THE GERMAN INVASION OF BRITAIN, 1940

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[1.0] INTRODUCTION

Seelöwe is a hypothetical game, simulating on the regiment-brigade-division level, what might have been Hitler’s invasion of Britain. The game is based on the courses of action which the Germans and British each had open to them, and the conditions both sides would have faced had the Germans crossed the Channel. In designing this game, several things were assumed: first, that the Royal Air Force had been decisively defeated; and second, that the Royal Navy was incapacitated.

[2.0] GENERAL COURSE OF PLAY

Seelöwe is basically a two-player game. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one hex to another each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

[2.1] GAME SCALE

Each Game-Turn represents two days of real time. Each hex is equivalent to 8 kilometers (5 miles) in distance.

[3.0] GAME EQUIPMENT

[3.1] THE GAME MAP

The 23” x 28” mapsheet portrays the area of Southern England in which the invasion would have taken place. A hexagonal grid is superimposed upon the mapsheet to regularize the movement and position of the playing pieces. Note that each hex has a number.

[3.2] THE PLAYING PIECES

Two differently colored groups of playing pieces (henceforth known as units) are supplied. They represent the various units of the opposing armies that were available in the campaign. The opposing forces in the Orders of Battle are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the Players sort their units by type and color, and keep them segregated. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, and mobility, as represented by various numbers and symbols printed on their faces. German units are Field Grey; British units are Olive Brown.

[3.21] SAMPLE UNIT

4. SEQUENCE OF PLAY OUTLINE

1. GERMAN PLAYER-TURN
   A. Weather Phase: The German Player rolls the die to determine the weather condition for this Game-Turn.
   B. Landing Phase: Weather permitting, the German Player lands units available in the Landing Echelons in Britain, up to the limits allowed.
   C. Reinforcement Phase: The German Player consults the Turn-Record Reinforcement Track (on the map) and places any newly arriving unit in the Forces Available in France Box on the map.
   D. Supply Judgement Phase: The supply status of all German units in England is judged and appropriate "isolated" and "unsupplied" markers are placed.
   E. Air Attack Phase: Weather permitting, German air units attack English units and the results are applied.
   F. German Initial Movement Phase: The German Player may move all of his units in any direction up to their Movement Allowance, within the restrictions outlined in the Movement rules.
   G. Combat Phase: The German Player may attack British units adjacent to German units at his option; combat is resolved as outlined in the Combat rules.
   H. German Mechanized Movement Phase: The German Player may again move his mechanized units only. This movement is in addition to movement in the Initial Movement Phase. Non-mechanized units may not be moved during this phase. At the end of this phase, all supply markers are removed.
   J. Disruption Removal Phase: The German Player attempts to remove disruption markers from any of his units so affected.
   K. Embarkation Phase: The German Player may take units from the available-in-France pool and place them in the several landing echelons off the coast of England up to the limits described in the Transportation rules.

2. BRITISH PLAYER-TURN
   A. Reinforcement Phase: The British Player takes the reinforcements from the Turn Record Reinforcement Track and places them in the Inactivated Reinforcement Holding Area on the map.
   B. Unit Activation Phase: The British Player attempts to activate all immobile units.
   C. Supply Judgement Phase: The supply status of all British units is judged and appropriate markers placed.
   D. Air Attack Phase: Weather permitting, British air units attack German units in Britain and in off-shore Landing Echelons, and the results are applied.
   E. British Initial Movement and Rail Movement Phase
   F. Combat Phase
   G. British Mechanized Movement Phase
   H. Entering/Detaining Phase: Place (or remove) Entained markers on British units that are qualified to change their rail status in the current Player-Turn (i.e., undisrupted ground units which have not moved or attacked in prior Phases of the current Player-Turn and which are on rail areas not in Enemy Zones of Control).
   J. Disruption Removal Phase
   These phases are, for the most part, identical in operation to the same Phases in the German Player-Turn.

3. GAME-TURN RECORD
   Advance the Game-Turn marker one grade on the Turn Record Reinforcement Track to indicate the passing of one Game-Turn.

4.2 GAME LENGTH
   Repeat steps for fifteen Game-Turns. At the end of the fifteenth Game-Turn the Game is over and the Player’s performances are evaluated in terms of the victory conditions.
5.0 MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. During each Friendly Movement Phase, each unit may be moved as many or as few hexes as the Phasing Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase to Phase, nor transferred from unit to unit.

PROCEDURE:
Move each unit individually, tracing the path of its Movement through the hexagonal grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not be moved again, nor the path retraced and/or changed during that Movement Phase.

CASES:

[5.1] HOW TO MOVE UNITS
During a Movement Phase only the Phasing Player's units are moved; all, some or none of his eligible units may be moved. No Enemy movement and no combat may occur during a Movement Phase. The movement is calculated in terms of Movement Points. Each unit expends one or more Movement Points from its total Movement Allowance for each hex it enters.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS
A unit's Movement Allowance may be decreased by: (a) the conscription of the unit and/or its effects of air attack, lowering the number of Movement Points that it may expend in a given Movement Phase. The number of Movement Points required to enter a hex are cumulative. All efforts of reducing available Movement Points are increasing the number of Movement Points required to enter a given hex are cumulative. A unit may always move a single hex in a given Movement Phase so long as it is not leaving an Enemy controlled hex or directly for another. Only Mechanized units may move through Enemy controlled hexes, but only by expending the appropriate number of Movement Points. Units may never enter hexes containing Enemy ground or supply units. Non-mechanized units may move through Enemy controlled hexes. Units may freely enter or move through hexes containing other friendly units, regardless of stacking considerations.

[5.3] TERRAIN EFFECTS ON MOVEMENT
All British units are exempt from Terrain Effects for Movement Purposes. The number of Movement Points that a unit expends to enter a given hex varies with the type of moving unit, the type of terrain in the hex and the presence of Enemy controlled hexes (see Zones of Control). German Mountain Units, Paratroop Units, and Air Landing Units are exempt from terrain effects on Movement (see Terrain Effects Chart, 13.0).

[5.4] MECHANIZED MOVEMENT
There are two Movement Phases in each Player-Turn. All units may move in the Initial Movement Phase. Additionally, all mechanized units may move again in that Player-Turn in the Movement Phase (see Phase 1). Non-mechanized units may move in the second Movement Phase. German Mechanized units are: armor, amphibious armor, and mechanized infantry. British Mechanized units are armor, only.

[5.5] BRITISH RAIL MOVEMENT
There is no limit to the number of units which may use rail movement. Units must be moved along rail hexes. Units may not pass through or enter a German occupied or controlled hex while "entrained. Only British units may use Rail Movement. Units entrain by remaining stationary on a rail hex and not attacking for an entire British Player-Turn. The entrained unit may then move up to thirty hexes on rail, within the above restrictions. It may move only through hexes which are connected by a rail line. In order to detrain, an unit must spend an entire British Player-Turn stationary and not attacking, after which it may move to any hex within its Movement Allowance.

[5.6] ZONES OF CONTROL
GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control of any unit in that hex. Hexes upon which a unit exerts a Zone of Control are called control hexes, and inhibit the movement of Enemy units. All units exert a Zone of Control (except as noted).

CASES:

[6.1] UNITS WITH NO ZONE OF CONTROL
Entrained units, supply units, and air units have no surrounding Zone of Control; they merely occupy the hex they are in, and have no influence on the surrounding hexes. They do not interfere with Zones of Control of other Friendly units that may be in the same hex. Zones of Control do not extend through Sea hexes.

[6.2] EFFECT ON MOVEMENT
All units must expend two additional Movement Points, over and above the ordinary cost, to enter a given hex if it is an Enemy controlled hex. All units must expend one additional Movement Point to leave an Enemy controlled hex. Only Mechanized units may move directly from one Enemy controlled hex to another (through a Zone of Control) by expending three additional Movement Points. All units must cease movement upon entering an Enemy controlled hex, through they may leave the controlled hex in any subsequent Movement Phase and enter another after first having traversed at least one non-controlled hex.

[6.3] COMBAT EFFECTS
Zones of Control do not affect combat; attacking is completely voluntary and the presence of an Enemy units' Zone of Control in a Friendly occupied hex does not force combat.

[6.4] RETREAT EFFECTS
Units may not retreat into an Enemy controlled hex, though Friendly units negate Enemy Zones of Control for retreat purposes.

[6.5] SUPPLY EFFECTS
Supply may not be traced through Enemy controlled hexes, unless the hex is occupied by a Friendly unit. Thus, for supply purposes, Friendly units negate Enemy Zones of Control.

[7.0] STACKING
(more than one unit per hex)

GENERAL RULE:
A maximum of two non-supply ground (Combat) units may be stacked in a single hex. This stacking limitation applies only at the end of each Friendly Movement Phase; over-stacking as a result of combat is permitted, as long as stacking limitations are met at the end of the units' respective Movement Phase. In the event of over-stacking which cannot be corrected, the Friendly Player chooses which units in a stack will be eliminated.

CASES:

[7.1] MOVEMENT EFFECTS
Units may freely move through hexes containing Friendly forces, regardless of the number of units that are transiently in that hex. The limitation of two Friendly Combat units applies only at the end of the Friendly Movement Phase.

[7.2] COMBAT EFFECT
All units in a hex under attack must be attacked; their separate Combat Strengths are totalled and 11-6 for both sides.
[8.0] COMBAT

GENERAL RULE:
Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the Attacker, the non-Phasing Player the Defender, regardless of their overall strategic position.

PROCEDURE:
Total the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strength of all units in the hex under attack. State the comparison as a probability ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the Defender to the simplified odds found in the Combat Results Table. Roll the die and read the result on the appropriate line under the odds column. Apply the result immediately, before resolving any other attacks being made during that Combat Phase.

CASES:
[8.1] WHICH UNITS MAY ATTACK
[8.11] During the Combat Phase of his Player-Turn, the Phasing Player may attack any and all Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit.
[8.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. Friendly units in a stack that are not participating in a given attack are never affected by the results of the attack.
[8.13] An Enemy occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes. Units may not attack through Sea hessides.
[8.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT
[8.21] All units defending in a given hex must be involved in the combat, and they must all be attacked as a single Strength. The defender may not voluntarily withdraw any units in a hex under attack. The attacker must attack all the units as a whole, i.e., the Strength of the hex are totalled, and this total Strength is attacked. Different units in a given hex may not, therefore, be attacked separately.

To state the Flanking Attack requirements another way, one would say this: in order to conduct a Flanking Attack the Attacking Player must have participating attacking units in, or adjacent to, every hex surrounding the Defender's hex. When determining whether an attack is a Flanking Attack, the presence of uninolved units (Enemy or Friendly) has no bearing.

[8.5] EFFECTS ON COMBAT STRENGTH
Combat Strengths of units may be affected by air attack and supply considerations (see the Air Power and Supply Rules). This is always expressed as the Combat Strength being halved. When these Strengths are halved, fractions are retained. Thus, an isolated unit disrupted by Air Attack would be quartered in Strength (halved and then halved again). In this case a unit with a Combat Strength of five would effectively use one and a quarter Strength Points for combat. Terrain does not affect the Combat Strength of units, either attacking or defending. Specified types of terrain will cause “two” to be subtracted from the attacker's die roll.

[8.6] VOLUNTARY REDUCTION OF COMBAT ODDS
After calculating the odds for a given combat, the attacker may, at his option, choose to use a Combat Results Table column less than the calculated odds. Thus, a calculated combat situation of 7-1 odds could voluntarily be reduced to an actual combat resolution of 3-1 odds.
[8.7] RETREAT AND ADVANCE DUE TO COMBAT

[8.7.1] RETREAT AFTER COMBAT

Units which are forced to retreat after combat due to combat results always retreat a single hex. The hex they retreat to must be, if possible, no further from supply than the hex they abandoned. Within these restrictions and the prohibitions listed below, retreating Friendly units may be placed in any hex desired by the Enemy Player.

Units are prohibited from entering or crossing through the following hexes and hexides:

a) Enemy occupied hexes;
b) Enemy controlled hexes (see Zone of Control, 6.4.1);
c) All-sea hexes;
d) All-sea hexides; and
3) Off the map edge.

Units with no alternative retreat except into or through forbidden hexes or hexides are immediately eliminated. Players should note that Friendly units may retreat onto other Friendly units in excess of stacking limitations. Units which are attacked and retreat to a stack which is itself attacked do not add their Strength to the defense, but suffer all Combat Results. Such units destroyed in an exchange result do not count towards the total Points the attacker is forced to score.

[8.7.2] ADVANCE AFTER COMBAT

If, as a result of a given combat action, any of the defending hexes are completely vacated by the defending units, as many as two of the attacking units may move into the vacated hex at the attacking Player’s option. This advance must take place immediately, before resolving any other combat actions. This advance is not considered Movement and expends no Movement Points.

[8.8] COMBAT RESULTS TABLE

(see separate sheet)

[9.0] SUPPLY

GENERAL RULE:

Ground units must be supplied to use their full Combat Strength or Movement Allowance; if they are not supplied they are penalized with respect to movement and combat values. British and German units have different Supply requirements and effects, reflecting the logistical effect of the invasion. The British units are always supplied so long as they have access to a “large” (two or more hexes) city or the Northern edge of the map. The German units are dependent on supply units which must be transported to Britain. These supply units are consumed whenever German units attack.

PROCEDURE:

The supply status of all Friendly units is determined during the Supply Judgement Phase, and applies all through the rest of that Friendly Player-Turn. Enemy units attacked during a Friendly Player-Turn are determined at the instant of combat. Thus the effect on Combat Strength for defense occurs at the moment of combat, while the effect of Supply on Movement Allowance and Combat Strength for attack occurs before the start of each Player-Turn (except as modified, for the German Player, by Case 9.7). Markers have been supplied to indicate which units are Unsupplied or Isolated.

CASES:

[9.1] GERMAN SUPPLY

Supply for German hexes is traced along a line of continuous hexes stretching from the unit to a supply unit. This supply path may not be interrupted by the presence of Enemy units or their Zones of Control. It may run through any terrain and through Friendly units in Enemy Zones of Control. German units which are able to trace a path to five hexes or less in length to a supply unit are in full supply. If the shortest path is six to ten hexes long they are Unsupplied, and if the shortest path is more than ten hexes in length, or none exists, they are Isolated.

[9.2] BRITISH SUPPLY

The supply path for a British unit must be traced to a hex in a major city (two hexes or greater in size) or the northern edge of the map. This path may be of any length so long as it is not interrupted by Enemy units or Zones of Control. It may run through any terrain and through Friendly units in Enemy Zones of Control. It may not be traced through Sea hexides.

[9.3] SUPPLY SOURCES

A German supply unit may provide supply to any number of German units. A British supply hex may provide supply to any number of British units. A Friendly unit may never use an Enemy source of supply.

[9.4] SUPPLY STATES

German units are Unsupplied if their shortest supply path is six to ten hexes in length. They are Isolated if their shortest supply path exceeds ten hexes, or they have none. British units are in full supply if they are able to trace a supply path to a supply source. Unlike the German supply path, there is no limitation on the length of the British supply paths. Both German and British units are Isolated if they are unable to trace a supply path to a supply source.

[9.5] GERMAN BEACHHEAD SUPPLY

German held beachhexes and port hexes represent a partial supply source for German Units. German units which are able to trace a path of three unprotected hexes to a German-held beachhead or port hex are “Unsupplied,” unless they have a source of full supply.

[9.6] GERMAN SUPPLY UNITS

German supply units may use their Combat Strength only in defense, and only when no combat unit is in the hex. Supply units are always in a supplied condition; they do not trace to any further supply source.

[9.7] GERMAN SUPPLY UNITS AND GERMAN ATTACKS

A German Supply must be expended whenever German ground units attack. In order to attack a unit must have been in a Supplied state during the German Player’s Supply Judgement Phase. In addition, the unit must be able to trace a supply path of no more than five hexes in length to a supply unit at the moment of combat. This Supply unit is expended (removed from the map) at the end of the Combat Phase. A unit which cannot meet the above requirements may not attack. Any number of attacks can be traced to a single Supply unit, and there is no limit to the number of Supply units that may be expended in a given Player-Turn.

[9.8] EFFECTS OF ISOLATION AND UNSUPPLY

See separate sheet 13.0. Note that units are never eliminated solely due to being Isolated or Unsupplied. They may remain in those states indefinitely.

[10.0] AIR POWER

GENERAL RULE:

Both Players are provided with air units which are used to simulate the effect of air power in the campaign. The air units are used to disrupt Enemy combat units and demolish. They may be used once per Game-Turn.

CASES:

[10.1] AIR UNIT MOVEMENT AND ATTACK

British air units have a normal range of 20 hexes; German air units have a range indicated by the air range line on the map. In addition, they may extend their range to cover the entire map. During the Air Attack Phase, the Phasing Player allocates his air attacks by placing his air units on the desired hex or over the Landing Echelon hex. He then totals the number of air units, finds the corresponding column on the proper Air Attack Table, and cross-references that column with the desired combat unit to determine separately, for each combat unit in the land hex or Landing Echelon hex. He applies the result to each affected unit. Attacks combining air units at normal range and those at
German air units are based in France (placed in the Forces Available in France box on the map). The area within which they can operate over British land and still be able to fly flying at normal range is indicated by the air range line printed on the map. When flying beyond this line, German air units are considered to be operating at extended range.

10.21 One British air unit may stack with British combat units (see 7.4) in a clear terrain hex. If such a hex is attacked and results apply only to the British Combat units, air units have no effect on other air units. If such a hex is attacked by German combat units, the combat results apply only to the British combat units in the hex. If the results of the combat expose the air unit (Dr, Br, Ex or De) the German Player could destroy the British air unit by advancing after combat onto the air unit.

Air units may not fly combat missions when the Game-Turn weather result includes a "V" (poor visibility). See case 12.6. British air units may always change base hexes during their Air Attack Phase, regardless of weather.

10.3 WHAT CAN BE ATTACKED BY AIR

German air units may attack only British combat units. British air units may attack (1) German combat units deployed in Britain, or (2) all German units in a Landing Echelon hex. Echelon hexes may not be attacked at extended range.

10.4 WHAT CANNOT BE ATTACKED BY AIR UNITS

Air units may not attack other air units. British air units may not attack German Supply units except when they are in Landing Echelon hexes. Neither Player's air units may attack Enemy units located in a city hex. Air units may not attack anything other than a ground combat unit(s).

10.5 SUPPLY OF AIR UNITS

Air units are always in supply.

10.6 NORMAL RANGE AIR ATTACK TABLE

(see separate sheet)

10.7 EXTENDED RANGE AIR ATTACK TABLE

(see separate sheet)

10.8 DISRUPTION DUE TO AIR ATTACK

10.81 EFFECTS OF DISRUPTION

The Combat Strength of a disrupted unit is halved, and its Movement Allowance is reduced to one Movement Point. There is no additional effect on an already disrupted unit. If a unit is in a landing echelon, it is immediately returned to France (regardless of weather) instead of being disrupted. It is not affected in any other way, and may be reemployed. Disrupted units may not enter. If already entrained, they are forced to detrain in the ensuing British Player-Turn; they must still undergo the Disruption Removal process.

10.82 REMOVAL OF DISRUPTION MARKER

During the Disruption Removal Phase, the Phasing Player rolls the die separately for each of his disrupted units. A die roll of "1, 2, 3" or "4" results in the removal of the Disruption Marker. A roll of "5" or "6" is the disruption marker, and the unit remains disrupted at the next Friendly Disruption Removal Phase (which time the process is repeated).

[11.0] THE SCENARIOS: How to Set-Up and Start the Game

GENERAL RULE:

There are three different versions of the game Seelowe. Each of these versions is called a Scenario. All of these Scenarios use the standard game setup and game length, and are distinguished mainly by the different mixes of forces (Orders of Battle) available to each side at the start of the game and appearing as reinforcements during the course of play.

Players should decide by mutual agreement which Scenario shall be played, or by rolling the die and allocating the game to the September and low roller to pick the sides. Before reading further, examine the pictures of units printed on the playing map. The code letters found under the pictures of the units refer to the Scenario in which these units appear (in the quantities indicated). German units are pictured on the map tinted blue and are coded either "N", "H", or "J" (or a combination of those letters). British units are coded either "S" (for the two September Scenarios, "N" or "H") or "J" (for the July Scenario).

SET UP PROCEDURE:

After deciding upon a Scenario, players should place the appropriate quantities and types of units on their pictures on the map. Quantities of units are indicated by a multiplier number following the Scenario code under the unit picture (e.g. "N2") would mean that two of that pictured German unit appear on the playing map. Scenario codes could mean that the British Player receives five of the pictured unit in both of the September Scenarios. Any combat units remaining after this set-up procedure is performed should be placed back in the box and should not be used in the game. Unit pictures which are not covered by units should be double-checked before proceeding to make certain that they do not contain the code of the Scenario being played.

The British Player then takes his units from the Initial Forces section of the map and places each unit in the hexes indicated by the grid numbers above or below that unit's picture. The German Player then initiates the routine outlined in the German Special First Game-Turn Initial Landing Procedure (11.4).

CASES:

[11.1] SEPTEMBER SCENARIO H: The Old Plan

[11.11] Use the German Forces and Reinforcements coded "H" and German Landing Echelons A, B, C, D, and E.


[11.2] SEPTEMBER SCENARIO "N": The Navy Plan

[11.21] Use the German Forces and Reinforcements coded "N" and German Landing Echelons C, D, and E.
The scenarios given above represent our estimate of the British strength and deployment and of the German planned invasions. For those who want additional variety in their games, we suggest the following Free Set-up rules.

[11.64] GERMAN FREE DEPLOYMENT: The German Player is restricted to the same Initial Forces and reinforcements as detailed in whatever standard scenario is chosen. However, he may secretly select what units and in what numbers he will invade on his Initial Landing Phase. He notes on a piece of paper, exactly what units from his Initial Landing Force are to what Landing Areas. He may invade as many different Areas as he wants to invade a few. [In September the prevailing weather would normally have prohibited a German descent in strength into Area G. To reflect this we suggest that the German Player roll the die and conceal the result for the British Player. If he rolls a five or a six, he can invade Area G; otherwise, he can’t. The German does not reveal his die roll until after the British Player has deployed.]

[11.62] BRITISH FREE DEPLOYMENT: After the German Player has secretly determined his invasion areas, the British Player deploys his units exactly as called for in the scenario. He then takes a “free” move. That is, he may move all of his units on the map at any place he wants up to the limit of their Movement Allowance, subject to the following restrictions:

a — He may not use Rail Movement.

b — He may not move a unit into a city hex, beach hex, or port hex (naturally, units which are originally disembarked in such hexes may remain where they are). After both Players have altered their set-ups, the game is begun and played as outlined in the main text.

[12.0] GERMAN REINFORCEMENTS (and How They are Transported to Britain) and BRITISH REINFORCEMENTS (and How They Actively Enter the Game)

GENERAL RULE: During the course of the game both Players receive additional forces (reinforcements). The Turn Record (for Reinforcement Transports, printed on the map) indicates by Game-Turn and Scenario which units enter the game at what time.

GENERAL PROCEDURE: When German units appear on the Turn Record Reinforcement Track, this indicates the Game-Turn in which they are moved to the “Forces Available in France” box. They may not actually be landed in Britain on that same Player-Turn (see Sequence of Play); rather, they must wait until the end of that German Player-Turn to be embarked (i.e., placed in one or more of the available Embarkation Areas in the Zone of Control, and defended normally. They become activated in either of two ways:

a — They are attacked by a German ground unit.
b — The British Player rolls a “1” or “2” in the Unit Activation Phase.

For a unit to be activated, the condition must be met for the individual unit. If the German Player attacks one of them, the German unit is unaffected. The British Player rolls the die individually for each unit. Those units which he fails to activate on turn may be rolled for on each subsequent Game-Turn. All starting British units become activated reformatronally on the beginning of Game-Turn Five.
12.2 LANDING ECHELONS AND ECHELON LANDING AREAS
The seven off-shore hexes lettered “A” through “G” are called Lading Echelon hexes. It is into these hexes that German units from France are placed when they are embarking. Once placed in an Lading Echelon hex, the units are not be directly shifted to another Echelon hex. Units in an Echelon hex have three options: they can land in Britain, return to France, or stay in the Echelon hex.

The heavy times emanating from each Echelon hex describe the limits of the Lading Echelon Landing Area, i.e., the area of British coast which units in that Echelon hex can land upon in the Landing Phase of a German Player-Turn.

12.3 DEBARKATION: Landing in Britain (or Returning to France)
12.31 During the Landing Phase of a German Player-Turn (second Game-Turn and thereafter), all, some, or none of the German units embarked in Echelon hexes may come ashore in their respective Landing Areas contingent upon the weather, the number of available beach and port hexes in that Landing Area, and the desires of the German Player.

12.32 LIMITS OF DEBARKATION INTO BRITAIN
A. No more than one unit (including supply units) may be debarked onto one beach or port hex in a single Landing Phase. This is true even if the hex contains both a beach and port symbol — only one unit could debark in such a hex.

The one debarking unit may land on a beach or port hex which contains as many as two German Combat Units; land on at least one hex which is in an overstressed condition is relieved by the end of the Initial German Movement Phase of that Player-Turn.

B. No more than one unit may be landed at each German-held port within a given Landing Area. Within each Landing Area only one beach hex per Lading Echelon may be used to land a unit. Thus, in Landing Area E a maximum of three units could be landed: one each at port hexes 4724 and 4724 and one at either of the three beach hexes. A supply unit counts as one unit for debarkation.

C. That beach or port hex must be within the Landing Area of the Echelon in which the unit was embarked.

D. That Landing Area must be one of the Areas originally invaded in the First Game-Turn (exception: see H below).

E. The beach or port must be German-held (i.e., the last unit to have passed into or through the hex was German). Such a hex may be in a British Zone of Control.

F. If landing onto a non-port beach, the weather must be clear. If the weather is Rough Seas, the unit must land in a port.

G. If the unit is a mechanized unit, it must always land on a port.

H. A unit may be landed from an Echelon hex not originally invaded if it lands in a German-held port (only) in that Landing Area (see 12.4).

12.33 RETURNING TO FRANCE
One or more of the units in Echelon hexes may be returned to France (debarked) during the Landing Phase (unless the weather is “Stormy”). Doing so does not affect any transport Points of that Wave, but it does not enable the Player to re-use the Transport Points originally expended to embark those units in the first place. Units which return to France may be re-embarked in the Embarkation Phase of the same Player-Turn (assuming there are Transport Points available to do so).

12.4 USE OF PORTS AND BEACHES OUTSIDE THE INITIAL LANDING ECHELONS
As the game progresses, German forces may expand outside of their initial beachheads, occupying additional port and beach hexes which lie outside of their initial Landing Echelons. Each captured port may be used to debark units from
[12.5] MOVEMENT AND COMBAT IN THE PLAYER-TURN OF DEBARKATION

Unlike the Initial Landing Force, units debarking from Waves may move in the Initial Movement Phase of the Player-Turn in which they land. They are not, however, considered to be in automatic supply when they land; they must establish a supply path in the Supply Judgement Phase of that Player-Turn, just as any other German unit already ashore. Note that by virtue of starting out in a beach or port hex, they are at least in an "Unsupplied" state (see 9.5).

[12.51] When units debark onto a beach or port hex, the act of placing them in that hex expends Movement Points from their Initial Movement Phase Allowance just as if they had entered that hex from an adjacent land hex (when placing the unit in the Landing Phase, turn it face down as a reminder that the unit debarked in that Player-Turn). In the Initial Movement Phase, turn the unit face up and move it normally after subtracting the appropriate number of Movement Points from its Allowance. There is no other Movement Point cost for landing, per se.

[12.52] EXAMPLE OF DEBARKED UNIT MOVEMENT

A German 3-6 Mechanized unit debarking onto hex 4026 would have five Movement Points remaining in the ensuing Initial Movement Phase, having expended one Movement Point to enter the hex. If the hex were in a British Zone of Control, the unit would spend two of its Movement Points to enter the hex (one for the hex and two to enter an Enemy Zone of Control), and would have three Movement Points remaining in the ensuing Initial Movement Phase.

[12.53] Debarked units may participate in combat in the Player-Turn of debarkation and thereafter just as any German ground unit, subject to the same supply restrictions. Note that units may not "fight their way ashore," i.e., make an opposed landing against a British-occupied hex from an all-Sea hex.

[12.6] WEATHER

Weather affects the ability of German units to debark and of both German and British air units to be used at all. On any Game-Turn One, the weather is always clear. At the beginning of Game-Turns Two through Fifteen, the German Player rolls the die and consults the Weather Table for the weather for that entire Game-Turn.

[12.61] WEATHER TABLE

| SEPT. | GAME-TURN APPLICABLE | JULY
<table>
<thead>
<tr>
<th>Roll</th>
<th>Die</th>
<th>Roll</th>
<th>Die</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 thru 6</td>
<td>C</td>
<td>7 thru 15</td>
<td>C</td>
</tr>
<tr>
<td>NA</td>
<td>C</td>
<td>NA</td>
<td>C</td>
</tr>
<tr>
<td>NA</td>
<td>C</td>
<td>NA</td>
<td>C</td>
</tr>
<tr>
<td>1</td>
<td>C</td>
<td>3</td>
<td>C</td>
</tr>
<tr>
<td>2</td>
<td>C</td>
<td>4</td>
<td>R</td>
</tr>
<tr>
<td>3</td>
<td>R</td>
<td>5</td>
<td>R</td>
</tr>
<tr>
<td>4</td>
<td>R</td>
<td>6</td>
<td>RV</td>
</tr>
<tr>
<td>5</td>
<td>SV</td>
<td>6</td>
<td>SV</td>
</tr>
<tr>
<td>6</td>
<td>SV</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

[12.62] EXPLANATION OF RESULTS

C = Clear and calm; operations not affected.
R = Rough seas; units may only land at German held ports (or return to France).
V = Visibility Poor; air units may not fly combat missions (British units may change base hexes).
S = Storms; units may not land at all (neither in British nor return to France).
NOTE: Be sure to use the die-roll column appropriate to the Scenario being played (NA = not applicable).

It is possible, but not probable, that bad weather could prevent the Germans from ever landing reinforcements in England.

[12.63] If units in Landing Echelons are unable to land because of weather, they remain in their Landing Echelons until the weather clears. Bad weather does not prevent the Germans from adding to the forces in the Landing Echelons (up to the limits of the German Transport Wave Schedule).

[12.7] BRITISH REINFORCEMENTS AND HOW THEY ACTIVELY ENTER THE GAME

In the Reinforcement Phase of the British Player-Turn, the British Player places his newly reinforced units in the Reinforcement Holding Area on the map. In the Activation Phase of that same Player-Turn he rolls the die for each of these units and any inactivated reinforcements remaining from previous Player-Turns.

[12.71] ACTIVATION DIE-ROLLS

A die roll result of "S" or "6" means that that unit remains inactive until activated on some subsequent Activation Phase. A die roll result of "1, 2, 3," or "4" means that that unit may enter the game in that Player-Turn.

[12.72] WHERE AND HOW ACTIVATED REINFORCEMENTS APPEAR

All Activated reinforcements enter the game from the edge of the map, on a rail line in an entrained state. All activated reinforcements enter from the northern edge of the map unless their Scenario code is suffixed with the letter "w," meaning that they enter from the west edge. British Partisan units (see 12.8) are a special case, not subject to the normal rules of activation and entry.

[12.73] Activated British reinforcements may enter the map directly into an Enemy Zone of Control. Entering the first rail hex on the map counts as a rail hex of movement.

[12.74] Unlike the British Initial Forces, un-activated reinforcements are not automatically activated on Game-Turn Five. Unactivated reinforcements must always be activated by a die-roll.

[12.8] BRITISH PARTISANS

Beginning on Game-Turn Ten in the September Scenario, the British Player receives one partisan unit (2-3) on any one city hex that is not physically occupied by a German unit. This includes cities which may have been occupied by a German unit, but are not currently occupied. The British Player simply places the partisan unit in the city hex during the next Reinforcement Phase (no activation necessary); it may then move freely. It is always considered in Supply though all other normal restrictions and effects apply to it. It is not considered to be entrained.

[13.0] TERRAIN AND SUPPLY EFFECTS CHART

(see separate sheet and the Player's Notes first paragraph)

[14.0] BRITISH HOME GUARD

GENERAL RULE:

Beginning with Game-Turn Ten in the September Scenario, the British Player receives certain additions to his forces in the form of Home Guard. These are the women, children, old men, mad dogs, and Englishmen determined "never to surrender" and resolved "to take one with them."

CASES:

[14.1] At the beginning of Game-Turn Ten, all British city hexes which have not previously been occupied by German units are automatically given a Defense Strength of three. This defense value may be added to any British units on the city hex, or it may stand alone.

[14.2] The Defense Strength may not be used to attack adjacent German units. The city hex has no Zone of Control into surrounding hexes. German
[14.3] The hex Defense Strength cannot be disrupted by air attack. The German Player reduces the hex by attacking it and any units stacked on it, and rolling either an "Ex" or "De" combat result. The hex Defense Strength is not affected by supply considerations.

[15.0] VICTORY CONDITIONS

Every Scenario in Seelow lasts fifteen Game-Turns (30 days). In 1940 the issue would have been decided in this time. And the issue was simply: Do the Germans establish a viable lodgement or not? If they've seized enough ports and brought sufficient troops ashore to defend their beachheads, the eventual success of the invasion is assured. Therefore, at the end of Game-Turn fifteen, victory is evaluated in terms of the number of ports the German holds, and the strength of his forces in Britain in ratio to the surviving British forces.

Naturally the Germans would like to win big, early. A fast conquest of Britain means less chance of Soviet or American intervention. Also a cheap victory is good because it means strength for the inevitable confrontation in the East. Thus we have graded German Victory as Decisive, Substantive, or Marginal. For the British Player there is only one victory level: he must wipe out the Germans or so throttle their beachhead that they would die on the vine.

[15.1] HOW TO DETERMINE VICTORY

Step 1: Count the number of German-held ports.

Step 2: Total the number of Strength Points left to the British Player (don't count air units or Home Guard city hexes).

Step 3: Total the Strength Points of all German ground combat units (unisolated) which are in Britain (don't count units in the Landing Echelons, in France, air units, or supply units).

Step 4: Divide the German Strength by the British Strength to get the Victory Ratio.

Step 5: Compare the number of German-held ports and the Victory Ratio with the conditions listed in 15.2.

[15.2] LEVELS OF VICTORY

<table>
<thead>
<tr>
<th>VICTORY LEVEL</th>
<th>German/held Ports</th>
<th>Victory Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td>British Victory*</td>
<td>0 through 4</td>
<td>less than 1.0</td>
</tr>
<tr>
<td>Technical Draw**</td>
<td>5 or more</td>
<td>less than 1.0</td>
</tr>
<tr>
<td>German Marginal</td>
<td>0 through 4</td>
<td>1.0 or greater</td>
</tr>
<tr>
<td>German Substantive</td>
<td>5 or more</td>
<td>1.0 or greater</td>
</tr>
<tr>
<td>German Decisive</td>
<td>10 or more</td>
<td>2.0 or greater</td>
</tr>
</tbody>
</table>

* If the British at any time succeed in eliminating all German units in Britain, they automatically win. Victory and the Game is instantly ended. This is true even if the German still "holds" beach and port hexes and has the potential to land units on some subsequent Game-Turn.

** A Technical Draw is a situation in which neither Player "wins." Historically, we would say that the future outcome of the invasion is unclear and would undoubtedly depend almost entirely on future weather conditions.

[15.3] THE MATCH GAME AND "PLAYER VICTORY" [Optional Victory System]

The Victory Conditions are essentially historical ones and do not directly measure relative Player-to-Player performance. If they wish to achieve this end, Players should play the same scenario twice, switching sides for the second game. "Player Victory Points" are assigned for the level of victory achieved by each Player in each game. These points are totalled and compared at the end of the Match to determine the winning Player (as contrasted to the winning historical side).

[15.31] PLAYER VICTORY POINT VALUES

A British Victory is worth 3 Player Points.

A Draw is worth Zero.

A German Marginal Victory is worth 1 point; Substantive, 2 points; Decisive, 3 points.

[15.32] DETERMINING PLAYER VICTORY

At the end of the Match, each Player totals his personal score. The lower score is subtracted from the higher score to determine the degree of victory attained by the higher scoring Player. These net Player Victory Points can be compared to the following scale:

PLAYER EVALUATION SCALE

<table>
<thead>
<tr>
<th>Net Player Points</th>
<th>Evaluation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Player's Relative Performance</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>Equal</td>
</tr>
<tr>
<td>1</td>
<td>Marginally Better</td>
</tr>
<tr>
<td>2</td>
<td>Somewhat Better</td>
</tr>
<tr>
<td>3</td>
<td>Substantially Better</td>
</tr>
<tr>
<td>4</td>
<td>Superior</td>
</tr>
<tr>
<td>5</td>
<td>Substantially Superior</td>
</tr>
<tr>
<td>6</td>
<td>Decisively Superior</td>
</tr>
</tbody>
</table>

[15.33] SERIES PLAY

A more accurate evaluation of the relative skill of two Players can be achieved by playing a Match for each of the three Scenarios and then totalling each Player's Victory Points, subtracting lower from higher, and then dividing the result by three and comparing it to the Evaluation Scale.

[15.34] CONCURRENT PLAY

After Players have gained a thorough familiarity with the rules and mechanics of play, it is possible to play two games at once (assuming both Players own a copy of the game) by playing a Concurrent Match (i.e. while one Player is maneuvering the German units on one map, the other Player is maneuvering them on the other map). In this manner, the two games of a match can be played in little more time than one game. It is suggested that the change of the Game-Turn occur in both Games at precisely the same time to avoid confusion.

[16.0] PLAYERS' NOTES

(see separate sheet)

[17.0] DESIGNER'S NOTES

(see separate sheet)

[18.0] DESIGN CREDITS

Game Design: John Michael Young
Physical Systems Design and Graphics: Redmond A. Simonsen
Game Development: L.B. Hardy, T. Walczyk
Rules: Ira B. Hardy, Kevin Zucker, Redmond A. Simonsen
Production: Manfred F. Miltahn, Marsha Treiber
THE DECISIONS NOTES

[3.0] DESIGNERS NOTES

The two most striking characteristics of Seelowe are the absence of the Royal Navy and Royal Air Force. As most people are aware, Britain, in effect, won the Battle of Britain in the skies during early September and the navy had no need to enter into hostilities in order to thwart a German invasion. This game puts two elements in a new scenario, one of them with a high degree of difficulty, the other almost impossible to consider or to have actually occurred. First, the German Navy has its bombardment of the air bases during early September rather than switch in revenge to attacks upon British cities. At the rate of loss that the British were suffering in the first week of September, they would have been forced down to an almost insignificant force by September 20th. In point of fact, British contingency plans (that have survived to this day) demonstrate that they planned to pull back their Air Force after falling below a certain critical point, and not attempting to defend Southern England, but only England north of roughly the Thames-Bristol line. In the game, this is assumed to have happened.

However, there still remains the British Navy. At that time the British Navy was supreme on the sea. There were no conceivable challenges from any other European power. Moreover, everything which has survived to this day concerning the possible use of the Navy shows that the British government was fully intent, or had to be necessary, sacrificed the British Navy in the Channel in order to stop the Germans from instituting an invasion. No probable scenario can be pictured in which the British Navy fails to intervene. However, if the British Navy was preventing the invasion, would it not have been a game. It would merely be a futile exercise of how to exterminate troops on the beach. There is little doubt that the British Navy could have successfully steamed into the Channel, despite the heavy losses by 1940 standard, and bombarded the German troops on the beaches. Moreover, they would have been able to completely wreck the irreplaceable German invasion fleet. Not only would the British be able to turn the German invasion back, but it would have been a crippling blow to the internal European economy, and would have affected the entire German production for the remainder of the year. It could well have shortened the war by a year or two. Thus, it became necessary...
to remove the British Navy from the game, in order to make a game.

There are a few rather unlikely scenarios which would allow some rationalization of this move. One of these would be that Churchill was not Prime Minister at this time. Certain other men in England at the time, who had previously held a high office in the British Navy, would have been in the British Navy in order to safeguard it and to continue to fight over seas, be removed to Canada. Authors of fiction accounts relate other possible scenarios, such as the British fleet removing itself in pursuing various German soldiers to land in the Atlantic. These are found to be impossible, since the destroyers locally based would have probably proved sufficient to defeat any invasion. The Germans undoubtedly could have gotten the troops ashore. It was their survival that was in doubt.

It will be readily noticed that air warfare is very abstract in this game. Originally there was a whole sub-routine, virtually an air game unto itself, which allowed the British and German air forces to combat one another, the Germans to attempt the complete subjugation of the RAF and the RAF to attempt to shoot down an ever increasing number of German aircraft. However, it was found that in the last analysis the most efficient method was for the Germans to use their air force to interdict various units of the British reserve and the RAF to use their last ditch effort to attempt to transport them to England. Thus it was decided it would be simpler and yet inherently realistic to simply limit most of their missions to these most logical courses.

The Germans receive many more transport points for their initial landing than they do for subsequent re-supply and reinforcement of the invasion. As noted before, the Germans had just about strung their naval transport. This included most of the inland transport. The Germans had concentrated between 50 and 80% of the available sea transport in Occupied Europe at that time for the invasion. Even so, they were capable only of landing two fully-equipped divisions on the first day. Moreover, much of this fragile transport was essentially one way. Another large section of transport would have to be immediately returned to the civilian sector of the economy that the home front would not fall apart due to the lack of mobility. These factors, combined with the probable losses on the beaches, drastically reduced the German ability to put troops and supplies ashore after the first day.

It is point out frequently in the game that the key to winning for either side is weather. Essentially this becomes a “luck” oriented game. This is heavily connected to the German lack of transport, the inability to risk their ships in the channel during bad weather and perhaps lose the entire invasion, combined with the poor season for invasion in September. Even the capture of ports would not solve all the German problems since most of the ports were prepared for demolition and would have been extensively damaged upon capture.

The Germans were not the only ones with significant transport problems. The severe equipment losses in the evacuation from Dunkirk had not been replaced by September. Even less so by July. The only fully motorized units were the Canadian First Division, the armored divisions, and the motorized machinegun brigades which were actually armed almost exclusively with weapons carriers mounting machine guns. These, of course, have their full motor conversion allowances. All other units were in the process of becoming re-motorized, but still did not have sufficient equipment to let a large part of a division (Movement Allowance of five). Other divisions almost completely lacked transport (those with a Movement Allowance of three). The British had assigned the divisions to certain areas in the event of an invasion alert, something which occurred several times. Supposedly, the local lorries, buses, and whatever other transport could be scraped together would hustle to division headquarters to be assigned to various battalions. In the actual alerts this was found to be far less satisfactory, since many people chose to sleep through the morning, many of the drivers were insufficiently learned of road systems outside of their own country, and communications with this haphazard transport system were sketchy at best. The fact that so many divisions and other units did depend upon local drainage was one reason why the British are scattered across the map in an apparently nonsensical fashion. Although it was frequently proposed that units be concentrated on the beaches, or at some other point, this could never be effective as long as the units depended on local transport. In the immediate area of either the Thames defense line or the Kent invasion area, there was insufficient transport for all of its units. The British had been a motorized army for more than two years and could not operate in the absence of the motorization. This is the reason for the activation rule concerning units beginning on the map. These units were simply taking their time getting their transport together and moving forward. Additionally, British reinforcements were expected to have had severe problems in arriving at the front. The Germans would have utilized night raids led by pathfinders in order to attempt to disrupt the rail system which was necessary to move the reinforcements forward. Thus, the reinforcements may or may not arrive on the Game-Turn that they are scheduled for.

At first the Players may find the Terrain Effects Chart somewhat anomalous. This is one of the few games with “bigoted” terrain, where terrain affects the Germans but not the British. There are excellent reasons for this. This area of England is virtually covered with local rail nets, which are not described as roads. England, at this time, was the most loco-motorized as well as auto-motorized country in the world, with the highest degree of roads per square mile. Thus the British, in the absence of any German interdiction, will have no trouble virtually anywhere. In point of fact, although cities would seem to be an obstacle to an army on the move, there were even plans to use the London subway system to transport units from the northern rail terminals to the southern rail terminals. However, for the Germans, movement would become a problem in certain areas, most notably what we have termed “forests” and “mountains.” i.e., rough terrain. Here there were extensive plans for the local populace to block off everything except the major roads and to, in as many ways as possible, disrupt the rail transport, the track system, etc. This could effectively be done by small scale partisan warfare in the more restricted areas. Terrain doesn’t affect combat for a very simple reason. What we describe as “forest” are truly not forests, but actually parks, and the mountains are really moor-hills by comparison to most European terrain. The only reason for their portrayal at all is because of the less dense transport network in those areas.

Although the plans for use of British Partisans and other dragged civilians were quite extensive, it is considered, by the game designer and developer, not to be critical in the game. Although rules are included to record what probably would have happened, it is rarely found in any game that they will sway the course one way or another, unless the German makes a stupid mistake such as to leave one of his port cities unoccupied and allowing a partisan unit to appear there. Originally, Soelowe was a 40 Game-Turn game. In that game, although Partisans played a greater role than they currently do, it was still found that if the Germans had broken the back of the British regular army, they could easily mop up the Partisans. So the game was shortened to 15 Game-Turns. Usually Players will find that the game swings one way or another by Game-Turn 7, and they are simply playing out the execution of a pre-determined fact.

**THE SCENARIOS**

In some ways the July invasion plan was both the most realistic and the least realistic of each of the scenarios. It is not realistic simply because the Germans had no idea that the Manstein Plan of driving through the Ardennes would knock Britain and France out of the war so rapidly. Even Hitler expected a campaign of several months duration rather than a month and a half. Thus it is unrealistic to assume that the Germans would simply seize northern France and Belgium, and them immediately hop over to England. Because they didn’t expect they would have that territory in hand in time. However, the amount of transport available could have been concentrated beforehand if they had realized what advantage they would have had. And the British opposition would have been so weak as to give the Germans a substantially good chance of winning the game. This plan might have even caught the Royal Navy with its pants down, unable to intervene. Certainly the invasion at area G would allow the German air force to attack with greater vigor the British fleet since it puts it further away from the main British air domes.

For the actual September scenario, the army (OKH) came up with a plan they thought would be necessary to conquer Britain, that is, the German Dream Plan. This allowed a large number of divisions to land over an extremely wide front and so tie up the British army so that they could concentrate at one point and break through. However, the Navy pointed out that they would be lucky to concentrate 30% of its transport necessary for this plan to be workable.

The Navy Plan is the “real” thing. If the British fleet were disposed of in some fashion, and if not Luftwaffe had been beaten (by September 20th), the RAF out of the air over southeastern England, they could have done this. It is not a fantasy excepting these two postulates. Even so, given these two enormous advantages, the German Player still has a rough time winning. With even weather he has a 50-60% chance of winning. But if the weather lets him down for any significant length of time, he may as well forget about it.