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COMMAND

GAME SUPPLEMENT

Operation Sea Lion Britain's Final Hour?



ALSO INSIDE

SECOND GAME: YARMUK	17
COMMANDER'S CALL	22
ERRATA	24
CLASSIFIED ADS & CONVENTIONS	24

Operation Sea Lion

If this is your first XTR game, read this box first.

Don't try to memorize these rules! No one does that. Wargame rules are written to create game systems that simulate reality as much as possible. You'll find things flow along according to a certain real-world kind of rhythm. After a few turns, that rhythm will become second-nature to you, and you won't need to refer to the rules as often.

Read the rules through at least once before you punch out the playing pieces. The first number indicates the major rules section. The number to the right of the decimal point indicates a specific rule within each section. For example, section 4.0 deals generally with how either player can win the game, while rule 4.2 within that section explains specifically about the importance of cities in deciding who wins.

The bold section and rule headings are there to help you locate major topics more easily. The boxed "Notes" throughout the text give examples of play or explain the rationale behind a rule. For now, you should skip the ones labeled "Old Hands Note."

This is a wargame of low-to-intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is to have an older hand help you. If an experienced gamer is available to instruct you, use him.

During your first few games, you should skip sections 8.0, 9.0 and 15.0. You won't get the full competitive or historical experience, but you will become accustomed to that rhythm and flow, which will make playing later with all the rules easier.

Most of all, remember: the main reason to play these games is to have fun. If there's some rule or section you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play it according to your best understanding at the time. Later on, after your gaming experience has increased and new understandings come to you, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!"

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Contents

1.0	Introduction	.2
2.0	Game Components	.3
3.0	Setting Up	.4
4.0	How to Win	.5
5.0	Sequence of Play	.6
6.0	Commands & Surges	.7
7.0	Reinforcements	.8
8.0	Replacements	.9
9.0	Supply	.10
10.0	Stacking	.10
11.0	Zones of Control	.11
12.0	Movement	.11
13.0	Combat	.12
14.0	Fire Modifiers	.13
15.0	Optional Rules	.14

1.0 Introduction

1.1 In General

Operation Sea Lion: Britain's Final Hour? is a wargame simulating a hypothetical German invasion of England in September 1940. The design combines factual historical detail with educated guesswork to produce an alternative history situation covering the period from S-Day +1 to S-Day +80. One player acts as the commander-in-chief of the British armies; the other takes on the role of the leader of the German expeditionary force conducting the landings. The burden of attack is generally on the German player, but both players attempt to win by controlling cities and destroying opposing forces. A complete game of OSL takes from four to six hours and is suitable for solitaire play.

The approach we've taken here assumes the Germans would not have gone ahead with the invasion unless their earlier air and naval campaigns had achieved the minimum necessary degree of superiority over the Royal Air Force and Navy. Such preconditions could have been achieved historically had the Germans: 1) made a more logical and focused use of their air force to destroy British radar facilities, RAF bases in Kent and Sussex, and operational fighters and aircraft production centers; 2) appointed an overall invasion commander empowered to direct all necessary component units needed for the operation, no matter what service branch each belonged to; and 3) taken a more conservative approach in their deployment of their navy's surface units in the opening stages of the previous spring's Norwegian operation, thereby coming into this campaign with a considerably stronger surface fleet.

The important point here is this game does not allow you — as do some others recently published on this topic — to defeat the Germans before their ground units get ashore. Our feeling is, if you want to find out what would have happened had the Germans failed to achieve their invasion pre-

Britain's Final Hour?

conditions, you're better off consulting a history text rather than playing this wargame: that is, they simply wouldn't have invaded, as indeed they did not. The idea of this game is to explore what could have happened had the Germans done well enough in their preliminary air/sea operations to allow them to go ahead with the actual invasion.

1.2 Game Scale

Each hex on the map represents 9.4 miles (15 km) from side to opposite side. Each game turn represents one day. Every ground unit represents a division, division-equivalent or brigade of about 5,000 to 15,000 men and/or 50 to 350 armored fighting vehicles.

2.0 Game Components

2.1 In General

The components to a complete OSL game include these rules, the mapsheet, the Turn Record Sheet and 176 die-cut counters.

2.2 Decimal Dice

To resolve combat, players must provide a decimal (10-sided) die. These may be purchased inexpensively in most game and hobby stores. (When using a decimal die, read the "0" as "10.") Alternatively, place the numbered chits provided on the counter sheet in a large-mouth, opaque container, such as a mug and, without looking, draw one each time a die roll is called for. Don't forget to replace the drawn chit, and remix all the chits, before drawing the next. As another alternative, if you don't have any 10-sided dice handy but do have the more common six-sided kind, see optional rule 15.11 for a way to use them to get decimalized results.

Beginners Note. Dice (or numbered chits) have nothing directly to do with moving units. They are used to resolve the uncertainties inherent in even the best planned battles (see section 13.0).

2.3 The Game Map

The map shows the militarily significant terrain in the southeastern portion of England in 1940. The hexagonal ("hex") grid printed over the map regulates the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features that may affect movement and combat.

The natural terrain and manmade structures on the map have had their boundaries altered slightly to fit within the hex-grid, but the relationships between the terrain from hex to hex are accurate to the degree necessary for presenting players with the same space/time dilemmas that would have been faced by their historic counterparts in command had this campaign actually been conducted.

Each hex on the map has a unique, four-digit identification number. They are provided to help you find places (for example, the city of Swindon is in hex 3419), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

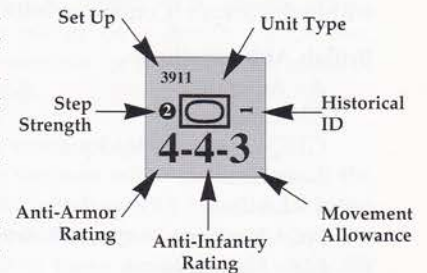
2.4 Counters

Most of the counters (also called "units" and "unit counters") represent the ground formations that would have been available for this campaign. Additional counters are provided as informational markers or memory aids. After reading through these rules, punch out the counters. Trimming the "dog ears" off their corners with a fingernail clipper will greatly facilitate handling and stacking.

Each combat unit counter displays several pieces of information: nationality, step strength, historical identification, unit type, combat strengths, movement allowance and set-up or entry codes.

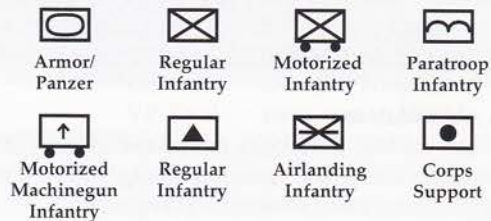
2.5 A Sample Combat Unit

This unit is the British 1st Armored Division. It is an armored ("Panzer") unit containing two "strength steps." It has, when at "full strength" as shown, anti-armor and anti-infantry values of "4" and a movement allowance of "3." It starts the game on the map, placed in hex 3911 at two-step strength.



2.6 Unit Types

All ground combat units belong to one of three basic categories: Armor ("Panzer" for the German), Infantry, or Corps Support (artillery). This distinction is important during battle (see 13.0).



Old Hands Note. The distinction of "mech/non-mech," usually so critical to our play of games of this era and scale, does not apply in OSL. This is a different kind of system; we are concerned here with how each unit engages its forward edge in combat. That is, is its combat power primarily projected by tanks or infantrymen. Before recoiling in horror with shouts of "Blasphemer!" and "Heretic!" we urge you to read on — it works. When playing this game, think only in terms of tank/infantry/artillery; otherwise you'll confuse yourself.

Beginners Note. Don't worry about the distinctions among the various types of infantry units — just think of them generally as all being riflemen.

Operation Sea Lion

2.7 Unit Nationality

A unit's nationality, and therefore the side it's on during play, is shown by the background color on its counter (and sometimes by a letter abbreviation).

The German Side

Panzer — black
Infantry & Artillery — field gray

The British Side

Armor — light brown
Infantry & Artillery — dark brown

2.8 Historical Identification

Individual units are identified by numbers and/or letter abbreviations. The abbreviations refer to the historical name of the unit (for those that had them), or to a sub-nationality within the British (Commonwealth) army.

British Abbreviations

A - Australian
C - Canadian
GHQ - General Headquarters Artillery Reserve
I - Indian
L - London
NC - Northern Command Artillery Reserve
NZ - New Zealand
SA - South African
R - Reserve

Design Note. Treat Australian, Canadian, Indian, South African and New Zealand units as British for all purposes (exception: see 8.5).

Historical Note. The British "GHQ" and "NC" artillery units did not exist as such during the autumn of 1940. But the available heavy artillery assets were concentrated under the direct control of those two headquarters, so we had to come up with something to put on the counters.

German Abbreviations

G/L - An ad hoc, composite motorized infantry division formed by amalgamating the Gross Deutschland and Leibstandarte regiments.
Pz - Panzer Corps
SS - Schutzstaffel: elite Nazi troops
T - Totenkopf

Old Hands Note. For an exception to the above, see 8.5.

2.9 Markers

The counter mix includes the following markers. Their use is explained in appropriate sections of the rules.



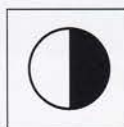
Decimal Chit (2.2)



Replacement Indicator (8.0)



German VP Indicator (4.0)



German Beachhead (4.5, 7.3, 8.3, 9.3, 11.6, 12.6, 15.10)



RAF/RN Surge (6.9, 6.10, 6.11)



Out of Supply (9.0)



Attack Designator (13.0)



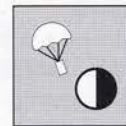
German Air Support (14.4)



Chemical Warfare Advantage (15.1)



Great Storm Raging (15.2)



German Aerial Supply (15.8)



Churchill in London (15.4)

Beginners Note. Do not use the markers shown above, along with all the "Corps Support" units (2.6). Ignore all references to them in the rest of the rules.

2.10 Anti-Armor & Anti-Infantry Factors

These two numbers (or "combat factors") are separate measures of a unit's ability to engage enemy armor and infantry/artillery units in combat. Their specific uses are explained in section 13.0.

2.11 Movement Factor

This is a measure of a unit's ability to move across the hex grid printed on the map; see section 12.0 for details.

2.12 Steps, Brigades & Divisions

All ground units in the game are either "one-step" or "two-step" units. Those with combat and movement factors printed on only one side of their counter are "one-step units" and are referred to as "brigades;" those with combat and movement factors printed on both sides are "two-step units" and are referred to as "divisions."

The steps contained in a unit are the measure of its ability to absorb losses ("hits") before being eliminated. When units of these sizes are "eliminated" in play, it doesn't mean every individual within them has been killed. It means enough casualties and equipment losses have been suffered by them to render them useless for further operations.

If a division "takes a step loss" (or "takes a hit"), it is flipped over so its reduced side shows (the side with the step value of "1" printed in the small circle, and usually also with a lesser movement allowance. If a brigade (or a division that's had already been "reduced") takes a step loss, it is removed from the map ("eliminated") and placed in the one of the "Destroyed Units" holding boxes ("dead piles") printed on the mapsheet.

Note that other than the one-step/two-step strength disparity, there is no functional difference between divisions and brigades.

3.0 Setting Up

3.1 Set Up

After deciding who will control which side, each player should sort out those units under his command according to the following instructions and the set-up codes printed on

Britain's Final Hour?

the counters. Note that all units of both sides are set up or enter play at full step-strength.

3.2 German Set Up

The German player should begin the set up process by placing all his units with a four-digit hex-coordinate-number printed on their front, upper-left corners or their reverse sides directly in those hexes on the map. For example, the 7th Paratroop Division is placed in hex 4006. After those units are placed, he should put his two ground support aircraft units, no more than one per hex, in any hexes on the map already containing German ground units.

Next he should place the 6th Mountain Division and all the remaining 3-4-2/3-4-1 infantry divisions in his Reinforcements Available Box. Then he should place all other German units (the panzer and motorized infantry divisions, along with all corps support units) in his Miscellaneous Holding Box.

Place the VPx1 marker in the "1" box on the Victory Point Track; place the VPx10 marker in the "0" box. The Attack, Chemical Warfare Advantage, and the RAF/RN Surge markers should be placed temporarily off to the side, but within easy reach.

3.3 British Set Up

The British player then places all his units with hex-coordinate set-up numbers printed in their upper-left or reverse sides in those exact hexes on the map. For instance, the Winston Churchill counter goes in hex 3611. All British units with blank upper-left corners are placed in the British Reinforcements Available Holding Box. All British units with two-digit turn-of-entry numbers printed in their upper-left corners go into the British Miscellaneous Holding Box.

4.0 How To Win

4.1 In General

The winner is determined on or before the end of Game Turn 80 (4 December 1940). That determination is based on the number of Victory Points (VP) the German player has at that time. Only the German player earns VPs, never the British player. The VP number is determined by the number of city hexes on the map controlled by the German, whether the British captured any German beachhead hexes during play, and whether any RAF/RN surges turned into fiascoes. Of course, play may end at any time by concession if either player feels his situation has become hopeless.

4.2 City Hexes

At the start of play the German player controls just one city in England: Hastings, in hex 4208. That place and every other city hex on the map are each worth one VP to the German.

The German player "loses control" of a previously captured city hex when a British unit occupies it or projects an uncontested zone of control into the hex (see 11.6). The German player may, of course, recapture previously lost city hexes and thus regain those points for his VP total. The VP point for a given city hex may thus be lost and regained by the German player any number of times throughout play.

Use the two German VP markers provided to keep a running total.

4.3 German Beachheads

Beachhead counters are each worth three VP if at any point during the game the British player captures any. That is, if the British player succeeds in gaining even temporary control of a beachhead hex, the German permanently loses three VP because of that. However, no single beachhead hex loss will ever debit the German more than three VP during the course of any one game. Likewise, no beachhead hex once captured by the British may ever again serve as such for supply or reinforcement purposes (simply remove the counter from play on first capture).

German beachhead counters have no combat, step or stacking values of their own, nor do they exert ZOCs; though they don't inhibit ZOC projection by other German units in their hex. Once placed on a British coastal hex, beachhead counters are immobile for the rest of the game or until captured by the British.

4.4 Winning

There is a chance the German will win the game at the completion of any game turn ending with his VP total being at 46 or more. At the end of every such game turn, the German should roll a die or make a chit pull to check for British morale or economic collapse. If his current VP total is 46, he wins if he rolls a one; if his current VP total is 47, he wins if he rolls a one or two; if his current VP total is 48, he wins if he rolls a one, two or three, etc. If a game turn ends with the German having 55 or more points, play stops and he is automatically declared to have won without reference to any die roll. If the end of Game Turn 80 is reached without the German having passed any victory die roll checks and his VP total is still less than 55, the British player is declared the winner. No draws are possible.

German VP Total	Die Roll Needed For German Win
46	1
47	1-2
48	1-3
49	1-4
50	1-5
51	1-6
52	1-7
53	1-8
54	1-9
≥55	Automatic

Old Hands Note. The supply state of German-controlled city hexes is irrelevant for victory reckoning purposes.

Design Note. Since this is hypothetical, what-if game, victory in OSL can't be measured precisely against any factual outcome. Thus, victory determination is more sub-

Operation Sea Lion

jective than in historically-based simulations. The German objective is to expand beyond his initial lodgement as far as possible, capturing enough cities to thereby create a strong base for the next and final step of the war against Britain: militarily overrunning the rest of the island in 1941, or achieving a favorable negotiated peace with the British government (which at that point would likely no longer be headed by Churchill). The British objective is to attempt to thwart expansion of the German bridgehead for long as possible, in the hopes at least a stalemate can be achieved on the ground, or even set the stage for an eventual German evacuation back to the continent.

4.5 Zeroing Out

If at any point during play the German VP total reaches zero or less, the game is stopped immediately and the Allied player is declared the winner.

Design Note. Yes, the above rule does allow for the possibility of an early game British victory. That's deliberate, since we feel that during the invasion's first days German troop morale would be most vulnerable; and the resolution within their high command to ruthlessly carry through this operation no matter what would most likely also still be lacking.

5.0 Sequence of Play

5.1 In General

Every "Game Turn" of OSL is divided into two "Player Turns," each of which is further divided into a series of strictly sequenced steps (or "phases"). Every action taken by a player must be carried out in the appropriate phase of the turn sequence as explained below. Once a player has finished a particular action within a phase, or an entire phase, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

Beginners Note. This is war. Don't feel compelled to be gracious.

5.2 The Turn Sequence

The Turn Sequence is given below. The rest of these rules are organized, as much as possible, to present their particulars in the order they're encountered as you progress through each turn. Every game turn consists of a British player turn followed by a German player turn. The British player turn is always the first in every game turn.

I. British Player Turn

A. British Administrative Phase

1. Check for the approach or arrival of great storm if it's an appropriate game turn (see 15.2).
2. The British player declares whether the Royal Air Force and Royal Navy (RAF and RN) will seek to contest German air superiority and sea control (make a "surge," see 6.9) if it's an appropriate game

turn. Either way, he then rolls a die to determine his CP availability for the coming turn (see 6.8).

3. Place any arriving British reinforcements in holding boxes as appropriate (see section 7.0).
4. The British player may use replacements to rebuild units (see section 8.0).
5. Check the supply status of all units of both sides on the map. Remove the OOS markers from any unit previously unsupplied if it is now supplied. Place an OOS marker on any unit that has become unsupplied. The German player may place his aerial supply marker. See section 9.0 and 15.8.

B. British Command & Action Phase

The British player may issue Move and/or Attack Commands, one at a time, and perform the appropriate actions for them in any order he desires (see section 6.0).

II. The German Player Turn

A. German Administrative Phase

1. Place Luftwaffe ground attack support counters (see 14.4).
2. Make any airborne withdrawals (see 15.5).
3. Plot airborne drops if it's an appropriate game turn (see 15.6).
4. Move any arriving German reinforcements in England or appropriate holding box (see section 7.0).
5. The German player may use replacements to rebuild units (see section 8.0).
6. Check the supply status of all units of both sides on the map. Remove the OOS markers from any unit previously unsupplied if it is now supplied. Place an OOS marker on any unit that has become unsupplied. The German player may place his aerial supply marker. See section 9.0 and 15.8.

B. German Command & Action Phase

The German player may issue Move and/or Attack Commands, one at a time, and perform the appropriate actions for them in any order he desires (see section 6.0).

III. Victory Check Phase

If the German VP total is between 46 and 54, inclusive, make a victory check according to the provisions of rule 4.4. If the German VP total is 55 or more, the German player is simply declared to have won and play stops. If the German total is zero or less play also stops, but in this situation the British player is declared the winner. If play reaches the end of Game Turn 80 and the German has failed to win, the British player is declared the winner.

5.3 Ending a Game Turn

When a German player turn is finished, mark off one day (one game turn) on the Turn Record Sheet.

Britain's Final Hour?

6.0 Commands & Surges

6.1 In General

Players must "activate" their units to perform various missions by issuing Move or Attack Commands to them, expressed in "Command Points" (CP). CP represent the capabilities of army staffs and the material resources available to carry out their plans, such as ammunition and fuel.

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

The British player's per turn CP availability is based on a die roll and whether he decides to use the RN and RAF to make a "surge" that week (see below, 6.8 and 6.9).

6.2 Move Commands

Move Commands cost one CP each. A Move command will activate one unit or one stack of units in the same hex (see section 10.0) for movement that turn. If a stack is activated, the individual units within it may move together or split up and move in different directions, or some might move while others stay put. Units in holding boxes are considered unstacked. A player must 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

Attack Commands cost two CP. An Attack command permits one unit or one stack to attack one adjacent enemy occupied hex that player turn. Attacking units may never divide their attack against more than one hex.

If a stack is activated for an attack, the attacking player may withhold some of the units within it from participating in the attack at his option. For example, if an activated German stack contained a panzer division, an infantry division and an artillery unit, the German player might decide to attack with just the panzer division and the artillery unit. The advantage would be the left-behind infantry division would not be subject to enemy return fire (see section 13.0).

6.4 CP Restrictions

No single unit or stack may ever perform more than one action per player turn. For example, no unit or stack may move twice, attack twice or attack and move during the same player turn.

Units that receive replacements may perform no other actions that player turn, though the act of receiving replacements does not require a CP expenditure and receiving units do defend normally (see section 8.0).

Neither player, no matter how many CP he has available, may ever attack the same hex more than once during the same player turn. If he issues two or three attack commands, they must be against two or three different hexes.

CP may not be accumulated from turn to turn.

6.5 Sequencing

Commands and their resultant actions may be performed in any order the issuing player desires, but you

should always completely execute one command before beginning the next. For example, you could command one stack to attack, then, after resolving that combat, you could command another stack to move.

Design Note. There is no secrecy or writing involved in issuing CP. Both players should simply announce each expenditure as he starts to make it.

6.6 German CP Awards

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

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

He receives a fourth CP if he controls all nine south coast cities shown as "German C.P. Cities" on the map: Dover (4004), Folkstone (4005), Hastings (4208), Eastbourne (4210), Brighton (4111), Worthing (4112), Bognor (4113), Chichester (4114) and Portsmouth (4116). Note there may be partial or complete overlap between this category and the one above. That is, for example, if the German controlled all nine of these listed C.P. coastal cities he would thereby receive one extra CP for meeting that objective, along with another CP for likewise controlling "any six or more coastal cities anywhere on the map."

He receives a fifth CP if he controls London (3611), and a sixth if he controls Birmingham (2618).

Old Hands Note. Supply state is irrelevant when reckoning German city control for CP purposes.

6.7 German CP Limits

Note, too, the German need not earn his additional CP in the order described above. For instance, he might take London soon after landing, thereby gaining a "third" CP from that acquisition prior to conquering more coastal cities, etc. Further, CP acquisitions are not permanent. That is, if, to use the same example, the German lost London to a British counterattack, then the CP he'd been receiving for that hex is forfeit until such time as he again takes the place.

German CP award determination is always figured at the start of each German player turn for that player turn. A CP hex taken during a turn does not begin to make its contribution until the start of the next German player turn.

6.8 British CP Awards

To determine his CP award for a turn, at the start of each of his player turns throughout the game the British player rolls a die and consults the following table.

British CP Awards Table	
Die Roll	CP Award
0-2	Two
3-7	Three
8-9	Four
10	Five

If Churchill is dead or captured (see 15.4), subtract one from the die roll before consulting the table above.

Operation Sea Lion

6.9 RAF/RN Surges

An RAF/RN "surge" — an all out effort by all available air and naval assets to disrupt the German lodgement — may be declared to be in effect by the British player as step I.A.2. of Game Turns 1, 5, 10, 15, 20, etc. (see the turns annotated "Surge?" on the Turn Record Sheet). Though a surge may be declared to be in effect only during those turns, once declared a surge has potential effects all through the next "week" (reckoned daily) until the next surge declaration turn is reached. That is, the British player may not declare or call off a surge between the designated decision turns.

If the British player decides not to conduct a surge during the coming week, there is no effect on his CP allotment as rolled for each game turn. That is, he simply rolls the die at the start of each of his turns and consults the chart as described above in 6.8 to determine his daily allotment of CP. If, however, a surge has been declared, then during that following week each game turn's CP allotment, as determined by the die roll, is reduced by one to reflect the logistical and administrative cost of running such an effort. (Reduce the resultant CP award by one, not the number rolled on the die.)

6.10 Surge Effects

During weeks when a surge has been declared to be in effect, the British player rolls a die and consults the chart below as step I.A.2. of each of his player turns.

RAF/RN Surge Effects Table

Die Roll	Effect
1-2	The day's air and naval operations are a complete fiasco. The German is awarded one VP and the surge is cancelled for the remainder of the week. However, each day's rolled CP allotment for the remainder of this week is reduced by one just as if a surge were still going on.
3-6	The German only has one, not the normal two, Luftwaffe ground support counters available this game turn. If two are presently deployed on the map, the British player may remove one of his choice.
7-8	The same as the 3-6 results above, plus the German may not take any replacements, nor may he move any reinforcements into England other than by airdrop (if units eligible for that are available).
9	The same as the 3-8 results above, plus all German units in England are OOS except those with aerial supply. Any 2nd/3rd invasion planned for this turn is cancelled.
10	The same as the 2-9 results above, except Luftwaffe ground support availability is reduced to zero, rather than one, for this game turn.

Never make surge die roll checks during game turns in which a great storm is determined to be raging (see 15.2), though on such game turns, provided a surge was declared, the CP debit for it still does take place.

Design Note. For game purposes, consider a "week" to consist of a surge-decision turn and the game turns following it until the start of the next surge-decision turn. Thus Game Turns 1 through 4 constitute a week, Game Turns 5 through 9 another, etc. Note, too, that surges never have any effect on the German ability to provide aerial supply or drop airborne units.

6.11 First Week British Flatfootedness

During Game Turns 1 through 4, inclusive, whenever the British player rolls a die to consult his CP Awards Table he must subtract one point from that die roll result before actually going to the table to obtain his CP award. Likewise, he must also subtract one from the die roll whenever he consults the RAF/RN Surge Effects Table that first week.

Design Note. The above penalty is based on the abysmal performance the British turned in historically when they reacted to a September invasion scare: nothing worked for them.

7.0 Reinforcements

7.1 German Reinforcements

The pool of potential German reinforcements consists of all those units in his counter mix that don't start the game set up in a hex in England. But no panzer or motorized infantry division or corps support unit may be brought into play in England prior to Game Turn 5. At that time move all those units from the German Miscellaneous Holding Box into the German Reinforcements Available Holding Box. Thus, prior to Game Turn 5, available German reinforcements consist of the *6th Mountain Division* and the rest of the 3-4-2/3-4-1 regular infantry divisions that begin play set up in his Reinforcements Available Holding Box.

7.2 British Reinforcements

At the start of the game British reinforcements are divided into two categories. First there are those units with blank upper-left corners. They represent formations already in Great Britain but that start play located outside the game map area. Those units all start in the British Reinforcements Available Holding Box, and may enter the map as described below starting on Game Turn 1.

The second group of British reinforcements is made up of all those British units with two-digit numbers printed in their upper-left corners. Those units are formations not yet available anywhere in Great Britain at the start of the campaign; they are organized or shipped in from abroad after its start. They begin the game piled in the British Miscellaneous Holding Box, and each is moved from there into the Reinforcements Available Holding Box when the game turn arrives corresponding to the number printed in its upper-left

Britain's Final Hour?

corner. For example, the *4th Canadian Armored Division* is moved into the Reinforcements Available Holding Box at the start of Game Turn 60. It takes no CP to move units into the Reinforcements Available Holding Box.

Design Note. In relation to the second group of British reinforcements, we've made the assumption that, with the mother country under such dire threat, all available help would be called for from throughout the Empire and Commonwealth, even if that meant, for instance, granting India immediate or near-immediate independence, etc., in order to get full cooperation.

7.3 Map Entry

British and German units in their respective side's Reinforcements Available Holding Box must receive a Move command during the Command & Action Phase of their side's player turn to actually enter play on the map. The hex in which they enter the map *does* count as their first hex of movement (see section 12.0).

German units may move onto the map only via a beachhead hex then under German control, or via a German-controlled British coastal city ("port") that is "up and running," or by airdrop if eligible such movement (see 15.6). German units may not move beyond their hex of entry into England during their turn of arrival there.

Available British reinforcements may enter via any of the board edge hexes from 2601 to 4023, inclusive — and newly entering units may continue moving out to the limits of their movement allowance that same turn.

No units of either side may ever enter the map directly into an enemy occupied hex, but they may enter through enemy-controlled hexes and/or in enemy zones of control (see section 11.0) that are at the time otherwise empty of actual enemy ground units.

It never costs CP to move a unit into a Reinforcements Available Holding Box; it does cost CP to move them out. Note that though newly arriving British reinforcements only appear in that side's Reinforcements Available box every fifth game turn, unit entry from there into play on the map can take place every game turn, depending only on whether the British player decides to expend the CP to such units them out. Likewise, once German panzer, motorized and artillery units are shifted into that side's Reinforcement's Available Box on Game Turn 5, they are then available for daily shipment to England within the strictures given here and in section 6.0.

7.4 German Heavy Units

As described above, it generally takes one CP to move a given unit out of its side's Reinforcements Available Holding Box and into play on the map. On the German side, however, consider all panzer, motorized infantry and corps support units to make up a category called "heavy units." Each heavy unit requires the expenditure of two CP to be moved to England and may only do so via up and running port city hexes. Further, no more than one heavy unit may ever be moved into England on any game turn, no matter how many

CP are otherwise available. Still further, no heavy unit may be moved into England prior to Game Turn 5.

Design Note. Yes, though located behind islands, the cities of Havant (4016), Gosport (4017) and Southampton (3918) are considered coastal cities for all purposes.

7.5 Up & Running Ports

Whenever the German captures (or recaptures) any port city he should immediately roll a die. That result is the number of game turns later that place comes on line (attains "up and running" status), meaning its docks become an operable part of the German transport and logistics network. Make a reminder notation for each such captured port on the Turn Record Sheet. At the start of the game, Hastings is already considered to be up and running.

8.0 Replacements

Beginners Note. Skip this section.

8.1 In General

Replacement Points (RP) appear every fifth game turn, starting on 10 October for the German and 15 October for the British, as shown on the Turn Record Sheet. RP represent levies of new troops and equipment used to reclaim and rebuild destroyed units from the dead pile or replenish reduced units still on the map. Generally, it takes one RP to rebuild an eliminated unit to reduced strength, and two to rebuild it to full strength. It takes one RP to flip a reduced division back over to its full strength side. The only exception to the above is that it takes two RP to replace an artillery unit (all of which have only one step). It costs only one RP for the British player to reclaim a one-step, non-artillery brigade from the deadpile.

Unused RP may be accumulated from turn to turn (keep a written record on scrap paper off to the side). Once used, however, a replacement step may not be recalled or transferred to another unit. Committing an RP into a unit does not require expenditure of any CP.

8.2 Eliminated Units

Place any unit rebuilt from the dead pile in its side's Reinforcements Available Holding Box, from where it may reenter play as a reinforcement according to the normal rules for such entries.

8.3 General RP Restrictions

To receive replacements in the field, a reduced unit must be able to trace a supply path to a beachhead if German, or to a board edge supply source hex if British. German units drawing aerial supply don't count as supplied for purposes of receiving replacements. A unit that receives replacements may not move or attack that player turn; it defends normally.

8.4 German RP Restrictions

The German may never rebuild-in-the-field more than one step of heavy unit replacements per game turn; and he

Operation Sea Lion

may never rebuild-in-the-field more than two steps of non-heavy units per game turn.

The only restriction on the number of units he may reclaim/rebuild in his Reinforcements Available Box each turn is the number of steps he has available. Exception: The German may not rebuild-from-dead either the *22nd Airlanding* or *7th Paratroop Divisions*; they may be replenished from reduced strength any number of times.

Note that RP are not awarded to the German as "heavy" or "non-heavy;" within the above restrictions, an RP is simply an RP, available for use within either category of unit.

8.5 British RP Restrictions

No Australian, Canadian, South African, Indian or New Zealand unit, once fully eliminated, may ever be reclaimed from the dead pile with RP by the British player, no matter what their supply state at the time of their elimination.

8.6 OOS Elimination

No unit of either side that was completely eliminated (gave up its final step) while OOS (see 9.1) may ever be recreated with replacements. German units eliminated while drawing aerial supply may not be recreated. Place all such units in the OOS dead pile holding boxes printed on the map sheet.

Design Note. Several replacement counters have been provided in the counter mix to remind players which units have just taken replacements and therefore can't move or attack.

9.0 Supply

Beginners Note. Skip this section.

9.1 In General

Units require supply to operate at their full, printed-on-the-counter, movement and combat values or to receive replacements. A unit is either supplied or unsupplied (also called "out of supply" and "OOS"). Unsupplied units are penalized in combat (see 14.3) and have their movement factors reduced to one. These penalties last through every player turn a given unit remains unsupplied, but no unit is ever eliminated solely for being OOS. Units may move into hexes where they will remain or may become unsupplied. No unit is ever reduced or eliminated simply for being OOS.

9.2 When to Check Supply

Check the supply status of all units of both sides during step A.5 of the British player turn and step A.6 of the German. The supply status determined for each unit at those times lasts until the next player turn's supply check step. OOS markers are provided in the counter mix to place atop unsupplied units as a reminder of their status.

9.3 British Supply Sources

British supply comes from any and all map edge land hexes from 2601 to 4023, inclusive. To be in supply, a British unit traces a path, hex by hex and of any length, to a German supply source hex. This path may not pass through a hex

occupied by an enemy unit or into an enemy zone of control unless a friendly unit is in that zone of control hex to nullify it for supply tracing purposes. Any single British board edge supply hex may supply any number of British units. A board edge British supply hex that's occupied by a German unit or an unnegated German zone of control loses its supply providing capacity until such time as the German unit is removed or the zone of control negated or removed. British units in holding boxes are always supplied while there.

9.3 German Supply Sources

German supply comes from any of his beachhead and/or up and running port hexes. To be in supply a German unit traces a path, hex by hex and of any length, to a German supply source hex. This path may not pass through a hex occupied by an enemy unit or into an enemy zone of control unless a friendly unit is in that zone of control hex to nullify it for supply tracing purposes. Any single German beachhead supply hex may supply any number of German units.

A German beachhead or port that's occupied by a British unit loses its supply providing capacity for the rest of the game, even if retaken later by the German. A German beachhead hex with an unnegated British zone of control projected into it loses its supply providing capacity until such time as that zone of control nullified or removed. German units in holding boxes are always supplied while there.

Old Hands Note. There is no "coastal" supply for either side in this game.

10.0 Stacking

10.1 In General

Stacking is the term used to describe the piling of more than one unit in the same hex at the same time. Units may never stack with enemy units. A maximum of four friendly units may stack in the same hex, but only one of them may be artillery and no more than three may be non-artillery. In other words, you may never stack two artillery units together, nor may you stack four divisions/brigades together.

All units in holding boxes are considered to be unstacked, but there are no holding limits in those boxes.

For stacking purposes, every unit in the game, no matter if division, brigade or corps support, always counts as "one unit" whether it is at one- or two-step strength.

10.2 Stacking & Movement

Stacking rules are in effect at all times throughout the game turn but, within the limits given above, there is no limit to the number of units that may pass through a given hex during a given player turn.

10.3 Commonwealth/Empire/British Stacking

The units of the various nationalities making up the British forces may stack and move together without penalty or any restrictions beyond those described in 10.1 and 10.2.

Britain's Final Hour?

10.4 Over Stacking

If any hex is found to be over stacked at the end of any movement command or battle, the opposing player is allowed to remove the minimum number of units of his choice necessary to bring that hex back within stacking limits.

Beginners Note. Skip rules 10.5 and 10.6 below. In your play, both players are allowed to examine the composition of enemy stacks and holding boxes at all times.

10.5 Markers

The various informational markers used in play (see 2.9) have no stacking value and may be added to any stacks as needed according to the specific rules for their use.

10.6 Fog of War

Both players may use pieces of paper or note cards to conceal their units in the various holding boxes. Neither player may examine the composition of enemy holding boxes at anytime. And neither player may examine the composition of any enemy stack on the map unless he has declared an attack against it; and once that examination has been made, the attack may not be called off.

Design Note. The ULTRA apparatus, though in British hands by this time, had not yet been fashioned into a system capable of providing timely tactical and operational data to their field commanders.

11.0 Zones of Control

Beginners Note. Zones of Control rules are an abstraction of units' abilities to project their power, through fire and maneuver, into areas immediately around their main locations. Don't confuse zone of control with control of VP hexes (see 11.6 below).

11.1 In General

Every combat ground unit on the map exerts a "Zone of Control" (ZOC) into the six hexes adjacent to its hex. ZOCs impede enemy movement, retreat-after-combat, and supply paths. An uncontested ZOC can cause the control status of a hex to switch from one side to the other.

11.2 ZOC Limits

Units never exert ZOC across all-sea hexsides. For example, a unit in hex 3607 does not exert a ZOC into hex 3706. No other kind of terrain has any inhibiting effect on ZOC projection.

There is no qualitative difference between a hex containing a ZOC exerted there by one unit and a hex containing ZOC exerted there by several units. A stack of units has the same ZOC as a single unit. The ZOC of units of both sides may be simultaneously exerted into the same hex.

Beginners Note. Skip rule 11.3 below.

11.3 Effects on Supply

You may not trace a supply path through an enemy ZOC (EZOC); however, friendly units negate EZOC for supply tracing purposes.

11.4 Effects on Movement

A moving unit must end its move for that phase when it first enters an EZOC. An activated unit that begins its move already in an EZOC may freely leave that hex, but it must stop as soon as it enters another hex with an EZOC. Thus units may move directly from EZOC to EZOC in one movement command, but may then go no farther. Friendly units *don't* negate EZOCs for movement purposes.

Units that use strategic movement may neither begin their move in an EZOC nor enter an EZOC during or at the end of their move (see 12.6).

Old Hands Note. For an important addition to the above, see 15.9.

11.5 Effect on Retreat-after-Combat

A unit may not retreat-after-combat into an EZOC; however, friendly units negate EZOCs in their hexes for retreat purposes (see 13.6).

11.6 Hex control

A unit may "capture" an unoccupied enemy city hex (cause the control of it to switch from one side to the other) with its ZOC if it is not contested by an EZOC. For example, if no British units are in or adjacent to Luton (3212), a German unit could "capture" that city just by moving adjacent to it. However, if a British unit were also adjacent to Luton, that British unit's ZOC on the city would "contest" the German ZOC. In that case, the German unit would have to move into Luton to capture it, or wait for the contesting British unit to move away.

To capture a German beachhead hex, however, a British unit must actually move into it, either by using a regular movement command or via advance-after-combat (see 13.1).

12.0 Movement

12.1 Movement Points

Units move from hex to adjacent hex; no "skipping" of hexes is allowed. In general, units spend one movement point (also referred to as "MP," "Movement Factors" and "MF") to move one hex. The printed movement factor on a unit represents its movement ability if activated to move that player turn.

When units are flipped to reduced strength their movement values usually decrease. This reflects fatigue, loss of transport and the disorganization caused by combat.

A units does not have to use all its movement value when activated, but it may not accumulate MPs for a later turn, nor may MPs be loaned from one unit to another.

12.2 Stack Movement

If units with different movement factors are moving together in a stack, the stack must use the movement factor

Operation Sea Lion

of the slowest unit within it. Of course, as the slower units exhaust their movement values, you may leave them behind and continue with the faster units.

12.3 Restrictions

A unit may never enter an enemy occupied hex or cross an all-sea hexside (except for arriving German reinforcements, which cross numerous all-sea hexsides in order to appear in their beachhead hex of arrival). For example, moving directly from hex 3606 to hex 3706 is prohibited. A unit may never end its move in violation of stacking. No unit once in play on the map may ever move off a map edge. (exception: see 15.5)

Beginners Note. Skip rules 12.4 and 12.5 below.

12.4 Rivers, Major Rivers & Minimum Movement Guarantee

It costs German units one MP "extra" to cross a river hexside and two MP "extra" to cross a major river hexside. Note that rivers run between hexes, along the hexsides, while all other terrain exists in-hex. German units with a printed movement factor of "1" and OOS units, which thereby also have a movement factor of 1, may cross a river or major hexside if they start adjacent to it, cross it and then move no farther that phase. In other words, units are guaranteed the ability to move one hex by expending all their available MPs at the very start of their move, even if that expenditure wouldn't normally be enough to pay all the movement costs involved in the move. That last guarantee applies to both British and German units.

12.5 Germans in Cities

German units must always pay two MP to enter a city hex. Again, though, the minimum one-hex-movement-guarantee given in 12.4 does also apply here.

Design Note. British units never pay extra MP to cross rivers or major rivers or to enter cities. (There are your British partisans for you.)

12.6 Strategic Movement

Strategic Movement allows units to move at double their printed movement value if they are in regular overland (not aerial) supply, do not start their move in an EZOC, do not enter an EZOC at any point during their move and do not end their move in an EZOC. In effect, units that move strategically are spending more time on the road and less time deploying to meet the enemy.

Though strategic movement allows eligible units to move twice as fast, it *doesn't* require the expenditure of double CP. One CP expended for movement will activate one unit or all the units in one stack for either regular or strategic movement. But note that units in holding boxes are considered to be unstacked while there, so one CP can only move one unit out of a holding box, no matter if using regular or strategic movement. Also note that no German unit is allowed to use strategic or normal movement during the same player turn it enters England.

Strategic Movement Example. The British player activates a tank division in his Reinforcements Available box. It has a strategic movement value of 6 (two times its printed movement factor of "3"). It enters at 2620, paying one MP to do so, and then moves five more hexes to 3117.

13.0 Combat

13.1 Combat Sequence

Combat occurs when a player issues an Attack command. The attacking unit or stack can attack one adjacent hex containing an enemy unit or stack (hereafter called defenders). Units may never attack across an all-sea hexside. Follow this sequence for each combat. Not all the units in a stack activated to attack need participate in that attack.

1. **Combat Deployment.** The attacking player removes his attacking units from the map and places the attack marker in their hex with the arrow pointing toward the defenders' hex. That marks the scene of battle so you'll quickly know where to relocate units afterward. The defender then removes his unit or stack from the map. Unlike the attackers, all defending units in an attacked hex must participate; none may be withheld from combat. Both players deploy their units on the Battle Board printed on the map sheet. Place non-artillery units nearest the "frontline" and artillery units behind them. You do not have to fill every position, but always keep artillery in the rear position.
2. **Preparatory Barrage.** Artillery of the attacking side, if present, fires (see 13.5). The defender may not retreat after the barrage, nor will a later retreat cancel out any losses incurred during the barrage.
3. **Defensive Fire.** All surviving defenders, both artillery and non-artillery, fire one at a time. Two step units each take two shots (see 13.2).
4. **Attack Break Off.** At this point (only!) the attacker may decide to cancel his attack. Such a declaration immediately works to reduce the total casualties he just suffered from defensive fire by one step. When an attack is cancelled, skip to step 7; otherwise, continue to step 5. The attacker may not break off the attack if he has suffered no casualties.
5. **Offensive Fire.** Surviving non-artillery attackers now fire one at a time.
6. **Defender Retreat Declaration.** At this point (only!) the defending player may announce a retreat of his forces. This will reduce the total casualties his force just received from offensive fire by one step. (Losses from any earlier preparatory barrage are never reduced.) The defender may not retreat if he has suffered no casualties.
7. **Redeployment.** Return all surviving units of both sides to their appropriate map hexes and remove the attack marker. Place any eliminated units in their side's dead

Britain's Final Hour?

pile, and be careful to maintain the current, possibly reduced, step-strength status of all units as you place them back on the map.

8. **Defender Retreat-After-Combat.** If the defender chose to retreat in step 6, all of his surviving units must now vacate the hex.

Design Note. When the attacker retreats, his units stay in their original hex but sacrifice their opportunity fire; when the defender retreats, he fires but then sacrifices ground.

9. **Attacker Advance-After-Combat.** Any or all of the attacking units may, but are not required to, advance into the defender's hex if the defending force retreated or was entirely eliminated in combat. This is a free move resulting from combat; the attacker does not expend any CP or MP to make it. Defenders never advance, even if all attackers are destroyed. A unit that was located in the hex where the attack was originally activated, but that was left behind (see 6.3), can still advance.

13.2 Firing Procedures

During combat a two-step unit fires two shots (roll two ten-sided dice for it or pull two chits), and a reduced-strength (one-step) division, or a brigade, fires one shot (roll one ten-sided die for it or pull one chit).

To shoot, the firing player announces which unit is firing and which unit is its target. He rolls one die and compares the result to the firing unit's appropriate combat value. If the result is less than or equal to that value, the firing unit has hit its target; if the die roll result is greater than the firing unit's fire value, the shot misses. If the struck target is at full strength, flip it to its reduced strength. If the struck target is already reduced to one-step strength, or was at one-step strength to begin with, it is eliminated.

Players fire one shot at a time. A two-step unit may fire at two different targets if so desired. The targets do not have to be directly opposite the firing unit in the battle box; they may be any enemy unit in the combat box (important exception: see 13.5). Neither player need declare all his shots before making them; declare and resolve them one at a time.

13.3 Instantaneous Hits

All hits take effect immediately.

13.4 Combat Values

Every unit has an anti-armor and anti-infantry fire value. Units use their anti-armor value when firing at tank/armor/panzer targets. They use their anti-infantry value when firing at all other types of target, including corps support artillery.

13.5 Artillery

A firing unit, whether artillery or non-artillery, may not select an enemy artillery unit as its target unless there are no non-artillery targets in the "frontline" positions (either they have been destroyed or none were present from the beginning of the battle). An artillery unit may never attack alone;

to receive an attack command, it must go into combat with at least one non-artillery unit.

13.6 Retreat

Retreat-after-combat allows a player to cancel one hit from one of his units from the total hits scored against his force in the previous step of that combat sequence.

When the attacker retreats, he forfeits the opportunity for his non-artillery units to fire and all his involved units are placed back in the hex from which they launched the attack.

When the defender retreats, all his surviving units must vacate their hex. Retreating defending units must be moved to an adjacent hex by the owning player according to these strictures:

1. Retreating units may not cross an all-sea hexside, exit the map or enter an enemy-occupied hex.
2. Retreating units may not enter an EZOC unless a friendly unit not involved in the combat is already in that hex.
3. Retreating units may not enter a friendly-occupied hex in excess of the stacking limit.
4. Retreating units may not enter a friendly-occupied hex, even within normal stacking limits, if an entirely empty hex not in an EZOC is available.
5. Retreating stacks may retreat as a stack or be split up to retreat into different hexes within the strictures given above.
6. No single unit or stack may ever retreat more than one hex.
7. Any unit that can't retreat within the above restrictions is eliminated in place.
8. Retreating does not count against a unit's movement/combat abilities for the coming player turn, nor does it cost MP or CP.
9. If a defending unit retreats from one attack and finds itself in a hex that comes under subsequent attack that same player turn, it participates normally in the second combat.

13.7 Extra Hits

If all enemy units are destroyed before the firing player has finished firing all his units, he may continue firing at any of the already destroyed targets in the hope of gaining an "extra" hit. If he scores an extra hit, the enemy player may not call a retreat in order to retrieve one of his steps. In effect the extra hit represents overwhelming fire from which the target units cannot escape.

14.0 Fire Modifiers

14.1 In General

The printed combat values of a unit may be modified during battle by terrain, aircraft and/or super heavy artillery support, and supply status. Modifiers are given as negative or positive numbers that are added or subtracted to the firing unit's combat value. All applicable modifiers are cumulative in their effect in any given situation. For example, a unit attacking across a river into a city hex would have two

Operation Sea Lion

modifiers applied against its fire. A unit whose combat value is modified to zero (0) or less cannot hit anything (though it still does get placed on the battle board where it might be successfully hit by enemy units firing at it).

14.2 Terrain

Attacking units have their combat values modified by the terrain of the defenders' hex and any intervening river or major river hexside (see the Terrain Key on the map sheet). With one exception (see 15.9), defensive fire is never modified by terrain. Terrain modifiers are summarized on the Terrain Key printed on the mapsheet.

Design Note. Armor/tank/panzer units in the attack were more hampered by difficult terrain than other units, especially during this early period of the war when maximally efficient tank-to-infantry ratios within those divisions had not yet been worked out. Therefore, armored/tank/panzer units pay higher penalties for difficult terrain than non-armored units.

Beginners Note. Skip rule 14.3.

14.3 Supply

OOS Units modify their combat values by -1. Supplied units firing at unsupplied targets modify their values by +1. These modifications apply whether defending or attacking.

Combat Example. The British player has spent two CP to activate a stack in hex 3112. This stack includes the full strength *1st Armored* (4-4-3), *43rd Infantry* (3-4-3), *3rd Canadian Infantry* (3-4-2), and GHQ artillery support (a one-step 4-4-3). He announces an attack on German-occupied Luton (3212). The German defenders in the hex are the reduced *1st Panzer* (7-7-3) and the reduced *30th Infantry* (3-4-1). Both players deploy their units in the combat box.

The British artillery unit fires first, with the Allied player selecting *1st Panzer* as its target. The artillery unit uses its anti-tank value of 4, modified by -1 because the defenders are in a city hex. A roll of 3 or less will hit, but the Allied player rolls a 7.

The defenders now fire. The German player fires *1st Panzer* at the *43rd*. There are no modifiers, so a 6 or less will hit. He rolls a 4. The *43rd* is flipped to its reduced status. The *30th* fires at the *3rd Canadian*, needing a 3 or less, but misses with a 5.

The British player chooses to continue his attack rather than retreat. His *1st Armored* unit fires twice at *1st Panzer*, looking for ones or twos to hit (its value of 4 is reduced by two for firing into a city). Both rolls miss. The *3rd Canadian* also takes a shot at *1st Panzer* (value 3, with a -1 for a city) and rolls a 1, so *1st Panzer* is destroyed. The *3rd Canadian* then fires its other shot at the *30th* (value 3, with a -1 for a city) and rolls a 2, so the *30th* is also destroyed. The reduced *43rd* takes its one shot at the *36th*, trying to score an extra hit. The British player rolls a 4, which misses.

The German player announces a retreat. He puts the *30th* in the destroyed box and cancels the hit on *1st Panzer*. The *1st Panzer* retreats to 3311, and the victorious British stack may advance into Luton.

Design Note. The above example is primarily for new players and assumes they are not using optional rule 15.9.

14.4 German Ground Attack Support Aircraft

The German normally has two Luftwaffe Ground Attack Support counters available for deployment each game turn during step II.A.1. of each of his player turns. Simply place the available counters, no more than one per hex, atop any German ground unit or stack. German units going into combat supported from the air, either offensively or defensively, receive +1 modifiers to their fires. Ground support availability may be decreased by great storms (see 15.2) and RAF/RN surges (see 6.10).

A ground support counter placed atop a unit or stack remains with or moves with the supported unit/stack until the next game turn when it can be redeployed by the German. If a supported stack splits up during a move, the German player picks which portion of it will keep the air support counter.

14.5 German Super-Heavy Artillery in France

German units defending in, or attacking into, hexes in England that lie within four hexes of the super-heavy artillery sited in France in hex 4202 gain a +1 modifier to their fires. When counting range, don't count the hex in which the artillery symbol is printed; do count the supported hex. The super-heavy artillery may be used to support one combat, either offensive or defense, per game turn.

15.0 Optional Rules

Beginners Note. Skip this section.

Old Hands Note. Experienced players should use all of these optional rules, except for 15.11, which you can use or not depending on your attitude toward decimal dice and chits.

15.1 Chemical Warfare

There seems little doubt both sides would've resorted to the use of chemical warfare (CW) had this campaign actually been fought. If either player demands to use this rule at the start of play or at the start of any game turn, then prior to beginning the final resolution of every attack thereafter, either one should roll a die and consult the table below. Once CW has been used once, it must automatically be used in every combat thereafter throughout the game. Exception: CW advantage is never checked for in battles fought during turns when a great storm is raging.

Britain's Final Hour?

Chemical Warfare Advantage Table

Die Roll	Advantage Goes To:
1	British Great Advantage
2-3	British Advantage
4-7	Neither Side
8-9	German Advantage
10	German Great Advantage

If neither side gets the advantage, CW has no effect on that particular battle. If the British or Germans are awarded it, the advantage-obtaining player should put the "CW Advantage" marker on his side of the battle board as a reminder. The effect for that battle is all his firing units, whether attacking or defending, have their fire strength modified by +1. Great advantage means the gaining side has its fires modified by +2 for that battle. If involved British units are OOS, add one to the die roll. If involved German units are OOS, subtract one from the die roll.

15.2 Great Storms

Southeast England is vulnerable to the kind of violent storms that affected the Normandy campaign in June 1944. Similar storms might have interrupted this operation in 1940. Accordingly, during his administrative phase of Game Turn 5 (20 September), and every fifth game turn thereafter, the British player checks for the approach of a great storm. (The appropriate turns are noted on the Turn Record Track with the word "Storm?") To do so he rolls a 10-sided die. A Result of 10 means a storm is approaching.

If a great storm is determined to be approaching, during the administrative phase of the very next game turn the British player makes another die roll check. The storm is considered to arrive that game turn on a result of 1 or 2. If it doesn't arrive that day, make a check again the very next game turn, when it arrives on a result of 1, 2, 3 or 4. If not then, it arrives on the third day on a result of 1 through 6, or the day after that on a 1 through 8. If it doesn't arrive with the 1 through 8 check, it's considered to have changed course out of the area.

If a great storm is determined to have arrived, make an additional check for its departure at the very end of every game turn. At the end of the first game turn of its arrival, it's considered to have dissipated or moved on with a die roll result of 1 or 2; the next day it goes with a 1 through 4 result, then a 1 through 6, and a 1 through 8. (Automatically ending at the end of its fifth day if not before.)

If a new great storm check day arrives while one is currently raging on the map, simply skip that check.

During a storm the German may not move units from his Reinforcements Available Holding Box, take replacements, use his Luftwaffe ground support, aerial supply, or make airdrops or airborne withdrawals. CW advantage is not checked for in any battles. Make no surge die roll checks during game turns in which a Great Storm is determined to be raging, though on such game turns, provided a surge was declared, the CP debit for it still takes place.

Within the strictures given in this rule, there is no limit on the number of storms that may blow in during any one match.

15.3 The Gales

The weather over the area shown on the map worsens considerably starting in mid-October. Therefore, beginning with the storm approach check on Game Turn 30, increase the probability of a great storm starting an approach from a die roll result of only 10 to a result of 9 or 10 instead.

15.4 Churchill

Churchill always maintained if the Germans had invaded he intended to stay and fight it out in his command center at 10 Downing Street. Of course, many in the British command structure would've desperately tried to talk him out of such a rash act, perhaps even "kidnapping" him to get him out if he proved that stubborn. We'll never know for sure what would've happened, but we can be certain the decision would've been made at the last minute in some unpredictable fashion. Therefore when a German unit first enters the London hex, the British player should roll a die.

A result of 1 through 5 means Winston was persuaded to evacuate to a new command center somewhere off the northern edge of the board. A result of 6 through 10 means he stayed, fought it out and was killed or (worse for propaganda purposes) captured. If that is the result, the British player must subtract one from his die roll in all future CP awards checks.

15.5 German Airborne Withdrawal

The German *7th Paratroop* and *22nd Airlanding Divisions* may be withdrawn from England to rest and prepare for further airdrops. The German player may decide to withdraw one or both of those airborne units from England starting with his administrative phase of Game Turn 25 (10 October). To be eligible for withdrawal an airborne unit must be in regular supply somewhere on the map. The German player simply removes it/them from the map to his Reinforcements Available holding box; no CP expenditure is involved.

A withdrawn airborne division must spend at least 30 days resting in England before it can be used again (see 15.6 below). For example, if the *7th* is withdrawn on S+26, it must rest in the holding box until at least S+56. Resting alone does not replenish a reduced airborne unit; the German player must expend an RP for that.

15.6 German Airdrops

The German player may airdrop his rested airborne units from his Reinforcements Available Holding Box (only!) onto the map. Drops may not be made into wetland or city hexes. Only the German *7th Paratroop* and *22nd Airlanding Divisions* are eligible for this. Secret plots may be written every fifth game turn, as indicated on the Turn Record Sheet by the notation "Airborne?"

To perform a drop, the German player secretly writes down the proposed date/game turn and landing hex for the unit(s) at least two game turns in advance. He may not change a drop plan once written, but it may be cancelled. One or two of the eligible divisions may be plotted to drop

Operation Sea Lion

on any one day, but if two go they must both be dropped into the same hex. When the drop day arrives the German player may spend one CP per division to activate the unit(s) and place it (them) on the drop hex. If for any reason he does not drop the unit(s) according to plan (for instance, because a British unit occupies the hex or he simply changes his mind), the airborne force remains in the holding box; he may not write a new plan for it for that day (but he doesn't spend the air drop CP either).

Air droppable units may not drop onto British units. However, the German player may plan a drop into a British-occupied hex, hoping they will move away in time.

If an airborne unit drops in a British ZOC, the German player rolls one die; on a 1-5 the airborne unit is hit (reduce the unit if it's at full strength; destroy it if it's already reduced). On a 6-10 the airborne unit lands without casualties. Roll just one die per airborne unit dropping into EZOCs, no matter how many British units are projecting ZOCs into the drop hex. If a unit lands outside British ZOCs, it lands without casualties.

An air dropped unit is always considered supplied throughout the game turn of its drop (place the aerial supply marker in the hex); such units may not, however, move (retreat after combat OK) or attack during that entire game turn.

A dropped airborne unit may not be withdrawn for rest and refit again until it's spent another period of at least 25 days on the continent. The German player may choose to abort the refit of either of his droppable units in the holding box and instead bring them back into play via over-the-beach landings. Such a move does require normal CP expenditure.

No air drops may be made during turns a great storm is raging, but an RAF/RN surge can never abort a German air drop.

15.7 Mountain Infantry

Because of their proficiency at attacking into broken terrain, mountain infantry units never suffer the -1 combat reduction when firing into rough or hill hexes.

15.8 German Aerial Supply

During any supply check step the German player may provide aerial supply to any one panzer or any two non-panzer units (both located in the same hex) anywhere on the map that would otherwise be OOS. Simply place the marker atop the selected hex; those units' supply status is thereby made normal until the next supply check (when the marker could be committed again if needed).

No aerial supply is available during turns great storms are raging or an airborne drop has been made. (When an airborne drop is made, that drop hex automatically receives the aerial supply marker.) An RAF/RN surge cannot in anyway abort German aerial supply.

15.9 1940-Style Blitzkrieg

German panzer divisions may always ignore British zones of control for all regular movement purposes, including retreat-after-combat (but not for strategic movement or supply tracing). Further, however, whenever any kind of

supplied British infantry unit defending in a city hex fires on an attacking panzer division, that infantry unit does so with its anti-armor factor doubled.

15.10 Second & Third Invasions

The German is allowed to launch a second and third invasion after the game has begun. Each such invasion may only consist of one or two 3-4-2/3-4-1 infantry divisions landing in the same hex. No more than one such supplemental landing may ever be made during the same week. Landings may take place in any coastal hexes from 2601 4023, and they must be pre-plotted using the same procedures and restrictions as for airborne drops every fifth game turn. No second landing may be plotted prior to Game Turn 10 (25 September).

These follow-on invaders may not fight their way ashore; if a British unit is in their projected landed hex, cancel that invasion plot. In such cases, the invasion force is not in any way lost, but it must be plotted for again before a new landing attempt can be made.

Landings may not be made when great storms are raging. An extra beachhead counter is provided for both the second and third invasions. There may never be more than one beachhead counter in the same coastal hex. The coastal hexes lying behind the Isle of Wight and Hayling Islands are possible landing sites.

It takes one CP to activate a one-division invasion and two CP to activate a two-division invasion. (Either way, one beachhead counter then goes along for free.) Just-landed units may not in any way attack or move farther during the turn of their invasion.

Design Note. German players, even if you really don't intend to invade, it can be a good idea to make fake plots at the appropriate turns to keep the British player guessing.

The restriction against not fighting ashore reflects the fact the Germans weren't really set up to make "Bloody Omaha" style landings here. Of course, neither were the British set up to make an Atlantic Wall style defense. But we figure, those two things being roughly equal, if a German second or tertiary effort came in against unexpectedly stiff resistance, they simply would've gotten out to await a better opportunity.

15.11 Six-Sided Dice

If you don't have decimal dice and also don't like chit-pulling, here's a way to get decimalized results using two standard six-sided dice.

Roll both dice and cross-index them on the table below. Notice

the order of the rolls is important. Different colored dice may be used to distinguish first and second rolls, or roll a single die twice.

		First Die Roll					
		1	2	3	4	5	6
Second Die Roll	1	0	0	0	1	1	1
	2	2	2	2	3	3	3
	3	4	4	4	5	5	5
	4	6	6	6	7	7	7
	5	8	8	8	9	9	9
	6	— roll the second die again—					

Operation Sea Lion

Turn Record Sheet

Date	Game Turn S+	Replacements		Notes	Date	Game Turn S+	Replacements		Notes
		Ger	Brit				Ger	Brit	
16 September	1	0	0	RAF/RN Surge?	26 October	41	0	0	-
17 September	2	0	0	-	27 October	42	0	0	-
18 September	3	0	0	-	28 October	43	0	0	-
19 September	4	0	0	-	29 October	44	0	0	-
20 September	5	0	0	RAF/RN Surge? Storm?	30 October	45	2	1	RAF/RN Surge? Storm? Airborne?
21 September	6	0	0	-	31 October	46	0	0	-
22 September	7	0	0	-	1 November	47	0	0	-
23 September	8	0	0	-	2 November	48	0	0	-
24 September	9	0	0	-	3 November	49	0	0	-
25 September	10	0	0	RAF/RN Surge? Storm?	4 November	50	2	1	RAF/RN Surge? Storm? Airborne?
26 September	11	0	0	-	5 November	51	0	0	-
27 September	12	0	0	-	6 November	52	0	0	-
28 September	13	0	0	-	7 November	53	0	0	-
29 September	14	0	0	-	8 November	54	0	0	-
30 September	15	0	0	RAF/RN Surge? Storm?	9 November	55	2	1	RAF/RN Surge? Storm? Airborne?
1 October	16	0	0	-	10 November	56	0	0	-
2 October	17	0	0	-	11 November	57	0	0	-
3 October	18	0	0	-	12 November	58	0	0	-
4 October	19	0	0	-	13 November	59	0	0	-
5 October	20	0	0	RAF/RN Surge? Storm?	14 November	60	2	1	RAF/RN Surge? Storm? Airborne?
6 October	21	0	0	-	15 November	61	0	0	-
7 October	22	0	0	-	16 November	62	0	0	-
8 October	23	0	0	-	17 November	63	0	0	-
9 October	24	0	0	-	18 November	64	0	0	-
10 October	25	4	0	RAF/RN Surge? Storm? Airborne?	19 November	65	2	1	RAF/RN Surge? Storm? Airborne?
11 October	26	0	0	-	20 November	66	0	0	-
12 October	27	0	0	-	21 November	67	0	0	-
13 October	28	0	0	-	22 November	68	0	0	-
14 October	29	0	0	-	23 November	69	0	0	-
15 October	30	4	10	RAF/RN Surge? Storm? Airborne?	24 November	70	2	1	RAF/RN Surge? Storm? Airborne?
16 October	31	0	0	-	25 November	71	0	0	-
17 October	32	0	0	-	26 November	72	0	0	-
18 October	33	0	0	-	27 November	73	0	0	-
19 October	34	0	0	-	28 November	74	0	0	-
20 October	35	2	6	RAF/RN Surge? Storm? Airborne?	29 November	75	2	1	RAF/RN Surge? Storm? Airborne?
21 October	36	0	0	-	30 November	76	0	0	-
22 October	37	0	0	-	1 December	77	0	0	-
23 October	38	0	0	-	2 December	78	0	0	-
24 October	39	0	0	-	3 December	79	0	0	-
25 October	40	2	1	RAF/RN Surge? Storm? Airborne?	4 December	80	0	0	Game Ends

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GERMAN VP
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OPERATION SEA LION: Britain's Final Hour?

Designer: L. Dean Webb
 Map Art: Beth Queman
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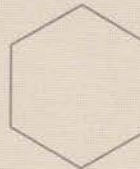




OSS DESTROYED
GERMAN UNITS

DESTROYED
GERMAN UNITS

OSS DESTROYED
BRITISH UNITS

DESTROYED
BRITISH UNITS

TERRAIN KEY

	Non-Armor in Attack	Armor in Attack
 Clear	- 0	- 0
 Rough	- 1	- 1
 Major River ††	- 2	- 3
 Hills	- 1	- 2
 Forest	- 0	- 1
River †	- 1	- 2
Wetlands	- 0	- 2

BRITISH MISC.
HOLDING BOX

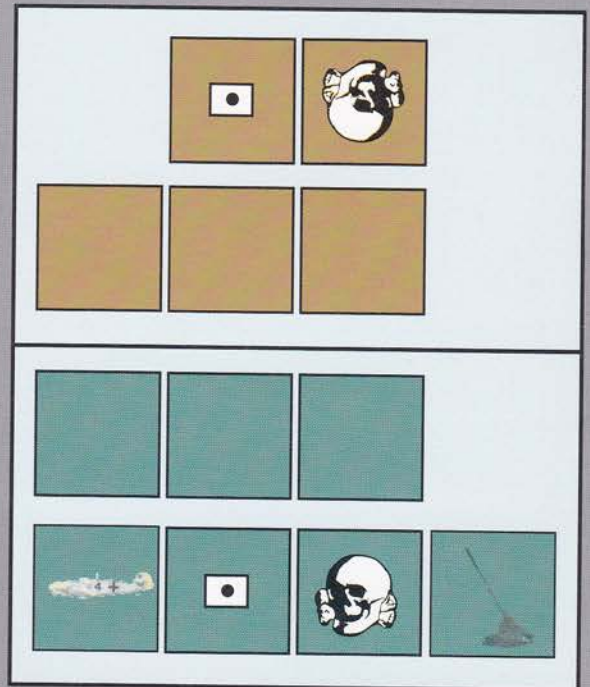
BRITISH REINFORCEMENTS
AVAILABLE BOX

City *	- 1	- 2	Not Allowed	Not Allowed
Ger. CP City *	- 1	- 2	Not Allowed	Not Allowed
All-Sea			Not Allowed	Allowed

NOTES:

- * There is no difference between "Cities" and "German CP Cities" for movement or combat purposes.
 - * Germans pay 2 MF to enter city hexes.
 - † Germans pay 1 MF extra to cross river hexsides.
 - †† Germans pay 2 MF extra to cross major river hexsides.
- No movement or combat is allowed across all-sea hexsides.

BATTLE BOARD
British



BATTLE BOARD
Germans

GERMAN MISC.
HOLDING BOX

GERMAN REINFORCEMENTS
AVAILABLE BOX



Dudley

Birmingham

Nuneaton

Leicester

Coventry

Worcester

Rugby

Northampton

Gloucester

Luton

Oxford

Swindon

Bath

Slough

Reading

Harrow

Kingston

Epsom

Croydon

Southampton

Bournemouth

Christchurch

Gosport

Havant

Bognor

Brighton

Poole

Isle of Wight

Portsmouth

Hayling Isl.

Chichester

Worthing



Peterborough

The Fens

Norwich

Great Yarmouth

Lowestoft

Cambridge

Ipswich

Colchester

Felixstowe

Enfield

Ilford

Basildon

Brentwood

Southend

Westham

Romford

R. Thames

LONDON

Bromley

Bexley

Gravesend

Chatham

Ramsgate

Canterbury

Tonbridge

Folkestone

Dover

Romney Marsh

Hastings

Eastbourne

Strait of Dover



15km

Yarmuk

If this is your first XTR game, read this box first.

Don't try to memorize these rules! They have been written to create a game system that simulates reality as much as possible. You'll find things flow along according to a certain real-world kind of rhythm. After a few turns, that rhythm will become second-nature to you, and you won't need to refer to the rules as often.

Read the rules through before punching out the playing pieces. The first number indicates the major rules section. The number to the right of the decimal indicates a specific rule within each section. For example, section 2.0 deals generally with the game components, while 2.3 explains combat units.

This is a wargame of low complexity. You can learn it on your own, but if an experienced gamer is available to instruct you, use him.

Most of all, remember: the main reason to play these games is to have fun. If there's a rule you don't completely understand, talk it over with your opponent and play it according to your best understanding at the time.

Credits

Design: Adrian McGrath & Chris Smith
Development: Chris Perello & Ty Bomba
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Map: Beth Queman
Counters & Production: Chris Perello & Cheryl Scollan

Contents

1.0 Introduction	17
2.0 Game Components	17
3.0 SetUp	18
4.0 Victory	18
5.0 Sequence of Play	18
6.0 Zones of Control	19
7.0 Stacking	19
8.0 Movement	19
9.0 Combat	20
10.0 Supreme Efforts	21

1.0 Introduction

1.1 Historical Background

Yarmuk is a game of the epic battle for the Holy Land in 636AD. The Moslems, imbued with messianic fervor and led by Khalid ibn al-Walid, had swept away the old order throughout the Near East and were threatening the rich southern provinces of the Eastern Roman (Byzantine) Empire. The Byzantines, exhausted by long wars with the recently collapsed Persian Empire, made a Herculean effort to put together a massive army to crush the Moslems. But the army was fragile, a hodgepodge of nationalities and mercenaries, few

with real devotion to the Empire. For five days the 40,000 Moslems, outnumbered more than two-to-one, fended off increasingly desperate Byzantine attacks. On the sixth day, the Moslems counterattacked their exhausted and demoralized foe, virtually destroying the Byzantine army and securing the Holy Land for Islam.

1.2 Game Scale

Each hex is one-third mile from side to opposite side. Moslem units represent approximately 800 men each, Byzantine units from 1,200-2,500 men each.

2.0 Game Components

2.1 Components List

A complete game includes these rules, one map and 140 counters. The map includes Day and Turn tracks, a Routed Units box for each side, the Combat Results Table and the Terrain Effects Chart. Players must provide a six-sided die.

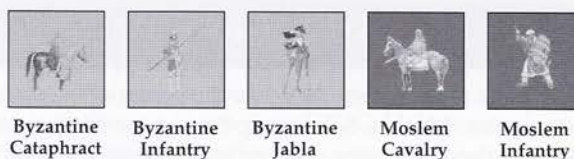
2.2 The Game Map

The map shows the militarily significant terrain as it existed in 636 on the plateau overlooking the Yarmuk River. The hexagonal grid regulates the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features that may affect game play; the Terrain Effects Chart is a summary of these effects.

The natural terrain and manmade structures on the map have been altered slightly to fit the hex-grid, but the relationships between the terrain from hex to hex are accurate to the degree necessary for presenting players with the same space/time dilemmas faced by their historic counterparts.

2.3 Combat Units

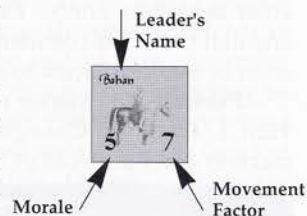
Most of the counters are combat units. There are five types of combat units. Moslem Cavalry, Byzantine Cataphract and Byzantine Jabla units are all cavalry units.



Each combat unit is identified as belonging to one of the five primary subdivisions of each army, and is rated for morale and movement. Byzantine units are printed on a light purple background; Moslem units on a dark green background.

The morale rating is used to make morale checks. To make a check, roll one die and compare it to the number; if the die roll is less than or equal to the morale rating, the unit passes the check.

The morale die roll may be modified by various factors, but a unit always fails on a natural roll of "6" and always passes on a natural roll of "1."

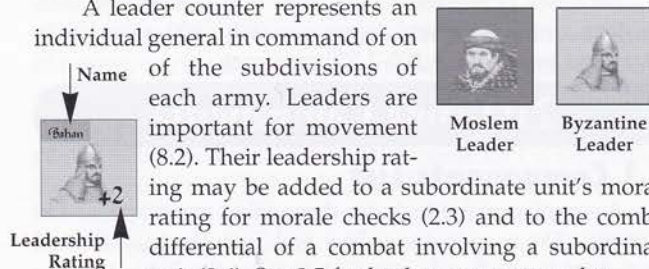


The movement factor is a measure of a unit's ability to move across the the map (see section 8.0 for details).

Each subdivision except the Byzantine Jabla is named for its commanding general. Bahan and Khalid were also the respective overall commanders. The Jabla subdivisions were Christian Arabs fighting for their Byzantine overlords.

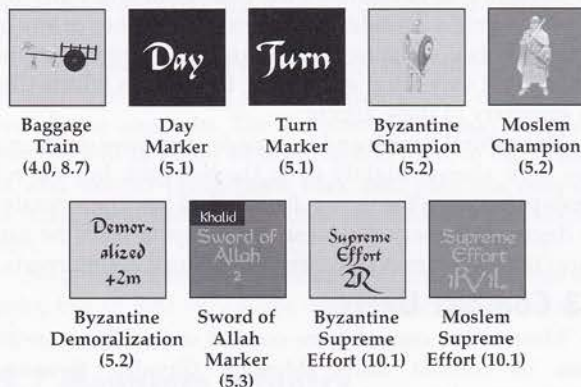
2.4 Leader Counters

A leader counter represents an individual general in command of one of the subdivisions of each army. Leaders are important for movement (8.2). Their leadership rating may be added to a subordinate unit's morale rating for morale checks (2.3) and to the combat differential of a combat involving a subordinate unit (9.6). See 8.5 for leader movement rules.



2.5 Other Counters

The remaining counters are non-combat units and markers. The use of each is explained at the appropriate rules section.



3.0 Setup

The line printed roughly down the center of the map is the set up line. Moslem units set up first on the Moslem side of the line, then Byzantine units on the Byzantine side.

All units start the game on the map. No unit may be set up in any hex adjacent to the front line. All units must be set up undisrupted (see 9.4), unstacked (see 7.0) and in command (see 8.2). The Jabla units may be set up adjacent to any other Byzantine unit(s). Each leader must be stacked with any unit under his command. Each Byzantine baggage train must be set up adjacent to any unit in its subdivision.

Place the Day marker on Day 1 and the Turn marker on Turn 1. Place the Champion counter, the Supreme Effort markers and the Sword of Allah marker to the side.

4.0 Victory

The game lasts until the last turn of Day 6 or until one player has won the battle, whichever occurs first. If the game

ends with neither player achieving victory, it is a draw, but for practical purposes a draw counts as a Byzantine defeat.

The game ends as a Byzantine victory the instant the Byzantine player controls (one of his units occupies or was the last to pass through) any two of the four following hexes: 5231, 7021, 6710, 6221.

The game ends as a Moslem victory the instant the Moslem player has destroyed (one of his units enters the hex occupied by) any three Byzantine baggage trains. If one of his units occupies hex 1510, he need only have destroyed two baggage trains.


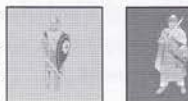

5.0 Sequence of Play

5.1 Sequence of Play Generally

Yarmuk is divided into six days, each of which consists of an Administrative Segment and a variable number of turns. Each turn consists of 10 action phases. During each action phase, one player or the other may move and attack with units belonging to one of his five subdivisions. Once a phase is completed, a player may not go back to perform some forgotten action or redo a poorly executed one unless his opponent permits it.

5.2 The Sequence of Play

A. Administrative Segment

- Rest and Recovery:** Disrupted units recover (9.4). Roll once for each routed unit (9.5); if it rallies, it is returned to the map, otherwise it is out of the game for good.
- Parley Check:** Roll one die. On a roll of "1" the opposing generals have agreed to parley. The day ends; move the day marker up to the next day (or end the game if it occurs on Day 6). A parley may occur only once per game.
- Sandstorm Check:** Roll one die. On a roll of "1" a sandstorm is in effect. Flip the Day marker to the sandstorm side. All attacks are shifted 1 column left on the CRT. 
- Duel of Champions:** this is mandatory on the first day. On each subsequent day, both players must agree for the duel to take place. Roll one die. On a roll of "1," "2" or "3," the Moslem champion wins; on a "4," "5" or "6," the Byzantine champion wins. During Turn 1 of that day, shift the odds one column right on the Combat Results Table for all attacks by the winning side. Place the champion marker, winner up, on the turn marker as a reminder. 
- Byzantine Demoralization:** on each day after the first, roll one die. On a roll of "1," the Byzantine army is demoralized for the day. Add one to the die roll for all Byzantine morale checks for that day. Place the "Demoralized" marker on the Turn marker as a reminder. Demoralization lasts only for the one day, but may occur any number of times per game. 

B. Turns

1. Byzantine Action

- a. **Subdivision Selection:** the Byzantine player may select any one subdivision of his army which has not yet been selected this turn. If he wishes, he may call for a Supreme Effort from this subdivision (10.0).
- b. **Movement Phase:** All units of the selected subdivision may move according to the rules for movement. Any disrupted unit of the selected subdivision may attempt to recover.
- c. **Combat Phase:** any units of the selected subdivision may/must attack according to the rules for combat. At the end of the combat phase, flip the unit's leader to the "Done" side. If a Supreme Effort was made, roll for the Backlash (10.3).
- d. **Fatigue Check:** on Turn 4 and after on each day, once the last Byzantine subdivision is done, roll one die. On a roll of "1," "2" or "3," the Byzantine army is fatigued. All Moslem attacks for the rest of that turn shift one column to the right. Flip the Turn marker to the "Fatigue" side as a reminder.



2. Moslem Action

- a. **Subdivision Selection:** same as 1.a. but the Moslem selects one of his one subdivisions. See 5.3 for the Sword of Allah special action.
- b. **Movement Phase:** same as 1.b.
- c. **Combat Phase:** same as 1.c. If the Byzantines are fatigued, shift all Moslem attacks right one column on the CRT.
- d. **End of Day Check:** on Turn 4 and after on each day, once the last Moslem subdivision is done, roll one die. On a roll of "1," "2" or "3," the day ends. Do the End of Turn Phase, then move the Day marker to the next day on the Day track (if it is already in Day 6, the game ends). If the game is to continue, move the Turn marker back to Turn 1.

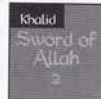
3. End of Turn

Move the Turn Marker to the next turn; if it is already in Turn 4, leave it there. Flip all leaders of both sides back to their front sides. If it is the end of Turn 1, remove the Champion marker (if applicable).

5.3 The Sword of Allah

Twice each day, the Moslem player gets an extra action by playing the Sword of Allah counter. The first time it is used, flip it to its "1" side; the second time it is used, set it aside until the next day. The Sword of Allah may be played for any Moslem Action that turn; it need not be done last. On Turns when the counter is used, skip what would be the Byzantine sixth Action and go directly to the sixth Moslem Action so all Moslem units are used that turn.

When the Sword of Allah is played, any and all Moslem cavalry (not just the "Khalid" units) in command (8.2) to Khalid at that time may move and attack. It does not matter



if those units have already been activated that turn, and participating in the Sword of Allah does not prevent later activation that same turn. During the Sword of Allah action only, Moslem cavalry may charge (9.8).

5.4 Bahan

At the start of his first action turn of any day, the Byzantine player may place Bahan in command of all Byzantine cataphracts. For that entire day, treat all cataphracts as Bahan's subdivision; they all move at the same time as the Bahan subdivision. The infantry of Bahan's subdivision are treated as having no leader (see 8.3).

6.0 Zones of Control

6.1 Zones of Control Generally

The six hexes surrounding an undisrupted unit are its Zone of Control (ZOC). Disrupted units do not have a ZOC. ZOCs do not extend into or out of stream, ravine or town hexes. The ZOCs of multiple units, and of units from both sides, may coexist in a single hex and overlap in any way without affecting one another. Units do not negate ZOCs in any way. Cavalry units always ignore infantry ZOCs.

6.2 ZOC Effects on Movement

A moving unit must stop after entering an enemy unit's ZOC. A unit starting its move in an EZOC may leave that ZOC; move one hex, then make a morale check. If the unit fails, it is disrupted (if already disrupted, it routs) and must stop. A unit may not move from one EZOC directly into another.

6.3 ZOC Effects on Combat

A unit starting its combat phase in an enemy ZOC must attack. An enemy unit exerting a ZOC into a hex containing activated units must be attacked. See 9.0 for details.

6.4 ZOC Effects on Retreat

A unit is forced to retreat (9.3) into a hex containing the ZOC of a unit which attacked that retreating unit, the unit must make a morale check. If the unit fails, it is disrupted (if already disrupted, it routs) and must continue retreating until it reaches a hex not in an EZOC. Make a morale check for each hex on the line of retreat containing an enemy ZOC.

7.0 Stacking

7.1 Stacking Generally

Stacking is the placing of more than one unit in a single hex. Any number of units may move through a given hex in a given movement phase. At the end of each movement phase and each retreat after combat, only two units may be in a given hex. If at the end of any movement phase or retreat more than two units are in a hex, all units in the hex (not just the excess) automatically rout (9.5). Players may always examine units in a stack.

7.2 Stacking Specifics

Leaders, Baggage Trains and markers do not count for stacking; any number of each may be in a single hex.

Units from different subdivision may stack together.

Only the top unit in a single hex may attack or be attacked in a single combat. The stacking order in a hex may be changed only by shifting an activated units during its movement phase (this does not cost any movement points).

8.0 Movement

8.1 Movement Generally

During a movement phase, each unit of the selected subdivision may move. Units move one at a time, from hex to adjacent hex. A units need not use its entire movement foactor when activated, but it may not accumulate MPs for a later turn, nor may MPs be loaned from one unit to another.

A moving unit may not move into an enemy occupied hex or off the map, but may enter a hex containing only an enemy leader, camp, baggage train or any marker.

8.2 Command

A unit is in command if at the beginning of that movement phase it is stacked with or adjacent to its leader, or if it can trace a solid line of units from its subdivision to its leader. This "command chain" may be of any length, but must be solid; no gaps are allowed. Enemy ZOCs do not affect it. Subdivisions of dead leaders are never in command.

8.3 Movement Allowance

A unit in comand receives its full movement factor; move these units first. For each unit out of command, roll one die at the beginning of its move. The die roll is its movement allowance for that turn, but may not exceed its printed movement factor.

8.4 Movement Costs

Most hexes cost a unit 1 MP to enter. Some terrain types cost 2 MP to enter; if a unit has only 1 MP remaining, it may still enter that hex. Units must stop on entering a ravine hex, regardless how many movement points it has left.

8.5 Leader Movement

A leader may travel with any unit of its subdivision, or may travel alone. When traveling alone he has a movement factor of 12 and may never enter an enemy ZOC. If enemy movement or combat losses place him in an enemy ZOC, he is immediately moved one hex out of the ZOC. The leader may move any number of times this way until he reaches a friendly unit or cannot move because of enemy units, ZOC or the map edge. If that is the case, the leader is killed.

8.6 Jabla Movement

Jabla units have no leader, so are always out of command. When undisrupted, add 3 ("+3") to its movement die roll. When disrupted, do not mdify the die roll.

8.7 Baggage Train Movement

Baggage trains have a movement factor of "2." They may not enter stream, ravine or slope hexes, but may enter bridge/ford hexes. If a Moslem unit enters a hex containing a bagage train (meaning there is no combat unit stacked with it), the baggage train is destroyed (see 4.0).

8.8 Overrunning Moslem Camps

If a Byzantine unit moves into or through a Moslem camp during a movement phase, the camp is overrun and destroyed (4.0).

9.0 Combat

9.1 Combat Generally

During a given combat phase, only undisrupted units of the activated subdivision may attack. Any such unit starting its combat phase in an enemy ZOC must attack. An enemy unit exerting a ZOC onto such a unit must be attacked. Any other adjacent enemy unit may, but need not, be attacked.

If an activated disrupted unit is in an enemy ZOC and the enemy unit is not attacked in that combat phase, apply an automatic "Ar" result to the disrupted unit at the end of that combat phase.

A single unit may attack up to six adjacent defending units. Up to six units may attack into a single hex.

Each attacking unit may participate in only one combat per combat phase. A single defending hex may be attacked only once per combat phase, but may be attacked any number of times in the course of an entire turn.

9.2 Combat Procedure

1. Select the attacking and defending unit(s). Subtract the number of defending units from the number of attacking units to get the appropriate column on the Combat Results Table. Modify the column for the following: if the differential is more than "+3" use the "+3" column. If the differential is less than one, use the "<" column.

Participating Leader — see 9.6

Byzantine Fatigue — 1R on all Moslem attacks

Champion — 1R on Turn 1 attacks

Supreme Effort — see 10.2

Backlash — see 10.3

Sandstorm — 1L for all attacks that day

Terrain — see Terrain Effects Chart

Disruption — 1R; 2R if cavalry attacking disrupted infantry

Flank Attack — 1R if defender surrounding by any combination of units attacking that defender and the ZOC of units attacking that defender

Moslem Camps — 1R on all Moslem attacks into or out of a Moslem camp or any hex adjacent to one.

2. Roll one die. Cross index the die roll with the column on the CRT to get the result.

3. Apply the results. Note only the to unit in a given hex is affected by the combat result. Any unit stacked in the same hex remains there.

— no effect on any units.

Ar or **Dr**: the affected unit must retreat two hexes (9.3).

AR or **DR**: the defending unit is disrupted (9.4) and must retreat two hexes. If already disrupted, make a morale check for the unit. If it fails the check, it routs (9.5).

4. If the defender's hex is vacant after the combat, any one attacking unit may advance into it; ignore ZOCs.

9.3 Retreat

A unit required to retreat must move two hexes away from its hex. It may end its retreat in an empty hex or stacked with another friendly unit, but not overstacked. It may continue to retreat if necessary to avoid overstacking.

If it is forced to retreat into a hex containing the ZOC of a unit which attacked that retreating unit, the unit must make a morale check. If the unit fails the check, it is disrupted (if already disrupted, it routs) and must continue retreating until it reaches a hex not in an enemy ZOC. Make a morale check for each hex on the line of retreat containing an enemy ZOC.

Byzantine units may not retreat into non-overrun Moslem camps; treat them as a Moslem unit for this purpose.

If the unit cannot retreat because of terrain, the map edge or enemy units, it is destroyed. It is out of the game for good, do not place it in the rout box.

9.4 Disruption & Recovery

If a unit becomes disrupted, flip it to its disrupted side the side with the white band on it. Disrupted units perform normally except they exert no ZOC, may not attack and suffer a one-column leftward shift when attacked. A disrupted unit remains disrupted until it recovers.

All disrupted units recover automatically at the end of each day (5.2).

An activated unit may attempt to recover during a movement phase. The unit may not be in an enemy ZOC and may not move. Make a morale check for the unit; if it passes, it recovers to normal status. If its leader is stacked with it, subtract the leader's rating from the die roll.

9.5 Rout & Rally

If a disrupted unit fails a morale check, it routs. Place it in the appropriate Routed Units box on the map. At the beginning of each day, roll one die for each routed unit. If the roll falls within the die roll span listed below for that unit type, the unit rallies. If the roll is outside the span, the unit is destroyed and out of the game for good.

Unit Type	Die Roll Needed
All Moslem Units	1-3
Byzantine Cataphracts	1-5
Byzantine "Gregory" Infantry	1-4
All Other Byzantine Units	1-3

Place rallied Byzantine units back on the map stacked with, adjacent to, or in a command chain to its baggage train. If its baggage train has been destroyed, it may not rally and is destroyed. Place rallied Moslem units back on the map stacked with, adjacent to, or in a command chain to either Moslem camp. If both camps have been overrun, the unit may not rally and is destroyed.

9.6 Leaders in Combat

A leader stacked with a unit involved in combat may, but is not required to, participate in that combat. Shift the

differential in the unit's favor by the leader's rating. The declaration of leader participation must be made when the unit is selected for combat. After the combat is resolved, roll one die; on a roll of "1", the leader is dead and out of the game.

9.7 Cavalry Retreat Before Combat

A cavalry unit being attacked by an infantry unit may elect to retreat before the combat resolution is begun. The attacking infantry unit is done for that combat phase (but may finish the combat if it was also attacking an infantry unit at the same time).

9.8 Cavalry Charge

Byzantine Cataphracts may charge into combat. Declare the charge when the unit is selected for combat. Shift the differential 2 columns right on the CRT. At the end of the combat, make a morale check for the cataphract, adding two to the die roll; if it fails, it is disrupted.

Moslem cavalry units may charge during the Sword of Allah phase (5.3) only. Use the same procedure, but do not modify the morale check die roll.

10.0 Supreme Effort

10.1 Supreme Effort Generally

A supreme effort (SE) represents the effect of an appeal to a unit for an extra effort. Depending on a unit's morale and cohesion, there is a limit to how many times such an effort can be made. The extra effort also leads to a backlash of exhaustion and frustration.

To make an SE, play a unit's SE chit during the selection phase of the Action when the unit is selected. The SE takes effect immediately.

Each subdivision of the Moslem army except Khalid's may make one SE per day. Each subdivision of the Byzantine army may make one SE per chit per game.

10.2 SE Effects

A Byzantine SE shifts all attacks by units of that subdivision two columns right on the CRT. A Moslem SE shifts all attacks by units of that subdivision one column to the right, and all defenses by units of that subdivision one column left.



10.3 SE Backlash

At the end of each Action in which an SE counter is in effect, roll one die for that counter. On a die roll of "1", "2" or "3" there is a backlash. Flip the SE marker to its reverse side



(with the white band). The backlash remains in effect until the end of that day. Byzantine backlash shifts all Moslem attacks against the affected units one column right, and adds two to all morale check die rolls for the affected units. Moslem backlash shifts all Moslem attacks by affected units one column left, Byzantine attacks against the affected units one column right, and adds one to all morale check die rolls for the affected units.

Yarmuk

FRONT 1 of 1

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Bahān +2 5 7	Bahān 5 7	Bahān 5 7	Bahān 4 5	Bahān 4 5	Bahān 4 5	Bahān 4 5	Bahān 4 5	Bahān 4 5	Bahān 4 5
Bahān 4 5	Bahān 4 5	Bahān 4 5	Supreme Effort 2R	Supreme Effort 2R	2	+1 5 7	5 7	5 7	5 3
Byzantine Army									
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Gregory 5 3	Gregory 5 3	Gregory 5 3	2	+1 5 7	5 7	4 5	4 5	4 5	4 5
Dierjan 4 5	Dierjan 4 5	Dierjan 4 5	Dierjan 4 5	Dierjan 4 5	Dierjan 4 5	Dierjan 4 5	Supreme Effort 2R	2	Demoralized +2m
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Qanateer 4 5	Qanateer 4 5	Qanateer 4 5	Qanateer 4 5	Qanateer 4 5	Qanateer 4 5	Qanateer 4 5	Qanateer 4 5	Qanateer 4 5	Qanateer 4 5
Supreme Effort 2R	Supreme Effort 2R	2	Day Turn		1R	+2	3 8	3 8	3 8
Moslem Army									
4 6	4 6	4 6	4 6	4 6	4 6	4 6	4 6	4 6	Supreme Effort 1R/1L
+1	3 8	3 8	3 8	4 6	4 6	4 6	4 6	4 6	4 6
Jamū'a	Jamū'a	Jamū'a	Supreme Effort 1R/1L	+1	3 8	3 8	3 8	4 6	4 6
4 6	4 6	4 6	4 6	4 6	4 6	4 6	Supreme Effort 1R/1L	+1	3 8
Ubeida	Ubeida	Ubeida	Ubeida	Ubeida	Ubeida	Ubeida	Ubeida	Uzweed	Uzweed
4 6	4 6	4 6	4 6	4 6	4 6	4 6	4 6	4 6	4 6
Uzweed	Uzweed	Uzweed	Uzweed	Uzweed	Uzweed	Uzweed	Uzweed	Uzweed	Uzweed
4 6	Supreme Effort 1R/1L	+2	4 8	4 8	4 8	4 8	4 8	4 8	Sword of Allah 2

This is a supplement to Command #45



Combat Results Table

	+3	Dr	DR	DR	DR	DR	DR
	+2	Dr	Dr	Dr	DR	DR	DR
	+1	-	-	Dr	Dr	Dr	DR
	0	Ar	-	-	-	Dr	Dr
	<	AR	Ar	Ar	-	Dr	Dr
	1	2	3	4	5	6	

Yarmuk

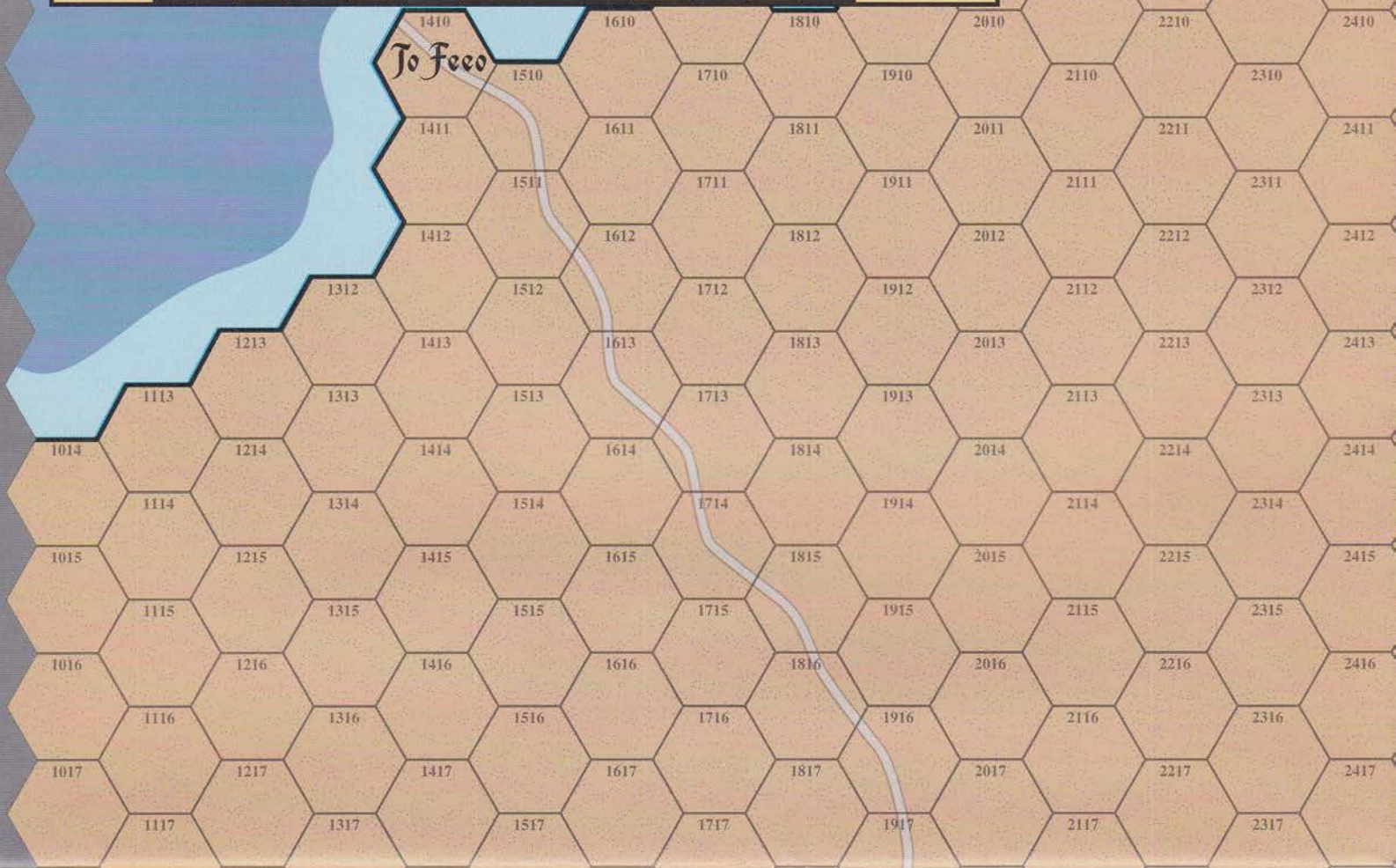
© 1997, XRC
 Design: Adrian
 Map Art: Beth

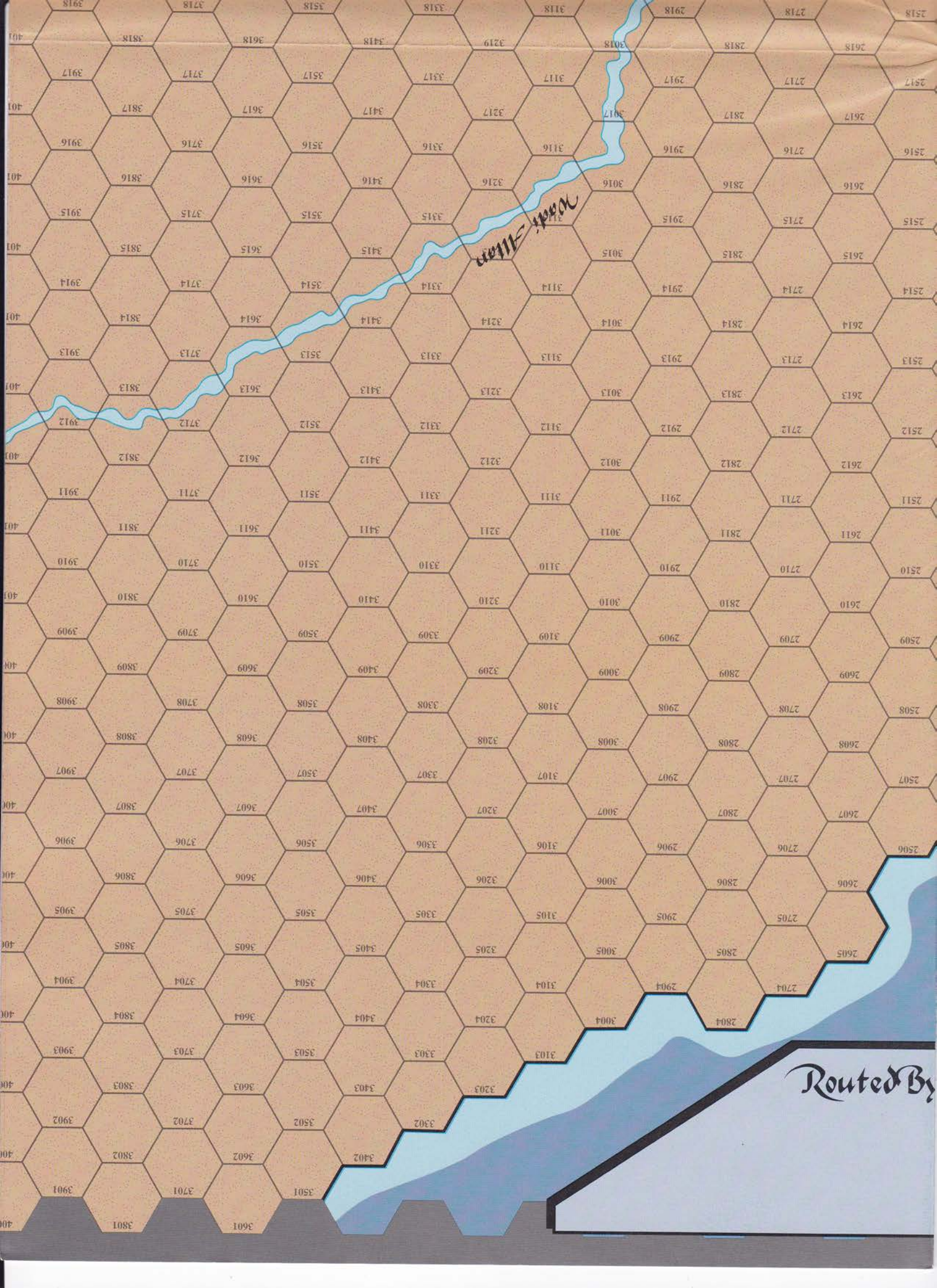
Terrain Effects Chart

Terrain Type	Movement Cost	Combat Effects	Notes
Clear	1	—	—
Stream	1, 2 for Cavalry	—	C, DC
Ravine	Stop	1L into or out of	C, DC, M
Slope	2	—	—
Hilltop	1	1L into	—
Moslem Camp (not destroyed)	1, see 8.8	1R to Moslem attack into camp or any adjacent hex	~1 to Moslem morale check in camp or any adjacent hex
Town	1	—	C, DC, M
Bridge	Treat ravine as clear for movement, otherwise no effect	—	—
Road	No effect on play	—	—
River	No effect on play, units may not enter	—	—

Notes
 C = No cavalry charge into, out of or across
 DC = No DC into or out of
 M = +1 to morale check

Zantine Units

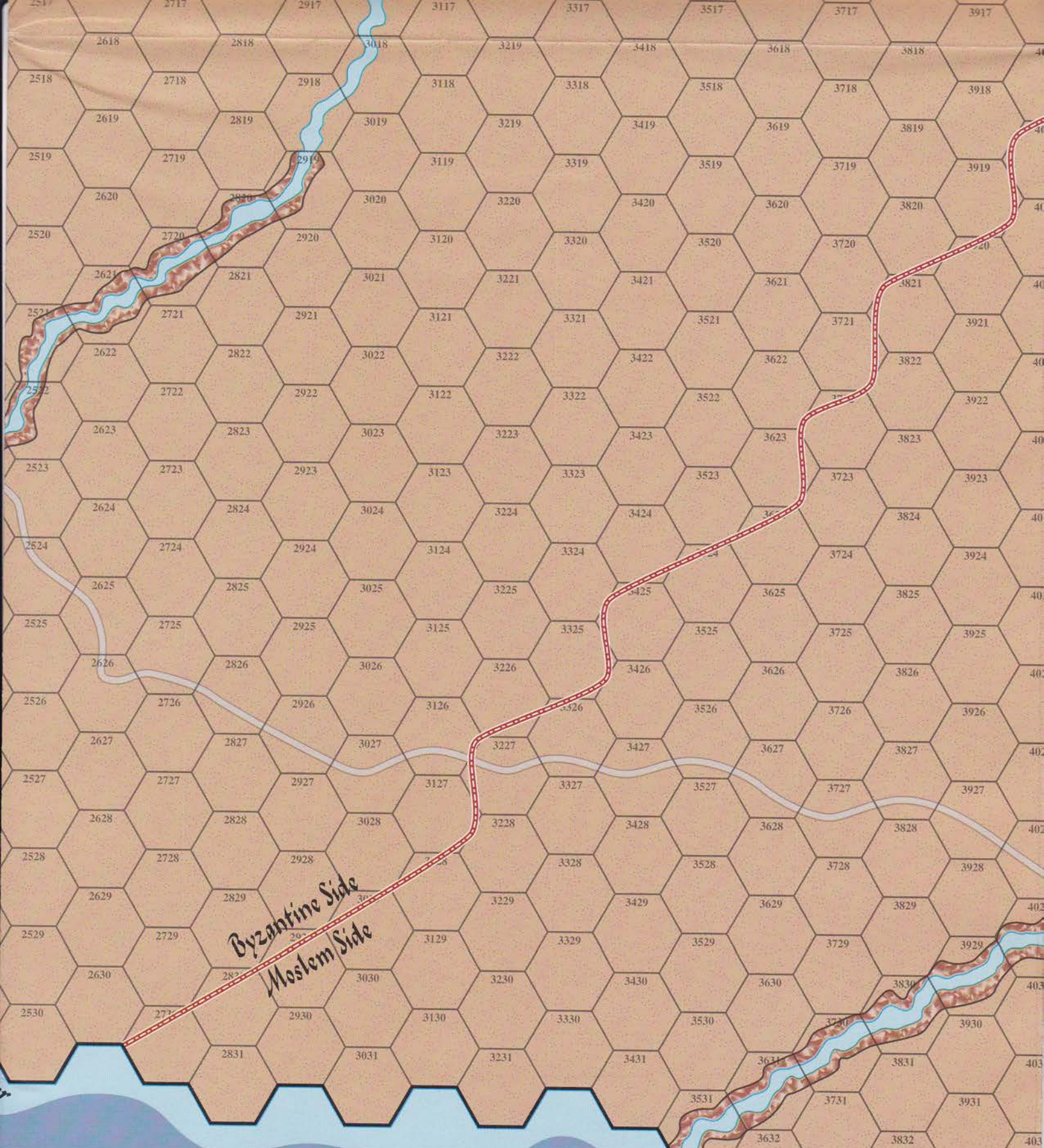




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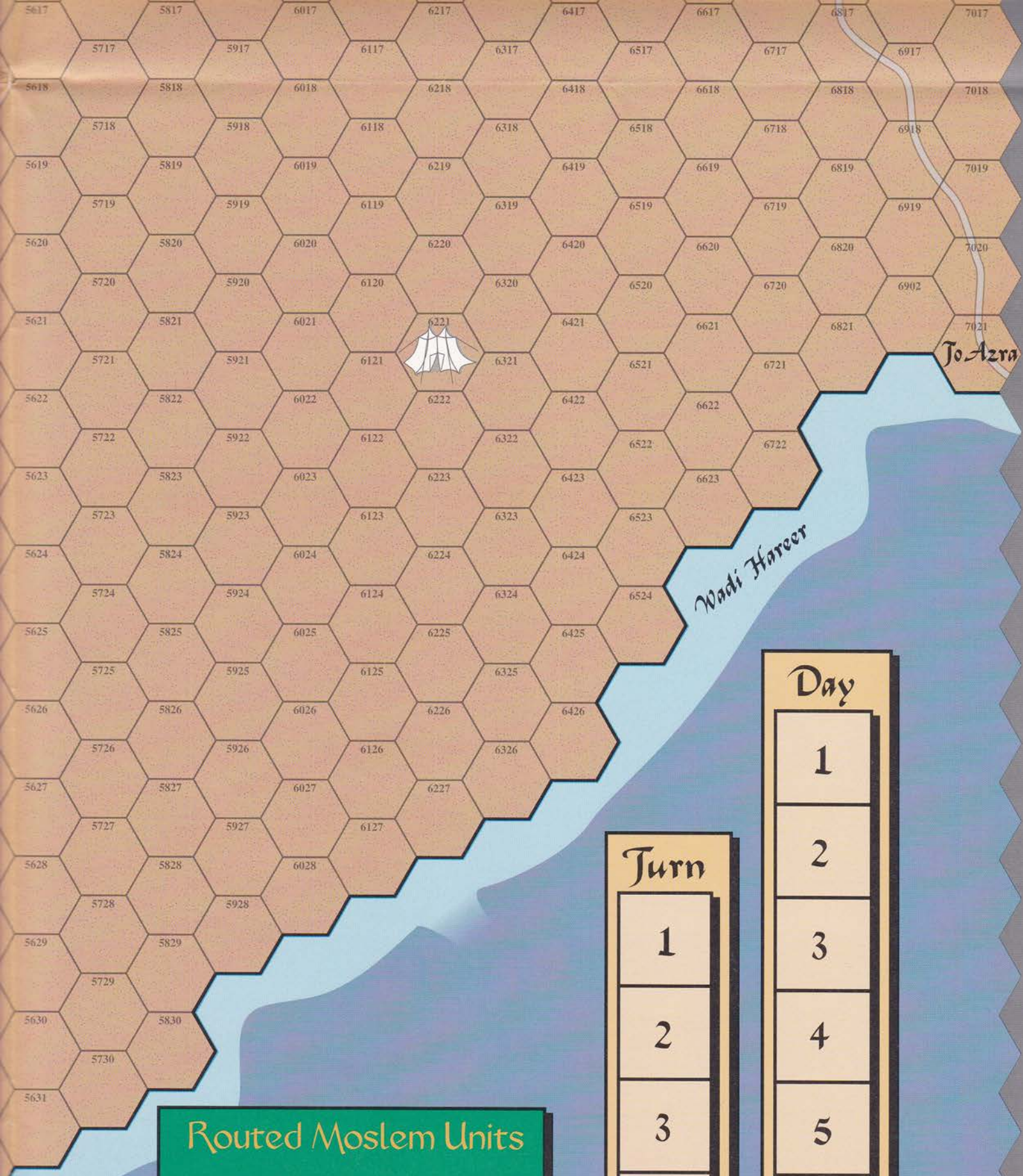
Routed By

3918	3718	3518	3318	3118	2918	2718	2518
3917	3817	3617	3417	3217	3017	2817	2617
3916	3816	3616	3416	3216	3016	2816	2616
3915	3815	3615	3415	3215	3015	2815	2615
3914	3814	3614	3414	3214	3014	2814	2614
3913	3813	3613	3413	3213	3013	2813	2613
3912	3812	3612	3412	3212	3012	2812	2612
3911	3811	3611	3411	3211	3011	2811	2611
3910	3810	3610	3410	3210	3010	2810	2610
3909	3709	3509	3309	3109	2909	2709	2509
3908	3708	3508	3308	3108	2908	2708	2508
3907	3707	3507	3307	3107	2907	2707	2507
3906	3706	3506	3306	3106	2906	2706	2506
3905	3705	3505	3305	3105	2905	2705	2505
3904	3704	3504	3304	3104	2904	2704	2504
3903	3703	3503	3303	3103	2903	2703	2503
3902	3702	3502	3302	3102	2902	2702	2502
3901	3701	3501	3301	3101	2901	2701	2501
3801	3601	3401	3201	3001	2801	2601	2401



Byzantine Side
Moslem Side

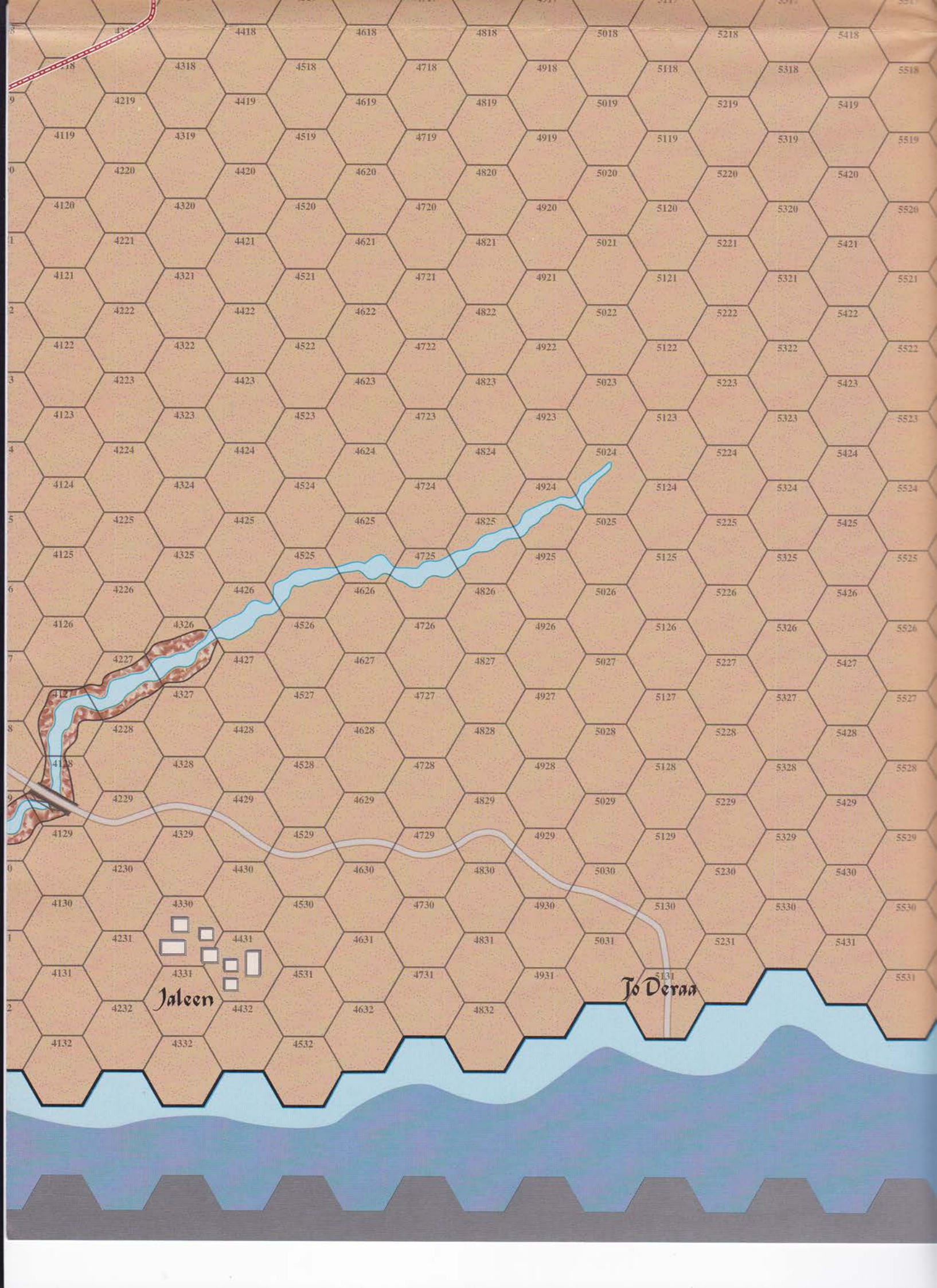
Corporation
McGrath & Chris Smith
Queman



Routed Moslem Units

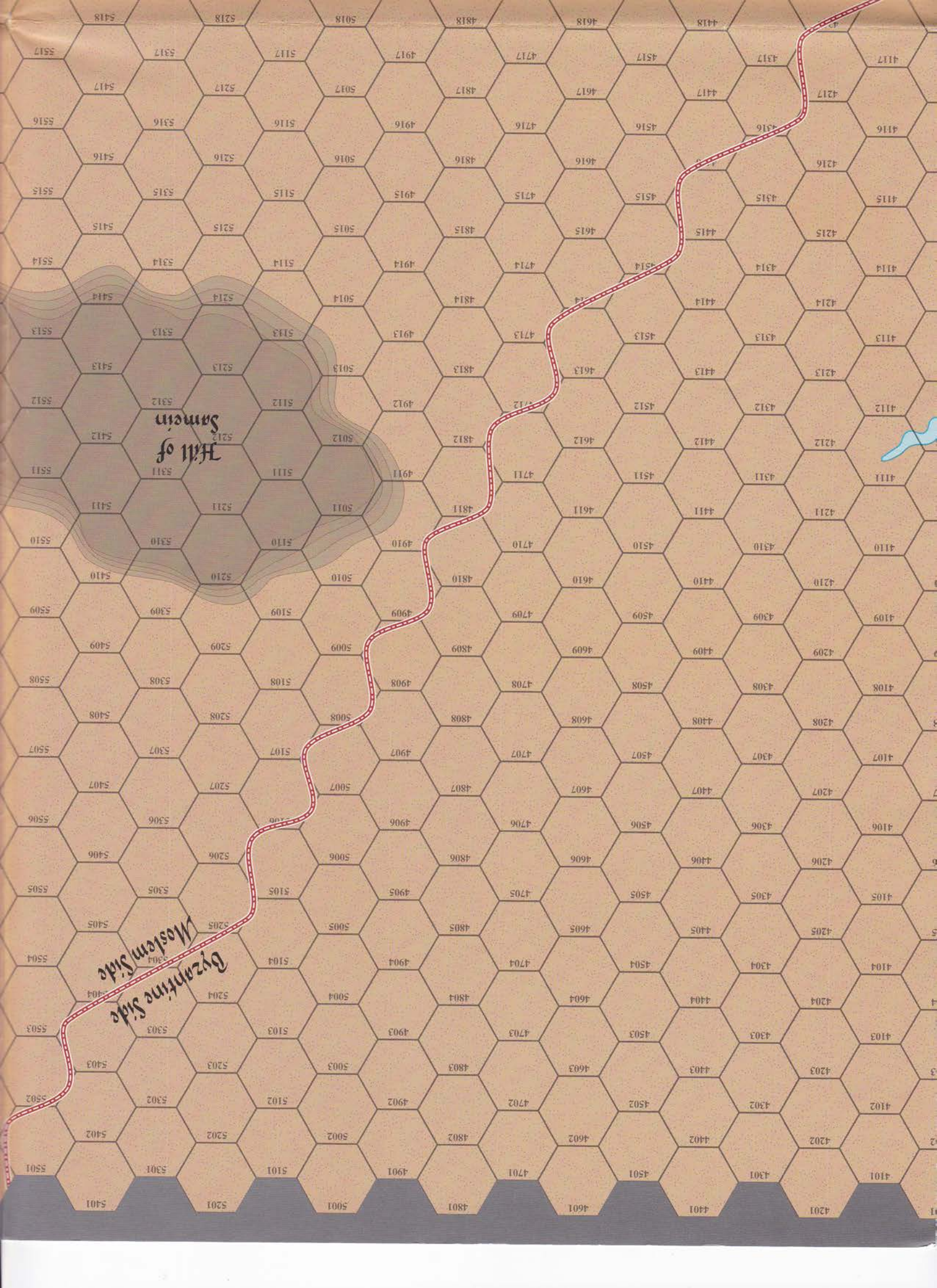
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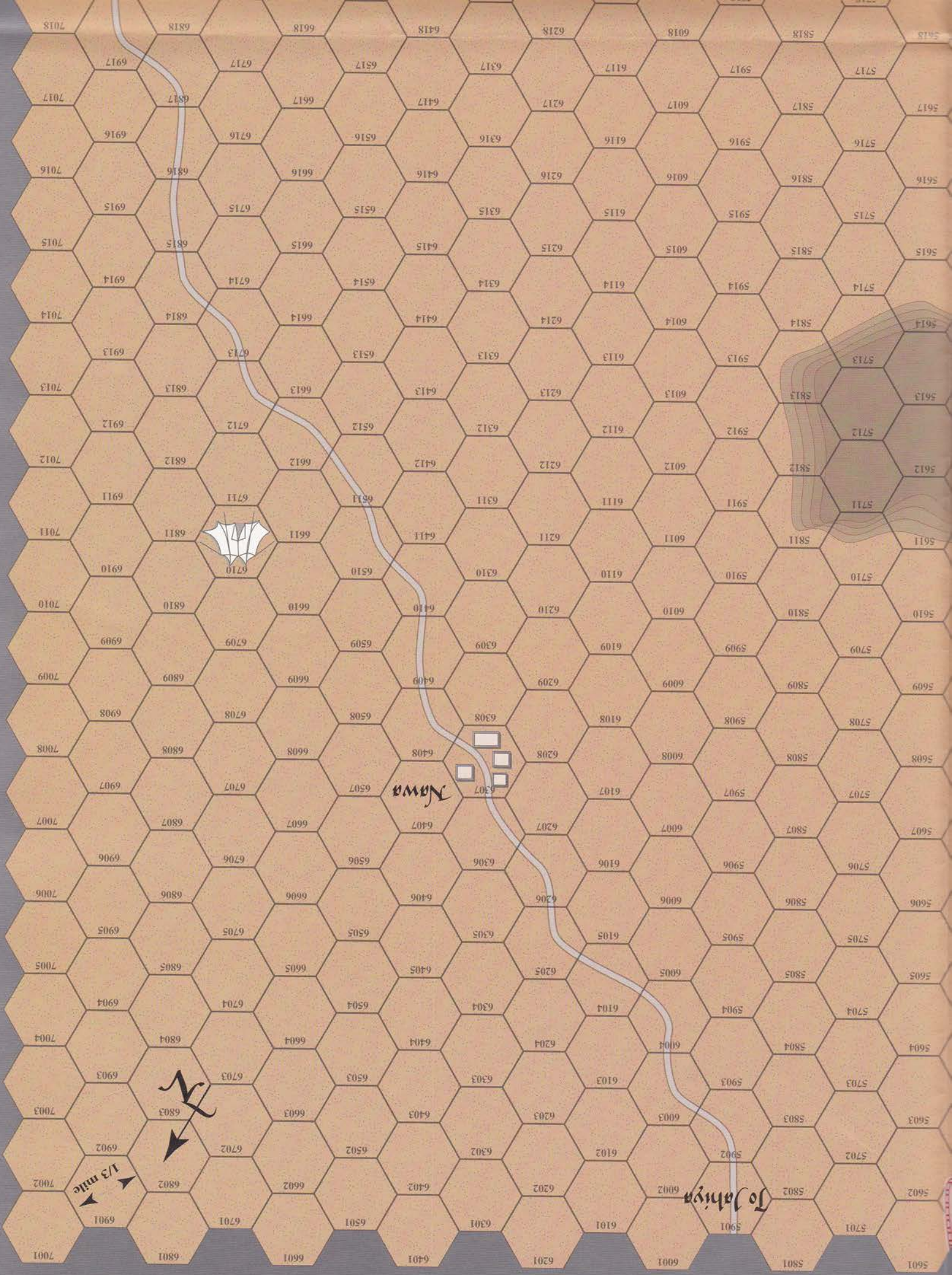
Jaleen

Jo Deraa



Hill of
Samain

Byzantine Side
Moshem Side



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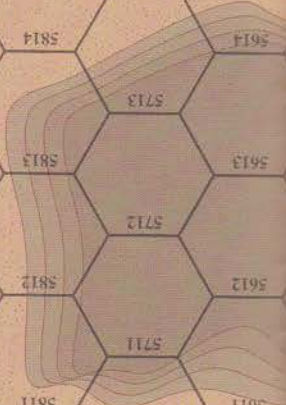
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To Jahiya

1/3 mile



COMMANDER'S CALL

by Ty Bomba

This Year's Charlies

At Origins '97 this past July we won the following five Charles S. Roberts Awards: 1) *Command* won as best professional magazine; 2) *Wave of Terror* won as best WW2 game; 3) Tom Dworschak's piece, "A Fleet Squandered — Hitler's Surface Ships," took the prize for best historical article; 4) Ted Raicer was inducted into the Hall of Fame; and 5) I was voted the James F. Dunnigan Award for Design Elegance and Playability.

Once again we humbly thank the readership for their votes, and all the game designers, authors and others who work behind the scenes to make these victories possible. Let us continue to move forward together to ever greater triumphs.

The Rules Booklet

A few issues back, I reported to you on the broad and fast acceptance our two-rules-folder approach in the two-game issues had gotten from hobby wholesalers and retailers. Indeed, we made the change to multiple booklets at the suggestion of several of them. Starting with the issue after that, however, what we began to hear from them was: "Wah! We want the whole package! Don't send us the individual games! Send us the whole, big, two-game issue in one package! Wah!"

Issue Game Schedule

Issue Game Title(s)

1997

- 46† End of Empire
- 47* Attila: Scourge o' God & Perfidious Albion

1998

- 48† Tomorrow the World, 2nd Ed.
- 49† The Great Rebellion
- 50* Meuse-Argonne & Iron Dream
- 51* Armies of the Czar & Waterloo/Laon
- 52* The Battle of the Marne & a second game yet to be determined

Notes

- * = Two-game issues
- † = Mini-Monster issues

So back we go to the original one-booklet approach for every issue, no matter if it's got one or two games in it. Just tryin' to keep our customers satisfied.

The Game Schedule

Next issue I'll be adding several new titles to the list above, extending it at least another six months or so into the future. I've been holding back doing that because I'm expecting several projects to be turned in soon (they probably will already have come in by the time you read this), and I want to be able to schedule them in the most topically diverse and appropriate way.

Beyond that, Javier Romero recently turned in his *Spanish Civil War* design; we've accepted it, and Ted Raicer is now developing it (it uses the TGWiE system). Also, John Desch turned in *Blood on the Snow: The Battle of Korsun*, and we've accepted it for publication. (One change here: though originally conceived as a mini-monster, John found a map orientation that allowed him to get all the needed area on just one 34x22" small-hex sheet. So *Korsun* now drops into the one-map game category.)

Book Alert

Those of you who'd like to read a scholarly defense of, and methodology for doing, alternative history should get a copy of Alexander Demandt's *History That Never Happened: A Treatise on the Question, What Would Have Happened If...?* (revised 3rd ed., translated from the original German by Colin D. Thomas, published by McFarland & Co., Inc., Jefferson, NC, and London, 1993, ISBN: 0-89950-702-6.)

Though a thin book of only 180 pages, the author is a German historian-academician, so the text at times gets weighty with references that may be obscure to American readers. Nevertheless, that minor flaw aside, those of you who enjoy pondering the questions posed by our alternative history games, and particularly those who are working on your own such designs, should read this book. Beyond expanding your understanding of the historical reconstruction process, it'll give you plenty of ammo to silence the

"anti-alt-hist guy" you typically find at least one of in every wargaming circle. (And, once again, thanks to long-time *Command* subscriber Timothy Lee for tipping me to an important book.)

Progress in Works Dept.

So Far From God: With Scott in Mexico by designer Hans von Stockhausen

We've just completed a second round of playtests that validated a number of design changes. The first round showed the overall system worked fine, except the combat subsystem needed streamlining and a new CRT. I also incorporated a number of event/personality chits to spice up the game and solve a few small problems. Another addition came in the form of the Mexican National Morale Track, which discourages that player from attempting a passive "hedgehog" strategy, while also highlighting the importance of some historically key geographic objectives for the American.

As it stands now, the game can last up to 32 turns. Each represents one day and begins with a chit pull phase. The rest of each turn revolves around an Action Phase that breaks down into a variable number of Action Segments. During an Action Segment the active player (winner of the initiative die roll procedure) may commit a commander and his unit to perform either a march or battle action. Most segments involve brigade- or division-size formations. The turns conclude with a Reorganization Phase in which disrupted units that remained uncommitted during the turn become undisrupted. Committed formations and leaders are then flipped back to their uncommitted sides.

I streamlined the combat system to do away with the numerous morale checks that plagued it. But there are still multiple combat rounds to give a tactical feel.

There are two basic kinds of combat: regular — representing skirmishing or long-range firefights, and close — which is more intense, close-range firefights, bayonet assaults and cavalry charges. Close combat is generally the best way to capture a fortified position, is more decisive and bloodier (results given on the CRT are

multiplied by 1.5 before being applied).

Both types of combat use the same CRT but are calculated differently. For example, close combat involves column shifts for morale differentials and relative odds. Each player rolls on his own CRT to inflict a combination of step losses and to obtain a "Morale/Cohesion" number that is then applied against the entire "target stack." A unit will either be unaffected, disrupted, retreated or routed by the morale result, depending on its individual morale rating. Terrain, fortification, leaders, artillery bombardment, Mexican national morale, and various event/personality chits can influence the combat on a given turn to modify unit morale and loss results.

I borrowed the SFFG chit system from Ted Raicer's TGWiE, and also adapted some ideas from Chris Perello's *Fateful Lightning*. My chits now account for the actions of various heroic and colorful personalities in the campaign. Included in the American mix are: Jackson, Pickett, Longstreet, McClellan, Beauregard and Grant. The Mexican selection includes: Col. Balderas, Lt. Col. Echeagaray, and morale-enhancing chits representing the sacrifice of the Ninos Heroicas, and the desperation of the San Patricios. Other events covered by chits are: rain, late ladders, Mexican mines, Mexican command shake ups, major blunders by Valencia, Pillow, etc.

The chit system also solved the problem of how to represent the two week truce that interrupted the historic campaign. A truce of variable length can now interrupt the game if mandated by one of several such chits. Truces represent the actions of US envoy Nicholas Trist, Mexican Foreign Minister Pacheco, and British diplomats in Mexico City. A long truce can speed up the game considerably, as there are no Action Phases during those turns.

I'm still tweaking the victory conditions, which are based on how soon the US player can capture Mexico City, which is in turn represented by his occupation of the palace hex. The relative conditions of the opposing armies, measured by step losses, modify the victory level. That consideration reflects the future bargaining position of a victorious but depleted American army occupying the Mexican capital, and the ability of a defeated but still operational Mexican army to influence treaty talks.

Current playtesting is focused on trying various play strategies. The American player can choose from four different approaches: southern (historical), northern (Lt. Grant's preference), center (the El

Penon-Mexicalcingo route), or some combination of all three. All appear viable, but the flank approaches depend more on maneuver and superior initiative to gain favorable battle positions on the outskirts of Mexico City. The center approach is bloodier but has the potential for a quick decision, as the decisive battles will be fought in the opening turns.

Mexican strategy is largely dependent on the American approach. The main advantages of the Mexican side — superior numbers, fortifications and interior lines — are often offset by poor initiative and command problems. That tends to support a passive defense, but the best Mexican strategy actually works out to be an active-aggressive defense aimed at inflicting heavy US losses.

The playtesting shows a complete campaign game of SFFG can be completed in one long sitting, but will usually require two sittings over the course of weekend playfest. Once I iron out the rules and complete the second playtest set, I believe I'll have this ready to turn in by summer's end.

Feedback From Issue No. 43

There was just one winner among the five game proposals that ran in issue no. 43, my own *Lightning War '44*, which scored 6.78. The also-rans and their scores were: *The Iron Belt* - 5.76; *Tonkin* - 4.97; *New York Burning* - 4.15; and *Hedgerow Hell* (revised proposal) - 6.13. That last result poses a problem in that it leaves me not knowing exactly what to do. That is, does your rejection of the revised HH proposal mean I should go ahead with the original mini-monster proposal or — in light of the fact you've now strongly voted me *Lightning War '44* to work on — should I simply kill the HH project altogether and concentrate on the better received game? (See feedback question no. 21 below.)

Your second thoughts on the *Wave of Terror* game came in this way (first survey/second survey): overall - 7.28/7.31; map - 7.41/7.45; counters - 6.55/6.68; rules clarity & completeness - 6.82/6.94. You estimated its complexity at 4.81, after playing it to completion an average of 1.78 times, taking 6.73 hours to do so each time. As to playbalance, 19 percent would offer no opinion. That left six percent claiming the Germans are heavy favorites, and a larger 14 percent who say that side is slightly favored. A thick 35 percent maintain the game is balanced, which leaves 17 and nine percent, respectively, who insist the Allies are slightly and heavily favored to win. Eighty-seven percent thought *WoT* a good game for inclusion in

the hobby edition; 13 percent said nay.

I always say you know you've got a "new classic" on your hands when the numbers go up in the second survey. About the only real complaint we've received about *WoT* is its (present) lack of short scenarios. Not to worry: designer Desch tells me he's got several on the drawing board, and we'll pass them along to you in these pages as soon as we get them from him.

You rated the contents of hobby edition no. 43 this way: *Chattanooga* game overall - 6.57; map - 6.31; counters - 6.87; rules clarity & completeness - 6.40; *Commander's Call* - 6.62. Thirty percent though hobby edition no. 43 was superior to no. 42; 26 percent claimed the opposite; 41 percent thought the two were of about equal worth, and three percent would express no opinion.

The rating of the contents of issue no. 43's main magazine, from highest to lowest, was:

Chattanooga - 6.69
Easter Rising - 6.63
Battle of the Boyne - 6.51
Issue No. 43 overall - 6.50
I Remember - 6.49
First Philippine Campaign - 6.34
Short Rounds - 6.31
Tecumseh - 6.18
Cover Art - 4.87

Thirty-five percent thought the magazine portion of issue no. 43 was better than that of issue 42; 15 percent maintained the opposite was true; 40 percent said the two issues were of about equal worth, leaving five percent who expressed no opinion.

Issue 45's Feedback Loop

Please use the combined newsstand/hobby edition feedback card to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) on the corresponding spaces on the postcard. If it's a rating question, "0" means "Don't publish this game under any circumstances;" or "This article was so uninteresting I didn't even read it!" From there, each higher number indicates a slightly more favorable opinion, until you get to "9," which means: "This game idea is top-notch; please publish this game as soon as possible!" Or: "This article couldn't have been any better!" In yes/no questions, "1" means "yes," "2" means "no," and "0" means "no opinion," or "not applicable."

Next issue we'll present the feedback results from issue no. 44. To be counted in the voting on this issue, your card must reach us by 15 November.

1. Taiwan: The Coming War With China. In this near-future, what-if game, set in the 1998-2001 time frame, we assume the Chinese leadership in Peking comes to believe time is working against them on Taiwan. They therefore decide to make use of the next Middle East crisis (which, indeed, they clandestinely help spark by giving more missiles and military aid to Iran and/or Pakistan), when the West's attention is sure to be focused there, to make a surprise strike. Their strategy is to use the People's Liberation Army's handful of elite, new "Fist" airmobile/airtransportable brigades, along with the PLA navy's equally elite marine brigade, to launch a lightning strike against the island's key port facilities, airfields and army bases.

If the plan succeeds, the island nation (or rebel province, depending on your perspective) will be subdued and returned to mainland China's control within a week. Given the distraction of the Mid-East war, the whole thing should be accomplished before anyone (read: the Americans) can react and give any amount of meaningful aid, or deploy US units to intervene directly, before it's all over.

Of course, Taiwan's own armed forces are not negligible, and a swiftly reacting US administration could have at least one carrier group, perhaps two, in range in a matter of a few days. Likewise, on the ground a task force about the size of a reinforced-brigade ("Battle Group Taiwan"), drawn from the 18th Airborne Corps, could also be brought in during the same period. Therefore much would depend on the degree of initial surprise achieved at the time of the attacking communist units' initial insertion. After that it would be a question of taking some major portion of the island before rallying world opinion forced the attackers to withdraw or at least accept a cease fire.

TTCWWC will use an evolution of our well-liked Desert Storm/Back to Iraq system to model this week of hypothetical invasion warfare in the western Pacific. The major systemic change would be to use a WoT variable-type move/fight-or-fight/move turn sequence. There will be one full, large-hex map and between 176 and 280 counters. There will also be random opening situations, random events at both strategic and operational levels, and an uncertainty as to exactly which daily game turn will end play. The complexity will be about 4.5, and it's for the magazine by your favorite duo of alternative-outcome-analysts, Ty Bomba & Christopher Perello.

Ed's Note. Attention game designers and would-be game designers: your game proposal could have been printed here for voting. Some of you are no doubt discouraged by the unavoidable waiting time between submitting a proposal and ultimately seeing it's publication — but you'll never get to the head of a line if you're unwilling to stand in it. Others, I know, are discouraged by the fact only about one in six game proposals ever get the voters' thumbs-up. If that's true for you, look back over our past issues; reread the proposal blurbs of those titles that did pass, then come up with at least six of your own (though not necessarily all at once!) and submit them. Forward.

Second Thoughts — Hobby Edition No. 43

Please reevaluate the game from hobby edition no. 43.

2. *Chattanooga* game overall
3. Map
4. Counters
5. Rules Clarity & Completeness
6. Estimate *Chattanooga's* complexity from

1 (simple) to 9 (hyper-complex).

7. How many times have you played *Chattanooga* (any scenarios) to completion? (0=never; 1=once; 2, 3, etc., 9=nine or more times.)
8. How long does it take to play the main (3.2) *Chattanooga* scenario to completion? (0=can't say; 1=about one hour; 2=about two hours, etc.)
9. Which side is favored to win the main scenario of *Chattanooga* when played by opponents of roughly equal skill?

0-No opinion, or can't say.

- 1-The Confederates are heavily favored.
- 2-The Confederates are slightly favored.
- 3-The game is evenly balanced.
- 4-The Federals are slightly favored.
- 5-The Federals are heavily favored.

10. Was *Chattanooga* a good choice for the magazine? (1=yes; 2=no).

This Issue's Hobby Edition

Rate the contents of Hobby no. 45.

11. *Sea Lion* game overall
12. Map
13. Counters
14. Rules Clarity & Completeness
15. *Yarmuk* game overall
16. Map
17. Counters
18. Rules Clarity & Completeness
19. Commander's Call
20. Was this issue of the hobby edition better than the previous? (0=no opinion, or can't say; 1=yes; 2=no; 3=the two were of about the same value.)
21. Should we go ahead and do *Hedgerow Hell* as a mini-monster or, in light of *Lightning War '44's* passage, simply scrap the whole *HH* project? (1=Do *Hedgerow Hell* as the originally proposed mini-monster; 2=Scrap the whole *HH* project; 3=Duh?)

The Main Magazine

Rate the contents of Command magazine no. 45.

22. Forgotten Fleet
23. Indonesia's Oil
24. Last Act in the Dutch East Indies
25. England's Final Hour: Operation Sea Lion
26. Ironclads at Hampton Roads
27. Unrestricted Climb
28. The Author & the Admiral
29. Short Rounds
30. Issue No. 45 overall
31. Compare this issue's main magazine (no. 45) with the previous issue's main magazine (no. 44). Which of the two was superior? (0=no opinion, or can't say; 1=this issue was the better; 2=the earlier issue was the better; 3=the two were of about equal worth.)

ERRATA

Chattanooga

The Union fortification line runs from hex 3523 to hex 3530 to hex 2734.

5.11 Correction. Cadres may be used during any movement phase, just like regular ES.

Second Front Now

The river name in hex 2510 should be the Somme.

The reverse sides of four British infantry divisions were printed on the the backs of four artillery units. Replacement counters are provided on this issue's countersheet.

Classified Ads & Conventions

Red Barons: 10th convention of the Ghent wargame club. 8 November 1997, Dienstencentrum Gentbrugge, Braemkasteelstraat 35, 9050 Gent-Gentbrugge, Belgium. Participation and demo games (Canadians at War, Gunfight 25 mm skirmish, Viking Raid 25 mm skirmish, Silent Death), dealers. For information contact Koen Schoonjans, Nieuwebosstraat 42 Gent Belgium e-mail: Koen.schoonjans@planetinternet.be.

FOR SALE: 125+ games, AH, SPI, GDW and many more. Send SASE to Walter Dippel, 4033 Valleyvue Dr., Gibsonia PA 15044-9502.

ATTENTION COLLECTORS: Must move overseas and cannot take my games with me. 500+ games going back to late Sixties; all publishers. Send SASE to Steven Harper, 2861 Woodsorrel Dr., Chino Hills CA 91709.

PicaFight I. Saturday, 1 November 1997, Officer's Club, Picatinny Arsenal, Dover NJ (I-80 at Rte 15). Historical, Sci-Fi and fantasy miniatures, role-playing, board games, card games, demos, open gaming, vendor and flea market area, concessions, movies all day. \$5.00 in advance, \$7.00 at the door. Contact John Thomasovich, 28 Ike Williams Rd., Newton NJ 07860, 973/724-3748, email jtsavo@planet.net. Also visit <http://www.planet.net/~pjtsavo/picafight.html>.

Game Counter Storage and Display. Organize your game counters with customized sheet protectors. Each sheet can hold 160 1/2" or 136 5/8" counters. Decrease space needs. Improve access and aesthetics. Send \$7.00 for instructions and sample to Sean Mitchell, 401 N Main St., Berryville, AR 72616, 870/423-4196.

CASABLANCA: A naval theme minicon: miniatures, board games and card games aboard the BB Massachusetts, Fall River MA. 8 November 1997. Demo game of the 1942 naval battle of Casablanca. Tour historic warships: BB Massachusetts, DD Joseph Kennedy, SS Lionfish & more. Seth Owen, Attn: Casablanca, 16 Sconticut Neck Rd, Fairhaven MA 02719.

Opponents Wanted: Marietta/Parkersburg/Belpre area. Board, miniatures and Battletech. Lots of XTR games and many others. I have the space but no one to roll against. Looking for players for a fun time. Duane Parsons, Little Hocking OH; 614/989-0019.

WANTED: PWG Black Sea/Black Death, SPI Empires of the Middle Ages, GDW Citadel, SPI War Between the States. Walter Armstrong, 4184 Brookway Ln, Brooklyn OH 44144; 216/351-7486 eves.

300+ Games For Sale: most in mint condition. Send 10x13 SASE for list of discounted games. Steve Underwood, 123 Magnolia Rd, Ramsey NJ 07446.

ORGANIZED KAHNFUSION XXII, 25 October 1997 at Central Penn Business School, Enola PA. Over 30 games including CCG Games, dealers, open gaming, food, LARP. Registration from \$0 to \$7.00. M. Foner's Games Only Emporium, 230 South 8th St, Lemoyne PA 17043 (717/761-8988).