

OPTIONAL RULES:

4.1 In General (Add)

The capture/death of Churchill and political events may also result in VP.

4.2 City Hexes (Change)

All “German CP Cities” on the map (listed in rule 6.6) are worth two VP, except for Birmingham, which is worth three VP, and London, which is worth four VP. All other cities are worth just one VP if controlled by the Germans.

6.2 Move Commands (Change)

Move Commands cost one CP each, but are only necessary for Strategic Movement (per rule 12.6). An expenditure will activate one unit or one stack of units in the same hex for Strategic Movement that turn. All on-map units may otherwise move freely at no CP cost. A player must still expend one CP to bring a single off-map unit from its holding box onto the map. A moved unit may not attack during the player turn it moves.

6.3 Attack Commands (Change)

Attack Commands cost only one CP.

15.4 Churchill (Add)

If Churchill is slain/captured, the Germans are awarded two VP.

16.0 POLITICAL EVENTS TABLE - 1940

Roll one die (or draw a chit # marker) every fifth turn beginning with game turn 5 (September 20th), just before the British Turn. *If using chits, remember to put chit back in draw pile.* On a die roll of 1 through 5, no political event occurs. On a die roll of 6 through 10, roll again and refer to the political event listed below:

#1 - Mosley Interferes

British Pro-Fascist and Anti-War elements interfere in the war effort. Deduct one CP from the British for each of the next five turns, and no Strategic Movement is allowed for British/ Commonwealth units during those turns.

#2 - Partisans

British Home Guard and Guerilla Auxiliaries play havoc in German rear area. Deduct one CP from the Germans for each of the next five turns, and no Strategic Movement is allowed for German units during those turns.

#3 - Government Call of 'No Confidence'

Churchill's government falls from power. Remove Churchill's counter and award the German's one VP. No Attack Commands may be made by either side (*while both sides await a political outcome to the conflict*). During the Victory Turn Phase, roll one die: On a roll of 1 through 4, Britain surrenders and the game ends in a German Victory immediately; On a roll of 5 through 10, Britain's resolve to win hardens and the Germans immediately lose three VP. Modify this die roll by -2 if the Germans currently control London. This event may only occur once per game. Treat as No Effect if it happens again.

#4 - Hitler Vacillates

Hitler interferes or loses faith in the operation. Deduct one CP from the Germans, and no attacks may be made that turn. Immediately roll one die: On a roll of 1 or 2, Hitler orders a cancellation of Sea Lion (he begins recalling the invasion forces and/or negotiates a very favorable armistice with the British). The game ends immediately with a British Victory. Modify this die roll by +1 if the Germans currently control London. This event may only occur once per game. Treat as No Effect if it happens again.

#5 - Roosevelt Provides Aid

Churchill's desperate plea is answered generously by the 'Arsenal of Democracy' (i.e. the U.S.A). Five turns after this event occurs, the British are allowed to roll twice (instead of just once) on the CP Awards table (rule 6.8). The Germans lose one VP.

#6 - U-Boat/Luftwaffe Strikes!

A greater effort by the *Kriegsmarine* and/or *Luftwaffe* results in a fortunate strike against the British navy and/or Fighter Command. Any RAF/RN Surge is cancelled this week, while the Germans gain one VP.

#7 - Royal Navy/RAF success

The Royal Navy or Bomber Command succeeds in crippling/ sinking a German capital ship. The Germans lose one VP.

#8 - German Increased Commitment

The OKH (High Command) increases resources to Sea Lion. Germans may double all RP this turn, and gain one additional CP for each of the next five turns.

#9 - Interservice Squabbling

Command and Control breaks down in squabbling between *Kriegsmarine*, *Luftwaffe*, and *Army*. The Germans receive only one CP, and no Ground Attack Support Aircraft for a variable number of turns based on a die roll each turn. On the first turn CP penalty/air support is denied automatically. On the second turn a die roll of 1 through 3 results in normal air support/CP being restored. If not then, on the third turn a die roll of 1 through 6 restores everything. On the fourth turn, a die roll of 1 through 8 restores everything. Everything is automatically restored on the fifth turn. This event may only occur once per game. Treat as No Effect if it happens again.

#10 - Special Attacks succeed

German *Luftwaffe* and *Brandenburger* Commando strikes succeed in hampering British supplies. Germans may select any one hex with British defenders to be OOS. Any units in (or that subsequently enter said hex) are OOS for a variable number of turns based on a die roll each turn. On the first turn OOS status is automatic. On the second turn a die roll of 1 through 3 results in normal supply being restored. If not then, on the third turn a die roll of 1 through 6 restores everything. On the fourth turn, a die roll of 1 through 8 restores everything. Everything is automatically restored on the fifth turn.

1.1 OPERATION SEA LION: 1942 VARIANT

Following the failures to completely neutralize RAF's Fighter Command, and the subsequent attempt to break Britain's morale through the Blitz, Hitler turned his eye to other ventures. Most notably, his attention was drawn to eastern Europe and Russia. Sea Lion was postponed indefinitely.

Two events would conspire to prevent Hitler and his war machine from being swallowed up on the steppes of Russia. The first was his invasion timetable becoming disrupted by side campaigns in the Balkans against Yugoslavia and Greece. An unforgivable anti-Nazi coup in Yugoslavia forced him to divert important combat units to crush the country in less than a month. Meanwhile, British intervention in Greece had forced his hand and his intervention to aid his ally – Italy's from its Greek fiasco. This campaign went well, with the conquest of Greece and the complete rout of the British Expeditionary force sent there. Shortly thereafter, these forces which had retreated to the island of Crete, were crushed by a highly successful airborne night drop. This success was followed up later that Autumn, when German paratroopers seized both Malta and the Suez Canal, in conjunction with General Erich Von Manstein's Deutsches Afrika Korps. The stunning surprise success of these airborne attacks reinforced Hitler's and Goring's belief in the use of such forces. The Luftwaffe's airborne corps (Fallschirmjager) was greatly expanded as a result. This would have grave repercussions once Sea Lion was resumed.

The second event to alter the course of the war, was the first mass-bombing by the RAF's Bomber Command of Berlin by over 1,000 bombers. Despite the notorious inaccuracy of night raids by Bomber Command, this many bombers tore the heart out of Berlin, with a resulting fire storm. Hitler and the Nazi leadership were enraged, and they swore vengeance. Within two weeks, the entire 2nd Luftflotte was redirected from staging bases in Poland, and back to France. The Blitz immediately recommenced.

The third (and perhaps most important) event to influence the war was Hitler's June 5th consultation with his astrologer. This 'psychic' warned Hitler that if he began his attack on Russia this late in the year, he would suffer the fate of Napoleon – with enemies attacking him from both east and west. The Fuhrer came away convinced that Britain was too great an enemy to leave actively attacking him. Russia could wait until Great Britain was defeated once and for all.

Two campaigns were prepared for. In January, 1941, German and Italian forces would invade the Middle East from Syria and Egypt. It was hoped this would draw forces and resources away from the home islands, in order to protect this vital bastion of the Empire. Meanwhile, the Blitz would intensify, while two more air fleets and two large army groups (A & B – led by Von Runstedt and Rommel, respectively) would reassemble in France, Germany, and the Low Countries. Vast resources would be spent on preparing revolutionary tech-

niques in amphibious warfare, while Germany increased military production, and assembled vast supply reserves to support their coming invasion. Britain's cities, defenses, and Fighter Command were attacked with an intensity previously unseen. 'Remember Berlin' was stenciled on many a bomb dropped on London. Despite the devastation wrought on Britain's cities, British morale stiffened, and a powerful resolve to endure and win came about.

Unbeknownst to the Germans, the British were aware of German intentions thanks to ULTRA. They were not deceived into sending any large forces from Great Britain. The British instead gathered ANZAC and Indian forces to defend the oil fields of the Middle East.

Instead the British once again began preparing for an invasion as best they could. Mobilization of new forces, and a shoring up of defenses (despite the enemy bombings) continued unabated.

One event greatly aided the UK's cause. Following a devastating attack by Japan against Pearl Harbor, the U.S. had abandoned its neutral stance. Their war against Germany was somewhat postponed – thanks to Hitler's astrologer and his intransigence in declaring war on the U.S. Nevertheless, by March of 1942, following a U-Boat attack that sank the U.S.S. Indianapolis (with a great loss of life), while escorting a convoy to England, America – 'The Arsenal of Democracy' joined in the fight against Hitler.

Aware of the grave situation facing Great Britain, the U.S. dispatched a new expeditionary force to defend England from the Nazi menace. By early May, the I Corps, led by General Lloyd Fredendall sailed to the besieged islands. Abandoning the use of cadres in pre-war mobilization schedules in order to assemble the combat-ready II Corps (under General George S. Patton), they too would be ready to sail by mid-August. These forces would be supported by the desperately needed XIX Tactical Air Corps, and the VIII Strategic Air Corps. This would hopefully alleviate some of the pressure from the nearly decimated RAF Fighter and Bomber Commands.

Unfortunately for the Allies, by mid-July time had run out for preparing. All throughout June, the Luftwaffe had softened up defenses all along the beaches of southern England. On the morning of June 30, 1942, a massive air raid of Stukas and bombers launched a surprise attack on the British Home Fleet at Scapa Flow. The raiders were destroyed almost to the last plane, but this was more than acceptable to the Germans as they successfully sank or crippled two Battleships, four Heavy Cruisers, and a score of Light Cruisers, Destroyers, and Submarines. This was just the first devastating blow. Aware that the invasion was just days away, the Royal Navy dispatched Force H from Gibraltar back to the home islands, as a powerful deterrent and weapon to effect German strategy. A German U-Boat detected their departure, and a powerful 'wolf-pack' of U-Boats and Luftwaffe planes was assembled to ambush this

force. In a three-day running battle, the Battleship's *Warspite* and *Renown* were sunk – along with the aircraft carrier *Formidable*. British hopes and morale plummeted with news of this duo of devastating blows.

With stubborn determination, the Allies awaited the onslaught, which began on July 12, 1942. You are now in command of those forces set to repel the Germans. Take Command!

1.2 RULES CHANGES:

The following changes are needed to play this variant. All rules references refer to Operation Sea Lion (OSL), unless noted as being for Second Front Now (2FN!).

2.4 Counters: (Change)

Note: For this variant, all armored units with a movement factor of '3' are actually mechanized (panzer-grenadier), or motorized units (even though this has no actual effect on play).

Use the British counters from Command #44 – 'Second Front Now!':

30x 3-4-3 (2-step) Infantry
9x 4-4-4 (2-step) Armor
1x 1-3-2 (2-step) Airborne
1x 2-3-3 (2-step) Infantry
7x 5-6-3 (1-step) Artillery

Use the U.S. counters from Command #44 – 'Second Front Now!':

6x 3-4-3 (2-step) Infantry
2x 5-5-4 (2-step) Armor
1x 1-3-2 (2-step) Airborne
2x 5-6-3 (1-step) Artillery
1x Allied Strategic Air Force Ground Attack Counter

Use the German counters from Command #44 – 'Second Front Now!':

4x 3-4-2 (2-step) Airborne
2x 7-7-3 (2-step) Armor (*panzer-grenadier*)
2x 6-6-3 (2-step) Armor (*panzer-grenadier*)
2x Aerial Supply Counters
1x German Air Superiority Counter

Use the German counters from Command #42 – 'Operation Sea Lion':

24x 3-4-2 (2-step) Infantry
4x 3-4-3 (2-step) Motorized Infantry
2x 2-3-2 (2-step) Mountain Infantry
1x 2-3-2 (2-step) Air Landing Infantry
1x 2-3-2 (2-step) Airborne Infantry
6x 7-7-4 (2-step) Armor
16x 5-5-3 (1-step) Artillery
1x Aerial Supply Counters
2x German Air Superiority Counter
1x Super Heavy Artillery (14.5)

Use the Informational counters from Command #42 – 'Operation Sea Lion':

10x Decimal Chits
9x OOS/Replacement Counters
2x VP Counters
7x German Beachhead Counters
1x RAF/RN Surge Counter
2x Attack Designator Counters
1x Chemical Warfare Advantage Counter
1x Great Storm Raging Counter
1x Churchill in London Counter

3.0 Setting Up (Change)

3.1 Set Up

Set up as per basic 1940 game for Germans.

3.2 German Set Up

The German player sets up first by placing the eight infantry (category) units on hexes with 4-digit hex-coordinates as per the basic game. In addition, they may place up to three more infantry (category) units in those bridgehead hexes. These come from the German Reinforcements Available Box. The German player may also place up to two more 3-4-2 Airborne Units on non-city hexes anywhere on the map. He may then place all three ground support aircraft units, no more than one per hex, in any hexes on the map containing German ground units.

Place the following units in the German Misc. Holding Box:

German IV Corps:

3x 3-4-2 (2-step) Infantry
1x 7-7-3 (2-step) Armor
1x 6-6-3 (2-step) Armor
2x 5-5-3 (1-step) Artillery

The German IV Corps is put in the German Reinforcements Available Box on turn S+12, July 24. These units may enter from off map between unoccupied hexes 3623 and 4023, at the cost of one CP per unit. Note: if all such board edge hexes are occupied by enemy units, no German unit may enter until one or more are clear.

All other German units should be placed in his Reinforcements Available Box.

3.3 British (Allied) Set Up

The Allies place their units in any hexes not occupied by enemy units as follows with only one non-artillery unit per hex (*artillery may stack freely*):

British I Corps: Within 4 hexes of hex 2702

4x 3-4-3 (2-step) Infantry
1x 4-4-4 (2-step) Armor
1x 5-6-3 (1-step) Artillery

British II Corps: Within 4 hexes of hex 3915

3x 3-4-3 (2-step) Infantry
1x 4-4-4 (2-step) Armor
1x 5-6-3 (1-step) Artillery

British V Corps: Within 4 hexes of hex 3922

4x 3-4-3 (2-step) Infantry
2x 4-4-4 (2-step) Armor
1x 5-6-3 (1-step) Artillery

British XXX Corps: Within 4 hexes of hex 3411

3x 3-4-3 (2-step) Infantry
2x 4-4-4 (2-step) Armor
1x 5-6-3 (1-step) Artillery

Canadian I Corps: Within 4 hexes of hex 2817

4x 3-4-3 (2-step) Infantry
1x 4-4-4 (2-step) Armor
1x 5-6-3 (1-step) Artillery

U.S. I Corps: Within 5 hexes of hex 3907

4x 3-4-3 (2-step) Infantry
1x 5-5-4 (2-step) Armor
1x 5-6-3 (1-step) Artillery

Begins play in the British Miscellaneous Holding Box, until turn S+15, (July 27) – when they are moved into the British Reinforcements Available Box.

Canadian II Corps:

3x 3-4-3 (2-step) Infantry
1x 4-4-4 (2-step) Armor
1x 5-6-3 (1-step) Artillery
1x 1-3-2 (2-step) Airborne (*Ist*)

Begins play in the British Miscellaneous Holding Box, until turn S+30, (August 11) – when they are moved into the British Reinforcements Available Box.

Polish II Corps:

3x 3-4-3 (2-step) Infantry
1x 4-4-4 (2-step) Armor
1x 2-3-3 (2-step) Infantry
1x 5-6-3 (1-step) Artillery

Begins play in the British Miscellaneous Holding Box, until turn S+45, (August 26) – when they are moved into the British Reinforcements Available Box.

U.S. II Corps:

2x 3-4-3 (2-step) Infantry
1x 5-5-4 (2-step) Armor
1x 5-6-3 (1-step) Artillery
1x 1-3-2 (2-step) Airborne (*82nd*)

Begins play in the British Miscellaneous Holding Box, until turn below – when they are moved into the British Reinforcements Available Box.

British GHQ Reserves:

2x 3-4-3 (2-step) Infantry – July 22, S+10

2x 3-4-3 (2-step) Infantry – August 31, S+50

2x 3-4-3 (2-step) Infantry – Sept 10, S+60

Note: Any unit that begins play on S-Day +1 adjacent to a German unit, must roll a die. On a 1 through 4, that Allied unit is reduced by one step. The German player must also then roll a die. On a 1 through 3, that German unit is reduced by one step. Each unit need only roll once, regardless of how many units set up adjacent.

4.0 How to Win (Changes)

4.1 In General (Add)

The capture/death of Churchill and political events may also result in VP.

4.2 City Hexes (Change)

All “German CP Cities” on the map (listed in rule 6.6) are worth two VP, except for Birmingham, which is worth three VP, and London, which is worth four VP. All other cities are worth just one VP if controlled by the Germans.

6.1 In General (Change)

The German player starts the game receiving four CP every game turn. The number may increase to five, six, seven, or eight CP per turn depending on his ability to expand his lodgement area (see below 6.6).

6.2 Move Commands (Change)

Move Commands cost one CP each, but are only necessary for Strategic Movement (per rule 12.6). An expenditure will activate one unit or one stack of units in the same hex for Strategic Movement that turn. All on-map units may otherwise move freely at no CP cost. A player must still expend one CP to bring a single off-map unit from its holding box onto the map. A moved unit may not attack during the player turn it moves.

6.6 German CP Awards (Change)

As given in 6.1, the German is always guaranteed receiving four CP every game turn.

He receives his fifth CP if at the start of his player turn he controls any six or more coastal cities anywhere on the map.

He receives a sixth CP if he controls all nine south coast cities shown as “German CP Cities” on the map (see Rule 6.6 for examples).

He receives a seventh CP if he controls London, and a eighth CP if he controls Birmingham.

6.9 RAF/RN Surges (Change)

Due to the devastating losses to both services, the RAF/RN Surges are subject to a minus one from the die roll whenever he consults the surge table. This penalty is negated beginning on turn 45 (S-Day +, August 26).

6.10 Surge Effects (Change)

A final modified die roll of three through six on the effects table reduces the Luftwaffe ground support availability to two, rather than one.

6.11 First Week British Flatfootedness (Change)

During Game Turns 1 through 4, he must subtract one from the die roll whenever he consults the RAF/RN Surge Effects Table that first week. Note: The British must subtract two total – combining this modifier with rule 6.9.

6.12 US Support (Add)

Beginning with turn S+45, August 26, the British may add one more CP to their turn total.

7.0 Reinforcements (Change)

7.1 German Reinforcements

All German reinforcements (except the IV Corps) may be brought into play immediately per the CP cost.

7.2 British Reinforcements

British reinforcements arrive as per the turn chart schedule and rule 3.3 per the CP cost.

7.4 German Heavy Units

German units still need to spend two CP to be moved to England, but may now enter on beachhead hexes as well as running ports. Up to two heavy units may be moved to England each game turn, beginning on turn 1.

7.5 Up & Running Ports

Due to heavy bombing and sabotage, add +1 to all die rolls for making ports operable.

8.0 Replacements (Change)

8.1 In General

RP levies begin on turn S-Day +20, August 1, for the Germans, and S-Day +25, August 6, for the Allies.

8.5 British RP Restrictions (Add)

No U.S. unit, once fully eliminated, may be reclaimed from the dead pile with RP, regardless of supply state at the time of their elimination.

9.3 German Supply Sources (Add)

Map edge hexes 3623, 3722, 3823, 3922, and/or 4023 that are not British occupied, or in an un-negated EZOC count as a German supply source beginning on turn 12, S-Day, July 24. (Note: German and British supply lines may freely intermingle and effectively be drawn from the same source in this case.)

10.3 British-U.S. Stacking (Add)

See rule 10.2 from 2FN! These two nationalities may not stack together.

14.4 German Ground Attack Support Aircraft (Change)

The German player now has three such aircraft units.

15.2 Great Storms (Change)

Change the date of possible storm to Game Turn 5

(S+-Day, July 17).

15.4 Churchill (Add)

If Churchill is slain/captured, the Germans are awarded two VP.

15.5 German Airborne Withdrawal (Change)

The German player may withdraw qualifying airborne units on Game Turn 25 (S-Day, August 6).

15.8 German Aerial Supply (Change)

The Germans now have three aerial supply units, that can supply any three ground units on the map.

15.9 1940-Style Blitzkrieg (Delete)

This rule is now NA.

15.11 Allied Strategic Air Forces (SAF) (Add)

Use rule 15.4 from 2FN! This first becomes available on Game Turn 10 (S-Day, July 22).

The SAF Effects table has a -2 modifier to the die roll. This unit may never be employed vs. London hex.

15.12 Allied Airdrops (Add)

Use rule 15.6 from 2FN! When the British 1st Airborne, and 82nd Airborne become available, they are eligible for airdrops per this rule.

16.0 POLITICAL EVENTS TABLE -1942 VARIANTS

Roll one die (or draw a chit # marker) every fifth turn beginning with game turn 5 (July 17th), just before the British Turn. *If using chits, remember to put chit back in draw pile.* On a die roll of 1 through 5, no political event occurs. On a die roll of 6 through 10, roll again and refer to the political event listed below:

#1 - Mosley Interferes

British Pro-Fascist and Anti-War elements interfere in the war effort. Deduct one CP from the British for each of the next five turns, and no Strategic Movement is allowed for British/ Commonwealth units during those turns.

#2 - Partisans

British Home Guard and Guerilla Auxiliaries play havoc in German rear area. Deduct one CP from the Germans for each of the next five turns, and no Strategic Movement is allowed for German units during those turns.

#3 - Government Call of 'No Confidence'

Churchill's government falls from power. Remove Churchill's counter and award the German's one VP. No Attack Commands may be made by either side during that turn (*while both sides await a political outcome to the conflict*). During the Victory Turn Phase, roll one die: On a roll of 1 through 4, Britain surrenders and the game ends in a German Victory immediately; On a roll of 5 through 10, Britain's resolve to win

hardens and the Germans immediately lose three VP. Modify this die roll by -2 if the Germans currently control London. This event may only occur once per game. Treat as No Effect if it happens again.

#4 - Hitler Vacillates

Hitler interferes or loses faith in the operation. Deduct one CP from the Germans, and no attacks may be made that turn. Immediately roll one die: On a roll of 1 or 2, Hitler orders a cancellation of Sea Lion (he begins recalling the invasion forces and/or negotiates a very favorable armistice with the Allies). The game ends immediately with a British Victory. Modify this die roll by +1 if the Germans currently control London. This event may only occur once per game. Treat as No Effect if it happens again.

#5 - Roosevelt Provides Aid

Churchill's desperate plea is answered generously by the 'Arsenal of Democracy' (i.e. the U.S.A). Five turns after this event occurs, the British are allowed to roll twice (instead of just once) on the CP Awards table (rule 6.8). The Germans lose one VP.

#6 - U-Boat Strikes!

A greater effort by the *Kriegsmarine* U-Boats result in a fortunate sinking of the Q.E. at sea. The Germans may remove one step of any U.S. unit from the 2nd Corps (if this is before turn 45). The Germans gain one VP (regardless of date).

#7 – U.S./R.N/R.A.F. success

The Royal Navy or Bomber Command succeeds in crippling/sinking a German capital ship. The Germans lose one VP.

#8 - German Increased Commitment

The OKH (High Command) increases resources to Sea Lion. Germans may double all RP this turn, and gain one additional CP for each of the next five turns.

#9 – U.S./R.N strike back!

Employ the Allied Naval Gun Support Task Force (Rule 15.1 from Second Front Now!) for the next five turns. Each turn in which it is used to attack or defend vs. a German unit, subtract one VP from the German total. This unit may not be employed if a Great Storm is raging.

#10 – Special Attacks succeed

German *Luftwaffe* and *Brandenburger* Commando strikes succeed in hampering British supplies. Germans may select any two hexes with British defenders to be OOS. Any units in (or that subsequently enter said hexes) are OOS for a variable number of turns based on a die roll each turn per hex. On the first turn OOS status is automatic. On the second turn a die roll of 1 through 3 results in normal supply being restored. If not then, on the third turn a die roll of 1 through 6 restores everything. On the fourth turn, a die roll of 1 through 8 restores everything. Everything is automatically restored on the fifth turn.