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Red for critical points such as errata and exceptions, **Blue** for examples of play.

1.0 INTRODUCTION

Sealion is a wargame that simulates a hypothetical German invasion of England in September of 1940. The premise assumes that the British have already lost the eponymous Battle of Britain. However, the RAF has not been completely vanquished just yet, and the Royal Navy's Home Fleet can still present a credible threat to the German landings. In this regard, the game encompasses naval, air, and land operations, beginning with the amphibious invasion itself.

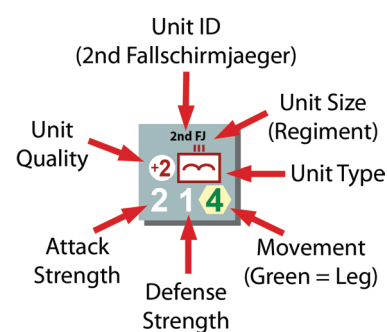
Designer's Note: *This simulation assumes that no chemical weapons would have been employed by the British (considering the certainty the numerically-superior Luftwaffe would have retaliated in kind —and en masse).*

1.1 Fog of War

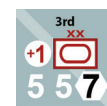
Because of radar, ample reconnaissance, spies, etc., both players are always free to examine exactly what enemy game pieces are present anywhere on the map.

1.2 Game Pieces

The game includes three basic types of game pieces: naval units, air units, and land units. Each type is governed by different rules, but they can often interact with each other. However, naval, air, and land units are printed with their own unique values, defined as follows.



Additionally, most game pieces have a front and a back side; the back side of a game piece (which is portrayed with a diagonal watermark stripe) represents its reduced state, or sometimes just the last of that unit's reserves or contingents. When a game piece becomes reduced during combat, it is flipped to its back side and it remains in that state throughout the remainder of the game (reduced units can never be rebuilt or reconstituted within the scope of this game).



2.0 SEQUENCE OF PLAY

Each game turn must be performed in the following strict order.

Back

2.1 German Player Turn

If any German reinforcements are scheduled to arrive this turn (see 5.1), place them in the German Convoy Assembly box at the start of the German player turn; they are available to operate normally (though they are not required to operate during the same turn that they arrive).

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Step 1: Weather Determination: not applicable on turn 1 or 2; see 3.0.

Step 2: German Naval Movement: The German player may move any or all German naval units. After all naval movement is completed across the map, resolve any surface naval combat amongst opposing naval units in the same Sector sea space.

Step 3: German Air Movement [if not a Rain turn]:

The German player may move any or all German air units per 10.1, but do not resolve any combat yet.

***Player's Note:** This step is when the German player may sortie his air units to conduct naval strikes (10.7), patrol Sector sea spaces to guard his ships (10.3), conduct airborne and/or gliderborne landings (11.5), provide offensive air support to hexes where he intends to conduct land attacks (10.10), provide defensive air support to hexes where he expects enemy land attacks (10.11), and/or place air supply at captured airbases (13.2).*

Step 4: British Air Reaction [if not a Rain turn]: The

British player may move any or all British air units per 10.1, but do not resolve any combat yet.

Step 5: Resolve Air Combat and then Naval Air Strikes:

If opposing air units occupy the same Sector sea space or hex, resolve air combat there at this time. Then, if there are any eligible bombers in the same Sector sea space as enemy naval units, resolve naval air strikes at this time.

Step 6: German Land Movement and Combat: The German player may—but is not required to—disembark and/or move any or all German land units, resolve airborne and/or gliderborne landings, and then resolve any land combat that occurs, at this time.

Step 7: German Night Naval Movement [if not a Rain turn]:

The German player may move any or all German naval units. This Night Naval Movement is exactly like regular Naval Movement, except that any resulting surface naval combat is considered to be “Night Naval Combat;” see 8.4. Place the “Night” marker on the turn track during this step.

***Note:** Coastal batteries may not participate in Night Naval Combat.*

Step 8: German End of Turn Actions: Remove the “Night” marker and then return all surviving air units except transports acting as supply, from both sides back to base, even if they were not involved in any combat.

2.2 British Player Turn

Step 9: British Naval Movement: The British player may move any or all British naval units. After all naval movement is completed across the map, resolve any air combat and then surface naval combat amongst opposing naval units in the same Sector sea space.

Step 10: British Air Movement [if not a Rain turn]:

The British player may move any or all British air units per 10.1, but do not resolve any combat yet.

Step 11: German Air Reaction [if not a Rain turn]: The German player may move any or all intended German air units per 10.1, but do not resolve any combat yet.

Step 12: Resolve Air Combat and then Naval Air Strikes:

If opposing air units occupy the same Sector sea space or hex, resolve air combat there at this time. Then, if there are any eligible bombers in the same Sector sea space as enemy naval units, resolve naval air strikes at this time.

Step 13: British Land Movement and Combat: The

British player may move any British land units and then resolve any land combat that occurs.

Step 14: British Night Naval Movement [if not a Rain turn]:

The British player may move any or all British naval units. This Night Naval Movement is exactly like regular Naval Movement except that any resulting surface naval combat is considered to be “Night Naval Combat;” see 8.4. Place the “Night” marker on the turn track during this step.

***Note:** Coastal batteries may not participate in Night Naval Combat.*

Step 15: End of Turn Actions: Remove the “Night” marker, then determine if any land units from either side are out of supply, and return all surviving air units, except transports acting as supply, from both sides back to base even if they were not involved in any combat.

3.0 WEATHER DETERMINATION

At the beginning of each game turn (except the first and second), the German player must roll one six-sided die to determine the current weather, resolved as follows.

- 1 = Clear (no effect on game play)
- 2 = Clear (no effect on game play)
- 3 = Clear (no effect on game play)
- 4 = Clear (no effect on game play)
- 5 = Clear (no effect on game play)
- 6 = Rain (see 3.1)

***Note:** The weather is always considered to be “Clear” during the first and second game turn.*

3.1 Rain

Rain affects the following rules:

- Amphibious Landings (see 7.5)
- Naval Air Strikes (see 10.7)
- Air Support (see 10.10 and 10.11)
- Airborne/Gliderborne Touchdowns (see 11.8)
- Land Combat (see 12.0)
- Air Supply (see 13.2)

4.0 WINNING THE GAME

To win the game, German land units must have occupied, even if only temporarily, at least half (13 or more) of the 25 factory hexes printed on the map before the end of the last game turn. If the German player does not achieve this feat, he loses the game and

the British player wins the game. No draw is possible (the outcome of the Second World War is being determined by this battle; a “stalemate” is tantamount to an inevitable German defeat).

4.1 Parliament

If, at any time, any German land unit occupies the British Parliament hex, he must roll one six-sided die; the result of that die roll is added to the German player’s tally of factory hexes occupied.

For instance, if the German player had already occupied five factory hexes and then rolls a “5” for capturing the Parliament hex, it is thus assumed the German player has occupied the equivalent of five factories for purposes of determining victory per 4.0.

4.2 Churchill

If the Churchill game piece is eliminated, the German player must roll two six-sided dice; the result of that dice roll is added to the German player’s tally of factory hexes occupied.

For instance, if the German player had already occupied five factory hexes and then rolls a “10” for eliminating the Churchill game piece, it is thus assumed the German player has occupied the equivalent of 15 factories for purposes of determining victory per 4.0.



4.3 The Eagle has Landed (Evacuating Churchill)

The British player may, if he prefers, remove the Churchill game piece from the game (permanently) to represent his evacuation from the war zone. This entails no consequences aside from the loss of his usefulness during a game, although this decision may only occur during Step 15 (End of Turn Actions) of any game turn, and once implemented, it may never be rescinded.

5.0 SET-UP

All game pieces begin the game on the map. Some units are required to be set up in specific locations and some are set up according to the owning player’s preference.

5.1 German Set-up (first)

- 1) All German air units (fighters, bombers, float-planes, transports, and gliders) must be set-up in the “German Airbases in France” box (each as their own separate stack for easier access).
- 2) Next, set up each of the four paratrooper (fallschirmjaeger) regiments (the 1st FJ, 2nd FJ, 3rd FJ, and Sturm) next to each of the four transports air units. Then set up each of the three airlanding regiments (16th, 47th, 65th) next to each of the three gliders air units (see 11.5).
- 3) Place four German Mines game pieces in any different Sector sea spaces of the German player’s choice. The remaining three German Mines game pieces are then set-up in the German Convoy Assembly Area box (available to be deployed later; see 8.6).
- 4) Place all four German submarines in the German Convoy Assembly Area or any Sector sea space(s) of the German player’s choice.
- 5) Place all German non-submarine naval units (including coastal batteries and transports) in the German Convoy Assembly Area box.

- 6) Place all nine German Echelon 1 (“Ech 1”) land units in the German Convoy Assembly Area box, each next to a German transports naval unit. Then set up all German “PzAbt” (U-A, U-B, U-C, U-D) as well as the German “Marine” land unit in the German Convoy Assembly Area box (but not with transports).

- 7) Place all nine German Echelon 2 (“Ech 2”) land units in the “3” turn box on the Turn Track. At the start of Game Turn 3, these units are to be moved into the German Convoy Assembly Area box automatically.

- 8) Place all remaining German land units off to the side of the map. At the start of Game Turn 4, these units are moved into the German Convoy Assembly Area box automatically.

5.2 British Set-up (second)

- 1) Place Churchill in the Parliament hex (4409).
- 2) Place one British Mine counter in each of the eight Sector sea spaces.
- 3) Place Coastal Batteries “Winnie” and “Dummy” in the A, B, and/or C Sector sea space(s) of the British player’s choice.
- 4) Place all British air units (except the “Furious Group”) in the British Airbases in Britain box.
- 5) Place all British land units, within stacking limits (6.0), in any hexes of the British player’s choice.

Errata: Hex 7011 is not a valid placement or landing hex.

- 6) Place the Railway Guns land unit in any tunnel hex (4206, 4405, 4414, 4614, 5014, or 4422).
- 7) Place all British naval units in either or both of the Royal Navy Assembly Area boxes (as per the British player’s choice) in any denomination or organization he prefers. The Furious Group air unit is to be stacked with the Furious aircraft carrier naval unit in the same box, however.

Designer’s Note: *Historically, only one brigade of the 2nd New Zealand Division was in England at this time, but the set-up assumes that a second brigade had been deployed to England in response to invasion fears. Similarly, two British 21st Brigades are included as part of the British set-up; one represents the tank formation (which was historically deployed to the Middle East, but is assumed to have been retained in anticipation of a German invasion), while the other represents the infantry formation that was already stationed in England in 1940.*

6.0 STACKING

Stacking is defined as the piling of multiple game pieces in the same location, which is restricted to a specific limit, depending on the type of game piece, explained as follows.

6.1 Naval Units

There is no limit to the number of naval units that may be stacked in an Assembly Area or a Sector sea space regardless of the weather. However, German units may not ever enter either Royal Navy

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Assembly Area box and British units may not ever enter the German Assembly Area box (or the Airbases in France box, of course).

6.2 Air Units

No more than one fighter type air unit and one bomber type air unit—per side—may be stacked in the same land hex at the same time (regardless of any land units or naval units in the same location).

Exception: Transports, gliders, float-planes, and the Furious Group, are always exempt from air stacking limits.

In any Sector sea space, a maximum of twelve air units (regardless of their type or composition of types)—per side—is permitted in each Sector sea space at one time, although float-planes and the Furious air unit may occupy any Sector sea space in addition to this stacking limit (even if the aircraft carrier Furious is not present there).

However, the maximum quantity of British air units that is permitted in each Sector sea space is reduced by one per each Chain Home Radar hex that has ever been captured by any German land unit (see 10.2).

Air stacking limits do not apply to friendly air units in a player's own Airbases box.

6.3 Land Units

The stacking limit of land units is based upon their relative unit sizes (printed as II, III, X, or XX at the top of each unit's icon) regardless of the type of unit (leg, vehicle, mountain), listed as follows in order of smallest to largest.

II = Battalion (any quantity of friendly battalion-size units may occupy the same hex at the same time).

III = Regiment (no more than four friendly regiment-size units may occupy the same hex at the same time).

X = Brigade (no more than two friendly brigade-size units may occupy the same hex at the same time).

XX = Division (no more than one friendly division-size unit may occupy the same hex at the same time).

Note: Neither terrain nor weather ever affects land stacking.

Stacking limits of the various-sized units do not interfere with each other. For example, it is perfectly legal to stack one division and two brigades in the same hex (and even four regiments and any quantity of battalions as well), so long as each size classification is not exceeded. It would not be possible to stack three brigades in the same hex even though it is legal to stack two brigades and a division, because two brigades is always the limit in a hex.

Designer's Note: The game's stacking rules are intended to represent doctrinal constraints, not a limitation of physical space.

These limits are not altered simply because a particular unit has been reduced. A reduced division, for example, is still considered a full division when reckoning stacking.

Air units never affect the stacking of land units.

Note: Land unit stacking limits only apply as of the end of a player's own land movement step, never during the land movement step, even if overstacking occurs temporarily during movement. If any hex is overstacked when a player's land movement step ends, he must eliminate enough illegally stacked units (of his choice) to bring that hex back into compliance with the land stacking limit.

6.4 Churchill

The "Churchill" land unit is exempt from any stacking restrictions.

7.0 NAVAL MOVEMENT

During a player's own Naval Movement step, he may (but is not required to) move (sortie) any or all of his naval units from the Assembly Area or the Sector sea space they currently occupy into an adjacent Sector sea space (although no naval unit may ever move at night during a rainy weather game turn; see 3.0).

Note: The Royal Navy Assembly Areas adjoin Sector G and the Thames Estuary Sector, respectively, whereas the German Convoy Assembly Area adjoins Sectors A and B.

If there are any enemy naval units (including Mines) present in the entered Sector sea space, those naval units must stop there to resolve surface naval combat immediately (see 8.0), although a submarine unit is only required to stop if that Sector sea space contains any enemy naval unit with a strength rating of "0" or "1" (except coastal batteries). This requirement to stop is regardless of the quantity or type of enemy naval units that are present in a Sector sea space. However, if any naval units begin their movement (sortie) from a Sector sea space where there is any enemy naval unit(s) already present, those enemy naval units do not prevent any naval movement out of that same Sector sea space (although naval combat must occur automatically if opposing naval units remain in the same Sector sea space together until the end of a Naval Movement step).

Designer's Note: Though it may seem severe for an entire flotilla's movement to be delayed by, for example, one enemy mine or naval unit in a Sector sea space, the narrow confines of the English Channel would have compelled any admiral to proceed carefully, especially when remembering all of the battleships that were sunk by mines and subs in the Dardanelles during the previous war.

If there are no enemy naval units in that Sector sea space, any or all of those moving naval units may continue to move (if the moving player desires) into the next adjacent Sector sea spaces. During a friendly Naval Movement step, naval units may continue to move any distance of connected spaces until the owning player decides to stop their movement (or until moving into a Sector sea space containing any enemy naval units, although a submarine is only required to stop in a Sector sea space that contains any enemy naval unit with a strength rating of "0" or "1," other than coastal batteries). No naval unit may ever skip or "jump" sea spaces. However, it is permissible for a player to "drop off" some naval units into a Sector sea space along the way as other naval units continue to move on. In such a case, any naval unit that is dropped off must end its naval movement in the sea space where it had been dropped off. Furthermore, any naval units that participate in naval combat, regardless of the result (i.e., even if all enemy naval units were eliminated) must end their naval movement.



Note: It is permissible for naval units to reenter a friendly Assembly Area, but their movement automatically ends there for that game turn. Entry into an enemy Assembly Area is never permitted.

Night Naval Movement is conducted exactly like normal Naval Movement (except for coastal batteries), but combat is resolved differently at night (see 8.4 and 10.7).

7.1 Submarines

During a player's own Naval Movement step, he may move (sortie) his own submarine naval units like any normal naval unit (although a submarine is only required to stop in a Sector sea space that contains an enemy naval unit with a strength rating of "0" or "1," other than coastal batteries). Like normal naval movement, no submarine may ever skip or "jump" sea spaces, but submarines can be moved with other naval units and they may drop off or be dropped off normally (in such a case, any naval unit that is dropped off must end its naval movement in the sea space where it had been dropped off).

7.2 Submarine-deployed Mines

Each submarine may be coupled (i.e. stacked) with a single Mine in an Assembly Area and therefore carry that Mine as that submarine moves. That Mine may then be decoupled from that submarine in any Sector sea space that the submarine enters during any friendly Naval Movement step, although this will end that submarine's naval movement for the remainder of that same step. A decoupled Mine is immediately considered a normal naval unit, but once a Mine is decoupled from a submarine naval unit, that Mine may not thereafter ever move from that Sector sea space nor ever be coupled with another submarine again throughout the remainder of the game.

7.3 Coastal Batteries

Coastal batteries are considered naval units (although they may not participate in surface naval combat during any Night Naval Movement step). In other words, to attack any enemy naval unit in a Sector sea space, a coastal battery must be sortied (moved) into that sea space exactly like a naval unit (this represents the aiming of the battery and the flight of its projectiles into the strait). Likewise, a coastal battery must already be present in a Sector sea space to stop the movement of enemy naval units entering there. A coastal battery is treated exactly like a naval unit during Surface Naval Combat, meaning that it must be targeted like any other naval unit when attacked and it must abide by Naval Target Prioritizing when attacking (see 8.1)—although Naval Target Prioritizing is never required when merely counter attacking.

Exception: Coastal batteries cannot ever attack Mines or submarine naval units, but can target other coastal batteries in the same Sector sea space.

Though coastal batteries operate like normal naval units, they may only be moved (sortied) into Sector sea space "A" or "B," depending on the specific coastal battery (this represents the limit of their caliber's range). See 9.1.

A coastal battery that has been sortied into a Sector sea space is unavailable to be used as support during land combat during that same game turn (see 9.0).

A coastal battery cannot be sortied during a Night Naval Movement step or participate in naval combat during a Night Naval Movement step (if it had already been sortied, the coastal battery is ignored when resolving surface naval combat during a Night Naval Movement Step).

7.4 Amphibious Landings

When any transport naval unit is sortied into a Sector sea space, any land unit it is transporting may be placed directly onto a coastal land hex that is adjacent or within that same Sector sea space (even if that hex is also adjacent to another Sector sea space). A transported land unit is not actually placed into a coastal land hex until the Land Movement step of that player's same turn meaning that the transporting naval unit must remain in that connected Sector sea space throughout the Naval Movement step to be eligible to conduct an amphibious landing.

Note: Each transport naval unit may transport (carry) a maximum of one land unit at a time (regardless of its type or whether it is reduced), although a "Marine" and the "PzAbt" amphibious tank units may enter a Sector sea space without the need for any transport (as signified by their blue hex symbol).

If any combat occurs in that Sector sea space resulting in the sinking of that transport naval unit, the land unit it is transporting is eliminated permanently. Damage to a transport naval unit has no effect upon a land unit it is transporting, however, although a reduced transport is unable to function as a supply source for any Sector sea space it is in (see 13.2).

Because a transport naval unit must remain in a Sector sea space throughout that turn to conduct an amphibious landing, it cannot be moved again until the next turn (during that player's next Naval Movement step), at which time it may be moved again.

7.5 Amphibious Landings (Landing Beaches)

There are five distinct types of coastal land hexes (defined as hexagons that are adjacent and within Sector sea spaces), each of which entails specific restrictions and risks when conducting an amphibious landing there, listed as follows.

Note: During an amphibious landing, even unoccupied coastal land hexes must be attacked when entered (with a presumed strength rating of "0"), regardless of enemy ZOC unless it has already been occupied by a friendly land unit.

Most Suitable Beach Hexes

When being transported by a transport naval unit, any non-armor*, non-motorized, type of land unit may be placed (i.e., amphibiously landed) on a Most Suitable Beach type of hex. When resolving combat in that hex, an amphibious landing upon any Most Suitable Beach hex incurs no die roll penalty unless that hex is also a city and/or fort hex, which each impose an additional die roll penalty (cumulatively) until it is friendly-owned (see 12.1). Moreover, if the current weather condition is Rain, an additional -1 die roll penalty is incurred.

***Exception:** An amphibious armor type of unit (PzAbt) may indeed be placed into a Most Suitable Beach hex normally.

Less Suitable Beach Hexes

When being transported by a transport naval unit, any non-armor*, non-motorized, non-artillery type of land unit may be placed (amphibiously

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landed) on a Less Suitable Beach type of hex. An amphibious landing upon any Less Suitable Beach hex incurs a -1 die roll penalty (until it is friendly-owned) unless that hex is also a city and/or fort hex, which each impose an additional die roll penalty (cumulatively) until it is friendly-owned (see 12.1). Moreover, if the current weather condition is Rain, an additional -1 die roll penalty is incurred.

***Exception:** An amphibious armor type of unit (PzAbt) may indeed be placed into a Less Suitable Beach hex normally.

Unsuitable Beach Hexes

When being transported by a transport naval unit, only an infantry, mountain, and Marine type of land unit may be placed (amphibiously landed) on an Unsuitable Beach hex (i.e., not even any amphibious armor type of land unit), but only a mountain type of land unit may be placed (amphibiously landed) on any cliffs type of Unsuitable Beach hex. An amphibious landing upon any Unsuitable hex incurs a -2 die roll penalty (until it is friendly-owned), unless that hex is also a city, fort, port, cliffs, and/or marsh hex, which each impose an additional die roll penalty (cumulatively) until it is friendly-owned (see 12.1). Moreover, if the current weather condition is Rain, an additional -1 die roll penalty is incurred.

After an amphibious landing has been resolved on a beach hex, the combat results will dictate the landed unit's disposition (see 12.0). In any case, an amphibiously landed unit still projects a Zone of Control normally and all stacking limits apply normally as well.

7.6 Non-Amphibious Landing (Debarkation)

If any particular Landing Beach has been captured, that coastal hex therefore permits the arrival and placement of subsequently transported units there as if entering a normal hex (no combat is required), although the landing restrictions of 7.5 apply nonetheless (for example, an armor type unit is not permitted to be placed on a Less Suitable Beach type hex).

Exception: Any land unit is permitted to be debarked in a friendly-owned port hex (if not in excess of the stacking limit in that hex).

7.7 Transporting Supply

A non-reduced naval transport unit that is not currently transporting any land unit is automatically and immediately assumed to be ferrying supplies to all land hexagons that are adjacent to the Sector sea space it presently occupies. Indeed, this is necessary for German land units to eligibly draw supply from that Sector sea space during the End of Turn Actions step (see 2.1). A transport naval unit that is in an Assembly Area box does not qualify as ferrying supplies; it must be sortied (without a land unit) into a Sector sea space.

7.8 Returning to Port (Assembly Areas)

A transport naval unit that reenters an Assembly Area may embark one friendly land unit present there (regardless of its type), although a transport may not move again during the same turn that it embarks any land unit.

7.9 Transport Capacity

When a transport naval unit is present in an Assembly Area, it may automatically embark any single friendly land unit that

is present in that same Assembly Area even if the transport is reduced (flipped to its reduced side), and regardless of the type or size of land unit it will be transporting.

Note: It is permissible for a paratrooper, amphibious tank (PzAbt), or Marine unit to be transported by a transport naval unit instead if the German player prefers.

8.0 SURFACE NAVAL COMBAT

Whenever a player moves any of his own naval units into a Sector sea space that contains any enemy unit(s), the entering naval units must stop and naval combat must then be immediately resolved. The entering player is considered the attacker.

If opposing naval units occupy the same Sector sea space when either player's naval movement step begins, combat must be resolved during that naval movement step. In this case, the player's naval movement step is currently occurring is considered the attacker.

Note: Submarines are governed by different naval combat rules (see 8.2).

Keep in mind that all of the following references to naval units also include any coastal battery game piece(s) that have been "sorted" to a Sector sea space (see 9.0). A coastal battery functions exactly like any naval unit except that they are restricted to specific Sector sea spaces, they may never be assigned to target Mines or submarines, and cannot ever participate during any Night Naval Combat.

8.1 Naval Target Prioritizing

When naval units enter a Sector sea space that contains any enemy naval unit(s), or when naval units occupy the same Sector sea space when either player's naval movement step begins, both players must first array all of their own naval units in a line (including Mines, submarines, and coastal batteries, if otherwise eligible to participate), facing off against each other. Only then do surviving naval units participate in naval combat.



Exception: A submarine unit is only required to participate in naval combat if a Sector sea space contains any enemy naval unit with a strength rating of "0" (including Mines) or "1," other than coastal batteries (see 8.2).

Next, the attacking player (the player that moved his naval units into that Sector sea space or the player whose naval movement step is beginning) must assign each of his surviving naval units in that Sector sea space to specifically target a single and different enemy naval unit there (in other words, each attacking naval unit must target one enemy naval unit, though it may not target any enemy naval unit that has already been targeted during this naval combat if there are any remaining untargeted enemy naval units present).

Note: Aside from a Minesweeper's immunity and unique ability to potentially eliminate Mines, it is considered a normal naval unit in every other respect.

The attacking player may always choose which of his own naval units is to be assigned to each enemy target in that same Sector sea space. However, when assigning each chosen naval unit to each

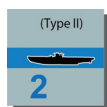
enemy target, the attacking player must designate each target one at a time in the order of weakest targets to strongest targets (in other words, an enemy naval unit with a lower strength rating must always be designated as a target before an enemy naval unit with a higher strength rating)—except when a weaker enemy unit is already being targeted. This requirement applies during Night Naval Combat as well.

Exception: Non-combatant naval units (in other words, any naval unit that is not printed with a strength rating) may only be targeted after all other present combatant naval units have been targeted at least once (see 8.3 below). Non-combat naval units include the German “Marine” and “PzAbt” amphibious tank battalions when in a Sector sea space.

In cases whereby the attacking player has more naval units in a particular Sector sea space than the enemy player has, the attacking (outnumbering) player may therefore assign his excessive naval units to any enemy naval units that are already being targeted in that same Sector sea space. However, the attacking player may only “double up” against the enemy naval units in the order of weakest to strongest, nonetheless, and only if every enemy naval unit there has already been targeted at least once. This prioritization requirement also applies when “tripling,” “quadrupling,” ad infinitum. See 8.4 Doubling Up.

8.2 Submarine Naval Units

Submarine units are normal naval units and are subject to the stipulations of 8.1 and 8.3 normally, but with the following exceptions.



a) Any enemy naval unit (except a coastal battery) can be assigned to target a submarine unit, but a submarine can only be reduced by the die roll of an enemy naval unit that is printed with a “0” or “1” (if that naval unit’s die roll is equal to or higher than that submarine unit’s die roll); these represent mines, sub-chasers, destroyers, etc. The die roll of any naval unit with a strength rating of “2” or more has no effect against a submarine (although that naval unit will become reduced normally if that targeted submarine unit’s die roll is equal or higher; it is presumed to have been hit by a sub’s torpedo).

Note: A naval unit with a strength rating of “2” may be assigned to target a submarine unit nonetheless (if only to comply with Naval Target Prioritizing), but can never reduce a submarine.

b) If a submarine unit is assigned to attack an enemy naval unit that is printed with a strength rating of “2” or more, that submarine is not reduced if its die roll is equal to or lower than that naval unit. Instead, there is no effect to the submarine, nor any effect to that enemy naval unit if its die roll was higher (the sub has simply missed).

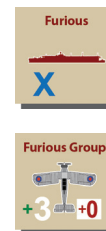
c) If a submarine is reduced during naval combat, it is assumed to have dived; it is therefore immune and does not participate in any further naval combat for the remainder of that step. However, a submarine will be sunk outright normally if a single enemy naval unit’s net die roll is at least double of the submarine’s die roll (see 8.4).

d) A maximum of one bomber-type air unit may conduct a naval air strike against a submarine in a Sector sea space (see 10.7), but a submarine unit does not ever cause an anti-aircraft result (10.9).

8.3 Non-Combatant Naval Units

Any naval unit that is not printed with a strength rating is considered to be a non-combat naval unit (including the German “Marine” and “PzAbt” amphibious tank units). As such, during surface naval combat, non-combatant naval units may not be targeted unless every other enemy combatant naval unit in that same Sector sea space is already eligibly being targeted at least once during that surface naval combat engagement (representing that these ships are being screened by their escorting combatants).

A non-combatant naval unit is attacked normally, although there is no effect to either side if the non-combatant’s die roll is equal to or higher than the enemy’s die roll (the enemy naval unit has missed) and a non-combatant naval unit does not ever cause an anti-aircraft result (10.9).



8.4 Resolving Surface Naval Combat

After all of the attacking naval units have been assigned to targeted enemy naval units, the players then resolve each attack, one at a time (in any order that the attacking player prefers), per the following procedure.

Firing (Step A): Both the attacking player and the defending player must each roll one six-sided die (even if a non-combatant naval unit) and then add the strength rating of their own respective naval unit to their own die roll. However, if the current game turn is a rainy game turn (3.1), the strength rating of every naval unit is halved (round any fractions up).

Exception: If this is Night Naval Combat, do not add the strength rating of any naval unit to its die roll.

Hits (Step B): Whichever player rolled the highest net die roll causes the opposing naval unit to become immediately reduced (or sunk if already reduced).

Exception: A naval unit’s die roll of “1” is always considered a “miss” and automatically has no effect.

Moreover, if one player’s net die roll is at least **double** of the opposing player’s net die roll, then he causes that opposing naval unit to be sunk outright even if that naval unit was not already reduced.

If both net die rolls are the same, both sides become immediately reduced (or sunk if already reduced) unless both are misses (i.e., die rolls of “1”).

Exception: A non-combatant naval unit has no effect if it rolled equal to or highest; the opposing naval unit has simply missed. Likewise, a Mine is not reduced or sunk (except by an opposing minesweeper); it simply has no effect if it did not roll highest.

Doubling Up (Step C): If there are two or more attacking naval units assigned to the same targeted enemy naval unit, the attacking player rolls two or more dice instead (one die per each attacking naval unit that has been assigned to target that same enemy naval unit). The targeted player only rolls once for his targeted naval unit nonetheless (not one die roll per attacking naval unit), but if the targeted player’s die roll is highest, then all attacking naval units that doubled-up (or tripled-up, etc.) against it are thus hit.

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Counterattack (Step D): After the attacking player has resolved every one of his designated attacks in that Sector sea space, each excess enemy naval unit that he did not assign as a target (i.e., was not attacked), if any, may (but is not required to) now conduct a counterattack. A counterattacking naval unit may be assigned to target any of the attacking player's surviving naval units there (in other words, a counterattacking naval unit is never required to attack a weaker naval unit before a stronger naval unit), regardless of that targeted naval unit's activity or condition (i.e., even if it was reduced) during steps 1-3 above.

Losses (Step E): Any naval units that had been sunk during any of the previous steps are considered sunk immediately and permanently (they are removed from play).

Disengagement (Step F): After a die has been rolled for all eligible naval units in a Sector sea space, naval combat ends; both sides' surviving naval units must remain in that Sector sea space until their next normal opportunity to move, respectively (see 8.5).

8.5 Conclusion of Surface Naval Combat

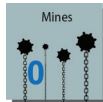
After a surface naval combat engagement in a Sector sea space has been completed, any naval unit that was involved in naval combat (in other words, if it attacked or was attacked during naval combat during the current step) is ineligible to conduct Naval Gunfire Support during the immediately following Land Movement step.

Once all naval movement and combats on the map have been concluded, that Naval Movement step ends and the next step begins. Surviving naval units (even if reduced) will be eligible to move normally during any subsequent friendly naval movement step.

8.6 Mines

Mines are considered normal naval units, but feature additional rules and restrictions, explained as follows.

Note: Mines cannot ever be attacked by any naval air strike or coastal battery.



Most Mines begin the game in a Sector sea space (see 5.0) and never move, although a Mine that begins the game in an Assembly Area may be coupled (i.e., stacked) with a friendly submarine unit there, and then sortied with that submarine to a Sector sea space (see 7.1). For purposes of naval combat, a Mine that is currently coupled with a submarine unit is considered to be the same game piece as that submarine (until they are uncoupled). As such, if naval combat occurs in a Sector sea space where a Mine is still coupled with a submarine, that Mine does not participate in that naval combat in any way, although it will be eliminated automatically if the submarine it is coupled with is eliminated.

A Mine may never be moved into a Sector sea space independently, and can only participate in naval combat when an enemy naval unit is assigned to it per 8.1 (or during the Counterattack step of 8.4). Because Mines are always the weakest ("0") type of naval unit, they must be targeted first (per 8.1), although any naval unit (except any coastal battery or other Mine) may be assigned to target a Mine. However, a naval unit's strength rating is never added to its own die roll when rolling against a Mine, and only a Minesweeper's die roll has any effect against a Mine during naval

combat (see 8.7). If a non-Minesweeper's naval unit's die roll is equal to or higher than a Mine's die roll, it is simply considered a miss.

8.7 Minesweepers

Unlike other naval units, a Minesweeper's die roll against an enemy Mine will eliminate that Mine (if that Minesweeper's die roll is equal or highest), although a Minesweeper cannot be eliminated if the Mine's die roll is equal or highest; it is simply considered a miss.

Multiple Minesweepers may be doubled-up against a Mine normally.

9.0 COASTAL BATTERIES

Both sides are provided with coastal battery units that may be "sortied" exactly like a naval unit from an Assembly Area, or used as "support" just like a naval unit (against an enemy land unit target) during a friendly game turn.



Exception: Coastal batteries may not be sortied during any Night Naval Movement step.

9.1 Coastal Battery Sortie Limits

Each battery unit's deployment is limited to a confined area of the map, depending on the specific coastal battery unit (representing each battery's maximum gunnery range). This limit is printed as a letter code on each battery unit itself, as **A, B, Y, O, R**. If a coastal battery is not printed with a particular letter code, it may not be used in that location, each of which is listed as follows.

A = If sortied like a naval unit, this coastal battery may be sortied into the Sector A sea space.

B = If sortied like a naval unit, this coastal battery may be sortied into the Sector B sea space.

Y = If used as support like a naval unit, this coastal battery may support any land combat southeast of the **yellow** range limit hex-line printed on the map.

O = If used as support like a naval unit, this coastal battery may support any land combat southeast of the **orange** range limit hex-line (as well as the yellow range limit) printed on the map.

R = If used as support like a naval unit, this coastal battery may support any land combat southeast of the **red** range limit hex-line (as well as the orange and yellow range limit) printed on the map.

9.2 Coastal Battery Deployment Limits

When a coastal battery is used (during naval combat or land combat), it may only ever be used in the Sector sea space or in the specific hex where it had been deployed for that game turn only and only ever once per game turn.

Coastal batteries have no effect in any Sector sea space during a Night Naval Movement step; a coastal battery cannot be targeted or target any naval unit during surface naval combat occurring at night, and are simply ignored when resolving any Night Naval Combat.

9.3 Coastal Battery Gunfire

When used during naval combat, a coastal battery's printed strength is applied exactly like a naval unit's strength rating (see Surface Naval Combat; 8.0), in which case ignore that coastal battery's green "+" symbol. When used during land combat, a battery's printed strength is applied exactly like an air unit's strength rating (see Air Support; 10.3).

9.4 British Dummy Coastal Battery

The British player is provided with one "Dummy" coastal battery (historically, there were actually a couple in the Dover area). It may be sorted into Sector A or B space normally, and it must be targeted during surface naval combat like any other naval unit (with a strength rating of "X"), but it has no ability to engage in any naval combat (that is to say, it does not ever inflict any damage to any German naval unit); if the dummy coastal battery's die roll is highest, it is considered a miss.

10.0 AIR OPERATIONS

There are five types of air units in the game, listed and defined as follows.

Fighter: Any air unit with a die roll bonus rating (a red "+" numeral atop a white square) of "1" or higher.

Bomber: Any air unit with a die roll bonus rating of "0" (a red "+0" value atop a white square).

Transport (see 11.5): Any air unit printed as a black silhouette with the word "(Transports)" and no ratings at all.

Glider (11.5): Any air unit printed as a black silhouette with the word "(Gliders)" and no ratings at all.

Float-plane: There are two float-plane air units in the game (the German "Luftflotte 5" air units).

Each type of aircraft operates somewhat differently and has varying attributes, depending on the mission it is performing (see 10.3).

10.1 Air Movement

During a player's Air Movement step, he may move any or all of his air units (though he is never required to) from his Airbases box (printed along the edge of the map) directly into any Sector sea spaces or hexes anywhere on the map (there are no range limitations for any of the air units within the scope of this game), but no air unit may ever be moved into any enemy Assembly Area box.

Exception: The "Furious" aircraft carrier naval unit is where the "Furious" air group unit is placed when not conducting a mission, instead of an Airbase box (although the British player may place the Furious air group into his own Airbase box if the Furious naval unit has been reduced or sunk).

Note that a moving air unit is never moved via any linear path or route towards an intended destination on the map; rather, a moving air unit is simply placed directly into the location where the owning player intends that air unit to perform a mission. Any interceptions that result always occur in the intended destination, never en route.

10.2 Air Unit Stacking Limit

Air Stacking in a Land Hex

No more than one fighter-type air unit and one bomber-type air unit (from each side) may perform a mission in the same hex at the same time (during the same step). Transports, gliders, float-planes, and the Furious' air unit are always irrelevant when considering air stacking.

Air Stacking in a Sector Sea Space

The maximum quantity of air units (from each side) that may occupy the same Sector sea space is **twelve** (regardless of the types or composition of types), although float-planes and the Furious air unit may occupy any Sector sea space in addition to the stacking limit (even if the aircraft carrier Furious is not present there).

However, each Chain Home Radar hex that is captured by any German land unit (even if only temporarily) permanently subtracts one (-1) from the British stacking allowance in each Sector sea space. This has no effect on the German air stacking limit in any Sector sea space, however, which may always stack a maximum of twelve air units in each Sector sea space.

10.3 Air Mission Types

There are eight different kinds of possible air missions during a game turn (which are never resolved until all air movement is completed for that step), listed below. For airborne and gliderborne landing missions (which only occur during the Land Movement Step), see 11.5.

Combat Air Patrol/Air Interception: If a fighter type of air unit is placed into a Sector sea space or land hex, that air unit is eligible to participate in air combat that occurs there, if any, except during any Night Naval Movement step or during a rainy game turn.

Naval Air Strike: If a bomber type air unit is placed into a Sector sea space or coastal hex, that air unit is eligible to attack an enemy naval unit or amphibious-capable land unit there (if it was not eliminated during air combat there) after all air movement is completed except during any Night Naval Movement step or during a rainy game turn.

Interdiction: If an air unit is placed into a land hex (if it was not eliminated during air combat there), any enemy land unit that intends to move through that hex during its movement is, upon entry into that hex, immediately subject to an interdiction die roll by the enemy player. If an interdiction die roll is less than that air unit's printed strength value, that entering land unit must end its movement in that air unit's hex immediately (for the duration of that game turn), although this does not prevent a land unit from retreating if required by a land combat result.

Offensive Air Support: If an air unit is placed into a land hex that is occupied by any enemy land unit, that air unit is eligible to contribute air support to his pending land attack there (if it was not eliminated during air combat there) during land combat except during a rainy game turn.

Air Supply Mission: If a "Transports" air unit (if it is not also stacked with an airborne land unit) is moved directly into a friendly land hex that is printed with an airbase symbol, that transport will function as a supply source for a maximum of one friendly land unit



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(regardless of its size) during that game turn except during rainy game turns. Multiple transport type air units in the same airbase each function as a distinct supply source per this rule (see 13.2).

Naval Gunfire Spotting: If a German float-plane is present in the same Sector sea space as any supporting naval unit(s), each supporting naval unit's range is increased by one additional hex.

Airlift: Transports and gliders can be used to conduct airborne and gliderborne missions, respectively (see 11.5), except during a rainy game turn.

10.4 Air Combat Procedure

Whenever any fighter type unit is present in a Sector sea space or a land hex with any enemy air unit of any kind (except transports and gliders), air combat must be resolved there before any other actions occur in that location.

Note: *Transports and gliders do not ever engage in air combat (they are always assumed to be gliding in at night).*

Before air combat can be resolved, both players must first array all of their present air units in a line, side by side, and then implement the air combat sequence as follows.

1) First the British player must assign each and all of his own present fighter air units to target a single, specific German air unit of his choice (except transports and gliders) that is also present in that same location. In a Sector sea space that contains multiple air units, the British player cannot assign two fighters to attack the same German air unit if there are other as-of-yet untargeted German air units in that same location. However, if there are more British fighters than German air units, each additional British fighter may (but is not required to) be assigned to one German air unit that is already being targeted there. Additional British fighters must be assigned as equally as possible as well. In all cases, once assigned, British air units may not switch to different targets once any air combat has begun in that location.

Note: *Every air unit is entitled to a die roll during air combat (whether attacking or being attacked), but only fighter-type air units may actually be assigned to target enemy air units. Any kind of air unit may be targeted (except transports and gliders), however.*

If any German fighter is not targeted, the German player may assign it to target any British air unit there of his choice including any British air unit that is already assigned to another German air unit. See 10.5.

2) After all British air units have been assigned, air combat is resolved one fighter at a time (in any order that the British player prefers). To resolve each air combat, one six-sided die is rolled for each fighter air unit that was assigned to an enemy air unit and also for each air unit that is the target of any enemy fighter air unit there (although a fighter air unit never rolls more than once if it is assigned to target an enemy air unit and is also the target of an enemy fighter).

Then, each player must add the printed quality rating of his own air unit to his die roll. Whichever air unit's net die roll result is the highest has won that air combat; the opposing air unit is immediately reduced (or eliminated if already reduced). Moreover,

if the winning air unit's net die roll result is at least **double** of the opposing air unit's net die roll result, the opposing air unit is eliminated entirely even if it is not already reduced.

3) After air combat is resolved in a location, permanently remove any air unit that was eliminated. Any surviving air unit, even if it had been reduced during air combat, remains there and is even eligible to perform its intended mission, if any, during the appropriate step (see 10.3). Air combat in a hex or Sector sea space is concluded after each eligible air unit there has rolled one air combat die roll.

10.5 Furball Over the Channel

In a Sector sea space that contains multiple opposing air units, if either player has assigned additional fighter(s) to target any single enemy air unit, that player also rolls one die per each such additional fighter and totals them as a combined dice roll. Conversely, if a single fighter has been assigned to target an enemy air unit, but is also the target of any other enemy fighter(s) during the same air combat, all of those enemy air units' die rolls are totaled as a combined dice roll. In either case, if the single air unit's die roll is equal to or higher than the multiple enemy air units' combined dice roll, the player of the single air unit chooses which one of them is reduced (or eliminated if already reduced). If the single air unit's die roll is at least double of the multiple enemy air units' combined dice roll, the player of the single air unit chooses which one of them is eliminated even if it is not already reduced.

10.6 Chain Home Radar

Though the premise of the game design assumes that the Germans have air superiority across the map, they are not presumed to have total air supremacy yet. This is largely because the British can still rely on their Chain Home Radar. As such, per 10.4 above, the British player always retains the advantage of choosing which of his fighters are assigned to enemy targets first when air combat begins. However, the German player will receive that advantage instead (permanently) if German lands units have ever captured at least half (six) of the twelve British radar hexes on the map even if only temporarily.

Note: *The locations of all twelve radar hexes are 2629, 2825, 3824, 4118, 5224, 5125, 5722, 5920, 6219, 6816, 6213, 5906. Once six of these locations are captured by the Germans, the Germans will have air supremacy (and the assignment advantage) even if any of them are subsequently recaptured by the British.*

10.7 Naval Air Strike Procedure

If a bomber-type air unit has not been eliminated during air combat, it may attack one enemy naval unit (of any type) in a Sector sea space that it presently occupies during the current step (although no bomber is ever required to conduct a naval air strike). If there are multiple enemy naval units in that same Sector sea space, the striking player may always choose which one that each of his bombers will attack (Naval Target Prioritizing never applies to any naval air strikes). If there are multiple bombers in that same Sector sea space, the striking player may also choose to attack any particular enemy naval unit(s) with as many of those bombers as he prefers including an enemy naval unit that he is already targeting (although no more than one bomber may ever attack a single submarine or Mine during the same engagement; see 10.8).

Note: *Each present bomber must be assigned to a specific target before any naval air strikes are conducted in a Sector sea*

space (in other words, a player may not resolve any naval air strike until he indicates which enemy naval unit that each of his present bombers will be attacking during that same step).

To perform a naval air strike, the attacking player rolls one six-sided die. If his die roll is equal to or less than (\leq) the strength rating printed on that attacking bomber, the enemy naval unit that it has targeted is reduced or sunk if already reduced. But if his die roll is greater than ($>$) the strength rating printed on that attacking bomber, it is a miss and there is no effect to that targeted enemy naval unit.

No Naval Air Strike is possible if the current weather is rainy.

10.8 Naval Air Strikes Against Submarines & Mines

Naval air strikes may be performed against enemy submarines and Mines normally, but only one bomber may ever attack a single submarine or Mine naval unit during the same engagement regardless of the results.

10.9 Naval Anti-Aircraft

If a bomber's naval air strike die roll is a "miss" but is also equal to or less than (\leq) the strength rating of the enemy naval unit it just targeted, that bomber is immediately reduced or eliminated if it is already reduced.

Exception: Naval anti-aircraft never occurs when attacking any submarine or Mine.

10.10 Offensive Air Support

If, during a land combat attack, an air unit is present in a combat hex (a hex where a friendly land unit is commencing a land attack against an enemy unit in that hex), that air unit's strength rating (if any) is added to that attacking land unit's printed strength rating (even if that air unit was present in that same hex as Defensive Air Support during a previous step).

No Offensive Air Support is permitted during rainy weather.

10.11 Defensive Air Support

If, during an enemy land combat attack, a defending player's air unit that is present in that combat hex (i.e., a hex where an enemy land unit is commencing a land attack against a defending unit in that hex), that defending player's air unit's strength rating (if any) is added to that defending unit's printed strength rating (even if that air unit was present in that same hex as Offensive Air Support during a previous step).

No Defensive Air Support is permitted during rainy weather.

10.12 Returning to Base

Any aloft air unit, regardless of its activity or inactivity, is required to "return to base" (be moved back to a friendly Airbase box) during his own End of Turn Actions step.

Exception: The "Furious" air group is returned to the Furious naval unit instead (unless it had been reduced or sunk in which case it is returned to a friendly Airbase box instead).

11.0 LAND MOVEMENT

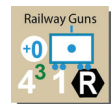
During a player's own Land Movement step, he may (but is never required to) move one, some, or all of his eligible land units (one at a time) from the hexagon that each land unit currently occupies along

any route of adjoining and legally-enterable hexagons. The maximum distance that each land unit may move depends upon its printed movement points and the type of terrain it enters in each adjoining hex; as any unit moves, it must subtract one or more of its movement points (depending on the type of terrain in a hex it enters) until its printed movement points are reduced to zero (or before then, if the moving player prefers) during that movement step (or until restricted by terrain prohibitions or an enemy Zone of Control, if encountered; see 11.1).

Exception: Retreat movement, as required by some combat results, does not ever subtract movement points; it is an automatic and free (and mandatory) move.

No land unit may ever jump or skip hexes as it moves, although airborne and gliderborne type land units may be moved by transports and gliders respectively to any hex on the map to be landed there (regardless of terrain, enemy units, or enemy Zones of Control). In any case, each land unit's movement must be an individual action (unless moving as a stack; see 11.4), and its move must be completed before another land unit's move begins.

Note: The British "Railway Guns" unit is unique inasmuch as it may only ever be moved via road hexes (representing rail lines). It may move any distance of continuous road hexes, as signified by the "R" printed on its game piece, but it moves like a normal land unit in every other respect.



11.1 Zones of Control (ZOC)

The six hexes surrounding any division (XX), brigade (X), or regiment (III) type of land unit (but never any battalion or company) is known as its "Zone of Control" (ZOC). A Zone of Control is never affected by terrain or weather and multiple ZOC extending into the same hex (whether friendly or enemy) are neither cumulative nor cancelled out. The effect of any ZOC is that it immediately limits the current movement of any enemy land unit that enters that ZOC to a maximum of one additional hex during that same movement (unless this would exceed its printed movement allowance or if prohibited terrain). A unit is never required to move one additional hex, but because land combat requires an attacking unit to actually enter the hex it intends to attack, that attacking unit can only conduct an attack if it has enough movement remaining to do so (in which case that attacking unit is placed into the hex it will be attacking). Any additional ZOC into that same hex is irrelevant during this additional move.

ZOC also denies an opposing line of supply to course into or through it unless any land unit that is friendly to the line of supply is also in that same hex.

Zone of Control does not restrict additional advances that are granted by combat results (12.0), airborne and gliderborne units that are being flown across the map to conduct an airborne or gliderborne landing, or to any air or naval unit in a coastal hex.

11.2 Terrain

The amount of movement points that each type of terrain subtracts from a unit's printed movement varies depending on the whether the moving unit is a "Leg" type unit (infantry), a "Vehicle" type unit (tracked or wheeled), or a "Mountain" type unit (infantry equipped and trained

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for difficult terrain). These three different types of units are listed as three distinct columns on the Movement Costs chart below. Each type of terrain in this game is listed (in alphabetical order) adjacent to these three columns to indicate how much movement is subtracted from that type of unit when it enters a specific kind of terrain. For instance, the movement point subtraction for a light woods hex is "2" for a Leg type unit, "3" for a vehicle type unit, and "1" for a Mountain type unit.

Designer's Note: For all German units, the movement cost to enter any type of city hex is "3" (instead of only "2" for the British); this represents the influence of "Home Guard" operations.

Movement costs are listed at the end of these rules (see page 15).

11.3 Amphibious-Capable Units

Amphibious-capable land units (i.e., the "Marine" and the "PzAbt" battalions) are printed with a dark blue hexagon behind their movement number; these units may enter Sector sea spaces from the Convoy Assembly box without the need for any transport naval unit.

Additionally, amphibious-capable units do not require any movement subtraction for crossing any river hexside on the map. However, when moving into any land hexes, the Marine unit moves as if it is a normal infantry type unit and the PzAbt units move as if they are normal vehicle type units.

11.4 Stack Movement

Multiple friendly units that are stacked together in the same hex may be moved together as a stack (up to each moving unit's printed movement number, notwithstanding terrain or enemy Zones of Control), regardless of the type (except as differentiated or restricted by terrain for one type of unit or another). All units that move together as a stack must move along via the same movement route, although the moving player may voluntarily "drop off" any unit(s) from among that stack in any hex(es) along that route as the other unit(s) move on. However, any unit that is dropped off may not continue to move independently thereafter; it must remain in the hex where it was dropped off for the remainder of that movement step.

11.5 Airborne Movement / Gliderborne Movement

During the German Air Movement step of any clear weather game turn(s) of the German player's choice, each airborne unit or gliderborne unit (only) that is present in the German Airbases in France box is eligible to conduct an airborne or gliderborne landing, respectively, onto the map. To do so, the German player must first select an unoccupied (not even occupied by another friendly unit) clear-terrain type of land hex anywhere on the map as the intended destination hex of each pending airborne or gliderborne landing for that game turn, although the German player does not have to announce this before he actually conducts the landing(s).

Note: There are four airborne units and three gliderborne units available to the German player; each may only ever conduct one landing per game, but the German player may choose which game turn each such unit does so.



Next, each pending airborne or gliderborne unit must be stacked with one Transports or Gliders type air unit, respectively, and both

must then be moved to the chosen destination hex(es), ignoring all terrain, units, and Zones of Control while en route there (in other words, just place them in the intended destination hex if otherwise legal). No air interception of transports or gliders is ever possible (transports and gliders are assumed to be gliding in at night).

Note: Airborne land units cannot be transported by glider type air units and gliderborne land units cannot be transported by non-glider type air units.

Note: The German player may voluntarily abort any pending airborne or gliderborne landing at any time prior to placement into its intended destination hex. Once placed, however, an airborne or gliderborne landing must be resolved (see 11.6).

11.6 Airborne Landing/Gliderborne Landing Procedure

During the Land Movement step after any Transports or Gliders air unit was placed into a chosen destination hex, the German player must resolve the intended airborne landing or gliderborne landing there (see 11.8). If this is an airborne landing, the owning player may either return the transport air unit to his own Airbases box or elect to voluntarily eliminate that transport air unit instead to avoid "drift" (see 11.7). If this is a glider landing, the glider air unit is eliminated automatically and immediately (and permanently); as such, no drift ever occurs as a result of any gliderborne landing.

11.7 Drift

If a transport air unit was not voluntarily eliminated following an airborne landing, the owning player must roll one six-sided die and consult the Drift Diagram printed on the map; the number on that diagram indicates which adjacent hex—corresponding to the die roll—that the airborne unit is placed (relative to the hex where the transport is currently present). Once this has been determined, that airborne unit is then placed into that hex and the transport air unit is immediately returned to its Airbases box.

Note: If an airborne unit's drifted hex happens to be off of the map's hexfield (such as into a Sector sea space) or into a hex that is occupied by any enemy land unit of any kind, or into a friendly-occupied hex that will become overstacked as a result of that airborne unit's drift into there, it is eliminated immediately.

Glider air units are always eliminated automatically after a glider landing, and therefore gliderborne units are never subject to drift.

A transport air unit, after it has been returned to its Airbases box, is eligible to be moved again during any subsequent friendly Air Movement step either to conduct another airborne landing or to be placed at a friendly-owned (captured) airbase hex to function as supply there (see 13.2).

11.8 Touchdown

During the Land Movement step after an airborne unit or gliderborne unit has been placed into its landing hex, the German player must roll one six-sided die to determine the effectiveness of the landing. If that die roll result is four or higher (≥ 4), that landing is successful, and there is no effect to that airborne or gliderborne unit. If that die roll result is three or less (1-3), that landing is bungled, resulting in the reduction of the landing unit (flip that unit

over to its reduced side immediately). If that die roll result is zero or less (≤ 0), that landing is a fiasco, resulting in the elimination of the landing unit (remove that unit from the game immediately).

Each landing die roll must be modified by various potential landing conditions tabulated as follows.

Airborne Landing/Gliderborne Landing Conditions in the Landing hex (cumulative)	Touchdown Die Roll Modifiers (cumulative)
If the landing hex is within an enemy unit's Zone of Control	-1
If the landing hex is any beach hex	Per 7.5
Per the terrain modifier in the landed hex (after any drift)	Per 12.1

If the landing unit had not been eliminated (either by a bad touchdown or drift), place it in the landing hex; it may not move any further during that same movement step, but it otherwise functions normally thereafter and throughout the remainder of the game (although an airborne or gliderborne unit is not eligible to conduct another landing thereafter even if subsequently stacked in an airbase hex with a Transports air unit).

12.0 LAND COMBAT

When a land unit or stack of land units moves into an enemy-occupied hex, both players count their respective total strength values. For the attacking player, this number is his attacking unit's (or units') printed attack rating. For the defending player, this number is his defending unit's (or units') defense rating.

Additionally, both the attacker and the defender may add the printed strength ratings of any eligible support units if present, listed as follows.

Air unit: The strength rating of each air unit, if any, currently present in that same combat hex. If both attacking and defending air units occupy the same combat hex (after surviving air combat there), both sides add their respective air unit's strength rating to their own land unit(s). However, if the land combat is occurring in a city or heavy woods hex, each present air unit's strength rating is halved (round fractions up).

Naval unit: The strength rating of each naval unit, if any, within its Naval Gunfire Support range (i.e., counted as a distance of hexes inland) from the Sector sea space it presently occupies to that combat hex. If both side's naval units are within Naval Gunfire Support range (if they did not participate in naval combat during the current game turn). Each such naval unit's Naval Gunfire Support range is exactly equal to its own printed strength rating (e.g., the Naval Gunfire Support range of the Schlesein, with a printed strength rating of "6," is six hexes).

Note: If a German float-plane is also present in that same Sector sea space, a naval unit's maximum Naval Gunfire Support range is increased one additional hex.

Railway Gun: The attack strength rating of a railway gun unit, if any, within its three hex range (as signified by the green "3" superscript printed adjacent to its attack strength value) from its own hex to that combat hex. A railway gun may not participate in

or support more than one land combat during the same step and a railway gun may not support itself with its own attack strength rating if it is currently being attacked by any enemy land unit.

Coastal Battery: The strength rating of each coastal battery, if any, within its map-printed colored range limit line to that combat hex (see 7.3). Only German coastal batteries may provide support to land combat (if they did not participate in naval combat during the current game turn).

Once the total attack value and defense value in a combat hex have been determined, whichever player can demonstrate the higher total value is said to have "Fire Superiority" during that combat. If both the attacker and the defender have exactly equal total values, then the defender automatically has fire superiority for that battle.

Once fire superiority has been determined, the attacking player may then roll one six-sided die and consult the chart on page 16. Note that a player may cancel an attack he is intending to conduct even after Fire Superiority has been determined (but not after rolling the die); if an attack is canceled, the unit(s) moved into that hex must then be immediately retreated to the(ir) starting hex(es). Any such unit(s), in that case, may not move or conduct any other attacks during that same turn.

12.1 Combat Modifiers

A land combat die roll must be modified by various circumstances and conditions that may be in effect at the time of battle such as terrain, unit quality, weather, etc. When a player conducts a land attack after determining fire superiority, he must determine all of the combat modifiers that presently apply to that particular combat, listed as follows, and then apply them to his combat die roll.

Note: Air units, naval units, railway guns, and coastal batteries do not provide combat modifiers (their strength ratings do not ever modify combat die rolls).

12.2 Brandenburgers

Once per game, the German player may announce the use of German "Brandenburgers" commandos to support a single declared German land attack (only). There are no actual Brandenberger game pieces, but the effect of his announcement is to provide that single German land attack with a +4 die roll modifier bonus. The German player may announce this during any single game turn of his choice, and at any time just prior to rolling a die to resolve a declared land attack, but once the Brandenburgers have been used to support a German land unit, they may not be used again during the game regardless of the results.

SEALION PROPOSED GERMAN INVASION OF ENGLAND

CONDITION (Note that any terrain or condition that is not listed below is not considered a combat condition, and does not modify the die roll.)	COMBAT MODIFIER (modifies the die roll, cumulatively, including multiple types of terrain in the same hex)
If the German player announces the use of Brandenburgers (12.2) to facilitate one German attack	+4
If Churchill is stacked with the attacking unit (flip the counter to its front side) in any London City hex (only)	+4
If Churchill is stacked with the defending unit (flip the counter to its back side) in any London City hex (only)	-4
Per the circled quality rating of the attacking unit(s) in the combat hex (cumulatively)	+?
Per the circled quality rating of the defending unit(s) in the combat hex (cumulatively)	-? (apply the circled "+" modifier of the defending units as a negative to the attacker's die roll)
If attacking while currently out-of-supply (note that amphibious landings are always supplied)	-2
If defending while currently out-of-supply	+2
If the weather is currently Rain	-1
If the combat hex is a Most Suitable Beach hex (if entering the hex from a Sector sea space)	0
If the combat hex is a Less Suitable Beach hex (if entering the hex from a Sector sea space only)	-1 (See 7.5)
If the combat hex is an Unsuitable Beach hex (if entering the hex from a Sector sea space only)	-2 (See 7.5)
If the combat hex is a Cliffs hex (if entering the hex from a Sector sea space only) Only Mountain type units may enter from a Sector sea space.	-2 (See 7.5)
If the combat hex is a Port hex (if entering the hex from a Sector sea space)	-1 (See 7.5)
If the combat hex is an occupied Fortified Bunker Line hex	-2
If the combat hex is an occupied Unfortified Bunker Line hex	-1
If the combat hex is a non-London City hex	-2
If the combat hex is a London City hex	-4
If any attacking unit crossed an Escarpment Hexside to enter the combat hex	-2
If the combat hex is a Marsh hex	-2
If any attacking unit crossed a non-Thames River Hexside to enter the combat hex	-1
If any attacking unit crossed a Thames River (or hex 6012) Hexside to enter the combat hex	-2
If the combat hex is a Tunnel hex	-2
If the combat hex is a Light Woods hex	-1
If the combat hex is a Heavy Woods hex	-2

12.3 Combat Results

There are three different possible effects that land combat can cause to a land unit depending on the specific result.

Elimination: The affected unit(s) are immediately removed from the map.

Reduced: The affected unit(s) must be immediately flipped to their back side, or eliminated instead if already on their back side or have no printed back side.

Retreat: When a side's unit(s) must retreat, the owning player must move the retreating unit(s) back to the hex it just came from (if the attacker), or to any hex that is closer to a valid supply source (13.0) for its side (if the defender). Retreating does not require the expenditure of any movement points; however, a retreating unit may never retreat across or into any prohibited terrain (if prohibited to that type of unit), into any hex that is occupied by any enemy land unit, or into the Zone of Control of any enemy land unit that legally projects a ZOC, unless into a hex that is already occupied by a friendly land unit.

Note: No land unit, even if it is amphibious-capable, can ever retreat into a Sector sea space (regardless of the presence of transport naval units in that Sector sea space).

If a unit is retreated into a hex that becomes overstacked as a result of that retreat, that retreating unit must then retreat to one more hex of the owning player's choice (to a hex that is farther away from the combat hex than its current, overstacked hex). This can occur indefinitely, but only if abiding by the abovementioned retreat rules.

If a unit cannot retreat because of any of the aforementioned restrictions, it is immediately eliminated instead.

Air interdiction does not ever affect a retreat.

13.0 SUPPLY

Supply considerations only apply to land units during the game. Supply is represented by a path of imaginary land hexes from each land unit on the map to a valid supply source for that land unit. This path is known as a "line-of-supply," defined as follows.

- A line-of-supply is a length of contiguous hexes from a land unit towards a valid supply source (see 13.1 and 13.2).
- A line-of-supply may be any length of friendly-owned hexes. Every hex on the map is automatically assumed to be British-owned until it is occupied by any German land unit or is within any German land unit's unoccupied ZOC (unless that hex is also within any British land unit's ZOC or is re-occupied by any British land unit).
- A land unit's line-of-supply may course through any type of friendly land hexes (even crossing arrows), regardless of weather and terrain except across prohibited hexsides, and it may wend along any route

of friendly-owned hexes that are not occupied by any enemy land unit or within any enemy land unit's unoccupied ZOC.

- d)** A line-of-supply may only course into or through an enemy land unit's ZOC if that hex is occupied by any friendly land unit (i.e., friendly to that line-of-supply).

13.1 British Supply Sources

For the British side, any city hex or map-edge hex (if not ever occupied by any German land unit) is considered a valid British supply source. Any quantity of British units may be considered in supply from any valid British supply source(s) so long as a valid line-of-supply can be demonstrated from those British units to that supply source or sources.

13.2 German Supply Sources

For the German side, any beach hex (if last-occupied by any German land unit) that is adjacent to a Sector sea space that currently contains at least one non-reduced "Transports" naval unit (if it is not also currently transporting any land unit) is considered a valid German supply source (for German land units occupying any land hexes*). Any quantity of German units may be considered in supply from any valid German beach supply source(s), so long as a valid line-of-supply can be demonstrated from those German units to that supply source or sources.

*A German land unit is always considered to be automatically in supply during the same turn it is being transported by a Transports naval unit, a Transports air unit, or a Gliders air unit.

Additionally, a German airborne and gliderborne unit may consider any airbase hex (if last-occupied by any German land unit) that is currently stacked with a Transports air unit to be a valid supply source so long as an uninterrupted line-of-supply can be demonstrated from that airborne or gliderborne unit to that airbase hex. No more than one German airborne or gliderborne unit may be supplied by each Transports air unit, however, and no other type of German land unit may ever be supplied by any Transports air unit. The German player may stack more than one Transports air unit at the same friendly airbase, and each will therefore function as an individual supply source for purposes of this rule (each can supply a separate German airborne or gliderborne unit) unless that airbase is recaptured by any British land unit (which therefore eliminates any Transports air units there, assuming they had not been returned to the Airbases in France box or flown to another airbases before then).

13.3 Out-of-Supply Effects

No unit's movement or combat values are ever reduced by being out-of-supply, but any combat that includes an out-of-supply land unit imposes a -2 die roll penalty (if attacking with an out-of-supply land unit) or awards a +2 die roll bonus (if defending with an out-of-supply land unit).

Furthermore, if any unit is out-of-supply during the End of Turn Actions step (Step 15), it must be flipped to its reduced side (or must be eliminated if it was already reduced).

SEALION COMBAT RESULTS TABLE

Roll	Defender's total defense strength is at least two times the attacker's total strength	Defender has Fire Superiority	Attacker has Fire Superiority	Attacker's total attack strength is three times of the defender's total defense strength	Attacker's total attack strength is at least four times of the defender's total defense strength
≤ 1	All Attackers Eliminated	All Attackers Eliminated	All Attackers Reduced and must then retreat (if surviving)	One Attacker Eliminated; Attackers must then retreat (if surviving)	All Attackers Reduced and must retreat (if surviving)
2	All Attackers Eliminated	One Attacker Eliminated; Attackers must then retreat (if surviving)	All Attackers and Defenders Reduced; Attackers must then retreat (if surviving)	All Attackers and Defenders Reduced; Attackers must then retreat (if surviving)	One Attacker and one Defender Reduced; Attackers must then retreat (if surviving)
3	One Attacker Eliminated; Attackers must then retreat (if surviving)	One Defender Reduced but remains in hex (if surviving)	One Defender Reduced but remains in hex (if surviving)	One Attacker and one Defender Reduced; Defenders must then retreat (if surviving)	All Defenders Reduced and must then retreat (if surviving)
4	One Attacker Reduced; Defenders remain in hex	One Attacker and one Defender Reduced; Defenders must then retreat (if surviving)	One Attacker and one Defender Reduced; Defenders must then retreat (if surviving)	All Defenders Reduced and must then retreat (if surviving)	All Defenders Eliminated. Attacker remains in that hex
5	One Attacker Reduced; Defenders must then retreat	One Defender Reduced and must then retreat (if surviving)	All Defenders Reduced and must then retreat (if surviving)	All Defenders Eliminated. Attacker remains in that hex	All Defenders Eliminated; Attacker(s) may move into any adjacent unoccupied hex, regardless of ZOC
≥ 6	One Attacker Eliminated; One Defender reduced but remains in hex (if surviving)	One Defender Eliminated; Other Defenders (if any) remain in hex	All Defenders Eliminated. Attacker remains in that hex	All Defenders Eliminated; Attacker(s) may then move to any adjacent unoccupied hex, regardless of ZOC	All defenders Eliminated; Attacker(s) may then move to any adjacent unoccupied hex, regardless of ZOC

Note: Combat results never affect any air unit, naval unit, coastal battery, or railway gun that had supported any combat.

Note: If, after applying the combat result, both attackers and defenders remain in a hex, the attacker must retreat.

TERRAIN EFFECTS CHART

Terrain Type	Leg Type (any unit printed with a green movement number)	Vehicle Type (any unit printed with a black movement number)	Mountain Type (any unit printed with a brown movement number)
Airbase 	Per other Terrain in Hex	Per other Terrain in Hex	Per other terrain in Hex
Bunker Line (Fortified) 	Per other Terrain in Hex	Per other Terrain in Hex	Per other Terrain in Hex
Bunker Line (Unfortified) 	Per other Terrain in Hex	Per other Terrain in Hex	Per other Terrain in Hex
City (non-London) if not via road 	2 (British) 3 (German)	2 (British) 3 (German)	2 (British) 3 (German)
City (London) 	2 (British) 3 (German)	2 (British) 3 (German)	2 (British) 3 (German)
Clear 	1	1	1
Cliffs (from a Sector sea space) 	Not Allowed	Not Allowed	All
Coastal Gun Range Limit Color Hexside 	+0	+0	+0
Crossing Arrow 	4	All (must begin adjacent to cross over)	4
Enemy-occupied Hex 	Stop	Stop	Stop
Escarpment Hexside 	+2	+3	+1
Factory 	Per other Terrain in Hex	Per other Terrain in Hex	Per other Terrain in Hex
Impassable Hexside 	Not Allowed	Not Allowed	Not Allowed
Landing Beach (from a Sector sea space) 	Per 12.0	Per 12.0	Per 12.0
Marsh 	2	Not Allowed	2
Parliament 	Per other Terrain in Hex	Per other Terrain in Hex	Per other Terrain in Hex
Port (If a debarkation; see 7.6) 	2	2	2
Prohibited Hexside 	Not Allowed	Not Allowed	Not Allowed
Radar 	Per other Terrain in Hex	Per other Terrain in Hex	Per other Terrain in Hex
River Hexside (non-Thames) 	+1* (in addition to the terrain within the hex being entered)	+2* (in addition to the terrain within the hex being entered)	+1* (in addition to the terrain within the hex being entered)
River Hexside (Thames; i.e., hexes 5210 to about 4111; and hex 6012 too) 	+2* (in addition to the terrain within the hex being entered)	+3* (in addition to the terrain within the hex being entered)	+2* (in addition to the terrain within the hex being entered)
Road (including any city hex that features a road if moving from a road) 	½ (if moving from an adjacent and connected road or tunnel hex)	½ (if moving from an adjacent and connected road or tunnel hex)	½ (if moving from an adjacent and connected road or tunnel hex)
Sector Sea Space 	Not Allowed (except via Transports, or if it is a Marine unit)	Not Allowed (except via Transports or if it is an amphibious PzAbt unit)	Not Allowed (except via Transports)
Tunnel 	½ (if moving from an adjacent and connected road hex)	½ (if moving from an adjacent and connected road hex)	½ (if moving from an adjacent and connected road hex)
Woods (Light) 	2	3	1
Woods (Heavy) 	3	Not Allowed	2

*Amphibious-capable units (see 11.3) may cross rivers freely though they must still subtract the movement of the terrain in the hex they enter after crossing any river.