SEALION

The Proposed German Invasion of England

DELUXE EDITION

INSTRUCTIONS

DECISION GAMES

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DECISION GAMES

These rules use the following color system: 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).*

1.1 Scale

The units of maneuver are primarily divisions and brigades/regiments. Air units are Flieger divisions and groups. Naval units are flotillas and named capital ships representing the named ship and escorts. Each hex on the map represents three miles from side to side. Each game turn (GT) represents approximately two days depending on the tempo of battle.

1.2 Sides

One player controls all German forces (gray-green counters), and the other player controls all Commonwealth forces (tan counters).

1.3 Game Counters

Most counters represent combat formations (unit counters) and markers that are provided as informational and memory aids.
- There are three basic types of unit counters: naval, air, and land. Each type is governed by different rules, but they can often interact with each other.
- Naval, air, and land units are printed with their own unique values, defined as follows.

Land Unit

Unit Identification (2nd *Fallschirmjaeger*)
Unit Size (regiment)
Unit Quality
Unit Type Symbol
Attack Strength
Movement Factor (Green=Leg)
Defense Strength

Air Unit

Air Support Rating
Quality Rating (Fighter Type)

Naval Unit

Attack Strength

Coastal Battery

Attack Strength
Max. Gunnery Range (**Y**, **0**, or **R**)
Sector Sea Space (**A** or **B**)

Railway Gun

Range
R=Railroad Movement

Unit Identification: All units are given their historical identities by the numbers or names used to designate those formations that could have participated in this campaign.

 Important: German units with a white stripe across the top of the counter are those units designated to make the initial amphibious assault.

Unit Size: Unit organizational sizes, from larger to smaller, are shown using the following symbols:

XX: Division   **II:** Battalion
X: Brigade   **I:** Company
III: Regiment

Unit Type: The following symbols in each counter's unit-type box distinguish the various combat arms employed in the game.

Armored Type Units

 Amphibious Tank
 Tank/Panzer
 Armored Recon

Motorized Type Units

 Motorized Infantry
 Motorized Anti-aircraft
 Motorized Machinegun

Non-Motorized Type Units

 Mountain
 Jaeger (Light Infantry)
 Infantry
 Parachute Infantry
 Glider (airlanding) Infantry
 Marines
 Commando

Artillery Type Units

 Artillery
 Railway Gun

Important: Unit type and movement class of that unit are different. Some units with a vehicle class rating are motorized and some are non-motorized.

Unit Quality Rating: Numerical rating of the unit's training and equipment. A ground or air unit's quality rating serves as a die roll modifier (DRM) when resolving ground or air combat (10.4 & 12.1).

Important: Only fighter type aircraft have a quality rating greater than zero (10.0).

Attack Strength: The measure of each ground unit's ability to conduct offensive combat operations (i.e., to attack).

Defense Strength: The measure of each ground unit's ability to conduct defensive combat operations (i.e., to defend when attacked).

Movement Factor: The measure of each ground unit's ability to move across the hex grid. The movement class of a unit is shown using the color of the unit's movement factor:

 Leg Class: Green
 Vehicle Class: Black
 Mountain Class: Brown
 Amphibious Vehicle Class: Black on blue
 Amphibious Leg Class: White on blue

Important: Ground units may be amphibious capable. Those units have a blue hexagon around their movement factor.

1.4 Abbreviations

1d6: One Six-sided Die
**Aus:** Australian
Can: Canadian
Cdo: Commando
DR: Die Roll
DRM: Die Roll Modifier
Ech: Echelon
FJ: *Fallschirmjaeger* (paratroop)
FF: Free French
FrnLg: Foreign Legion
Gds: Guards
GrssDt: *Gross-deutschland*
GT: Game Turn
JG: *Jagdgeschwader* (German Fighter Wing)
LAH: *Leibstandarte Adolf Hitler*

Lon: London
MF: Movement Factor
MG: Machinegun
NZ: New Zealand
PAC: Player Aid Card
Pol: Polish
PzAbt: *Panzer-abteilung* (tank battalion)
Rec: Reconnaissance
Rkt: Rocket
Sct: Scottish
Sturm: Assault
Ttnkpf: *Totenkopf*
WLnc: West Lancashire
ZG: *Zerstorer-geschwader* (German Heavy/Destroyer Fighter Wing)

1.5 Unit Steps

Many combat units are printed on both sides of the counter. These combat units are two-step units. Combat units that are only printed on one side are one-step units.

- The front of the counter is the unit's full-strength side.
- The back of the counter is the unit's reduced side.
- If a full-strength two-step unit suffers a loss (reduced) the unit is flipped over to show the back of the counter (reduced side). The unit remains in its reduced state until eliminated or the end of the game. It may never be rebuilt.
- If a one-step or reduced unit suffers a loss, the unit is removed from the map. It may not return to play.

Front	**Back**
(Full-Strength Side)	(Reduced Side)
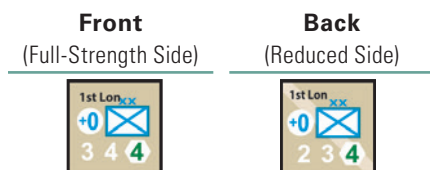
1.6 Fog of War

Because of radar, ample reconnaissance, spies, etc., both players are free to examine enemy game pieces (counters) anywhere on the map and/or displays.

Exception: If using the Dummy Para Units optional rule, the British player may not examine any German Parachute units (i.e., may not turn the counter over) unless using the procedure outlined in 14.6.

2.0 SEQUENCE OF PLAY

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

2.1 German Player Turn

If any German reinforcements are scheduled to arrive this GT (5.1), place them in the German Convoy Assembly Box at the start of the German player turn; they may operate normally the GT of arrival.

Step 1: Weather Determination (3.0): Do not conduct on GT 1 and GT 2 (3.0).

Step 2: German Naval Movement:
1) The German player may move any or all German naval units (7.0).
2) After all naval movement is completed resolve any surface naval combat between opposing naval units in the same Sector Sea Space (8.0).

Step 3: German Air Movement (10.1): Do not conduct if a rain GT. The German player may move any or all German air units from the German Airbases in France Box to Sector Sea Spaces and/or hexes in England.

Important: Air combat is only resolved during Step 5 and Step 12. It is not resolved during an Air Movement or Air Reaction Step.

Player's Note: Steps 3, 4, 10, and 11 are when players may sortie their air units to conduct:
    a) Combat Air Patrol (10.4)
    b) Naval strikes (10.7)
    c) Offensive air support (10.10)
    d) Defensive air support (10.11)
    e) Airborne and/or glider landings (11.5)
    f) Air supply (13.2)

Step 4: British Air Reaction (10.1): Do not conduct if a rain GT. The British player may move any or all British air units from the RAF Airbases in Britain Box to Sector Sea Spaces and/or hexes in England.

Step 5: Resolve Air Combat and Naval Air Strikes:
1) Resolve air combat if opposing air units occupy the same Sector Sea Space or hex (10.4).
2) Surviving eligible bombers in the same Sector Sea Space as enemy naval units may resolve naval air strikes (10.7).

Step 6: German Land Movement and Combat:
The German player may (but is not required to):
1) Disembark land units from naval transports (7.4 & 7.6).
2) Move any or all German land units (11.0).
3) Resolve airborne and/or glider landings (11.6).
4) After movement is complete (including airborne and glider landings and disembarkation from naval transports, resolve any land combat that occurs (12.0).

Step 7: German Night Naval Movement: Do not conduct if a rain GT. If the German player conducts any actions during this step, place the night marker on the Game Turn Record Track (GTRT) in the current GT box.
1) The German player may move any or all German naval units (7.0).
2) After all naval movement is completed resolve any surface naval combat between opposing naval units in the same Sector Sea Space as night naval combat (8.4).

Important: Coastal batteries may not participate in night naval combat.

Step 8: German End of Turn Actions:
1) Remove the night marker from the GTRT.
2) Both players return all surviving air units (**Exception:** Transports acting as supply) to their respective airbase boxes.

2.2 British Player Turn

Step 9: British Naval Movement:
1) The British player may move any or all British naval units (7.0).
2) After all naval movement is completed resolve any surface naval combat between opposing naval units in the same Sector Sea Space (8.0).

Step 10: British Air Movement (10.1): Do not conduct if a rain GT. The British player may move any or all British air units from the RAF Airbases in Britain Box to Sector Sea Spaces and/or hexes in England.

Step 11: German Air Reaction (10.1): Do not conduct if a rain GT. The German player may move any or all German air units from the German Airbases in France Box to Sector Sea Spaces and/or hexes in England.

Step 12: Resolve Air Combat and Naval Air Strikes:
1) Resolve air combat if opposing air units occupy the same Sector Sea Space or hex (10.4).
2) Surviving eligible bombers in the same Sector Sea Space as enemy naval units may resolve naval air strikes (10.7).

Step 13: British Land Movement and Combat:
The British player may (but is not required to):
1) Move any or all British land units (11.0).
2) After movement is complete resolve any land combat that occurs (12.0).

Step 14: British Night Naval Movement:
Do not conduct if a rain GT. If the British player conducts any actions during this step, place the night marker on the Game Turn Record Track (GTRT) in the current GT box.
1) The British player may move any or all British naval units (7.0).
2) After all naval movement is completed resolve any surface naval combat between opposing naval units in the same Sector Sea Space as night naval combat (8.4).

Important: Coastal batteries may not participate in night naval combat.

Step 15: British End of Turn Actions:
1) Remove the night marker from the GTRT.
2) Both players return all surviving air units (**Exception:** Transports acting as supply) to their respective airbase boxes.
3) Determine if land units on both sides are out of supply (13.0).

3.0 WEATHER DETERMINATION

At the beginning of each GT (**Except:** GT 1 and GT 2), the German player rolls 1d6 to determine the current weather.
- **DR is 6:** the weather for the current GT is Rain. Use the back of the Night marker as a reminder.
- **Any other DR:** the weather is clear. Clear weather has no effect on game play.

Important: The weather is always clear on GT 1 and GT 2.

3.1 Rain

Rain weather affects the following procedures:
a) Players skip Step 3, 4, 5, 10, 11, and 12 (Air Movement, Air Reaction, and Air Combat and Naval Air Strikes Steps). No air operations are conducted during the current GT.
b) Skip Steps 7 and 14 (Neither side may conduct Night Naval Movement).
c) A DRM of minus one is applied to all land combat (12.1).
d) All naval unit attack strength factors are halved when conducting surface naval combat (8.4).

4.0 WINNING THE GAME

German Victory: The German player wins the game if German land units have occupied (even momentarily) at least 15 of the 29 factory hexes (🏭) printed on the map.

Player's Note: German control markers have been provided to track the factory hexes that have been occupied by a German land unit. Remember, the factory hex does not need to remain German occupied to count towards victory.

British Victory: If the German player fails to achieve the German victory conditions, the British player wins the game.

Designer's Note: 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, a German land unit occupies the British Parliament hex (4409), the German player rolls 1d6. The result is added to the total factory hexes occupied by German land units.

Example: If the German player had already occupied five factory hexes and then rolls a 5 for capturing the Parliament hex, it is thus assumed that the German player has occupied the equivalent of a total of 10 factories for purposes of determining victory.

4.2 Churchill

Churchill is treated the same as any other land unit for movement and combat; however, the Churchill quality rating only applies if the combat occurs in a London City hex.
- If the Churchill counter is eliminated (for any reason, except 4.3) the German player rolls 2d6 and adds the two results together. That total is added to the total factory hexes occupied by German land units.

Example: If the German player had already occupied five factory hexes and then rolls a 10 for eliminating the Churchill counter, it is thus assumed the German player has occupied the equivalent of 15 factories for purposes of determining victory.

4.3 The Eagle has Landed

The British player may permanently remove the Churchill counter from the game (representing his evacuation from the war zone).
- This entails no consequences aside from the loss of his usefulness during a game.
- Churchill's removal may occur on any GT.
- The counter may only be removed during Step 15 (British End of Turn Actions).
- Once Churchill has been removed, the counter cannot be returned to play.

5.0 SET-UP

All unit counters 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.

Important: Units with "**opt**" on the back of the counters are not used in the standard scenario. Players should separate them out. They may be used in the optional/variant scenarios.

5.1 German Set Up

The German player sets up first. Place German units in the order given below:
1) Place all German air units (fighters, bombers, float planes, transports, and gliders) in the German Airbases in France Box. It is recommended that each type of air unit be placed in separate stacks.
2) Place the four paratroop *(Fallschirmjaeger)* regiments (1st FJ, 2nd FJ, 3rd FJ, and Sturm) next to the four transport air units.
3) Place the three airlanding regiments (16th, 47th, 65th) next to the three glider air units (11.5).
4) Place four German mine counters in any Sector Sea Spaces of the German player's choice (no more than one in each Sea Space). The remaining three German mine counters are placed in the German Convoy Assembly Area Box. They are available to be deployed later (8.6).

Important: Mines placed in Sector Sea Spaces cannot be moved in the scope of the game (7.2).

5) Place all four German submarines in the German Convoy Assembly Area Box or in any Sector Sea Space(s) of the German player's choice.
6) Place all German non-submarine naval units (including coastal batteries and transports) in the German Convoy Assembly Area Box.
7) Place all nine German Echelon 1 (Ech 1) land units in the German Convoy Assembly Area Box next to a German transport naval unit.
8) Place all four German PzAbt (U-A, U-B, U-C, U-D) and the German Marine unit in the German Convoy Assembly Area Box (they do not require transports).
9) Place all nine German Echelon 2 (Ech 2) land units in the 3 Box on the GTRT. These units are placed in the German Convoy Assembly Area box at the start of GT 3
10) Place all remaining German land units off to the side of the map. These units are placed in the German Convoy Assembly Area Box at the start of GT 4.

Designer's Note: The German player may place one of the units that are available on GT 4 in the 4 Box, of the GTRT as a reminder that all remaining German units are available.

5.2 British Set Up

The British player sets up second. Place British units in the order given below:

1) Place the Churchill counter in the Parliament hex (4409).
2) Place one British mine counter in each of the eight Sector Sea Spaces.

Important: The placement of these mines cannot be altered in the scope of the game (7.2).

3) Place Coastal Batteries Winnie and Dummy in the A and/or B Sector Sea Space(s) of the British player's choice.
4) Place all British air units in the RAF Airbases in Britain Box.

 Exception: The *Furious* Group air unit must be stacked with the *Furious* aircraft carrier naval unit in one of the Royal Navy Assembly Areas (see below).

5) Place all British land units in any hexes of the British player's choice. Stacking limits must be adhered to (6.3).

Exception: Units marked with an "**opt**" on the back of the counter are not used in the standard game, they may be used if players decide to use the corresponding optional rule (14.0).

6) Place the railway guns land unit in any tunnel hex (4206, 4405, 4414, 4422, 4614, or 5014).
7) Place all British naval units in either or both Royal Navy Assembly Area Boxes (British player's choice).

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 placement of multiple counters in the same hex or area.

- Markers (including the Churchill and Parliament counters) do not count towards stacking. An unlimited number of markers may be in a hex.
- Air unit, land unit, and naval unit stacking are determined separately.

Example: The number of naval units in a location has no affect on the number of land or air units that may be present in the same hex or space.

- German units (of any type) may not enter either Royal Navy Assembly Area Boxes or the RAF Airbases in England Box.
- British units (of any type) may not enter the German Convoy Assembly Area Box or the German Airbases in France Box.

6.1 Naval Units

There is no limit to the number of:
a) German naval units that may be stacked in the German Convoy Assembly Area Box.
b) British naval units that may be stacked in either Royal Navy Assembly Area Boxes.
c) German and/or British naval units that may be stacked in a Sector Sea Space regardless of the weather.

6.2 Air Units

An unlimited number of air units may be present in the German Airbases in France Box or the RAF Airbases in Britain Box.

Important: Transports, gliders, float planes, and the *Furious* Air Group never count against air unit stacking limits.

6.2.1 Land Hexes

No more than one fighter type air unit and one bomber type air unit from each side may be stacked in the same land hex at the same time.

Example: Not counting those air unit types in 6.2, a maximum of four air units may occupy a single hex (one British fighter and one British bomber, plus one German fighter and one German bomber).

6.2.2 Sector Sea Spaces

A maximum of 12 air units of any type, from each side may be stacked in each Sector Sea Space.

Exception: The maximum number of British air units that may be stacked in each Sector Sea Space is reduced by one per Chain Home Radar Hex that has ever been occupied by any German land unit (10.2).

6.2.3 Checking Stacking

Air unit stacking is determined at the end of each friendly Air Movement and Air Reaction Step (3, 4, 11, and 12).

- If a hex or Sector Sea Space is found to be overstacked, the owning player must eliminate enough air units (owning player's choice) to bring the stack down to the maximum stacking limit.

6.3 Land Units

The stacking limit of land units is based upon their relative unit size (1.3) regardless of the type of unit (i.e., leg, vehicle, or mountain).

- The stacking limit of one unit size does not limit the stacking limit of a different sized unit.
- Each hex may have:
1) Any number of friendly battalion-sized units; **and,**
2) Four friendly regimental-sized units; **and,**
3) Two friendly brigade-sized units; **and,**
4) One friendly division-sized unit.

Important: Terrain and weather does not affect land unit stacking.

Example: The German player could stack the following in a single hex:
1) All four PzAbt battalions
2) The 1st, 2nd, 3rd, and *Sturm* Parachute Regiments
3) The 8th and 28th *Jaeger* Brigades
4) the 14th Infantry Division
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 determining stacking. Air units never affect the stacking of land units.

6.3.1 Checking Stacks

Land unit stacking limits apply at the end of a player's land movement portion of each friendly Land Unit Movement and Combat Step.

Exception: Amphibious landing (7.5) and beach hex debarkation (7.6).

- If a hex is found to be overstacked, the owning player must eliminate enough land units (owning player's choice) to bring the stack down to the maximum stacking limit.

7.0 NAVAL MOVEMENT

During a player's own Naval Movement Step, the player may (but is not required to) move any or all friendly naval units from the Assembly Area or the Sector Sea Space they currently occupy into an adjacent Sector Sea Space.

Important: Naval units may not move at night during rainy weather GTs (3.0).

- The Royal Navy Assembly Areas (both) adjoin Sector G and the Thames Estuary Sector.
- The German Convoy Assembly Area adjoins Sector Sea Spaces A and B.
- If there are any enemy naval units (including mines) present in the entered Sector Sea Space, moving naval units must stop in that Sector Sea Space and immediately resolve surface naval combat (8.0).

Exception: See 7.1 Submarines.

- Naval units that participate in combat must end their move in the Sector Sea Space that the combat occurred. This is true even if all enemy naval units were eliminated.
- Naval units that begin their movement in a Sector Sea Space occupied by enemy naval units are not prevented from moving out of that Sector Sea Space.

Important: If naval units remain in a Sector Sea Space occupied by enemy naval units (do not move), naval combat must still be conducted.

- The requirement to stop is regardless of the quantity or type of enemy naval units that are present in a Sector Sea Space.

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 the battleships that were sunk by mines and subs in the Dardanelles during the previous war.*

- If friendly naval units enter a Sector Sea Space that does not contain any enemy naval units, any, or all of those moving naval units may continue moving into an adjacent Sector Sea Space or into a friendly Assembly Area Box.
- During a friendly Naval Movement step, naval units may continue to move any distance of connected spaces until:
  1) Moving into a Sector Sea Space containing enemy naval units; **or,**
  2) The owning player decides to stop their movement; **or,**

3) The naval units enter a friendly assembly area.

- No naval unit may skip or jump Sector Sea Spaces.
- A moving stack of naval units may drop off some naval units in a Sector Sea Space and continue moving. The units that were dropped off may not make any further moves during the current step.
- Naval units may reenter a friendly Assembly Area, but their movement automatically ends there for that GT. 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 (8.4 & 10.7).

7.1 Submarines

During a player's Naval Movement and Combat Step, the player may move friendly submarine naval units. Submarine naval units move like any other naval unit (7.0).

- Submarine naval units may move with other naval units.
- A submarine unit is only required to stop if that Sector Sea Space contains an enemy naval unit with a strength rating of 0 or 1. Coastal batteries do not affect submarine movement.

7.2 Submarine Mine Deployment

The German player has three mine units that begin the game in the German Convoy Assembly Area. These mines may be placed in a Sector Sea Space using the below procedures:

- If a submarine starts the German Naval Movement or the German Night Naval Movement Step in the German Convoy Assembly Area and there is a mine unit in the assembly area, the German player may couple (stack with) the mine to the submarine.
- A submarine may be coupled (i.e., stacked) with only one mine at a time.
- A submarine coupled with a mine may move normally in the step that the submarine and mine are coupled.
- A coupled mine is considered a part of the submarine until the mine is decoupled from the submarine (8.6).
- Submarines may decouple during any German Naval Movement or the German Night Naval Movement Step.
- Mines may be decoupled from a submarine in any Sector Sea Space entered by the submarine.
- Submarines that decouple from a mine must cease their movement in the Sector Sea Space where the mine was decoupled. The

mine immediately becomes a separate naval unit (including any naval combat during the current GT).

- Once a mine has been decoupled in a Sector Sea Space, it may never be moved again (it must remain in that Sector Sea Space).

7.3 Coastal Batteries

Coastal batteries are naval units that may sortie (move) in a friendly Naval Movement Stage.

Important: Coastal batteries cannot move (sortie) or participate in surface naval combat during any Night Naval Movement Step. If in a Sector Sea Space at the beginning of a Night Naval Movement Step, the coastal battery unit is ignored and may not perform any action (it may not move, may not conduct naval combat, nor be the target of naval combat.

- Coastal batteries sortie from their respective assembly areas into Sector Sea Spaces during the friendly Naval Movement Step (not during the Night Naval Movement Step).
- Coastal batteries may only be moved into Sector A and/or B Sea Spaces (1.3).
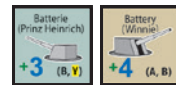
Example: The German *Batterie* (Prinz Heinrich) may only be placed in Sector B Sea Space. British Battery (Winnie) may be placed in either Sector A or Sector B Sea Spaces.

- A coastal battery must be sortied (moved) into a Sector Sea Space exactly like a naval unit to attack enemy naval units in the same Sector Sea Space.

Important: When coastal batteries are sortied, the battery is placed directly into an eligible Sector Sea Space (9.1). During a friendly Naval Movement Step the player may move the coastal batterie back into that side's assembly area, the coastal battery is simply placed in the assembly area, it may not move again that GT.

Example: The British Winnie Coastal Battery, starts the Naval Movement Step in the Royal Navy Assembly Area. If the British player wishes to sortie the battery, the player simply places the battery in Sector A or Sector B (i.e., the battery does not move through the Thames Estuary Sector to reach Sector A.

Designer's Note: *This represents the aiming of the battery and the flight of its projectiles into the strait.*

- A coastal battery is treated as any other surface naval unit if enemy naval units enter the Sector Sea Space the battery occupies.

- A German coastal battery that participates in naval combat during either the German or the British Naval Movement Step may not be used to provide support for ground combat in the same player turn.

Example: *Batterie* Friedrich August sorties into Sector A during the German Naval Movement Step.

a) The sector contains enemy naval units. The coastal battery must participate in the ensuring naval attack. The battery would not be able to provide support during the German Land Movement and Combat Step.

b) During the British Naval Movement Step, the British player moves a naval force into Sector A and conducts naval combat at the end of the step. The coastal battery may not conduct support during the British Land Movement and Combat Step. Both the German player and British player has naval units in the sector after the completion of naval combat.

c) If during the subsequent British Naval Movement Segment, the British player moves all naval units out of the sector (thus no naval combat), the coastal battery could be used to provide support to land combat in the British Land Movement and Combat Step.

d) If during the subsequent British Naval Movement Step, the British player did not move all British units out of the sector, naval combat would take place at the end of the British Naval Movement Step, thus the coastal batter would not be available for ground combat support.

- A coastal battery is treated exactly like a naval unit during surface naval combat. It must be targeted like any other naval unit when attacked and must abide by naval target prioritizing when attacking (8.1).

Important: Naval target prioritizing is never required when counterattacking.

Exception: Coastal batteries cannot attack Mine or submarine naval units but can target other coastal batteries in the same Sector Sea Space. Likewise, coastal batteries cannot be attacked by Mine or submarine units.

7.4 Amphibious Landings

German transport naval units may conduct amphibious landings in coastal hexes.

- German naval transport units and their cargo move during the German Naval Movement Step (Step 2) or German Night Naval Movement (Step 7). They follow the same procedures as all other surface naval units.
- Transported land units are landed during the German Land Movement and Combat Step (Step 6).
- Units may be landed in any coastal hex that is adjacent to (within) the Sector Sea Space the transport is in.
- A coastal hex is within a Sector Sea Space even if part of the hex is within another Sector Sea Space.

Example: Coastal hex 6221 is within both Sector A and Sector B. Transport naval units located in Sector A and Sector B may land in that hex.

- After landing ground units, the transport naval units must remain in the Sector Sea Space until the next GT. It may move again during the next German Naval Movement Step.

Important: 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). German Marine and the PzAbt amphibious tank units may enter a Sector Sea Space without using transport naval units (as signified by their blue hex symbol).

- If a transport naval unit is sunk due naval combat (Step 2) or naval air strikes (Step 5) the unit being transported is eliminated.
- Damage to a transport naval unit has no effect upon a land unit it is transporting.

Important: A reduced transport is unable to function as a supply source for any Sector Sea Space it is in (13.2).

7.5 Amphibious Landings (Landing Beaches)

There are three types of beach hexes (defined as hexes that are adjacent and within Sector Sea Spaces), each having specific restrictions and risks when conducting an amphibious landing within the hex.

- Coastal hexes may be attacked by units conducting an amphibious landing (i.e., those landing from a hexside adjoining a Sector Sea Space) and/or by units:
  1) Landed in a previous GT; **or,**
  2) That were landed on a beach hex that was previously occupied by a German unit during the current German Movement and Combat Step.
- Unoccupied coastal land (beach) hexes that have not previously been occupied (even momentarily) by a German land unit must be attacked when entered.

Important: Stacking limits apply when conducting amphibious assault combat. The German player cannot land units greater than the stacking limit (6.3). In this case, stacking is checked prior to any units landing in that beach hex.

- Unoccupied coastal hexes have defensive strength of zero and must be attacked as if there were enemy units occupying the hex.
- After an amphibious landing has been resolved, the combat results will dictate the landing unit's disposition (12.0).
- An amphibiously landed unit projects a Zone of Control (ZOC) normally and all stacking limits apply.

Designer's Note: *Players should use the German control markers to designate hexes that were previously German occupied.*

Most Suitable Beach Hexes

Most Suitable Beach Hexes are designated by a white arrow pointing into the hex.

- Any non-armor or non-motorized unit may amphibiously land at Most Suitable Beach Hexes.

Exception: PzAbt battalions (amphibious armor) may also land at most suitable beaches.

- Most Suitable Beach Hexes do not provide a combat die roll modifier (DRM).
- See the Combat DRM Chart on the player aid card. Other DRMs (including multiple terrain DRMs) do apply. All DRMs are cumulative (12.1).

Less Suitable Beach Hexes

Less Suitable Beach Hexes are designated by a red arrow pointing into the hex.

- Any non-armor, non-motorized, or non-artillery type of land units may amphibiously land at Less Suitable Beach Hexes.

Exception: PzAbt battalions (amphibious armor) may also land at most suitable beaches.

- Less Suitable Beach Hexes incur a –1 DRM to attacking units (until the hex has been German occupied).
- See the Combat DRM Chart on the player aid card. Other DRMs (including multiple terrain DRMs) do apply. All DRMs are cumulative (12.1).

Unsuitable Beach Hexes

Unsuitable Beach Hexes are designated by not having an arrow pointing into the hex.

- Any mountain, marine, *Jaeger*, and non-motorized infantry type of land units may amphibiously land at Unsuitable Beach Hexes.

Important: amphibious armor units may not land at Unsuitable Beach Hexes.

- Unsuitable Beach Hexes may contain cliffs (Terrain Key). Only mountain or leg class jaeger units may amphibiously land in these hexes.
- Unsuitable Beach Hexes incur a –2 DRM to attacking units (until the hex has been German occupied).
- See the Combat DRM Chart on the player aid card. Other DRMs (including multiple terrain DRMs) do apply. All DRMs are cumulative (12.1).

7.6 Non-Amphibious Landing (Debarkation)

Beach hexes that were previously occupied or are occupied by German units permit the landing of transported units on subsequent GTs.
- Debarking units must expend the number of movement factors (MF) required to enter the beach hex (11.0).

Important: If a unit has MF remaining after expending MF for entering the beach hex, the unit may continue moving.

- Unit type restrictions given in 7.5 for each type of beach hex (Most, Less, and Unsuitable) must be adhered to.
- All types of units be debarked in a beach hex containing a port (⚓).
- The German player may debark the number of units up to the ground unit stacking limit in each beach hex during the current German Movement and Combat Step.

Designer's Note: *If debarking/landing large numbers of units in a single beach hex, the German player should verify that the stacking limit is being met, and then only land those units whose total stacking meets stacking limits.*

7.7 Transporting Supply

A non-reduced naval transport unit that is in a Sector Sea Space and is not transporting a land unit is assumed to be ferrying supplies to all beach landing hexes that are adjacent/within the Sector Sea Space the naval transport unit presently occupies (13.0).
- German land units are eligible to draw supply from that Sector Sea Space during the British End of Turn Actions Step (2.2).
- A transport naval unit that is in the German Convoy Assembly Area Box does not qualify as ferrying supplies; The transport must be sortied (without a land unit) into a Sector Sea Space.

Example: German transport naval units have a supply barrel icon on the front of the counter (full-strength side). The back (reduced side) has no barrel to remind players the reduced transport may not ferry supplies.

7.8 Returning to Port (Assembly Areas)

A transport naval unit that enters the German Convoy Assembly Area must immediately stop its movement.
- The German player may immediately embark (load) one German land unit onto the transport (stacked with).
- The land unit may be of any type and any size.
- The transport may be full-strength or reduced. It may embark one friendly land unit present there (regardless of the land unit's type or size).
- The transport and loaded land unit may not move again during the current GT.

Designer's 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.*

7.9 Transport Capacity

One transport naval unit (full or reduced strength) may transport one land unit no matter the unit's type or size.

8.0 SURFACE NAVAL COMBAT

Important: The term naval unit(s) applies to coastal batteries (7.3 & 9.0), mines (8.6), and surface naval units, unless specifically stated otherwise.

Whenever a player moves any of his own naval units into a Sector Sea Space that contains any enemy naval unit(s), the entering naval units must stop, they can move no further during the current Naval Movement Step.
- When all a player's naval movement is complete for the current Naval Movement Step, if opposing naval units occupy the same Sector Sea Space, naval combat must be conducted.
- The player conducting the current Naval Movement Step is the attacker and the opposing player is the defender.
- If opposing naval units occupy the same Sector Sea Space at the beginning of Naval Movement Stage, the player whose turn it is, may move none, some, or all his naval units out of the sector.
- Naval combat in a sector only occurs if after all friendly naval units have been moved there are still opposing naval units occupying the same Sector Sea Space.

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

8.1 Naval Target Prioritizing

When opposing naval units occupy a Sector Sea Space after all naval movement for the current step has been conducted, naval combat then occurs. Target priority applies in both the Naval Movement Step and the Night Naval Movement Step.
- Both players must array all their own naval units in a line (including mines, submarines, and coastal batteries.
- Naval units should be arrayed in order of each unit's current strength rating.

Exception: Either or both players may (at their option) withhold submarine units from combat if the opposing player's naval force in the sector does not contain a non-coastal battery naval unit (mines count) with strength rating of zero or one (8.2).

Designer's Note: *Naval units should be arrayed off to the side of the map, where both players can easily determine the enemy units that are participating in the current naval combat.*

- The attacking player must assign each of his participating naval units in that sector to specifically target a single and different enemy naval unit there (in other words, each attacking naval unit must target one enemy (defending) naval unit.
- The attacking player must select each enemy naval unit individually starting with the enemy naval unit that has the lowest strength rating.
- The attacking player may choose which friendly unit (regardless of strength) as desired.
- Naval units not printed with a strength rating (zero is a strength rating) are non-combatant naval units. Non-combatant naval units may only be targeted after all other enemy naval units have been targeted (8.3).

Important: Non-combat naval units include the German "Marine" and "PzAbt" amphibious tank battalions.

- The attacking player may not target any enemy naval unit with two (double up) friendly naval units, until all defending naval units have at least one naval unit targeting that naval unit (8.4).
- The attacking player must use the same procedure for targeting enemy naval units when doubling up (i.e., must start with the weakest enemy naval unit, and progress to the strongest enemy naval unit).

- No defending naval unit may have three (or more) naval units targeting an enemy naval unit until all enemy naval units have two naval units targeting each unit (i.e., all enemy units must be tripled up, then quadrupled up before assigning another attacking naval unit).
- Continue the above procedure until all attacking naval units have been assigned a target.

Important: If there are more defending naval units than attacking naval units, the excess defending units do not participate in the naval combat until the attacking player has conducted all attacks. Those non-targeted defending units may then counterattack (8.4).

Example: Targeting Procedure
The British player moves a naval force consisting of the *Belfast*, *Repulse*, 11th, 12th, and 15th Flotillas into a Sector Sea Space containing two T-Boats (strength rating of 1), one type II submarine (attack strength of 2) and *Batterie* Prinz Heinrich (attack strength of 3). After all naval movement across the map is completed, the British player must conduct naval combat in any Sector Sea Space containing both British and German naval units. In this sector both players lay out their naval units (the German player should lay out his units from weakest to strongest).

1) The German T-Boats are the weakest units, so the British player targets each T-Boat with a Flotilla (he could have chosen any unit).
2) The German submarine is next weakest unit. The British player targets the submarine with the *Belfast* (attack strength of one, which can damage the submarine (8.2).
3) The German coastal battery is the strongest and last German unit in the sector. The British player targets the battery with the *Repulse*.
4) All German units have been targeted, and the British player has one flotilla that has yet to target a German unit. The British player doubles up on the German submarine (again the flotilla has a strength of one which can damage the submarine).

8.2 Submarine Naval Units

Important: In this rule and all following rules, the term DR includes all DRMs applied unless specifically stated otherwise.

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

a) An enemy naval unit (except a coastal battery) can be assigned to target a submarine unit, but a submarine can only be reduced by the DR of an enemy naval unit that is printed with a zero or one attack strength (the DR of the attacker must be equal to or higher than the submarine's DR).

Designer's Note: *These units represent mines, sub-chasers, and destroyers.*

The DR of any naval unit with a strength rating of two or more has no effect against a submarine. The naval unit targeting the submarine can be reduced or eliminated if the submarine's DR is equal to or greater than the targeting naval unit.

Important: Due to the naval targeting prioritizing procedure, a submarine may be targeted by a naval unit with an attack strength of two or more; however, that naval unit could not damage the submarine.

b) If a submarine unit is assigned to attack an enemy naval unit that is printed with a strength rating of two or more, that submarine is not reduced if its DR 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 DR 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 from any additional attacks (i.e., when two or more attacking units has targeted the submarine). The submarine does not participate in any further naval combat for the remainder of that step.

Important: A submarine is sunk if a single enemy naval unit's DR is at least double that of the submarine's DR (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 (10.7), but a submarine unit does not ever cause an anti-aircraft result (10.9).

8.3 Non-Combatant Naval Units

A naval unit that is not printed with a strength rating is a non-combat naval unit (including German Marine and PzAbt amphibious units).
- During surface naval combat, non-combatant naval units cannot be targeted unless all combatant naval units have been targeted by at least one enemy naval unit.

Designer's Note: *This represents that those ships are being screened by their escorting combatants.*

- A non-combatant naval unit is attacked normally. There is no effect to either side if the non-combatant's DR is equal to or higher than the enemy's DR (the enemy naval unit has missed).
- A non-combatant naval unit does not ever cause an anti-aircraft result (10.9).

8.4 Resolving Surface Naval Combat

After all 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).

Step A, Firing: Both the attacking player and the defending player must each roll 1d6 (even if a non-combatant naval unit) and then add the strength rating of their own firing naval unit to that unit's DR.

Important: If the current GT is rainy (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 a naval unit to its DR.

Step B, Hits: The player that rolls the highest modified DR causes the opposing naval unit to be immediately reduced (or sunk if already reduced).

Exception: An unmodified DR of one is always a miss and automatically has no effect.

- If one player's modified DR is at least double that of the opposing player's modified DR, then he causes that opposing naval unit to be sunk outright even if that naval unit was not already reduced.
- If the modified DRs are equal, both naval units are reduced (or sunk if already reduced)

Exception: If both unmodified DRs are ones, both naval units miss and neither suffers any damage.

- A non-combatant naval unit has no effect if it rolled equal to or higher than the opposing naval unit.
- A Mine is not reduced or sunk unless the opposing naval unit is a minesweeper. Mines may damage or sink any other type of naval unit.

Step C, Doubling Up: If there are two or more attacking naval units assigned to the same defending naval unit, the attacking player rolls 1d6 for each attacking unit assigned to that one defending unit.
- The defending player only rolls 1d6 no matter how many attacking units fired at it (the unit cannot roll 1d6 for each naval unit that fired upon it).

- If the defending player's DR is higher than all the attacking DRs made against, then all attacking naval units that doubled-up (or tripled-up, etc.) against it are thus hit.

Step D, Counterattack: After the attacking player has resolved every one of his designated attacks in a Sector Sea Space, the defending player may launch a counterattack with each defending naval unit that was not fired on (i.e., assigned as a target (8.1)).

- The defending player may assign counterattacking naval units to any of the attacking player's surviving naval units in the Sector Sea Space.

Important: The counterattacking player is not required to use the target priority (8.1), (i.e., the counterattacking unit is not 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 previous steps.

- The procedures for doubling up apply to the counterattacking player (8.1).

Step E, Losses: Naval units that are sunk during any step are sunk immediately and are permanently removed from play. Naval units that are damaged are immediately flipped to their reduced side.

Step F, Disengagement: After all eligible naval units in a Sector Sea Space have fired, naval combat ends.

- All surviving naval units (either or both sides) must remain in that Sector Sea Space until their next normal opportunity to move, respectively (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 (as the attacking, defending and/or counterattacking force) is ineligible to conduct Naval Gunfire Support during the immediately following Land Movement and Combat Step.

- Once all naval movement and combat 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 naval units with the below restrictions and/or procedures.

Important: Mines cannot be attacked by coastal batteries.

- Most Mines begin the game in a Sector Sea Space (5.0) and never move.
- A Mine that begins the game in an Assembly Area may be coupled (i.e., stacked) with a friendly submarine unit there.
- The submarine and Mine unit may be sortied to a Sector Sea Space (7.1).
- For purposes of naval combat, a mine that is currently coupled with a submarine unit is the same game piece as the submarine (until they are uncoupled).
- If naval combat occurs in a sector where a mine is still coupled with a submarine, that mine does not participate in that naval combat in any way.
- If a mine is coupled with an eliminated submarine, the Mine is also eliminated.
- A Mine may never be moved into a Sector Sea Space independently.
- A Mine can only participate in naval combat when an enemy naval unit is assigned to fire on it (8.1) or during a counterattack (8.4). Because mines are always the weakest ("**0**") type of naval unit, they must be targeted first (8.1).
- Any naval unit (except coastal batteries or other Mines) may be assigned to target a Mine.

Important: A naval unit's strength rating is never added to its own DR when rolling against a Mine.

- Only a minesweeper's DR has any effect against a Mine during naval combat (8.7).
- If a non-minesweeper's DR is equal to or higher than a Mine's DR, the attack is a miss.

8.7 Minesweepers

Unlike other naval units, a minesweeper's modified DR against an enemy Mine will eliminate that Mine (if the minesweeper's DR is equal to or greater than the Mines modified DR.

- A minesweeper cannot be eliminated if the Mine's modified DR is equal to or greater than the minesweeper's DR. The attack is 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.

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.
- The letter codes are:
  A: This coastal battery may only be sortied into Sector A.
  B: This coastal battery may be sortied into Sector B.
  A, B: This coastal battery may be sortied into Sector A or Sector B.

Important: Coastal batteries not printed with the Y, O, or R codes may not be used as support.

  Y: If the battery is being used as support, it may support any land combat southeast of the yellow coastal gun range limit line printed on the map.
  O: If the battery is being used as support, it may support land combat southeast of the orange (including hexes southeast of the yellow line) coastal gun range limit line printed on the map.
  R: If the coastal battery is being used as support, it may support land combat southeast of the red (including hexes southeast of the orange and yellow lines) coastal gun range limit line printed on the map.

Important: The above range lines are used for coastal batteries in Sector A and Sector B.

9.2 Coastal Battery Deployment Limits

See 7.3 to determine if a coastal battery is eligible to participate in land support and/or naval combat.

Important: 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. They are 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 (8.0). 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 (Air Support; 10.3).

9.4 British Dummy Coastal Battery

The British player is provided with one Dummy coastal battery (historically, there were a couple in the Dover area).

- The dummy unit may be sortied 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**").
- The dummy unit cannot inflict any damage to an enemy naval unit.

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 quality rating DR bonus of a red **+** sign and any number of one or more in a white square.

Bomber: Any air unit with a quality rating DR bonus of "**+0**" in a white square.

Transport: Any air unit printed with the word "**Transports**" across the counter icon. A transport does not have ratings.

Glider: Any air unit printed with the word "**Gliders**" across the counter icon. A glider does not have ratings (11.5).

Floatplane: There are two floatplane air units in the game. The German Luftflotte 5 air units with the words "**Float Plane**" printed below the unit identification.

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

10.1 Air Movement

Important: If it is a Rain GT, Steps 3, 4, 5, 10, 11, and 12 are skipped. Air activity is not possible. All air units, including transports and gliders must remain in the respective Airbases Box. Step 7 and Step 14 are also skipped during Rain GTs.

During a player's Air Movement Step and/or the player's Air Reaction Step, the player conducting the step may move any or all his air units (though he is never required to) from his own airbases box to any hex or Sector Sea Space on the map:

>   **a)** British air units move from the RAF Airbases in Britain Box.
>   **b)** German air units move from the German Airbases in France Box.

- The air units may move into any Sector Sea Space or any hex anywhere on the map (there are no range limitations).
- Air units may not enter an enemy Airbase Box.

Exception: The *Furious* air unit is placed on the *Furious* carrier naval unit instead of the RAF Airbases in Britain Box. If the *Furious* naval unit is eliminated the *Furious* air unit must use the RAF Airbases Box.

- Air units are not required to move from sector to sector, or from hex to hex to reach its target sector or hex. Players simply place air units into the desired sector or hex that is the target for that air unit's mission.

Important: Air interceptions always occur in the intended destination (target), never enroute.

- All surviving air units (both sides) are returned to their respective airbases box during each player's turn End of Actions Step.

Exception: Transport air units conducting air supply may remain in the airbase hex indefinitely.

Example: During the German End of Turn Actions Step, all surviving German and British air units return to their respective Air Bases Box. Likewise, all surviving German and British air units on the map return to their respective Air Bases Box during the British End of Turn Actions Step.

10.2 Air Unit Stacking Limit

Important: Transport, gliders, float planes, and the *Furious* air group do not count towards air unit stacking. Ignore these units when determining total air unit stacking.

Air Unit Stacking in a Hex: In each player turn, only one fighter-type air unit and one bomber-type air unit (from each side) may be placed in a hex.

Example: During the German Air Movement Step, the German player may place one fighter type and one bomber type air unit in hex 5613. During the British Air Reaction Step, the British player could place one fighter type and one bomber type air unit in hex 5613. Except for transports, gliders, float planes, and/or the *Furious* air group, no further air units may enter hex 5613 during the German player turn; however, during the British player turn each side could again stack one fighter-type and one bomber-type air unit in hex 5613.

Air Unit Stacking in a Sector Sea Space: In each player turn, the maximum number of air units (from each side) that may occupy the same Sector Sea Space is 12 air units (regardless of the type or composition of types).

Important: Float planes and the *Furious* air unit do not count against stacking. They may be placed in a Sector Sea Space without regard for stacking.

Reduction in Air Unit Stacking in Sector Sea Spaces: Each Chain Home Radar Hex (⚓) that is captured by any German land unit (even if only temporarily) permanently subtracts one from the British stacking allowance in each Sector Sea Space. The reduction in air stacking due to the above, takes effect during subsequent British player turn.

Important: German air unit stacking is not affected.

Example: During the German Land Movement and Combat Step of GT 2 German land units enter hexes 5722 and 5920 (both Chain Home Radar Hexes). During the Ensuing British player turn, British air unit stacking in all Sector Sea Spaces is reduced to 10. If British units subsequently occupies either of these hexes, the British air unit stacking remains at 10 for the remainder of the game (the radar facility in the hex was destroyed by the Germans).

Designer's Note: *If a Chain Home Radar Hex is recaptured by British units, player should place a German control marker in the hex as a reminder that the radar in that hex no longer is functional.*

10.3 Air Mission Types

There are eight different air missions. Air missions are resolved in specific steps as stated in each mission description.

- Air missions cannot be flown or resolved if:
>   **1)** It is a rain GT; **or,**
>   **2)** It is a Night Naval Movement Step.

Important: Players launch air units to conduct missions in their own Air Movement Step and Air Reaction Step.

>   **1)** In each player turn, an air unit could conduct air combat and/or any other mission the air unit is capable of within that hex or sector.
>   **2)** Each air unit is eligible to launch and conduct missions twice, (once in each player turn).

Example: During the German Air Movement Step, the German player launches a fighter unit and a bomber unit, placing both air units in a hex containing a British ground unit. During the British Air Reaction Step, the British player launches a fighter and bomber unit into the same hex.

During the Resolve Air Combat and Naval Air Strikes Step, air combat must occur. The British player matches the British fighter against the German Bomber. The German player has the option to assign his fighter unit to attack the British bomber. After air combat, the British bomber is reduced There are no other results. During the German Land Movement and Combat Step, if the German player attacks the British units in the hex. The British bomber and fighter (if it has an air support factor greater than zero) could provide defensive support, and the German bomber and fighter (if it has am air support factor greater than zero) could provide offensive support.

Combat Air Patrol/Air Interception: Fighter type air units may fly this mission.

- Fighter air units are placed into a Sector Sea Space or hex during a player's Air Movement or Air Reaction Step.
- If at the beginning of the Resolve Air Combat and Naval Air Strikes Step (Step 5 or 12) air combat must take place if opposing air units are in the same Sector Sea Space or hex (10.4).

Important: Air combat must be resolved in all hexes and Sector Sea Spaces containing fighter type air units from at least one side and any type of air unit from the other side.

Example:

1) At the beginning of the German Resolve Air Combat and Naval Air Strikes Step, there is one German fighter type and one German bomber type air unit in hex 3624. There is also one British Bomber in the hex. the German fighter is eligible to attack (conduct air combat) the British bomber.

2) At the beginning of the British Resolve Air Combat and Naval Air Strikes Step, there is a German Bomber and a British Bomber type air unit in hex 3624. Since neither side has a fighter air unit in the hex, no air combat occurs.

Naval Air Strike: Bomber type air units may fly this mission.

- Bomber air units are placed into a Sector Sea Space during a friendly Air Movement and/or friendly Air Reaction Step.
- Bomber air units that survive air combat (if any) are eligible to attack enemy naval units or amphibious capable land units located in that Sector Sea Space during the Resolve Air Combat and Naval Air Strikes Step (10.7).

Ground Interdiction: Any type of air unit with an air support rating greater than zero may fly this mission.

- Air units are placed in any hex during a friendly Air Reaction Step.
- Air units that survive air combat (if any) are eligible to conduct Ground Interdiction in the hex they occupy during an enemy Land Movement and Combat Step.
- If an enemy land unit enters the enemy air unit's hex, the moving player must immediately stop the unit(s) movement and the player that owns the air unit conducts an interdiction attack by rolling 1d6.
- If the result of the DR is less than the air unit's printed air support factor, the ground unit must cease its movement in the hex. The unit may not move any further during the current GT. Interdicted units that receive a retreat result due to combat may still retreat.

Offensive Air Support: Any type of air unit with an air support rating greater than zero may fly this mission.

- Air units are placed in any hex containing an enemy land unit during a friendly Air Movement Step.
- Air units that survive air combat (if any) are eligible to conduct offensive air support to any ground attack made by friendly ground units during a friendly Ground Land Movement and Combat Step.

Defensive Air Support: Any type of air unit with an air support rating greater than zero may fly this mission.

- Air units are placed in any hex containing a friendly land unit during a friendly Air Reaction Step.
- Air units that survive air combat (if any) are eligible to conduct defensive air support to any friendly defending ground units during the enemy Land Movement and Combat Step.

Air Supply Mission: Transport air units (not gliders) may fly this mission.

- Transport air units are placed in an airbase hex (✈) during a friendly Air Movement Step.

Important: The transport air unit cannot transport land units if flying to a friendly airbase to conduct an air supply mission.

- The airbase must:
  1) Must be occupied by a German land unit; **or,**
  2) Have had a German land unit as the last unit to occupy that hex.

Important: Transport air unit types may not be attacked in air combat. They do not participate in air combat.

- Any number of transport air units may conduct air supply missions in the same airbase hex.
- Each transport air unit conducting air supply may supply one German parachute unit or one glider land unit (13.2).

Important: Transport air units conducting air supply may remain in the airbase hex indefinitely; however, if the German player wishes to reposition the transport, the transport must first return to the German Airbases in France Box.

Naval Gunfire Spotting: Only float plane type air units may fly this mission.

- Float planes are placed into a Sector Sea Space during a player's Air Movement or Air Reaction Step.
- If at least one float plane survives air combat and is present in the sector during the German Land Movement and Combat Step, or the British Land Movement and Combat Step, all German naval units increase their support range by one hex.

Example: A float plane is in Sector E during the British Land Movement and Combat Step and the Emden and Adm. Hipper are in the same sector and are available to provide defensive support. The Emden has a printed range of three and the Hipper has a printed range of four. Due to the float plane being in the same sector, each unit increases its range by one hex (four and five respectively).

Airlift: Transport and glider air units may fly this mission.

- Transport and glider units transporting parachute and/or glider land units are placed in an appropriate hex during the German Air Movement Step.

Important: Transport and glider air unit types may not be attacked in air combat. They do not participate in air combat.

- Land units being transported are dropped/landed during the German Land Movement and Combat Step (11.5).

10.4 Air Combat Procedure

If a fighter type air unit begins the Resolve Air Combat and Naval Air Strikes Step in a sector or hex containing an enemy air unit, air combat must take place.

Exception: Transport and glider air units are ignored for air combat purposes.

- All air combat must be resolved prior to conducting any naval air strikes or ending the step.

Designer's Note: Transports and gliders never engage in air combat (they are always assumed to be conducting their missions at night).

- Air combat is conducted one hex or one sector at a time. Players must resolve all air combat in each location prior to moving to the next sector or hex.
- The order that air combat is conducted is not important; however, air combat in all eligible hexes/sectors must be conducted.
- To begin an air combat in a hex or space, both players array all their air units in the hex or sector in a location where both players can easily arrange each side's air units in a row.
- The British player then must assign each of his fighter units present in the hex/sector to a German air unit that is present in the same sector/hex. The player places the attacking fighter assigned to the German air unit in a manner that clearly shows the fighter is assigned to that enemy air unit.

Important: These match ups are referred to as "sets."

- If the air combat is being conducted in a Sector Sea Space and 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 has already been targeted.
- The British player may not assign two fighters to any one German air unit until all German air units have one British fighter unit assigned to them.

Important: The British player is not required to assign all fighters to German air units if each German air unit in the sector has at least one British fighter assigned to it.

- If assigned, additional British fighters must be assigned as equally as possible between opposing air units. In all cases, once assigned, British air units may not switch to different sets once any air combat has begun in that location.

Important: Every air unit is entitled to a DR during air combat (whether attacking or being attacked), but only fighter-type air units may be assigned to target enemy air units. Any kind of air unit may be targeted (except transport and glider units).

- If a German fighter is not targeted, the German player may (although is not required to) assign that fighter to target any British air unit in that hex or sector. The German fighter may be assigned to British fighter units that

are already assigned to another German air unit. Like the British player, the German player cannot assign more than one fighter to a set, unless all sets have already been assigned one German fighter.

- After all air units have been assigned, air combat is resolved for each set of assigned air units one set at a time (in any order that the British player prefers).
- After the British resolves all his fighter attacks, the German player resolves any German fighters assigned to attack British bomber air units (see above).

Important: The German player only attacks with his fighter unit if there are no British fighters in the German fighter's set.

- To resolve each air combat, the owning player rolls 1d6 for each attacking fighter unit in that set and the opposing player rolls 1d6 for each of his air units in that set.

Important: A fighter never rolls more than once if it is assigned to target an enemy air unit and is also a target of an enemy air unit.

- If a player had more than one air unit involved in the match up, that player would total the DRs made for each air unit.
- Each player then must add the printed quality rating of each of his own air unit(s) to the total DR. This becomes the modified combat DR for that player.
- The player with the highest total modified combat DR wins that air combat. The opposing player must reduce one air unit (an already reduced air unit is eliminated). No more than one air unit may be reduced or eliminated for each set of air units within that sector/hex.

Important: Unless one of the special results apply, the owning player always chooses which of his units within the set is reduced or eliminated.

- **Special results:**
  a) If the modified DRs are equal, there is no result. Neither side suffers any losses.
  b) If the winning side's total modified DR is double the losing side, the air unit is eliminated even if it was not previously reduced. This applies no matter how many air units were involved in the set's air combat.
  c) If a single air unit rolls against rolls against more than one enemy air unit and that single air unit modified DR is higher than the side with more than one air unit. The player owning the single air unit may select the enemy air unit to be reduced.

- Air combat in a hex or space is complete once all sets in that location have resolved their air combat.
- Reduced air units remain in the space/hex and may conduct missions normally.
- Eliminated air units are permanently removed from play.

10.5 Furball Over the Channel Example of Play

At the beginning of the German Resolve Air Combat and Naval Strikes Step, the following air units are present in Sector C:

Since there are opposing air units in the same space and at least one of the air units is a fighter, air combat must occur.

1) The British player has naval units in the sector and wishes to protect them from naval air strikes, the British player uses three of his fighter units to attack the three German bombers.

2) He then assigns his remaining fighter to attack the strongest German fighter.

3) All British fighters have been committed and there is one remaining German fighter that has not been committed. The German player assigns the fighter to the set containing the German 1 Fliegerkorps bomber unit. The sets for air combat in this sector are:

4) Set A: The British player can resolve air combat in any order desired. He decides to conduct Set A first. The British player will roll 1d6 and add 4 to the result (he has one air unit with an air quality rating of 4), the German player will roll 2d6 and add 1 (he has two air units with total air quality rating of 1).

- British DR is **4 + 4 = 8**
- German DRs (4 and 2 added together) are **6 + 1 = 7**

The British player has the higher modified DR and since the British player has a single air unit against more than one enemy air unit the British player may select the German air unit that will suffer a reduction. The British player chooses to reduce the German fighter.

The British player will now conduct air combat for the three remaining sets in order (B thru D).

5) Set B: British DR is **6 + 4 = 10**, German DR is **5 + 0 = 5**. The British player wins the combat and since his modified DR is double the German's modified DR, the German bomber unit is eliminated (rather than being reduced).

6) Set C: British DR is **1 + 4 = 5**, German DR is **6 + 0 = 6**. The German player wins this combat, the British unit is reduced.

7) Set D: British DR is **4 + 4 = 8**, German DR is **4 + 4 = 8**. The modified DRs are equal so neither side suffers any losses.

After all air combat is complete, the below air units remain in the sector and may if eligible conduct naval air strikes.

Set A   Set B   Set C   Set D

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.

- The German player will receive that advantage instead (permanently) if German land units capture at least half (six) of the 12 British radar hexes on the map even if only temporarily.
- The locations of the 12 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.
- See 10.2 for the effect on British air unit stacking in Sector Sea Spaces if radar hexes are captured by the German player.

Important: Launch/landing, type air units that may participate in each mission type covered in 10.7 is detailed in 10.3.

10.7 Naval Air Strike Procedure

During both Resolve air combat and Naval Strike Steps (5 and 12), bomber type air units may conduct naval strikes against enemy naval units (including mines) present in the same Sector Sea Space.

- Naval air strikes take place after all air combat has been resolved in all hexes/spaces containing fighter air units.
- Each bomber that survived air combat may conduct a naval strike against one enemy naval unit (of any type) present in the bomber's sector. Bombers are not required to conduct a naval strike; the owning player may withhold them.
- The player conducting the naval air strike, may choose which naval unit each bomber is attacking.

Important: Naval target prioritizing does not apply.

- If there are multiple bombers in that same Sector Sea Space, the attacking player may choose to attack any enemy naval unit(s) with as many bombers in the sector as he prefers including an enemy naval unit that has already been targeted by another bomber.

Exception: Only one bomber may ever attack a single submarine or mine unit in the same Naval Air Strike Step.

Important: All bombers that the owning player wishes to conduct naval air strikes in a zone must be assigned a target prior to resolving any naval air strike in that sector. A player may not resolve a strike and then add another bomber to that attack or switch a bomber to another target.

- For each bomber conducting a naval strike, the owning player rolls 1d6.
- **If the DR is ≤ the air support rating printed on the attacking bomber:** The targeted enemy naval unit is reduced (or sunk if already reduced).
- **If the DR is > the air support rating printed on the attacking bomber:** It is a miss and there is no effect to that targeted enemy naval unit.

Important: Naval air strikes are not possible if the current weather is rain.

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 Resolve Air Combat and Naval Air Strikes Step regardless of the results.

10.9 Naval Anti-Aircraft

If a bomber's naval air strike DR roll is a miss but is also equal to or less than the support strength rating of the enemy naval unit 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

During a friendly Land Movement and Combat Step, if air units friendly to the attacking force are present in the combat hex, the attacking player may add those air unit's air support factors to the attacking land unit's total strength.

Important: Each side may have a maximum of one fighter and one bomber in a hex (6.2). If stacked in the hex the fighter could provide air support if it has an air strength factor greater than zero.

10.11 Defensive Air Support

During an enemy Land Movement and Combat Step, if air units friendly to the defending force are present in the combat hex, the defending player may add those air unit's air support factors to the defending land unit's total strength.

Important: Each side may have a maximum of one fighter and one bomber in a hex (6.2). If stacked in the hex the fighter could provide air support if it has an air strength factor greater than zero.

10.12 Returning to Base

During each End of Turn Actions Step, all air units of both side that are not in their respective airbase box, must return to their friendly airbase box.

Exceptions:
1) German transport air units that are providing airborne supply.
2) The *Furious* air group is returned to the *Furious* naval unit instead (unless the *Furious* naval unit has been reduced or sunk). In this case, the *Furious* air unit is returned to RAF Airbases in Britain Box.

Designer's Note: *Since both side's airborne air units must return to base at the end of each player's turn, all air units are to be launched twice in each GT; in a friendly Air Movement Step, and/or a friendly Air Reaction Step.*

11.0 LAND MOVEMENT

During the Land Movement and Combat Step, the player conducting the step may (but is not required to) move any number of his own eligible land units.

- Units are moved from one hex to an adjacent hex, paying the movement cost for each hex entered and each hexside crossed.
- Units may not enter prohibited hexes, nor may they cross prohibited hexsides.
- The maximum distance that each land unit may move depends upon its printed movement factor and the type of terrain it enters in each adjoining hex.
- As each unit moves, it must subtract one or more of its movement factors (depending on the type of terrain in the hex it enters and the type of hexside crossed) until its printed movement factors are reduced to zero (or before then if the moving player prefers).
- Units may be restricted by terrain, and or enemy zones of control (EZOC) (11.1).

Exception: Retreats that are required by some combat results, do not ever subtract movement factors; it is an automatic and free (and mandatory) move.

- Land units may not jump or skip hexes as they move, although airborne and glider borne type land units may be moved by transports/gliders respectively to any hex on the map (regardless of terrain, enemy units, or EZOC).
- Each land unit's movement must be an individual action (unless moving as a stack (11.4), and its move must be completed before another land unit's move begins.

Important: The British Railway Guns unit is a unique unit that may only be moved via contiguous friendly road hexes (representing rail lines). The unit may move any distance of continuous road hexes, as signified by the R printed on the counter, but it moves like a normal land unit in every other respect. The unit may enter an enemy occupied hex and participate in attacks and defense. The railway gun may provide support for land combat (12.0).

11.1 Zones of Control (ZOC)

All land units project a ZOC in the six hexes surrounding the unit.

Exception: Battalions (II) and companies (I) do not project ZOC.

- ZOCs are never affected by terrain or weather.
- Multiple ZOC extending into the same hex (whether friendly or enemy) are neither cumulative nor cancelled out.
- ZOC have no effect on air or naval unit movement.
- Parachute and/or glider units being air transported are not affected by ZOC.
- A land unit that enters a hex containing a ZOC projected by an enemy unit (enemy zone of control (EZOC)) may only move one additional hex.

Important: A unit that enters an EZOC can only move one additional hex if the unit has sufficient movement factors remaining to enter the one additional hex.
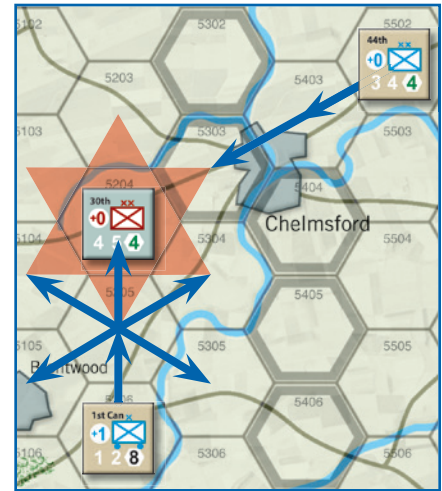
Example: The British 44th Division could move into hex 5403 at a cost of 2 movement factors for the city (See Terrain Effects Chart (on the player aid card) and Terrain Key (on the map)). The 44 Division could then move into hex 5303 at a cost of 2 movement factors. The division could not take advantage of the 1 additional hex when entering an EZOC because the division does not have any remaining movement factors. The 1st Canadian Motorized Brigade could move into hex 5205 (in an EZOC) at a cost of 1 movement factor and then enter hex 5205, 5104, or 5304 at a cost of 1 movement factor the brigade could also enter hex 5105 at a cost of 2 movement factors or hex 5305 at a cost of 3 movement factors. The 1st Canadian Motorized Brigade would be required to stop in any of those hexes even though it would have remaining movement factors, due to having entered the EZOC in hex 5205.

- A unit is never required to move the one additional hex.

Designer's Note: *Because land combat requires an attacking unit to enter the hex it intends to attack, that attacking unit can only conduct an attack if it has enough movement factors remaining to do so (in which case that attacking unit is placed into the hex it will be attacking).*

- Any additional EZOC into that same hex is irrelevant during this additional move.
- EZOC also deny a line of supply to run through it unless the hex is occupied by a friendly land unit.
- EZOC do not restrict advances that are granted by combat results (12.0).

11.2 Terrain

The amount of movement factors that each type of terrain subtracts from a unit's printed movement factors varies depending on the whether the moving unit is a:

> **a)** Leg Type Unit; **or,**
> **b)** Vehicle Type Unit; **or,**
> **c)** Mountain Type.

- The three different types of units (1.3) are shown on the Terrain Effects Chart (TEC) as three separate columns.
- Terrain can be in a hex (in hex terrain) or be along hexsides (hexside terrain).
- Each type of terrain on the map is listed adjacent to these three columns to indicate how many movement factors are subtracted from that type of unit when it enters a specific kind of terrain.
- The total cost in movement factors to enter a hex would be the cost of the in hex terrain and the cost of hexside terrain (if any).
- When entering a hex with multiple in-hex terrain present, the moving player must select the most expensive terrain for the type of unit moving.
- The amount of a certain type of terrain has no bearing on the type of terrain in the hex.

Example: Using the diagram below; hex 4908 only has a small portion of the hex with city terrain. The hex is still a city hex for all purposes.

Example: A British leg unit moving from hex 5107 to 5007 would expend 3 movement factors (1 for crossing the river hexside and 2 for the London city hex).

Important: Roads do not negate the MF expenditure for rivers (of any type).

A German vehicle type unit moving from 5009 to 4908 would expend 5 movement factors (2 for crossing the river hexside and 3 for entering the London City hex).

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

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 German Convoy Assembly Area Box without the need for a transport naval unit.
- See 7.5 for amphibious capable units and landing beaches.
- Amphibious capable units do not expend movement factors to cross any type of river hexside.
- For all other purposes amphibious capable units move as normal leg (marine units) or normal vehicle units (PzAbt units).

11.4 Stack Movement

Multiple friendly land units (of any type) that are stacked together in the same hex may be moved together as a stack (up to each moving unit's printed movement factor).

- All units that move together as a stack must move along the same movement route, although the moving player may voluntarily drop off any unit(s) from that stack in any hex(es) along the route as the other unit(s) move on.
- A 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

During the German Air Movement step of any clear weather GT, each parachute infantry and/or glider infantry unit(s) that is present in the German Airbases in France Box is eligible to conduct an airborne/glider landing onto the map.

- The German player may move none, some, or all the eligible parachute or glider infantry units via air movement in any clear GT.

Important: Airborne movement may only be conducted from the German Airbases in France Box. Airborne units cannot conduct airborne movement after they have been placed on the map (i.e., each parachute/glider infantry unit may only make one airborne movement per game).

- Parachute infantry units that will conduct air movement must be stacked with a transport air unit. Glider infantry units must be stacked with a glider air unit.

Important: Parachute infantry units must conduct air movement using transport air units. Glider infantry units must conduct air movement using glider air units.

- The German player places the units conducting air movement (both the land units and transports/gliders in an unoccupied hex anywhere on the map. That hex is the destination or target hex.

Important: The target hex may not be currently occupied by enemy or friendly units. It may be in an EZOC.

- Units conducting air movement do not need to trace a path of movement from the German Airbases in France Box to the target hex. The parachute/glider units and their respective transport/glider air units are simply placed in the target hex.
- Land unit stacking limits apply in the target hex (6.3). Transport and glider units are exempt from air stacking rules (6.2).
- No air interception of transports/gliders is ever possible (transports and gliders are assumed to be conducting their movement at night).
- The German player may voluntary abort any pending airborne or glider landing at any time prior to the units being placed in the target hex. Once the units are placed in the target hex the parachute or glider landing must be resolved (11.6).
- Parachute and glider units land in the ensuing German Land Movement and Combat Step.

11.6 Airborne Landings Procedure

During the German Land Movement and Combat the German player must resolve the intended landings in each target hex. (11.8).

- If a glider infantry unit is landing. The glider air unit is automatically eliminated. No drift takes place. Place the glider unit(s) in the target hex.
- If a parachute infantry unit is landing, the German player may:
  1) Return the transport air unit to the German Airbases in France Box; **or,**
  2) Voluntarily eliminate the transport.
- If the player returns the transport to the German Airbases in France Box, the parachute infantry units must conduct the drift procedures (11.7).
- If the player eliminates the transport air unit the drift procedure is not conducted. The parachute unit automatically lands in the target hex.

11.7 Drift

If a transport air unit was not voluntarily eliminated following an airborne landing, the German player must roll 1d6 and consult the Drift Diagram (also printed on the map).
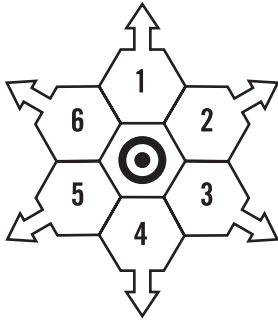
- The DR result is the number on the drift diagram that indicates the adjacent hex where the airborne unit is placed.

Example: Hex 5016 is the target hex for a parachute infantry unit. The German player has decided not to eliminate the transport air unit carrying the unit. The German player rolls 1d6 with a result of 2. The parachute unit drifts into (lands in) the northwest adjacent hex (hex 5115).

- After drift is determined the player places the transport unit into the German Airbases in France Box. The transport is available to conduct another mission during the next GT.

Important: A parachute unit is eliminated if it drifts into:

1) A Sector Sea Space (not in the hex grid); **or,**
2) Into an enemy occupied hex; **or,**
3) Into a friendly occupied hex that creates an overstack situation when the unit is placed in the hex.

11.8 Touchdown

After all drifts are resolved, the German player must determine the effectiveness of the landing for both parachute units and glider units.

- The German player rolls 1d6 for each parachute and glider unit that conducted a drop during the current step (there is no need to roll for those parachute units that were eliminated during the drift process).
- See player aid card, Airborne Landing Effectiveness Check and DRMs for DRMs and DR results.
- All DRMs listed on the chart are cumulative. If the modified DR is:
  ≥ 4: The landing unit is not affected.
  1–3: The landing unit is reduced (flipped over).
  ≤ 0: The landing unit is eliminated.

- Units conducting a successful (i.e., it survived the drift and the effectiveness DR) landing are placed in the landing hex (the original target hex, or if the unit drifted in the drifted hex).
- Landing units may not move any further during the current Land Movement and Combat Step (which in effect means the units cannot conduct combat during this step).

12.0 LAND COMBAT

Land combat must occur during the Land Movement and Combat Step when:
  1) All movement is complete; **and,**
  2) Opposing units occupy the same hex.
- The player conducting the Land Movement and Combat Step is the attacker, the other player is the defender.
- The attacking player totals the attack strength of all friendly units in the hex.
- The defending player totals the defense strength of all friendly units in the hex.
- Both the attacking and defending players add the printed strength of any eligible support units in the hex.

Air Units: The air support rating of each air unit, if any, present in combat hex may be used.
- If air units of either or both sides are in the combat hex, each owning player may add all friendly air support ratings to his total combat strength.
- If both attacking and defending air units occupy the same combat hex (after surviving air combat), both sides add their respective air support rating to their own land unit(s).
- If the land combat is occurring in a city or heavy woods hex, each air unit's air support rating is halved (round fractions up).

Example: During the German Land Movement and Combat Step, the German player has two land units with two air units (one fighter and one bomber) providing support. The British player has two land units with one bomber air unit providing support.
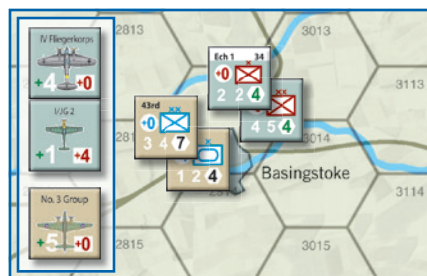
The German player totals the attack strength of the two German units (2 + 4 =6) and then adds the air support strength of his two air units,

however since the combat hex is a city hex, each air unit's strength is halved (the 4 becomes a 2 and the 1 remains a 1 (round up). The German player has a strength of 6 (land units) + 3 (air units) total strength of 9.

The British player has a land unit defense strength of 3 + 1 = 4 and 3 air support factors (5 halved due to city hex) for a total defense strength of 7.

Naval units: Naval units (of both sides) may add their attack strength to the total attack or defense factors in the combat.
- Naval units cannot provide support if they participated in naval combat during the immediately preceding Naval Movement Step (Step 2 or Step 9).
- Naval units must be range. A naval unit's range is equal to its attack strength. Range is counted from any beach hex within the Sector Sea Space in which the naval unit is located to the combat hex (count the beach hex and the target hex).

Exception: If there is a German float plane in a Sector Sea Space, all German naval units increase their range by one (10.3).

Railway Gun: The attack strength rating of the British railway gun unit may be added to the attack or defensive combat strength of any combat within the range of the railway gun.
- When counting range, do not count the hex the railway gun is located but do count the target hex.
- The railway gun can only provide support for one combat per Land Movement and Combat Step.
- The railway gun cannot provide support for another combat if the gun is in a hex with enemy units.
- The 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 (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).

Fire Superiority: Once the total attack and defense values in a combat hex have been determined, the side that has the higher total has Fire Superiority.
- If both the attacker and the defender have exactly equal total values, then the defender automatically has fire superiority for that combat.

- Once fire superiority has been determined, the attacking player rolls 1d6 and consults the Combat DRM Chart on the player aid card.
- All applicable modifiers are cumulative.

Important: The attacking player may cancel an attack at any time prior to rolling the die. If the attacker rolls the die for the combat, he cannot call the attack off at that time. If called off the attacking units must be moved into the hex(es) from which they entered the combat hex. They may not move further (i.e., they cannot move into another enemy occupied hex and conduct combat.

12.1 Combat Modifiers

A land combat DR may be modified by various circumstances and conditions that may be in effect at the time of combat such as terrain, unit quality, weather, etc.

Important: Unlike in most games, terrain DRMs are cumulative.

Example: If a British unit is defending in a London City hex and that hex is also an unfortified bunker line, the German player must apply a –2 (London City Hex) and a –1 (unfortified bunker hex) for a total of –3 DRMs.

- When a player conducts a land attack after determining fire superiority, he must determine all the combat modifiers that apply to that combat and then apply them to his combat DR.

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

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 Brandenburger game pieces, but the effect of his announcement is to provide that single German land attack with a +4 DRM.
- The German player may announce this during any single GT of his choice, and at any time just prior to rolling a die to resolve a declared land attack.
- 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.

12.3 Combat Results

After all DRMs are determined and applied to the DR, the attacking player consults the Combat Results Table and cross references the modified DR (left column of chart) with one of the columns listed in the five other columns.

Column (1): Only use this column if the defender's total combat strength is at least two times the attacker's total combat strength.

Column (2): Only use this column if the defending player has fire superiority and no other column is applicable.

Column (3): Only use this column if the attacking player has fire superiority and no other column applies.

Column (4): Use this column if the attacking player's total combat strength is at least three times that of the defender's total strength.

Column (5): Only use this column if the attacking player's total combat strength is at least four times the defending player's total combat strength.

Important: If column (1), (4), or (5) apply, it does not matter which side has fire superiority.

- The combat result garnered from cross-referencing the modified DR with the appropriate column may list a series of results to the attacking forces and/or the defending forces.

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 if already reduced, or if the unit is a one-step unit.

Retreat: When a side's unit(s) must retreat, the owning player must move the retreating unit(s) one hex, 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 factors; however, a retreating unit may never retreat:
  1) Across or into prohibited terrain (if prohibited to that type of unit); **or,**
  2) Into a hex that is occupied by any enemy land unit; **or,**
  3) Into an EZOC unless that hex is already occupied by a friendly land unit.

Important: 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 retreats into a hex that becomes overstacked due to that retreating unit, the retreating unit must retreat one additional hex. The additional hex must be further away from the combat hex. This process must continue until the retreating unit retreats into a hex that does not create an overstack situation, or the retreating unit is unable to retreat due to terrain, enemy units, or EZOC.
- Combat results never affect any air unit, naval unit, coastal battery, or railway gun that had supported any combat.

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

Important: Air interdiction does not affect retreats.

13.0 SUPPLY

Supply considerations only apply to land units during the game. Supply is represented by a path of 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.

- The supply status of attacking and defending land units is checked when determining the DRMs for that combat.
- Supply for all land units (of both sides) in England is checked during Step 15, End of Actions Step.
- **A line of supply:**
  a) Is a set of contiguous hexes from a land unit towards a valid supply source (13.1 and 13.2).
  b) May be any length of friendly-owned hexes. Every hex on the map is automatically British-controlled until it is occupied by a German land unit or is within a German land unit's unoccupied ZOC (unless that hex is also within a British land unit's ZOC or is re-occupied by any British land unit).
  c) May course through any type of friendly land hexes (even crossing arrows), regardless of weather and terrain.
  d) May not cross a prohibited hexside or enter a prohibited hex.
  e) May only enter or pass through a hex in an EZOC if that hex is occupied by a friendly land unit.

13.1 British Supply Sources

Any city hex or map-edge hex that is occupied or ever has been occupied by a German land unit is a valid British supply source.

- Any number of British units may be in supply from any valid British supply source so long as a valid line of supply can be traced from those British units to that supply source.

13.2 German Supply Sources

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 transport naval unit.

- The transport may not be transporting land units (7.7).
- A valid line of supply must be traced from the German unit to the beach hex.
- Any number of German units may be in supply from any valid German beach supply source, so long as a valid line of supply can be traced from those German units to that supply source.

Important: A German land unit is always in supply during the GT it is being transported by a transport naval unit, a transport air unit, or a glider air unit.

- German parachute and glider infantry may be supplied using air supply (10.3).
- Each air transport conducting an air supply mission may supply one parachute or glider infantry unit.
- The German unit must be able to trace a valid line of supply back to the airbase (✈) containing the transport air unit.
- Any number of parachute or glider units may be supplied from a single airbase.

Important: If an airbase being used as an air supply location is recaptured by British units, all transport air units conducting air supply at that airbase are eliminated.

13.3 Out-of-Supply Effects

No unit's movement or combat values are ever reduced by being out of supply.

- Any attacking force that includes an out of supply land unit suffers a –2 DRM to that combat.
- Any defending force that includes an out of supply defending unit suffers a +2 DRM to that land combat.

Important: It is possible that both sides have an out of supply unit, thus canceling out the out of supply penalty.

- During the British end of Turn Action Step, all land units of both sides must check their supply status. If found to be out of supply the unit is reduced, or eliminated if already reduced or is a one-step unit.

The optional rules and units covered in this section may be used in any combination, or number as players desire. Players should mutually agree upon the optional rules that will be used prior to commencing play.

Important: Use of these optional rules may alter play balance significantly. Balance of play effect in each rule is based on use of that one optional rule.

14.1 German Coastal Batteries

Historical Note: *The largest German coastal batteries were radar guided and there was at least one occasion when British destroyers were sent scurrying back to England when huge shell splashes appeared around them suddenly in the middle of the night.*

German coastal batteries with a strength of 4, 5, or 6 may operate normally during Night Naval Movement Steps (Step 7 and 14).

- Slight advantage to German player.

14.2 RAF HQ Uxbridge

Historical Note: *Uxbridge was the location of RAF headquarters that directed all air operations in southern England during the Battle of Britain. Capture of this facility (and ensuing destruction of critical communication links) would have reduced the effectiveness of British fighter control.*

If Uxbridge is occupied by a German land unit at any time. British air superiority is affected.

- Once a German land unit enters Uxbridge (hex 3907), the effects of 10.6 take place. The German player receives the advantage in all air combat for the remainder of the game.
- Capture of British radar hexes and capture of Uxbridge are not cumulative.
- Slight advantage to the German Player.

14.3 British Command Arrivals

Historical Note: *Many of the British troops were not deployed near the invasion beaches and would have taken time to get there. The ones coming from the north would also have had to use the rail network and cross the Thames River. Delays would also have been applied by GHQ as they sought to identify if a landing was a diversion or not and if there was to be a landing on the east coast, which is where they thought the landing would take place.*

The following units are removed from the British initial set up. They arrive as part of the listed commands on the GTs noted.

a) They are placed at the beginning of the British Land Movement and Combat Step.
b) They may be placed in an overstack situation but must meet stacking requirements by the end of the step.
c) They may move and conduct combat normally during the current step:

GT 4: Western Command consisting of the 2nd London Division, 23rd Army Tank Brigade, 36 Brigade, 3rd MMG Brigade, arrives at any or all the following hexes: 2016, 2019, and/or 2024.

GT 5: GHQ Reserve consisting of the 42nd and 43rd Divisions. Arrive in Aylesbury (hex 3301).

GT 6: Northern Command consisting of 1st, 2nd, 44th, 54th, and 59th Divisions, 24th Army Tank Brigade, 2nd MMG Brigade arrive at any road hex on the north edge of the map between hex 3601 and hex 5701.

GT 7: Scottish Command consisting of the 46th Division, and 1st Polish Brigade arrives on any of the following hexes (units may arrive as same or different hex): hex 3601, 4301, 4401, and/or 4901.

- Advantage for German player.
- In the original game a number of available units were not included as it was felt they would remain in position off map to guard against further amphibious landings outside the area of the game.
- The British player may add the following units as reinforcements they arrive with their associated commands:
  Western Command: 38th Division.
  GHQ Reserve: 48th Division, 31st Brigade.
  Scottish Command: 51st, 53rd, and 61st Divisions.

Recommend VP Adjustment: If the additional units are added to the British reinforcements, add two factories to the required captured factories (4.0).

14.4 Free French Divisions

Historical Note: *In the standard game the Free French forces are represented by 14th Foreign Legion Regiment. This rule adds another "what if" supposing the call for French forces to continue the fight under General de Gaulle was more successful and that the British were fully arm the entire force.*

- Add the 1st FF, 2nd FF, and 3rd FF to the British set up (5.2).
- Alternately, the British player rolls 1d6 for each of the above divisions:
  DR 1: The division sets up as above.
  DR 2–6: The result is the GT the unit arrives. Units may arrive on any hex along the north map edge.
- Advantage to the British player. Recommend subtracting one factory from German victory requirements (4.0).

14.5. British AA Brigades

There are two optional British AA brigades. These units represent the mobile AA units assigned to the 1st and 6th British AA Divisions. The two units are set up during the British player's set up procedures (5.2).

- The 1st AA Brigade must be set up in any London city hex.
- The 6th AA Brigade must be set up in Dove (hex 6716).
- These units operate as standard land units.

14.5.1 Anti-Aircraft Defence

During a Land Movement and Combat Step, if a player is conducting offensive, or defensive air support in a hex that contains an enemy AA unit, AA fire must occur.

Important: It is possible that both players may need to resolve AA fire.

- AA units may attack all enemy air units conducting air support in the hex.
- The defending player in the land combat conducts all AA fire and then the attacking player conducts all AA fire.
  1) The player conducting the AA fire selects an AA unit and then the player owning the air unit(s) selects one air unit.
  2) The player owning the air units subtracts the AA unit's defensive strength from the air support strength of the air unit.
  3) For each attack, the player owning the air unit, subtracts the AA unit's defensive strength from the air unit's air support value.
  4) Each player rolls 1d6. The player owning the air unit adds the result obtained in 3) to his DR.
- If the air unit's modified DR is higher than the AA unit's DR, the air unit is not affected, and may continue with the ground support mission.

- If the air unit's modified DR is lower than the AA unit's DR, the air unit may not conduct air support.
- If the air unit's modified DR and the AA unit's DR are equal, the air unit is reduced (or eliminated if already reduced). If the air unit is not eliminated it may conduct air support.
- The above procedure is conducted for each AA unit in the hex (both sides). With each AA unit being able to fire at each enemy air unit.

Important: Results to air units are cumulative.

Example: There are two enemy AA units in the hex and two friendly air units in the hex. Each AA unit may fire at each enemy air unit. If the first AA unit's fire causes the air unit to not conduct air support, the second AA could still cause a reduction to the air unit. Additionally, if the first AA unit caused a reduction, and the second AA unit caused another reduction, the enemy air unit is eliminated.

- Slight advantage to German player.

14.6 Fake Parachutists

Historical Note: *During the May 1940 campaign, the Germans used only 500 paratroopers in France and Belgium. However, paratroopers were reported much further away because dummy paratroopers were dropped elsewhere. Dummy paratroopers would also have been used in an invasion of Britain.*

There are four parachute dummy units (copies of four real parachute units, except the back of the counters states the counter is a dummy unit).
- The German player may drop dummy parachute units from GT 1 through GT 4 using the procedures in 11.5 through 11.8.

Important: The German player must allocate transport air units when dropping dummy units.

- Dummy units can only be dropped if at least one non-dummy parachute unit has been successfully landed in England and at least one non-dummy parachute unit remains in England.
- Dummy units may be landed no more than six hexes from a non-dummy parachute unit.
- During the British End of Turn Actions Step of GT 5, any remaining dummy units on the map are removed from play.
- Eliminated dummy units may not return to play.
- Dummy units may operate normally with the following capabilities and restrictions:
  a) Dummy units move normally (just like the real parachute units).
  b) If a British unit moves into a hex containing a dummy parachute unit and there are no other German land units in the hex, the dummy unit is immediately eliminated. The British unit may continue to move by expending two additional MF to leave the hex (the British unit may not move into another EZOC).
  c) If a dummy unit is stacked with a non-dummy land unit and is found to be stacked with a British unit after all movement is complete during the German and/or British Land Movement and Combat Step, the dummy unit is eliminated.
  d) Dummy units project a ZOC as normal and do block British supply lines normally.
  e) Dummy units do not control the hex the unit occupies and thus do not occupy facilities for VP or destruction.
- Slight advantage to the German player.

14.7 German Magnetic Mines

Historical Note: *German magnetic mines were initially very successful but due to the British discovery of one of the mines on a mudflat, the British were able to quickly develop a counter measure.*

- The German player exchanges six mine units with a zero strength for the optional one strength mines.
- The German player may place all mines during set up or may withhold as many mines as he wishes. They may be placed during any GT using the procedures in 7.2.
- Slight advantage to German player.

14.8 Additional German Naval Units

Historical Note: *The Kriegsmarine suffered heavy losses prior to the time frame of the planned invasion. This option includes naval units that historically had already been sunk or that were unavailable due to damage.*

The German player adds the following optional naval units to the German initial set up: *Blucher, Lutzow, Karlsruhe.* Slight advantage to the German player.

14.9 Alternate British Set Up

Historical Note: *The alternate British set up is based on the position of the British units at approximately the time of the invasion covered in the game.*

The British player can place your troops within one hex of the indicated location.

- The same division may be mentioned several times as those were the locations of its sub-units.
- The unit's counter may be placed on any one of the listed hexes or next to them.

Example: The 1st London Division may be placed in any one of the five hexes (or adjacent to those hexes) listed.

- Units listed as off map should arrive at the hex indicated on GT 1.

Exception: If more than one unit is indicated for an entry hex, then only one of those units can arrive per GT.

- Units may have an on-map and off map location listed. In this case the British player may choose to place them on or off map.
- Units entering play may conduct a one-time railroad movement. If the unit enters on a map edge road hex, the British player may move the unit along any number of contiguous road hexes that have are and have been British controlled since the beginning of the game. A unit using rail movement may not enter an EZOC.

Important: Only one unit may use rail movement from each map edge road hex each GT.

Units not listed on the Alternate Set up Chart do not appear in the game. In play test, this scenario heavily favored the German player.

ALTERNATE BRITISH SET UP					
	Within 1 Hex of:				
Unit	Hex1	Hex2	Hex3	Hex4	Hex5
Churchill	4409				
1st London xx	6413	6912	6817	6618	6116
2nd London xx	2301 (OM)				
1st Inf xx	5601 (OM)				
2nd Inf xx	4001 (OM)				
3rd Inf xx	2012 (OM)				
4th Inf xx	3423	2924	2827	2225	
15th Sct xx	5701 (OM)	5703	5404		
18th Inf xx	5701 (OM)				
42nd Inf xx	2603	2605	2306		
43rd Inf xx	4103	4301 (OM)	4001	4701 (OM)	
44th Inf xx	3601 (OM)				
45th Inf xx	6221	5820	5823		
46th Inf xx	4301 (OM)				
50th Inf xx	2025 (OM)				
52nd Inf xx	2601 (OM)				
54th Inf xx	4701 (OM)				
55th WLnc xx	5701 (OM)				
59th Inf xx	4701 (OM)				
Cdo II	6220	6914			
1st Arm xx	4114	4015	3615	2012 (OM)	
2nd Arm xx	4901 (OM)				
1st Arm x	5513				
21st Arm x	2016 (OM)				
23rd Arm x	2007 (OM)				
24th Arm x	3601 (OM)				
1st Rec x	5601 (OM)				
20th Gds Inf x	4409				
24th Gds Inf x	4409				
21st Inf x	2601 (OM)				
29th Inf x	4724				
1st Mot MG x	4523	4124	3824		
2nd Mot MG x	3601 (OM)				
3rd Mot MG x	3601 (OM)				
1st Can Mot Inf x	4314				
2nd Can Mot Inf x	4314	3414			
18th Aus Inf x	2016 (OM)				
25th Aus Inf x	2016 (OM)				
1st Pol Inf x	4001 (OM)				
5th NZ Inf x	6116				
7th NZ Inf x	5513				

(OM) = Off Map