

Sealion Designer Notes

Could Operation Sealion have happened?



Over time there have been volumes written on Sealion, and many of those feel that the Germans would never have been able to pull it off. Given this, one has to wonder why did the Panzer Campaign designers do this title. It's not that hard to find people on website forums, or discussions by intelligent people with knowledge of the period, who can provide any number of reasons why Sealion would have failed if it had been launched.

Frankly, for years I had heard about plans to invade Britain in 1940 and I had dismissed them

all, until testing a tactical game for another company years ago, wargame designer Charlie Kibler told me that we were going ahead with an add-on disc for West Front on this very topic. I held my nose and pretty much said "whatever boss". But during the test I really got into it. I bought into the idea that some "events" really had transpired to make Sealion a possibility and what I found was we had a really cool game here. (As a side note, it was during this phase of testing I met Mike Avanzini who has been a huge help with OOB design in many titles of the series and the creation of all the game Campaign Maps).

The Panzer Campaigns Scale is different from the tactical game I referred to above, but if you put aside all the strategic issues that would be needed to make this Operational Battle a possibility, and bought into un-specified events which would set up the attack, this becomes a very good game idea. This is our goal with Panzer Campaigns Sealion, not to say, or prove that it could be done, but rather to explore what it would have been like had the Germans managed to get the conditions they felt they needed to invade Britain in 1940.

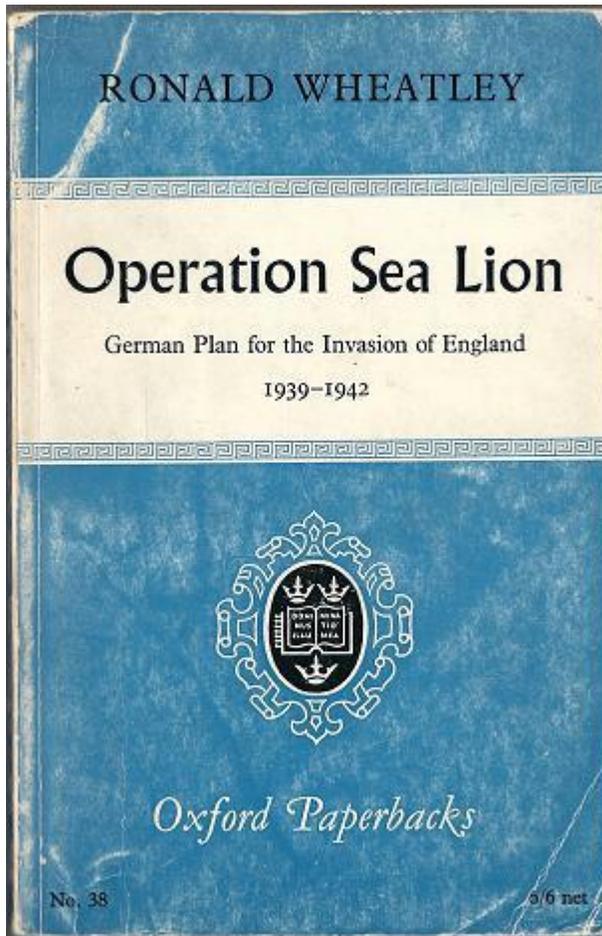
I think it is fair to say that for the invasion would not be attempted until the Royal Navy, still one of the most formidable fighting forces in the world, had been either destroyed, or diverted, and after the Royal Air Force had been eliminated. The full threat that it offered during and after the Battle of Britain was not to be ignored. To this end the game does not attempt to recreate the Battle of Britain, or the potential demise of the Royal Navy before the invasion starts.

Far fetched you say?

Imagine if you will the situation in France in 1940. Here the Germans made a bold and unorthodox move through the Ardennes with tanks, in an area previously thought to be

completely unsuitable for armour. Had this not happened, had the Germans done as predicted and come through Belgium meeting the Allies where they predicted, there would have been those who could easily argue that it was either impossible, or foolish for the Germans to have even considered the move through the Ardennes. However, the Germans did try and they pulled it off not only in 1940, but also managed to surprise the Allies a second time in the Ardennes in 1944. So, maybe, just maybe, another such surprising move could have been done.

All we know is Sealion never happened, and we are left to speculate how events may have unfolded in that summer of 1940, given the situation as we know it to have been. This is the starting point where Wig Graves began, back in early June 2003.



Panzer Campaigns was in its infancy when Wig Graves, known mostly for his Order of Battle expertise and game creation of the second title in the series Normandy '44, began looking into Operation Sealion as a possible title. It has taken six years and a number of phases where we worked on the game, and then left it for a while, only to return again to get this project to be a released game, making it perhaps the longest title of the series from design to release.

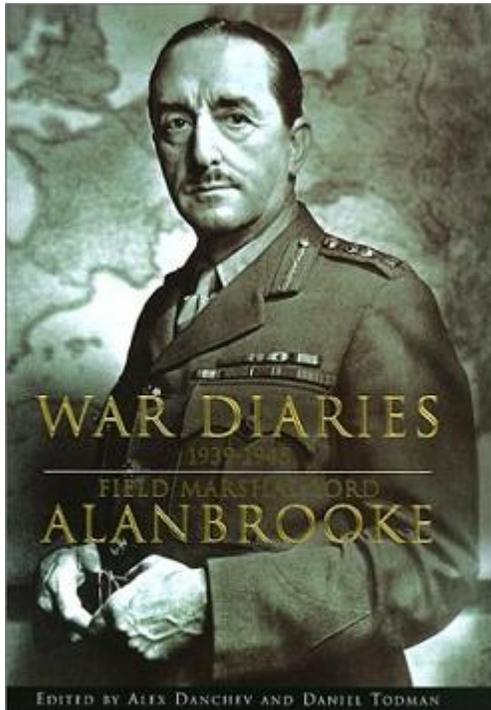
Wig did not use a book on "What If" history as Talonsoft did, with the book Kenneth Macksey wrote named "Invasion: The German invasion of England, July 1940". This book has been generally regarded as not possible. Wig found a book by Ronald Wheatley which was NOT "What If" history. This book isn't even a story. This is a set of German historical plans, published in 1958, dealing only with the plans for an invasion. This book didn't set a date for the invasion, just a general time of sometime in September 1940. This is the book used in creating of our game, it does not provide any information, or speculation, about what might happen after the invasion was launched.

Incidentally, finding a copy of this book nowadays is extremely difficult, but I like to frequent used book stores and found this copy I used for reference in a little used book store in central British Columbia one summer many years ago. By the time I had this, however, Wig had laid out the September Campaign game already.

Wheatley makes it clear in the first chapter that the Royal Navy and the Royal Air Force would have to be defeated before such a venture would have taken place.

On the Allied situation, there are any number of references to the confused state of the British and Commonwealth Armies in Britain after the fall of France. Virtually every unit was short of supplies of some sort or another. Units that had been to the continent had left all of their heavy

equipment behind on the beaches of Dunkirk. Units that had not been to France were sharing equipment with units that had none. One situation I had read about was some British Guards, Highlanders, and other infantry units, had confiscated double-decker buses from the London Transit for use in moving reserves around. I thought this was a neat idea to incorporate into the game and some playtesters commented upon this feature when they saw units, such as this one shown, heading to the beaches to contain the invasion.



In keeping with the historical events around the time of the invasion, I consulted the War Diaries 1939-1945 of Field Marshal Lord Alan Brooke. What is interesting about this book is, as the title suggests, it is his private daily entries, sometimes with notes in italics added after the event. What is interesting here is it accurately reflects the British fears at the time.

There are many examples in this book, but let me share with you one from September 28th where he writes:

“...still always indications of impending invasion. And up to present no signs that the Germans are proposing to give up the attempt/ In fact indications point toward working up something definite.”

This fear continues throughout the period of our main campaign game and, in fact, it is not until October 3rd when he writes:

Still no invasion! I am beginning to think the Germans may after all not attempt it. And yet! I have the horrid thought that he may still bring off some surprise on us.

Consider the above remarks at the highest level of the British Army HQ, even while the Royal Navy sat ready, intact, and the RAF ruled the skies.

Given all this, we feel we have the making of a pretty well thought out “What If” historical Panzer Campaign title, even if the battle had not taken place.

The Campaign Game

Players familiar with Panzer Campaigns titles have become accustomed to the file naming conventions of using a # sign and a number string at the start of the scenario file name, so that the scenarios are listed chronologically after an initial Started scenario.

With Sealion '40, we've departed from this slightly because we are presenting two different campaigns periods for the invasion, but we wanted to lead with the more historical September invasion, which I've been focusing on so far in the Notes here.

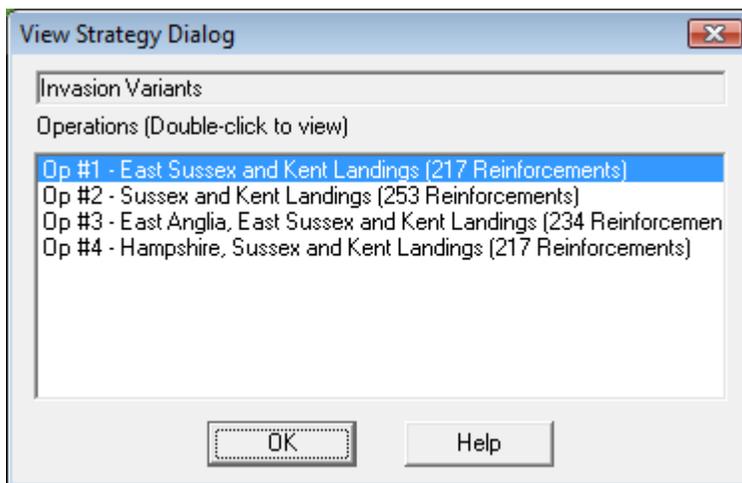
This September plan utilizes the historical landing schedule:

- 0600 Assault Boats;
- 0800 Barges towed by Assault Boats;
- 1000-1200 Barges towed by Transports;
- 1800-2000 1st load from Transports;
- 0800-1000 (S+1) 2nd load from Transports;
- 2000-2200 (S+1) 3rd load from Transports; and
- 0800-1000 (S+2) 4th load from Transports.

The fifth load from Transports consists of Divisional Services, as does the Assault Boats that return on S+4; the Transport round trips arrive every 4 days (optimistic) and thus the follow-up reinforcements are set to arrive on S+5, S+9, S+13, S+17, S+21, and S+25.

As this original September Sealion Campaign was:

- a) based on historical plans;
- b) created before the Panzer Campaign engine had the Strategy Operation feature, where the attacking player could pick where, or what beaches, they wanted to attack; and
- c) could be a difficult fight for the attacking Germans, depending upon the skill of the Allied player, my partner and I wanted to also provide another option.



So we created a July 1940 Campaign, one with four Strategy Operations. Here the Axis player had some choices of where in England he wanted to attack, and whether he preferred to spread out the force over a wide area and overwhelm, or attempt to overwhelm, the British in several areas, or he could choose a more concentrated narrow approach as a better plan.

NOTE – the number of reinforcements does not reflect

only axis reinforcements as the Option the Germans select also include Allied units that will respond to that option. So option #2 with 253 Reinforcements is not the best option – rather it is just one of the four.

Using the traditional scenario number scheme, the July Campaign would have come first in the list, but this we felt would take away for the historical focus of a September invasion that we wanted to highlight.

One key change made to the engine, to make this game possible, were the additions of the Parameters Invasion Side, Invasion Percentages, and Invasion Loss.

In early testing the game engine worked just as it had for the Allies invasion of Normandy, Sicily, and Salerno. That is, complete Allied control of the seas and the skies above the

beachhead. While our Sealion campaign is based on the premise that the Royal Navy and the RAF don't control the seas or the skies, we were not about to presume the Germans had full control either.

These new parameters control the side invading, ie the Germans, the percent chance that any given unit would suffer some losses in the crossing, and, if losses were incurred, how severe they might be. That is to say, those armies Hitler planned to put on the beaches of southern England would NOT be carried on a fleet of special landing craft, as was the case for the Torch invasion of North Africa in late 1942. These units would be loaded on existing river barges and floated, or towed, across the English Channel likely with some interception by British aircraft, and patrol boats, as well as simply being swamped by high seas.

These parameters have a HUGE effect on the game as it saddles the Axis player with heavy losses before the army even pulls itself ashore. I can't stress this enough. So during the first few days of any of the longer campaigns the Axis will find, through no fault of their own, they are simply being swallowed up in a huge hole of victory point deficit, which can only be turned around with a longer term view of pushing ashore, and, to occupy the high value objectives that are found inland.

With respects to the two Campaigns, July and September, aside from September being deemed as the more historical choice, here are the differences in terms of the two PDT files for each period.

- Daylight: The number of turns per day, Sept has less daylight than July, so the July Campaign has days with 11 turns per day with one turn of darkness, while days in Sept have only 10 turns with two turns of darkness.
- Air Interdiction. For this we keyed from PzC France '40 where the Allies were 1 and the Axis 3, so for July we set the Allies 1 and the Axis as 5, but in September this values are Allies 3 Axis 2.
- Interdiction effect: Normally this value is set at 25%. For July we went with 20%, or lighter armed ground attacks, leaving September as the normal default value.
- Air Interception: Here again we worked off France 40 which was 10% and 25% for the Allies and Germans respectively. For July we kept these France 40 values but in September we made it harder for the Axis. Both sides are 15%
- Unit recovery: We set this fairly high for both sides in July at 5% each. This reflects Germany recovery of men and equipment separated in the invasion phase that are lost, but not completely destroyed, being re-united with their units and, for the Allies, just the desperation that they must win this fight. For September, the Axis Value drops to 2% which matches the default game recovery for the Germans in Kursk, which has been much discussed on forums and modified post releases of the game.
- Air Drop Losses Modifier: This was the PDT value we used to reflect changes in Allied Airborne losses from the default (100%) used in Normandy, to the high Airborne losses in Sicily (150%), all the way to Market Garden, where the Airborne units arrive on the ground intact (0%). For July we are using 125%, while September is the 150% value used in Sicily. The higher than normal losses reflect swift response by Allied units and

civilians, and matches the value we used for the Germans in the Crete Campaign in the Salerno game.

- Invasion Losses: As previously discussed, we couldn't have the Germans pouring ashore like the Allies did in Sicily, or Normandy, so we set the Invasion losses at 70% of the units with up to a maximum of 60% of the force. High? Yes, but then we felt it was justified and necessary both for game play and to recreate what losses for Germans units in the English Channel might be. For the easier July Campaign, the unit percent drops to 50% and the Maximum loss drops to 40%

All the other parameter values remain the same between the July and September Campaigns. However there is another variable, that is the weather. The weather in July is better, with only normal and soft ground conditions, September introduces days with Mud as the ground conditions worsen. Furthermore, the Axis can rest assured that they will not encounter Storm turns in the July campaign. Some may argue this is an unfair advantage to the Axis, especially given the Allies suffered from the worst English Channel summer storm in history in 1944. However, going back to my reading of the AlanBrooke diaries, the weather in the summer of 1940 was particularly nice. There are references to the seas being “*abnormally calm*”. This, in keeping with our presentation of the September Campaign being the more historical and the July Campaign being easier and more in terms of “what if” they tried this, or that, we figured we would give the Axis a free pass to no storms in July.

Players familiar with the series and the effects of storms, who want to avoid storms altogether in the September campaign are advised to not use the Optional Rule “Programmed weather”.

Another effect players will find in the Campaigns is Supply Variations. We used five drops in supply totally 25% for the Axis as time progresses, and this reflects the difficulty we felt the Germans would have supplying the Army over the beachhead, as the Allies did in Normandy. So what you will find in either the July, or September Campaign, is the Germans will have to get ashore, get organized, and capture a port, or several ports. This will have the effect of seeing the low value Supply Sources on the beach drop to zero, and the Army could be isolated if they don't capture ports to sustain supply through the latter stages of the campaign.

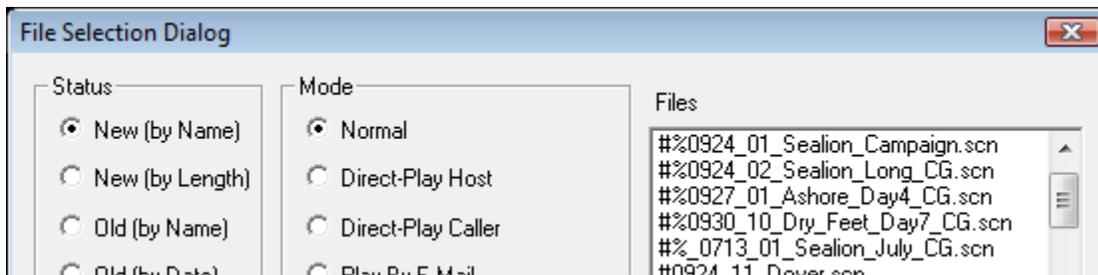


It will also present the Germans player with the dilemma, where they must decide to race against time before the supply drops vs. waiting for reinforcements to build up for the push inland. However, as the distance between the beach and the front line widen, the Germans will be faced with British Resistance in the form of partisan units arriving in their rear. These reinforcements are slightly different than in previous games. There is

a new "Infiltration" check box in the Reinforcement Dialog, which means that should the unit arrive in an enemy occupied hex, the game will simply move the arrival hex to an unoccupied hex adjacent to it. Players who have dabbled with the scenario editor may notice these reinforcements have a negative value in the "protection" value. So, for example, if a Partisan unit has a -3 protection value, then it means the unit only arrives if the arrival hex is 3 away from a friendly occupied hex. The net effect of Infiltration reinforcements, with scatter, and a negative Protection value, is Partisans will arrive behind the lines and won't be subjected to being blocked by axis occupied hexes, even accidentally.

Note though, these units are not as effective as combat units. They represent unconventional military forces with limited abilities. They are mainly used to harass enemy forces behind the main line, causing delay and confusion. Partisan units do not have a Zone-of-Control except for the hex they occupy. Their size and quality is quite varied, but they certainly mean the Axis will have to garrison their objectives and supply sources.

A final note on the Campaigns, not only are there two periods, September and July, but also there is what I call the regular or the Short Campaign, which is not really short at all when you consider the number of units and the 170 turns it entails. But more and more we are seeing players enjoying PBEM, even on larger Campaigns, and we felt at 170 turns, it might be something players could actually complete.



The Long Campaign on the other hand, represents the 378 turns that Wig Graves originally provisioned for when he created the original campaign. I really felt this was too long, and would require much higher victory levels for the longer period, a period which would not be reached in PBEM, and not be necessary in play vs. the AI. However, Wig had gone to a lot of trouble to work out Reinforcements right up to 20 October for a battle to last until 30 October. What I felt was the 4 October reinforcements until 10 October would be all that might ever come into play. The only solution I could see was to include both the short and long campaigns, and require a higher score for the Axis to achieve victory in the long campaign, reflecting additional objectives they will capture in the extra time required to complete it.

The final comment in these notes is for the testers, for without them, their input, and their comments on what we needed to do to bring this game from concept to something I hope many Panzer Campaign fans come to enjoy. I do hope I've remembered all the names for the credits movie because this project has been tested in so many phases, it would be very easily to forget someone.

Enjoy guys!

Sealion '40 Scenario List

#%00_Started.scn	Getting Started, The Basics
#%0924_01_Sealion_Campaign.scn	0924_01: Sealion in Sept - Short (24 Sept - 10 Oct)
#%0924_02_Sealion_Long_CG.scn	0924_02: Sealion in Sept - Long (24 Sept - 31 Oct)
#%0927_01_Ashore_Day4_CG.scn	0927_01: Sealion - All Ashore on D+4
#%0930_10_Dry_Feet_Day7_CG.scn	0930_09: Sealion Dry Feet Campaign (30 Sep - 31 Oct)
#%_0713_01_Sealion_July_CG.scn	0713_01: Sealion Campaign (13 July)
#0924_11_Dover.scn	0924_11: 16th Army Elite at Dover
#0924_12_Eastbourne.scn	0924_12: Second Battle of Hastings
#0924_13_Brighton.scn	0924_13: Beach Closed!
#0930_01_Ashford.scn	0930_01: Knock Three Times
#0930_01a_Ashford.scn	0930_01a: Knock Three Times [HTH]
#0930_01b_Ashford.scn	0930_01b: Knock Three Times [Allied Human]
#1004_01_Dorking.scn	1004_01: The Dorking Gap
#1004_01a_Dorking.scn	1004_01a: The Dorking Gap [HTH]
#1004_01b_Dorking.scn	1004_01b: The Dorking Gap [Allied Human]
#_0713_11_East_Anglia.scn	0713_11: Right Hook to Kings Cross
#_0713_12_Hampshire.scn	0713_12: Left Hook to London
#_0714_01_Colchester.scn	0714_01: Colchester Confusion
#_0714_01a_Colchester.scn	0714_01a: Colchester Confusion [HTH]
#_0714_01b_Colchester.scn	0714_01b: Colchester Confusion [Allied Human]
#_0718_01_Maidstone.scn	0718_01: Battle of Maidstone
#_0718_01a_Maidstone.scn	0718_01a: Battle of Maidstone [HTH]
#_0722_01_Reading.scn	0722_01: Rommel vs. Monty - Round One
#_0722_01a_Reading.scn	0722_01a: Rommel vs. Monty - Round One [HTH]
#_0722_01b_Reading.scn	0722_01b: Rommel vs. Monty - Round One [Allied Human]

Scenario Overviews

Getting Started, The Basics

Harwich Landings, July 13th 1940: The landings in the Harwich area designed to open up a protected supply port for the advance on London. Designer's Note: This is the getting started scenario, designed to be played by a human German player vs the AI. The landings have started this turn, with the landing units using part of their movement already.

0924_01: Sealion in Sept - Short (24 Sept - 10 Oct)

SE England, Sept 24th 1940: In June 1940, after defeating the best Europe could offer, Germany massed its troops ready to cross the English Channel. The historical course of events led to Hitler never taking the gamble to utilize 'Operation Sealion', the actual plan to take England. Generally speaking there are 2 theories for the landings to have taken place. This September scenario uses the historical landing plan: 0600 Assault Boats; 0800 Barges towed by Assault Boats; 1000-1200 Barges towed by Transports; 1800-2000 1st load from Transports; 0800-1000 (S+1) 2nd load from Transports; 2000-2200 (S+1) 3rd load from Transports; 0800-1000 (S+2) 4th load from Transports; the 5th load from Transports consists of Divisional Services as does the Assault Boats that return on S+4; the Transport round trips arrive every 4 days, which was optimistic, and thus the follow-up reinforcements are set arrive on S+5, S+9, S+13, S+17, S+21, and S+25. Designer Note: This is a short version of the CG for players not wanting to play the CG in its entirety.

0924_02: Sealion in Sept - Long (24 Sept - 31 Oct)

SE England, Sept 24th 1940: In June 1940, after defeating the best Europe could offer, Germany massed its troops ready to cross the English Channel. The historical course of events led to Hitler never taking the gamble to utilize 'Operation Sealion', the actual plan to take England. Generally speaking there are 2 theories for the landings to have taken place. This September scenario uses the historical landing plan: 0600 Assault Boats; 0800 Barges towed by Assault Boats; 1000-1200 Barges towed by Transports; 1800-2000 1st load from Transports; 0800-1000 (S+1) 2nd load from Transports; 2000-2200 (S+1) 3rd load from Transports; 0800-1000 (S+2) 4th load from Transports; the 5th load from Transports consists of Divisional Services as does the Assault Boats that return on S+4; the Transport round trips arrive every 4 days, which was optimistic, and thus the follow-up reinforcements are set arrive on S+5, S+9, S+13, S+17, S+21, and S+25. Designer Note: This CG is the full length version of the September landings.

0927_01: Sealion - All Ashore on D+4

SE England, Sept 27th 1940: After the initial 3 days of Operation Sealion the Germans were firmly ashore. They had taken considerable losses, from the crossing and from strong counter offensives from the British and Commonwealth troops, but Allied reserves were becoming hard to find. Most of them had been rushed to crush the invasion on the beaches. The Germans, on the other hand, were now expecting their strongest formations, the Panzer and Motorized Divisions, if the weather held. [Size, Large]

0930_09: Sealion Dry Feet Campaign (30 Sep - 31 Oct)

SE England, Sept 30th 1940: The past week had seen the most vicious fighting of the war take place in SE England. Although the Germans had expanded their beachhead, it really could not

be called secure, indeed, it was decidedly fragile in places. Both sides were getting worn down, but both were a little optimistic. The British because of their ability to halt the forward progress of the Germans, and the Germans because of the expected arrival of their Panzer formations. [Size, Large]

#%_0713_01_Sealion_July_CG.scn 0713_01: Sealion Campaign (13 July)

SE England, July 13th 1940: In June 1940, after defeating the best Europe could offer, Germany massed its troops ready to cross the English Channel. The historical course of events led to Hitler never taking the gamble to utilize 'Operation Sealion', the actual plan to take England. Generally speaking there are 2 theories for the landings to have taken place. The most popular 'What If' was a landing in September; the less popular July invasion was the second theory. This particular CG concentrates on the speculative July plan with 4 alternative strategies available to players. [Size, large]

0924_11: 16th Army Elite at Dover

Dover, Sept 24 1940: The Germans were well aware of the significance of the port of Dover, as were the British. Not only would it afford them a port for their follow up troops to disembark, but the impact on the morale of all Britons would be tremendous with its loss. The close proximity of 2 Landing Zones, B and C, also afforded a really opportunity to acquire a good route to London through Ashford. The elite of the German 16th Army was entrusted this vital task. [Size, small]

0924_12: Second Battle of Hastings

Eastbourne, Sept 24th 1940: A little further to the SW of Dover, was another area of dual significance. Firstly, the beaches here were probably the best in all of the invasion area. Secondly, this was the area where one of the few truly decisive battles in British history was fought, the Battle of Hastings. Now Hitler was attempting to repeat what Duke William of Normandy had achieved in 1066 in conquering a proud island nation for only the second time in its long history. [Size, small]

0924_13: Beach Closed!

Brighton, SE England, Sept 24th 1940: Brighton was well known as the most popular beach in the south of England. This year though the holiday makers had been replaced by men of the Royal Engineers, laying mines and obstacles in anticipation of the invasion. Unfortunately, this year, there was to be no merrymaking and fun on this beach. The Germans had plotted this

area as Landing Zone E, it was intended for landing troops to protect the left flank of the main landings to the east. Also, if it proved successful, as a stepping stone to the west. [Size, large]

0930_01: Knock Three Times

Ashford, 45 miles SE of London, Sept 30th 1940: After taking some costly losses securing their bridgehead, the German 17th and 35th Infantry Divs. had been reorganized and attacked Ashford twice. They had given as good as they had received, so the British were also not in the best of shape. The situation was not quite desperate, but the forecast of a storm arriving from the Atlantic, warranted committing the 10 Panzer Division piecemeal as it arrived from the sea. They were hoping if they knocked three times on the door to Ashford, that the road to Maidstone would open. [Size, medium] Designer Note: This scenario has been optimized for German Human vs. Allied AI.

0930_01a: Knock Three Times [HTH]

Ashford, 45 miles SE of London, Sept 30th 1940: After taking some costly losses securing their bridgehead, the German 17th and 35th Infantry Divs. had been reorganized, and attacked Ashford twice. They had given as good as they had received, so the British were also not in the best of shape. The situation was not quite desperate, but the forecast of a storm arriving from the Atlantic, warranted committing the 10 Panzer Division piecemeal as it arrived from the sea. They were hoping if they knocked three times on the door to Ashford, that the road to Maidstone would open. [Size, medium] Designer Note: This scenario has been optimized for HTH play.

0930_01b: Knock Three Times [Allied Human]

Ashford, 45 miles SE of London, Sept 30th 1940: After taking some costly losses securing their bridgehead, the German 17th and 35th Infantry Divs. had been reorganized, and attacked Ashford twice. They had given as good as they had received, so the British were also not in the best of shape. The situation was not quite desperate, but the forecast of a storm arriving from the Atlantic, warranted committing the 10 Panzer Division piecemeal as it arrived from the sea. They were hoping if they knocked three times on the door to Ashford, that the road to Maidstone would open. [Size, medium] Designer Note: This scenario has been optimized for Allied Human vs. Axis AI.

1004_01: The Dorking Gap

Dorking Gap, 15 miles SW of London, October 4th 1940: The German bridgehead was secure, but the Autumn weather had not co-operated for the last few days, the 2nd Wave had landed,

but was not complete, also, the supply situation was not looking good. However, the incomplete 4th Panzer and 20th Motorized Divisions were swung round to the west to punch a hole in the GHQ Line, around the Dorking Gap area. As usual, the Germans would not let a couple of "minor" setbacks interfere with their plans, even if it meant leaving both flanks open. The Aussies and Canucks facing them had other ideas for the open flanks. [Size, medium]
Designer Note: This scenario has been optimized for German Human vs. Allied AI.

1004_01a: The Dorking Gap [HTH]

Dorking Gap, 15 miles SW of London, October 4th 1940: The German bridgehead was secure, but the Autumn weather had not co-operated for the last few days, the 2nd Wave had landed, but was not complete, also, the supply situation was not looking good. However, the incomplete 4th Panzer and 20th Motorized Divisions were swung round to the west to punch a hole in the GHQ Line, around the Dorking Gap area. As usual, the Germans would not let a couple of "minor" setbacks interfere with their plans, even if it meant leaving both flanks open. The Aussies and Canucks facing them had other ideas for the open flanks. [Size, medium]
Designer Note: This scenario has been optimized for HTH play

1004_01b: The Dorking Gap [Allied Human]

Dorking Gap, 15 miles SW of London, October 4th 1940: The German bridgehead was secure, but the Autumn weather had not co-operated for the last few days, the 2nd Wave had landed, but was not complete, also, the supply situation was not looking good. However, the incomplete 4th Panzer and 20th Motorized Divisions were swung round to the west to punch a hole in the GHQ Line, around the Dorking Gap area. As usual, the Germans would not let a couple of "minor" setbacks interfere with their plans, even if it meant leaving both flanks open. The Aussies and Canucks facing them had other ideas for the open flanks. [Size, medium]
Designer Note: This scenario has been optimized for Allied Human vs. German AI.

0713_11: Right Hook to Kings Cross

East Anglia, July 13th 1940: The East Anglia portion of the July CG is pure speculation. "What If" the Germans had gone ahead with Sealion in July? This is a scenario of the East Anglia part of the alternative operation, with luck, the Germans hoped this area for landing was to be a complete surprise to the British. Although it was not the way the Germans usually used their forces, that is, splitting them, with the advent of the Panzer and Motorized Divisions, they had good cause to expect them to cut off the North of England by moving swiftly to the W and SW. [Size, medium]

0713_12: Left Hook to London

Hampshire and Dorset, July 13th 1940: The Hampshire and Dorset portion of the July CG is pure speculation. "What If" the Germans had gone ahead with Sealion in July? This is a scenario of the western part of the alternative operation, with luck, the Germans hoped this area for landing was to be a complete surprise to the British. Although it was not the way the Germans usually used their forces, that is, splitting them, with the advent of the Panzer and Motorized Divisions, they had good cause to expect them to cut off the North of England by moving swiftly to the N and NE. [Size, medium]

0714_01: Colchester Confusion

Colchester, July 14th 1940: The German landings for the projected "Left Hook" towards London had not gone exactly as planned. The crack 6th Mountain troops had been held up for almost a day by the stubborn resistance of 15th Scottish Div. Also, the landing of the 7th Pz Div had been a bit chaotic from the makeshift barges and landing craft. Now it was past noon on July 14th and a KG had hastily been thrown together. The British had fallen back except for the gallant 44th Brigade which was cut off to the NE and no longer a factor. The British were hoping for some armor reinforcements before the day ended. [Size, medium] Designer Note: Units on and around the beach have not been shown to simplify the scenario. This scenario has been optimized for Axis human vs AI play.

0714_01a: Colchester Confusion [HTH]

Colchester, July 14th 1940: The German landings for the projected "Left Hook" towards London had not gone exactly as planned. The crack 6th Mountain troops had been held up for almost a day by the stubborn resistance of 15th Scottish Div. Also, the landing of the 7th Pz Div had been a bit chaotic from the makeshift barges and landing craft. Now it was past noon on July 14th and a KG had hastily been thrown together. The British had fallen back except for the gallant 44th Brigade which was cut off to the NE and no longer a factor. The British were hoping for some armor reinforcements before the day ended. [Size, medium] Designer Note: Units on and around the beach have not been shown to simplify the scenario. This scenario has been optimized for HTH play.

0714_01b: Colchester Confusion [Allied Human]

Colchester, July 14th 1940: The German landings for the projected "Left Hook" towards London had not gone exactly as planned. The crack 6th Mountain troops had been held up for almost a day by the stubborn resistance of 15th Scottish Div. Also, the landing of the 7th Pz Div had been a bit chaotic from the makeshift barges and landing craft. Now it was past noon on July 14th and a KG had hastily been thrown together. The British had fallen back except for the gallant 44th Brigade which was cut off to the NE and no longer a factor. The British were hoping for some armor reinforcements before the day ended. [Size, medium] Designer Note:

Units on and around the beach have not been shown to simplify the scenario. This scenario has been optimized for Axis human vs AI play.

0718_01: Battle of Maidstone

Maidstone, 25miles SE of London, July 18th 1940 (S+6): The German build up at the channel ports had gone well for the first few days, then the weather had delayed the arrival of some second wave units. After a hole had been punched in the flimsy coastal defense, the Germans were eager to push any armor they had landed to maintain their momentum. So, parts of 3rd Panzer were to thrust astride the A20 road to London, their task was to break through the GHQ Line, in the vicinity of Maidstone, and on to Sevenoaks, if possible. Although it had been pretty easy for 3Pz so far, ahead of them were the best equipped troops the British had, New Zealanders and Canadians stood in their path. [Size: small]

0718_01a: Battle of Maidstone [HTH]

Maidstone, 25miles SE of London, July 18th 1940 (S+6):The German build up at the channel ports had gone well for the first few days, then the weather had delayed the arrival of some second wave units. After a hole had been punched in the flimsy coastal defense, the Germans were eager to push any armor they had landed to maintain their momentum. So, parts of 3rd Panzer were to thrust astride the A20 road to London, their task was to break through the GHQ Line, in the vicinity of Maidstone, and on to Sevenoaks, if possible. Although it had been pretty easy for 3Pz so far, ahead of them were the best equipped troops the British had, New Zealanders and Canadians stood in their path. [Size: small] Designer Note: This scenario has been optimized for HTH play.

0722_01: Rommel vs. Monty - Round One

Reading, W of London, July 22nd 1940: The German High Command thought they had identified a "soft" spot in the GHQ Line to the south east of Reading. As a result, most of XV Pz Korps, which had landed the day before, moved to the west to seize Reading. Rommel was leading 7 Pz Division straight into Monty's sector of the GHQ Line. Reading was the prize, can the British hold on until reinforcements reach them? [Size, small] Designer Note: This scenario has been optimized for Axis Human vs. Allied AI.

0722_01a: Rommel vs. Monty - Round One [HTH]

Reading, W of London, July 22nd 1940: The German High Command thought they had identified a "soft" spot in the GHQ Line to the south east of Reading. As a result, most of XV Pz Korps, which had landed the day before, moved to the west to seize Reading. Rommel was

leading 7 Pz Division straight into Monty's sector of the GHQ Line. Reading was the prize, can the British hold on until reinforcements reach them? [Size, small] Designer Note: This scenario has been optimized for HTH play.

0722_01b: Rommel vs. Monty - Round One [Allied Human]

Reading, W of London, July 22nd 1940: The German High Command thought they had identified a "soft" spot in the GHQ Line to the south east of Reading. As a result, most of XV Pz Korps, which had landed the day before, moved to the west to seize Reading. Rommel was leading 7 Pz Division straight into Monty's sector of the GHQ Line. Reading was the prize, can the British hold on until reinforcements reach them? [Size, small] Designer Note: This scenario has been optimized for Allied Human vs. German AI.