

DEVELOPER'S NOTEBOOK

Britain Stands Alone: Options & Clarifications

BY KEVIN BOYLAN

Even more "what ifs" for **Britain Stands Alone**, some design and development insights plus rules clarifications.

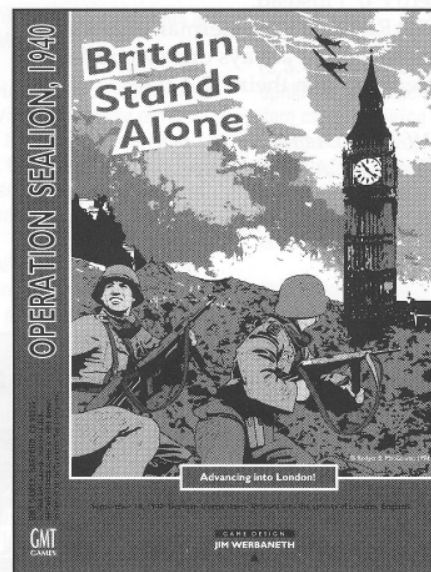
Adding optional rules to **Britain Stands Alone** may seem rather superfluous considering that the entire game is, in effect, an ahistorical option applied to the Battle of Britain. Yet, at the same time, it could also be argued that a game simulating a hypothetical situation should attempt to include as many alternatives as possible, since one can never know how it would actually have developed. Certainly this has been the tack taken by many of those who have played and reviewed the game — and we always aim to please.

At the beginning of any scenario, both players may agree to use any or all of the following options in any combination. However, since the *No Halt* option benefits the German player so greatly, it is strongly suggested that it be used only in the July Invasion scenario (where the Germans need all the help they can get).

No Halt Order at Dunkirk

Remove the 1st, 2nd, 3rd, 4th, 5th, 42nd, 44th, 48th and 50th Infantry Divisions from the British initial deployment in any scenario. Each non-reserve division removed from Northern, Southern, or Eastern Command may be replaced with a British infantry division taken from Western Command, the GHQ Reserve, or the Northern England or Northern Ireland zone. The replacement division is placed in the same hex that the removed division was supposed to be set up in. However, all provisions of the British Garrison rules (see 13.5) apply in full as usual. Finally, subtract 50 VPs from the German player's Victory Point total at the end of the scenario.

If this option is being used, ignore the special rule in the Battle of Britain scenario (see 16.2) which requires that five British infantry divisions set up on their reduced-strength sides. Instead, all



infantry divisions in the scenario deploy at full (2-step) strength.

Design Note: This option assumes that Hitler never issued the famous order of May 24, 1940 that halted the *panzers* on the verge of taking Dunkirk — and thus allowed practically the entire BEF to make its escape across the English Channel. Had this order not been given, it is very likely that all but a handful of the British troops would have been captured — a development that would have crippled England's ground

defenses at what was potentially the most decisive juncture of the war.

City Bombing

German air units may bomb British minor and major cities using their Installation Bombing Factors (including at night). Each bomber attacks separately. The German player keeps a running tally of how many hits he has inflicted upon British cities by adjusting the positions of the *City Bombing Hits* markers on the Record Track.

Add the following item to the list of German Sudden Death Victory Conditions in rules section 15.2: • Inflict 75 or more hits on British minor and major cities by City Bombing.

Aircraft Factories

There are eight aircraft factory counters, each of which has the following information printed on it: aircraft type, hex location, and hit capacity. At the beginning of a scenario, all aircraft factory counters are placed in the hexes corresponding to their hex locations. Aircraft factories do not count toward the Stacking Limit.

Option to the Option: To simulate the poor quality of German intelligence about the British aircraft industry, do not set up aircraft factories in their printed hex locations. Instead, the British player puts all eight aircraft factory counters in an opaque coffee cup, and randomly draws them out one by one. Without looking at the information printed on the back, the British player places each aircraft factory counter in a hex where one would be set up if the normal method of deployment was being used (although only one factory may be placed per hex). After he has placed all 8 factories, the British player may look at the information printed on their back sides. The

Options and Clarifications for Britain Stands Alone

German player may bomb an aircraft factory, but he will never know what type of air unit it produces (obviously the British player has to be trustworthy, or you're best advised not to play this option).

German air units may bomb aircraft factories using their Installation Bombing Factors (including at night), but a factory may not accumulate more hits than its hit capacity. Each bomber attacks separately. Furthermore, if the German player gains control of a hex that contains an aircraft factory, it is removed from the map, and for the remainder of the scenario is assumed to have accumulated a number of hits equal to its Hit Capacity.

During the Reinforcement and Replacement Segment, the British player adds up the total number of hits accumulated by aircraft factories that produce each type of Air Replacements he is scheduled to receive. Then, for each Air Replacement he is supposed to receive, the British player rolls a die. If the result is less than or equal to the number of hits accumulated by aircraft factories that produce that type of air unit, the replacement is not received.

Example: It is the Reinforcement and Replacement Segment of an even-numbered turn, so the British player

is scheduled to receive one Spitfire and one Wellington or Blenheim air replacements. However, 4 hits have been accumulated by aircraft factories that produce Spitfires, and 3 hits by factories producing Blenheims. The British player rolls a die for the Spitfire replacement, and gets a result of 2, which means that it is not received. Rather than risk not getting a Blenheim replacement (a 40% possibility), the British player chooses to receive a Wellington replacement instead (since no hits have been inflicted on aircraft factories that produce Wellingtons).

Clarifications

Counters:

CORRECTION: German Amphibious Panzer Battalion A is capable of motorized movement. It should have a red box around its movement factor.

CORRECTION: Two of the German TB counters have Naval Attack Factors of one ("1") printed on their back sides. Their Naval Attack Factors should be zero ("0") instead.

CLARIFICATION: German airborne regiments are always one-step units, even when on their 2-2-4 sides.

Off-Map Display:

CLARIFICATION: Scapa Flow is a port that is located in both the Cape Wrath and Shetlands zones.

Rules:

(8.4) Bombing Combat

CLARIFICATION: There is no limit to the number of times that a single unit or installation may be bombed in a single turn. Multiple missions can be launched against any target in the same turn.

(13.2) Auxiliary Units and Brandenburgers

CORRECTION: The die roll modifiers for resolving auxiliary unit attacks given in the rules are correct; ignore those on the Auxiliary Unit and Brandenberger Table.

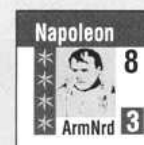
Play Suggestion: There is no x10 counter for British auxiliary points (it was intended that the reverse side of the existing marker would read *Auxiliary Unit Points +10*). Players should keep the Auxiliary Points marker on the x1 line of the Record Track, keeping it inverted when there are between ten and fifteen points available. The number of points available is thus equal to the number of the box occupied by the marker plus ten. When the British player is down to nine or fewer Auxiliary Points, he flips the marker right side up for the rest of the game.

(13.3) British National Leaders

CLARIFICATION: Winston Churchill's leg movement allowance is 5, and his motorized movement allowance is 8. He cannot move in the motorized movement phase.

The Battles of Waterloo

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RICHARD BERG



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