

"...Let us therefore brace ourselves to our duties, and so bear ourselves that, if the British Empire and Commonwealth last for a thousand years, men will still say, 'This was their finest hour'." - Sir Winston Churchill

The Battle of Britain and Operation Sealion
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It is Summer 1940. France, Belgium, Holland, Denmark and Norway have all fallen under a swift German Blitzkrieg in a matter of weeks. The British, severely mauled in the continental fighting, have fled to their island home to await the inevitable German onslaught. The Germans plan to bomb Britain into submission. However, they do have another plan up their sleeves: Operation Sea Lion, the invasion of Britain. Its a long shot and will be a desperate battle, but a land invasion will definatley take Britain out of the war.... there is little faith in the Luftwaffe's abilities apart from Goering and Hitler. Fortunately (or unfortunately depending) the Germans have given the British a few months breathing space since Dunkirk while trying to decide what to do. The British have not been idle and their defenses, whipped up into patriotic furvor and efficient production by Churchill, Beaverbrook, Dowding and others, is well prepared to meet any German challenge.

REQUIRES: OPART 300

SCALE: 10km per hex

CLIMATE: Temperate, rapidly deteriorating over time.

MAP SIZE: 112 x 112

TURNS: 30 turns

TURN LENGTH: Half-day turns

FORMATIONS: Brigade level units, formations are regimental. All on Force Support.

COLOR SCHEME:

Red/Red - British Territorial Army
Red/White - Royal Air Force
Red/Tan - Royal Navy

Black/Red - Wehrmacht (German army)
Black/Blue - Luftwaffe (German airforce)
Black/Black - Kriegsmarine (German navy)

EVENTS:

Germans do not get sea/air transport to cross the English Channel until turn 6.

RAF Bomber Command and Royal Navy not released to English player until turn 6.

VICTORY: Germans must advance to a line forming from the Thames estuary to Gloucester in the west. British must repulse the German landings. No other special victory conditions.

THEATER OPTIONS: none.

SPECIAL NOTES: Because of the large number of units in this scenario (including air and sea reinforcements), the computer can take a minute or two placing reinforcements on turn 6 and thinking through the "reinforcements" phase. In playtest I have never had it lock up, it has always worked through. My computer is now aging, but I mention this to let you know slow-ups with this scenario can happen.

CREDITS: Talsonsoft's "Battle of Britain" game, William Shirer's "The Rise and Fall of the Third Reich", "Battle of the Atlantic" by Barrie Pitt, T.F. Mills' website "British Territorial Army in 1939", Tim McBride's article at TGN on the British infantry batallion, Jon Martina's TGN article on the German infantry batallion, J. Pipes website "German Armed Forces in WWII."