Gain resources based on the value of the Industry die
2. Spend available resources, if desired
3. Use three actions to move and/or attack with RAF dice
4. Apply Luftwaffe reinforcement effects
5. Move Luftwaffe dice and resolve any bombing raids
6. Check for loss/victory
7. Clean up

Breakdown of each phase:

1. Gain resources based on the value of the Industry die.

Increase your resource die by an amount equal to the value on the face of the industry die. This may not exceed six - any resources above six are lost.

Note that you start the game with no resources, and will gain three in phase two of your first round, so you will always have three resources available to spend on your first round.

2. Spend available resources, if desired.

Resources may be spent to improve a location die, build more planes, or train Aces.

To improve a location die, increase one of the location dice by one, and pay resources equal to the value that the die has been increased to. For example, increasing a die from three to four would cost four resources. You may do this more than once per round if you can afford it, but you must pay for each level separately - so increasing a die from one to three in the same round would cost a total of five resources - two to increase it to two, then three more to increase it to three.

Building a plane costs two resources. The new plane is placed in the RAF Reserve Area. You can only build more planes if you have an RAF die that can be placed in the RAF Reserve Area (e.g. because you have left a die there, or if you have some out of play). This means that if all five RAF die are currently assigned to a location, then you cannot build more planes during that round.

Training an Ace costs one resource and allows you to increase the value on the “Aces” die by one. However, you must have at least one plane (die pip) in the Reserves area in order to do this. The value on the “Aces” die may never be raised higher than six.

You may spend resources on the options above as many times as you can afford each round – e.g. you could build three planes in the same round if you had six resources.

3. Use three actions to move and/or attack with RAF dice.

You always have three actions to spend on movement and attacks each round.

RAF dice pips may be moved from one location to any other at the cost of one action. The location that you move it to does not need to be adjacent to the starting location. A move may also be made from the RAF Reserves Area to the main board or vice versa.

This movement moves a pip, not a die. A die may be split where enough red RAF dice are available to do so – e.g. if you have three pips in one row and wish to move one to another row that has none, you may change the die to show a two and place another RAF die in the new row with the value set to one.

Attacking a Luftwaffe die costs one action. An RAF die may only attack a Luftwaffe die which is in the same row as the attacking RAF die and within range, with range determined by the value on the Fuel Dumps die. For example, if the Fuel Dumps die has a value of three, then you may attack a Luftwaffe die in columns one to three, but not column four.

The following procedure applies when attacking:

- a) Roll 1D6 to determine whether the RAF die loses a pip.
- b) Spend one or more “Aces” to modify the result if desired, and reduce the value on the Aces die accordingly. Each “Aces” pip spent increases the result by one.
- c) Reduce RAF die by one pip if the final result fails to avoid a loss (see table below).
- d) Reduce the Luftwaffe die by one pip. Note that the Luftwaffe die always loses one pip as a result of combat.

Consult the following table to determine the die roll required to avoid the RAF die losing a pip:

Scenario	Value Required to Avoid Loss
RAF die value is less than Luftwaffe die value before the attack	5+
RAF die value is equal to the Luftwaffe die value before the attack	4+
RAF die value is greater than Luftwaffe die value before the attack	3+

If an RAF die is reduced to zero pips, move it out of play – above the card for example, so that it is not mistaken for RAF Reserves.

If a Luftwaffe die is reduced to zero pips, remove it and sit it to the right of the card, against the same row.

4. Apply Luftwaffe reinforcement effects

Roll 2D6, one for the row number and one for the effect. If these dice are visibly different, you could select one for the row number and one for the effect and roll them both together.

For the row number, apply the effect to the row that matches the number on the die. Where a six is rolled, apply this effect to the Luftwaffe's priority target, which is the row with the D6 with value six next to it, as determined at setup.

The effect of the second die is as follows:

- Even number – add one pip to the die in this row.
- Odd number – immediately move the Luftwaffe die in this row one space to the left.

Note that the RAF early warning system die effect may prevent reinforcements from being applied. If the reinforcement would apply to a Luftwaffe die on a column number less than the value of the Early Warning Systems die, then the reinforcement has no effect.

5. Move Luftwaffe dice and resolve any bombing raids.

Move all Luftwaffe dice one space to the left (even those that moved due to reinforcement effects, meaning that they move two spaces this round). If this means that they move onto a location, then a bombing raid occurs.

If a Luftwaffe die moves onto a location that has already been destroyed, it will conduct a bombing raid on another randomly determined location. Roll 1D6 and resolve the raid on the indicated location, re-rolling any results that match the location that has already been destroyed.

Bombing raids apply damage to the location die as follows:

Scenario	What to do
Uncontested raid	Two guaranteed damage
Partially Contested raid	One guaranteed damage and one damage determined by die roll
Contested raid	Two damage determined by dice rolls

For each point of damage inflicted, reduce the value on the location die by one.

A raid is a "Contested raid" if:

- The Anti Air die value is greater than the value on the Luftwaffe die carrying out the raid, AND
- An RAF die is assigned to the location which is subject to the raid, AND you choose to use it to disrupt the raid
 - If you choose to disrupt the raid, carry out a normal attack on the Luftwaffe die using the process described in phase four. This takes place after the bombing raid and is considered to be at range zero.

If only one of the above conditions applies, then the raid is “Partially Contested”.

Where a raid is contested or partially contested, roll the number of dice indicated. If the results are less than or equal to the Luftwaffe die value, then it is a success and damage is applied. If it is higher then this damage is not applied.

If a location die is reduced to zero pips, remove it from play for the rest of the game. It cannot be restored. If the destroyed location was the Luftwaffe priority target and the RAF has not yet lost, roll to determine a new priority target.

Bombing raid example:

- A Luftwaffe die with strength three conducts a bombing raid.
- The current Anti Air die value is three, which is not higher than the Luftwaffe die value.
- The location has an RAF die assigned to it, and the player chooses to disrupt the raid.
- Only one of the conditions for a Contested Raid apply, meaning that the raid is Partially Contested.
- One point of damage is automatically inflicted because the Anti Air was unable to contest the raid.
- A die is rolled to determine whether the other point of damage is inflicted. A three is rolled, which is equal to or less than the value of the Luftwaffe die conducting the raid, so another point of damage is inflicted, for a total of two for this bombing raid.
- As the player chose to disrupt the raid, they must now conduct an attack on the Luftwaffe die.
- The player rolls to determine RAF losses. The RAF die has a strength of two, less than the Luftwaffe die, so needs to roll 5+ on 1D6 to avoid a loss. The player rolls a three. The player only has one Ace available so is unable to modify the result high enough to avoid the loss.
- The RAF die value is reduced by one, down from two to one.
- The Luftwaffe die is reduced by one, down from three to two (however it is not necessary to track this following a bombing raid as the die will simply be returned to column four at value three in the clean up phase anyway).

6. Check for loss.

Check whether any of the following apply – if so then the RAF has lost:

1. The RAF has zero planes (die pips), or
2. The Airfields location has been destroyed, or
3. Any two locations have been destroyed

7. Clean Up

If a Luftwaffe die completed a bombing raid this round (i.e. it is on one of the locations), move it back to the fourth column and set its value to three.

If a Luftwaffe die is sitting to the right of the card as a result of being removed due to losses, place it on the fourth column, in the same row that it was removed from, and set its value to three.

If the Luftwaffe Wave Tracker Die is sitting on the bomb icon, move it to the “Wave Tracker” box and reduce its value by one. However, if the Luftwaffe Wave Tracker Die is sitting on the bomb icon and is already at value one then the game is over. If none of the loss conditions (see “Goal of the Game”) have been met, then the RAF has achieved victory!

If the game has not ended yet, move on to the next round.

Alternative Rules:

If you wish to alter the difficulty, you could change some of the dice values at setup – e.g. give the RAF more planes or Aces at the start to reduce the difficulty.

If you win, you could record your score based on the total value of the location dice at the end of the game.

Acknowledgements:

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- Card Back image from <https://picryl.com/media/supermarine-spitfire-f-mk-xiis-of-4l-sqn-al4334>
- German Heinkel Bombers background image from <https://www.goodfreephotos.com/albums/historical-battles/world-war-ii/german-luftwaffe-heinkel-he-111-bombers-during-battle-of-britain-world-war-ii.jpg>