SEA LION
Hitler invades Great Britain

OPERATION SEA LION

0.   Introduction

Operation Sea Line is a game relating to the German invasion of Great Britain that could possibly have taken place in autumn, 1940. It is designed for two players, one German and one British. The game does not attempt to be an exhaustive simulation of the invasion. Space limitations and the desire for simple and swift simulation cut down some of its mechanisms and components. Other components, like the air battles and naval war, have been summarized to the utmost to permit the players to concentrate on the land operations, which in this game are the central part of the simulation.

1.   Scale of the game

The basic land military unit is the Division, although there are some units at the Brigade and Battalion level. The Divisions and Brigades/Regiments may be heavy (when they have heavy equipment, artillery, means of transport, etc.), or light (to represent each status, a marker can be used or the counter representing the unit can be reversed) Each Division has two steps (impacts necessary for its destruction) and each Brigade has one. The armoured, Panzer and motorized units are always heavy. The British Armoured Divisions only have one step.

The air and naval units consist respectively of between 100-250 aircraft and 2 heavy vessels and their escorts. The naval units have to accumulate impacts (steps) for their destruction. These impacts are accumulated through wastage points, which at the naval battle sub-stage can be transformed into impacts (or loss of points).

Each turn represents two days of real time. The game begins with the turn of September 22-23 and ends on October 14-15 (12 turns).

The units move over land areas or air-space zones covering a number of land areas and naval zones (which are also air zones). These air and naval zones are numbered from 1 to 10 and Eastern English Channel (EEC) y Western English Channel (WEC).
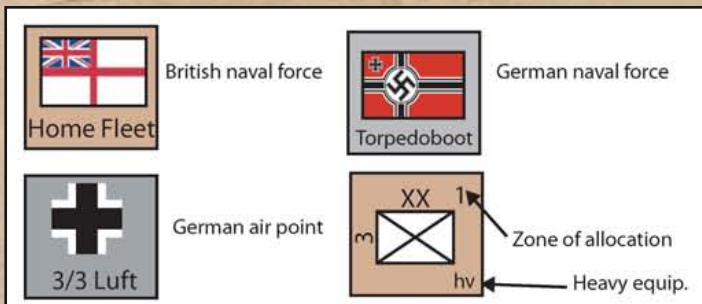
2.   Turn sequence

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3.   Air-Naval stage

The German invasion faced the difficulty of disembarking and supplying the forces across the English Channel. To guarantee the crossing, the RAF and the Royal Navy had to be beaten or contained. For the British, one of the greatest concerns was to preserve the Home Fleet (which operated in the waters near the capital) from the enemy air and submarine forces. For this reason, most of the fleet was harboured at Scapa Flow, beyond the range of the German aviation. Although this ensured its safety, the distance prevented it from being present prior to the disembarkation.

In terms of the game, the Home Fleet (several aircraft carriers, battleships and minor units) is represented by a marker with 8 steps or wastage points (each German flotilla has only one step).

3.a.1**. Presence of the Home Fleet**

The British player, as from the third turn, can move the Home Fleet marker to either of its two zones of deployment. He can then move the Fleet to any naval zone on the map. For each naval area he crosses that is occupied by a mine or submarine marker, the Home Fleet acquires two wastage points and the markers are withdrawn.

3.a.2. Movement of the German Flotillas

In the first turn, the German player deploys his three flotillas of destroyers (Zestörer) and torpedo launchers (Torpedoboot), three of mines and two of submarines in any naval zone except for those where the Home Fleet is deployed. He cannot deploy more than one mine marker and two submarine markers in each zone.

In the remaining turns, the German player can move his flotillas of destroyers, MBTs and submarines, receiving one wastage point for each minefield crossed (in this case the minefield is not eliminated).

3.a.3. **Allocation of air points**

At the beginning of the game, each player places his air forces (15 German points and 10 British points) in any of his own land areas, according to the restrictions of 3.b.3. That area of deployment is considered his air base, and he can change it turn by turn. Only two air points can be placed in each area, except in the German continental areas, where up to four air points can operate. The British 13th Fighter Group unit (1/13) must always be deployed in air zones 5, 6, 7, 8 or 9 and at least two of the 12th Fighter Group (x/12) in areas 2 or 3.

The two players, at the same time and in secret, then allocate their air means. Each air point should be allocated to an air zone adjacent to his deployment base; it could be allocated to another at a distance of two zones, but in this case, for each three points allocated only two will be counted for fighting purposes (this simulates the difficulty of providing long-range air support).

The air points allocated to each zone may be used for: air superiority, land support or sea support, placing the respective marker (for both the secret deployment and for the decision of battles, the use of an auxiliary item such as paper or tables is recommended).

3.a.4. Air battles

First, air superiority is decided in the zone where enemy means are located. Each player casts 1d6 for each zone where he has an air point (the Home Fleet has one intrinsic air superiority point which can never be eliminated). With a 5, one enemy point withdraws to its deployment base, and with a 6, it is definitively eliminated. This continues until one of the two sides has lost all its air superiority points.

After the air superiority has been decided, the surviving points fight against the enemy points providing land or sea support (if any). This sequence is repeated once, and then the naval attack takes place. Each enemy fleet with an enemy air unit on the naval superiority mission receives one wastage point. For each air point allocated to land support, the player holding it can repeat a throw in any land area of the respective air zone.

The above sequence is repeated in all the areas that have been allocated air points.

3.a.6. Naval battles

If both enemy fleets are stationed in a given naval zone, they accumulate additional wastage points. Each German flotilla causes 1 wastage point to the Home Fleet, while the Home Fleet causes as many wastage points as the steps it conserves, which are distributed among the German flotillas present.

For each wastage point accumulated, a 6-face die is cast. With 5 or 6, the fleet receives an impact. One impact destroys a German flotilla, and eight are required to destroy the Home Fleet.

4. Landings and naval supply (only the German player)

The German player has to transport his forces and supplies to the island, either disembarking or with ordinary transport.

In the first turn (after the initial British deployment), the German player places his 9 first-wave divisions on any coastal area shown as beach (brown border), with a maximum of three per area, and allocates each of the four Panzer battalions to a division. The British player casts a 6-face die for each of them. With a result of 4, 5 or 6, the unit loses one step. This throw is modified by -1 if the German player holds air superiority in the area. Each of the four Panzer battalions modifies the individual throw of a division by -1 (which is accumulated to the previous modifier).

In zones where British units are present, the land battle will be decided at the respective stage.

4.1 Supplies

To fight, the German units have to consume supply points. These supply points are transported to the island and stored for subsequent use (to keep account of them, use the box provided for this purpose on the map). In each turn 6 supply points are transported (they may not be accumulated). Two supply points are added for each port held by the German player. The British player deducts 2 supply points for each air-naval zone in the Channel where he has air superiority and another two for each step of the Home Fleet that occupies either of the WEC or EEC naval zones.

4.2 Transport of units

Instead of accumulating supply points, the German player can reinforce damaged land units or transport further new units to the island. To remove an impact from a division, the German player must consume one supply point (or two if it is a PanzerDivision). With another supply point, the German player can convert one of his light divisions into a heavy division (simulating the arrival of artillery material, transport and armoured means). Both the reinforcement of a unit and its transformation into a heavy unit must take place in a zone with a port, and only one unit per turn and port.

During this stage, the units can be moved from the continent to the island, and placed on a coastal area with a port or beach. The arrival of reinforcement units also consumes supply points: two in the case of an infantry Division (only one if it is light), or four if it is a PanzerDivisión (twice the number of points is consumed if the unit is transported to a beach area instead of to a port).

No transports are made and no supply points are consumed in the first turn of the game.

5. Land movement and decision of battles

5.1 Movement

The German player is the first to move in each turn; he moves and then the resulting battle takes place. This sequence is repeated for the British player's movement.

Each land unit can move up to two areas, or three if it is an armoured/motorized unit (light units may only move one area). However, the unit cannot cross areas occupied by enemy land units, although it may remain in them. Each player can have up to 3 of his own divisions in each area.

To represent the surprise factor and the lack of preparation to combat the disembarkation, during the first turn the British player may only move the number of units given by casting a 6-face die. The German player may not move any of his units in the turn in which they reach the island.

5.2 Battle

If enemy units remain in the same area after completing their movements, a battle takes place. To decide the battle, each player casts as many 6-face dice as the steps that his units have. For each 4 or more obtained by a Panzer/Armoured division, 5+ by a heavy division or 6 by a light division (when a light division is stationed in the same area as a Panzer battalion, it counts as a heavy division, with no other effect on the game), an impact is achieved, allocated by the opposing player. If Panzer battalions are present and the British player obtains more 6s than 5s in his throw, one of these battalions must be eliminated. One supply point is consumed for each die cast by the German player.

If enemy units remain in the area after the battle has ended, the above sequence is repeated a single time, after which, if units continue in confrontation, the area is considered to be in dispute (the port cannot be used for supplies). The Panzer or Armoured Divisions can choose to fight a third time. In this case, the English player will fight with all of his possible units.

If a German unit cannot use supply points to fight, it is considered a light unit and to make impact, in addition to the first 6 it has to obtain 4,5 or 6 in a second throw.

5.3 Exploitation

If all the enemy units have been destroyed in a given area, the Panzer, Armoured or motorized units can move to an adjacent enemy-free area.

6. Reinforcements and available units

The British player deploys his reinforcement units in any city that has not been occupied or is in dispute. During this stage, one of his light divisions may be transformed into a heavy division if it has not fought and is not adjacent to an enemy unit.

The only limitation imposed on the deployment of German units is in its capacity of available transport. The German player may choose to deploy his units as light or heavy divisions.

6.1 Strategic movement

The British player may move two of his units to any area on the map provided that they do not begin, pass or end up adjacent to an enemy unit.

7. Victory points

At the end of the match, the victory points obtained are counted. The German player obtains one victory point for each city he holds, two for each city with a port, and four if he occupies London. For each impact on the Home Fleet, he obtains ¼ of a point.

14+ Victory points: Great German victory: Great Britain has

been conquered. A total triumph. Hitler's back is covered for his great attack on the Soviet Union, and Roosevelt is obliged to accept that the "great arsenal of democracy" will have to coexist with the "great army of Nazism".

10-13 Victory points: Minor German victory: Great Britain is at the point of defeat. No doubt but that it will be conquered soon. However, the terrible casualties suffered by the German army (above all in ships and aircraft) allow the British forces in exile to hope. Perhaps one day the U.S. Army will return to Europe, while the Nazis and the Bolsheviks are busy killing each other….

Any other result: Minor British victory. "Oh well, nothing's happened", Hitler thinks. Perhaps this will make the United States enter the war sooner (something that will happen anyway), but the basic strategy of this war will stay the same: to try to keep one front active and another front passive .

8. Special rules

8.1 Regiment z.b.V. 800

The Bradenburgues commandos can be used in two ways:
First: disembarking in any area (including those without a beach) next to EEC or WEC.
Second: To facilitate the assault on a beach at the time of disembarkation. An assaulting Division modifies the throw by -1 to cause casualties. After this first stage of disembarkation, the unit is eliminated from the game.

8.2 Airborne assault and air supply

During the movement stage, in the first turn of the game, the German player places his 7th Fallschirmjäger-Division in any area two away from the EEC or WEC naval zones. In this turn, the Division may exceed the limit of numbers under 5.1.

During the remaining turns, the German player may transport one supply point by air, provided that he holds air superiority in zones EEC and WEC. Optionally, instead of this supply, the player may transport the 22nd Luftlande-Infanterie-Division to any area where the 7th FJD is located. The 7th and 22nd I.D. are light divisions without the possibility of becoming heavy.

8.3 Cannons of Calais and Dover

The German forces had stationed several heavy batteries on the Calais coast, while the British had placed their own heavy cannons in the vicinity of Dover.

Every time that a naval unit passes through or is located in the EEC it can accumulate a wastage point because of the coastal batteries. If it is a German fleet, the British player has to obtain a 6 with 1D6 to achieve an impact on the enemy, and in the case of the German player with a result of 5 or 6, the Dover battery can only bombard one German target each turn, regardless of the number of flotillas in the zone. Once the German forces control Dover, the battery is withdrawn from the game.

8.4 Home Guard

The British regular forces could count on enthusiastic (but only relatively reliable) support from voluntary troops, the Home Guard.

In the reinforcement stage, the British player casts a die and with a 6 he places, chosen at random, a Home Guard unit in the city that gives its name. This is always a light unit and its

movement is limited to one area per turn. It cannot use strategic movement.

8.5 GHQ Line

The British fortified beaches, towns, crossroads, highways, etc. Although the value of most of these fortifications was questionable in mechanized warfare, some of them could delay the enemy's advance.

Before the disembarkation in the first turn, the British player places his two GHQ fortification markers anywhere on the game map that is not a coastal area. These fortifications have to be contiguous. In each turn, one division fighting from a GHQ fortification and that has not moved in that turn is considered a heavy division.

8.6 More disembarkations

The 6th Army had planned to make further disembarkations if necessary.

As from the second turn, the German player can move the 6th Army divisions to any beach area, consuming three supply points for each light division. If the German player does not control the area, the disembarkation procedure described in item 4 must be carried out.

8.7 Weather conditions

The game assumes that the weather remained stable during the early days of the operation. Otherwise, the disembarkation would not have been attempted

As from the third turn and before the air-naval stage, a 6-face die is cast for the weather. With a 6, the weather is stormy, there is no air-naval stage and supplies cannot be transported by sea or air.

9. Optional rules

The following optional rules can only be used if both the players agree.

9.1 More Canadian troops (+1 VP)

The British General Command counted on the Canadian 1st Division, but the 2nd Division did not complete its active force until the end of the year. Assuming a change of priorities, the British player may replace the 4th Canadian Brigade with the 2nd Division. This change provides 1 VP to the German player.

9.2 German Heavy Fleet (-1PV)

The most powerful units of the Kriegsmarine had planned to make various sailings through the North Sea to distract the attention of Home Fleet or at least of the greatest possible number of enemy ships. With this option, an attempt is made to simulate the effect of the use of these units on the direct protection of the Channel. It also assumes that the cruiser Admiral Scheer comes into service and that the battleships Scharnhorst and Gneisenau are repaired in time to participate.

After the second turn, the German player may use his Kriegsmarine unit, with three steps, placing it in any of his own coastal zones. One turn later, the British player receives his Force H unit, with four steps, as reinforcements. If this option is used, one victory point is deducted from those obtained by the German player.

9.3 Italian Expeditionary Corps (Italian Air Corps) (-1 VP or -2 VP)

Mussolini offered an Expeditionary Corps for the operation. Only Italian air units included in the Italian Air Corps took part in the final stage of the Battle of England. It is assumed in the first option that Hitler accepts prompt Italian assistance, and in the second that the Italian assistance is increased when various warships cross the Straits of Gibraltar.

In the second turn, the German player receives one air point for the Italian reinforcements (IAC). If the second option is chosen, in addition to this air point he receives a flotilla with one step. This flotilla is placed in EEC or WEC. The first option deducts 1 VP and the second deducts 2 VP from the German player.

9.4. Schleswig-Holstein and Schlesien (-1/4 VP)

The Kriegsmarine planned to use the two old battleships Schleswig-Holstein and Schlesien as bombardment monitors at disembarkations.

The German player can include both battleships in the disembarkation. One German Division counts as a heavy division during the first turn of the game.

Deployment

German forces:
Disembarkation: 7, 8, 17, 26, 28, 31, 34, Infanterie Div., 1 and 6 Gebirgsjäeger Div., z. b. V. 800 Regt., A, B, C and D Panzer Bat.
Available: 12, 15, 20 (mot.) 24, 29, 30, 45, 58, 78 y 164 Infanterie Div., 4, 7, 8 and 10 Panzer Div., Reg,s Mot. Grosdeutschland and SS Adolf Hitler. 6thA: Div. 6 and 256

British forces (one division in each land area).
All the divisions and brigades are light except where hv. is indicated.
Zone 1: 1 London, 3 (hv), 45 Div., 2 Nz Brg (hv), 4ª Cn Brg (hv), 1 Army Tank Brigade
Zone 2: 4 and 50 (hv) Div, Aus Brg.
Zone 3: 44 and 15 Div.
Zone 4: 1 (hv), 2 and 59 Div
Zone 5: 18, 52 and 55 Div
Reinforcements. Turn 2: 42 and 1 Cn Div (hv). Turn 3: 1 and 2 Arm Div. Turn 4: 43 Div. Turn 5: 51 Div (hv)
Home Guard: London, Birmingham and Manchester.