



OPERATION SEALION

ENGLAND UNDER SIEGE

A GLOBAL WAR EXPANSION SET



Contents

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- British Home Guard Marker (x2)
- Auxiliary Marker (x3)
- Bunker (x1)
- Chemical Weapons/Poison Gas Marker (x1)
- Chain Home Radar Tower - Acrylic (x2)
- Maunsell Sea Fort - 3D Printed (x1)



German

- German Amphibious Tractor (Landwasserschlepper) 3D Printed (x1)
- German MFP High Speed Transport – 3d printed (x1)
- Fallschirmjäger Marker (x1)
- Coastal Gun Marker (x2)
- Corpo Aero Italiano Marker (X1)
- Brandenburg Commandos (zbV 800) Marker (x1)
- German Paratrooper (x1)
- Pz III Medium Tank (x1)



British Units

1.0 British Home Guard

1.0 Overview: After the fall of France, Britain formed the Home Guard to defend against a possible German invasion. Between 1940 and 1944 1.5 million men and women answered the call. Home Guard members were often those ineligible (due to age, or physical condition) for regular service. Home Guard units were equipped with small-arms and sometimes improvised weapons and vehicles. Duties of the Home Guard included delaying enemy advances, reconnaissance and guarding important installations.

1.1 Use: The British Home Guard is a special militia that the British player may build after the surrender of France. The Home Guard can only be built in British Home Country.



1.2 Expansion Compatibility: (Partisans): If you are playing with Partisan expansion (PAR) each Home Guard unit eliminated in combat gives the British player a free Partisan Generation roll.

Unit	Attack	Defense	Move	Cost
British Home Guard	NA (1)	2	NA (1)	2



2.0 GHQ Line Bunkers

2.0 Overview: The GHQ (General Headquarters) Line was a series of static defenses designed to delay a German invasion and provide time for British forces to regroup and counter-attack. The bunker acrylic piece represents a number of field fortifications, anti-tank lines, and preparations to London and the surrounding industrial areas from invasion.

2.1 Use: The GHQ Line is a fortification that can be built in the London land zone. The GHQ Line is a Fortification (GW 12.8) for all purposes except as follows: The GHQ Line provides a +2 Defense on the first round of combat and +1 on all subsequent rounds.

Turns to Build: 2

Cost: 5/5



3.0 Maunsell Sea Fort

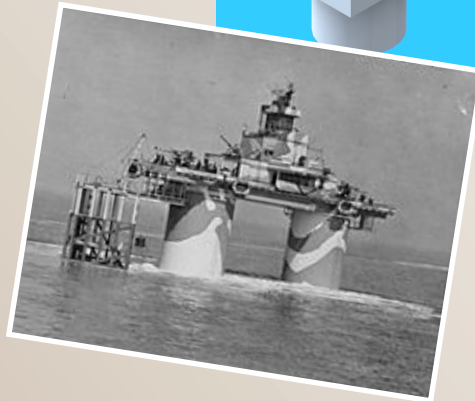
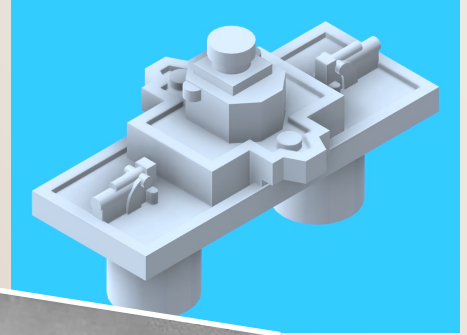
3.0 Overview: The Maunsell is a special fortification. These sea Fortifications were built to protect the Thames Estuary from German air raids and aerial mining. The forts were equipped with multiple 3.7in and 40mm AA guns.

3.1 Maunsell Forts: The Maunsell fortification is an AA gun that can be used to in strategic bombing defense. The gun provides its shots *prior to* the bomber doing its strategic damage. Only one such fortification can be built.

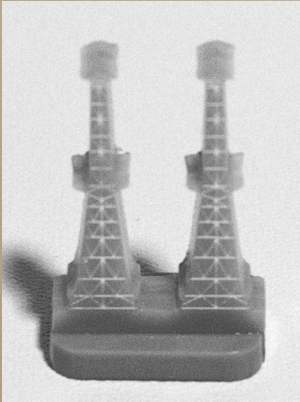
Availability: January 1942

Turns to Build: 1

Cost: 5

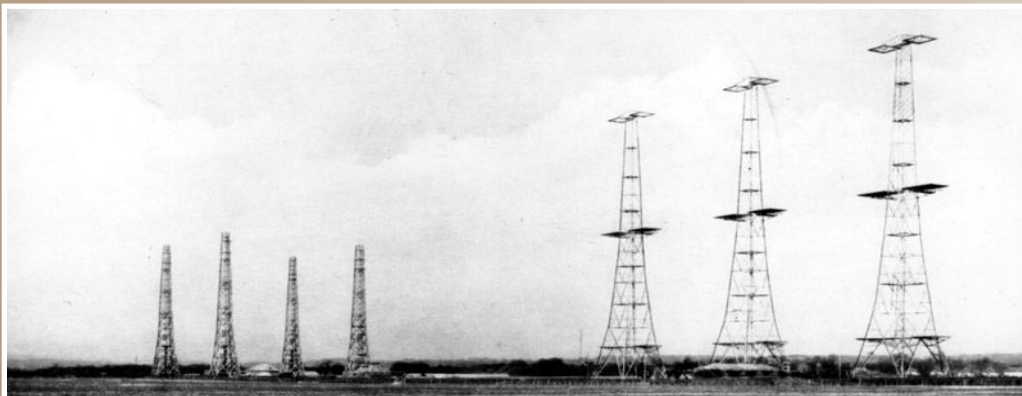


4.0 Chain Home Radar



4.0 Overview: The Chain Home (CH) was a British early warning coastal radar system. The string of towers was designed to detect incoming aircraft and direct fighters to intercept them.

4.1 Use: The Chain Home radar tower can be used once Britain develops Radar. The Radar Tower functions exactly like Radar Facilities (GW 7.8). It also allows for aircraft to scramble into a sea zone to engage aircraft that are moving through or on Combat Air Patrol in the zone adjacent to the radar. The radar must be positioned facing one particular sea zone.



5.0 British Auxiliary

5.0 Overview: The British Auxiliary were secret units designed to conduct guerilla and resistance operations during an invasion. The Auxiliary initially consisted of 3500 men who were trained for irregular operations. Units operated in self-contained cells with a radius of about 15 miles. Each cell had an underground operations base (OB).



5.1 Use: The British Auxiliary may be built in any British Home Country land zone for the cost of 5 IPP after France surrenders. No factory is required. The Auxiliary gives each eliminated Home Guard unit an additional Defense roll at "1". It is eliminated if the zone it is in is captured.



5.2 Expansion Compatibility: If you are playing with Partisans Expansion (PAR) ignore OPS 5.1 The British Auxiliary is a special Partisan unit. The British Auxiliary Marker costs 5 IPP and can be built after the fall of France in British Home Country. The marker has no abilities of its own

but it provides a +1 Attack/Defense to all Partisans in the same zone and +1 to all Partisan actions. It can be eliminated as if it were a normal Partisan unit.

6.0 British Gas Attack

6.0 Overview: The British planned to use poison gas to defend against a German invasion.

6.1 Poison Gas Marker: Place the Poison Gas Marker in London. The Marker cannot be captured or destroyed. It is removed from the Game if London is captured.



6.2 Use: During a hostile invasion of the London land zone, the British player may elect to expend the Poison Gas marker. If he does, all defending infantry-class units and regular artillery (not AA or coastal artillery) reroll any misses. All hits must be applied to amphibiously assaulting units.

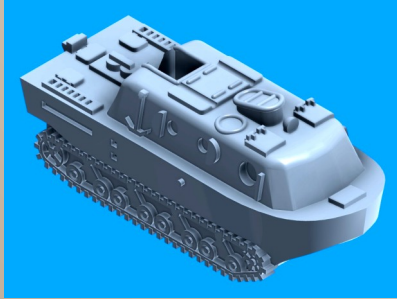
6.3 Expansion Compatibility: If you are playing with Ordnance III (ORDC) Expansion ignore 6.2 above. Britain may use Poison Gas against an invasion of the London land zone. They may not use Biological Weapons. This use is exempt from CHW 2.2 in terms of counting as first use of a weapon or resulting in loss of victory conditions.





AXIS UNITS

7.0 Landwasserschlepper (LWS)



The LWS represents amphibious elements of the German army. A LWS is a Marine unit for all purposes costs 4. It may pair with another infantry to make it a Marine.

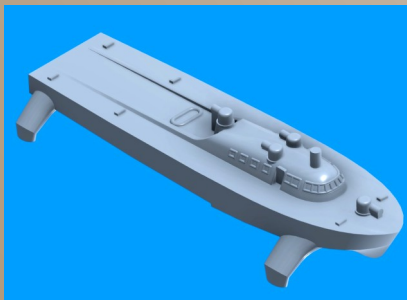


Unit	Attack	Defense	Move	Cost
LWS	2	4	1	4

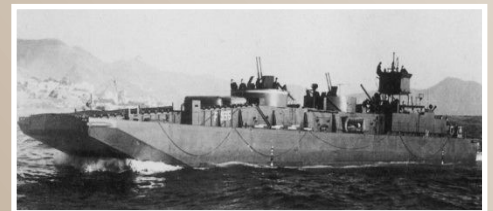
Marine: The LWS is an Amphibious Armor-Class Marine Unit. It may attack on round 1 of amphibious combat.

Pairing: The LWS may pair 1:1 with another infantry-class unit to make that unit a Marine unit until the end of the first round of combat.

8.0 Marinefährrahm (MFP)



The Marinefährrahm (MFP) is a German amphibious landing craft. These lightly armored boats were equipped with a 75mm main gun and two anti-aircraft guns. They were used in multiple theatres as transports, mine-layers and gunboats. Several versions were built, the largest of which could carry 3 medium tanks and 100 infantrymen.



Unit	Attack	Defense	Move	Cost
MFP	NA	NA	2	3

Availability: January 1941

Use: Each MFP can transport 1 land unit.

Landing Craft: The MFP must begin and end its movement on land. If the land zone it is attacking is not conquered, it is eliminated.

9.0 French Barges

9.0 Overview: In preparation for Operation Sea Lion Germany acquired many river barges from occupied countries.

9.1 Barges: Once per game Germany may amphibiously assault with 2 additional infantry or Marines from Picardia to London. These units are eliminated if they do not score a hit on the first round of combat. No enemy ships may be in Sea Zone 25 during this attack.

10.0 Fallschirmjaeger



Fallschirmjäger: are German elite airborne Units. Germany may purchase 1 per turn.

Availability: January 1935

Airborne Infantry: Fallschirmjäger are airborne infantry as per GW12.2

Unit	Attack	Defense	Move	Cost
Fallschirmjäger	2(3)*	2	1	3

* +1 on first round.



11.0 Corpo Aereo Italiano

11.0 The Corpo Aereo Italiano (CAI) was an Italian expeditionary force that fought in the Battle of Britain and would have been available for the hypothetical operation Sea Lion. CAI aircraft were inferior to British and German models except in their maneuverability which made them harder to hit.



11.1 Once per game
Italy may designate any one Italian fighter in France with the CAI marker at the start of any game turn. The first time this unit is taken as a casualty it is instead forced to retreat. At that point remove the marker from the game and treat it like a regular fighter.

12.0 Coastal Artillery

12.0 Overview: Germany operated large coastal batteries overlooking the Dover Straits (the narrowest part of the English Channel). Germany believed that with control of both sides of this area it could close the strait to British ships and ferry troops across more readily. In reality, the large guns were not very accurate anti-ship weapons and may not have had the intended impact.



12.1 Special Use: If an Alliance has Coastal Artillery in London and Picardy it gets one shot each turn at "1" at each vessel that transits out of or into SZ25 via SZ 11 or SZ13 with no maximum number of shots.

13.0 Brandenburg Commandos



The Brandenburg Commandos are airborne & marine infantry. Brandenburg Commandos have target selection "1" (fortifications and coastal guns) and first strike.

Unit	Attack	Defense	Move	Cost
Brandenburg Commandos	2(3)*	2	1	3

* +1 on first round.



SET UP CHANGES

- Place a Coastal Artillery in London (SZ 25)
- Place a Poison Gas Marker in London



BRITISH SUMMARY TABLE

Unit	Attack	Defense	Move	Cost	Notes
British Home Guard	1	2	(1)	2	Can be built after French surrender.
GHQ Line	NA	NA	NA	5/5	+2 defense on 1 st round of combat for all units: +1 on each subsequent round.
Maunsell Sea Fort	NA	NA	NA	5	January 1942: Provides AA shots vs. incoming strategic bombers in sea zone.
Chain Home Radar	NA	NA	NA	1	Radar facility (GW 7.8). Allows units to scramble into adjacent sea zone vs. any aircraft
Auxiliary	NA	NA	NA	5	Can be built after French surrender. Gives additional attack to Home Guard (or Partisans).
Poison Gas	NA	NA	NA	NA	Re-roll misses.



GERMAN / ITALIAN SUMMARY TABLE

Unit	Attack	Defense	Move	Cost	Notes
LWS	2	4	1	4	Marine Infantry, pairs to make other infantry marine.
MFP	NA	NA	2	3	January 1941: Transports 1 land unit.
Fallschirmjäger	2(8)	2	1	3	Airborne infantry
Corpo Aereo Italiano	NA	NA	NA	NA	Retreats first time it is hit.
Brandenburg Commandos	2(3)	2	1	3	Airborne & Marine with Target Selection "1" (fortifications & coastal artillery) and first strike.

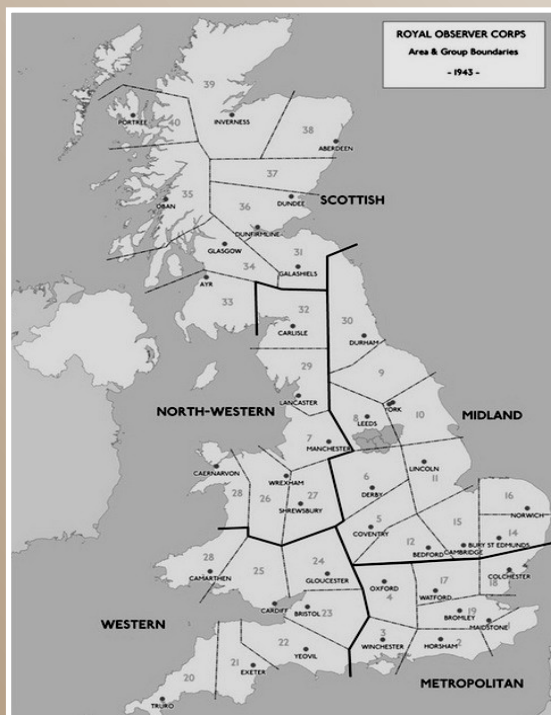




APPENDIX A: Alternative Set up

We recognize there is a lot of things to purchase in this set and given British and German commitments elsewhere a player likely would not be able to buy *everything* listed here. Appendix A provides an alternative: In order to play fully with operation Sea Lion we recommend the following: After the fall of France and resolution of the Vichy rule place the following units at no cost to either player:

- GERMANY: 2 Paratroopers with a Fallschirmjäger Marker, 1 High Speed Transport (MFP), 1 LWS, 1 Brandenburg Commando and 1 Pz III in Normandy
- GREAT BRITAIN: 1 Home Guard each in London, Liverpool and Scotland. 1 Mansuett Sea Fort in SZ25 and the following in London: 1 GHQ line bunker, 1 Poison gas marker, 1 Chain Home Radar (on SZ25 border - no technology level is required.), and 1 Auxiliary Marker in London.



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