

31. PORTS AND BEACHES. (V 12.09.16)

31.A. PORTS.

All types of ports are listed in the port summary. A player may only use a port if he owns it in his initial phase.

31.A.1. PORT CAPACITY.

There are five types of ports: jetties, minor, standard, major, and great. Each type has an RE capacity, which is the number of REs of cargo that may embark or disembark at the port in a movement phase. *Note: Units may have their RE size doubled for transport purposes (Rule ???). This does not affect the port capacity needed to embark/disembark them.* The capacities of ports are listed on the PORT SUMMARY.

If part of the capacity of a port is used, a "Capacity Used" marker showing the number of REs used is placed beside the port. *Note: This includes usage by NTS committed to major depots, or SLP cost reduction.* If either the entire capacity of a port is used or intrinsic supply capacity is used, a "Port Used" marker is placed beside the port. *Note: Intrinsic supply capacity may be declared to be used in either players turn as long as no port capacity of any kind is marked as being used previously.*

"Port Used" and "Capacity Used" markers are removed at the end of the owing players reinforcement phase.

Table 1 Port Summary.

PORT SUMMARY						
TYPE	SIZE	MAXIMUM RE CAPACITY	MAX. DAMAGE	INTRINSIC SP CAP.	SLP COST#	MAX REs of NTS
Great	4	12	24 Port Hits	96	10	8
Major	3	6	12 Port Hits	48	20	4
Standard	2	3**	6 Port Hits	24	30	2
Mulberry*	2	3**	6 Port Hits	24	35	1
Minor	1	1½**	3 Port Hits	12	40	1
Jetty	0	½ (No HE)	1 Port Hits	3	50	0
Beach Hex	0	1½ (non-amph)	N/A	0	—	0

* Artificial Harbor.
 ** Only ½ of the operational capacity is allowed to embark/disembark heavy equipment. This is always the first RE damaged and last repaired.
 # SLP cost is reduced by 10 per each RE of NT capacity that is dedicated to that purpose (up to the maximum number of NTs allowed).

Note: 1) Each Army HQ (being used as part of a supply line) must have a dedicated RE of NT capacity before other REs of NTs may be used to reduce the SLP cost of the port.
 2) Anything affecting the RE capacity of a port also reduces the intrinsic supply capacity by 4 per RE and the maximum number of REs of NTs by per RE.
 3) Major ports may also suffer 1 RM* hit; great ports may suffer 2 RM* hits.
 4) When using a port's intrinsic supply capacity, combat units may not be unloaded.
 5) Each "Port Hit" reduces the RE capacity of a port by ½.
 6) Port capacity only uses the base RE size of the unit (not its transport size).

31.A.2. INTRINSIC SUPPLY CAPACITY.

All functioning ports have an intrinsic supply capacity for ground units if they can trace to a friendly-owned functioning major or great port (Rule ???):

- i) any number of sea hexes within the same sea zone or
- ii) 15 hexes (through multiple sea zones).

Intrinsic supply capacity will be reduced by damage done to the port or by enemy port interdiction.

When using a port's intrinsic supply capacity, the port may not be used to embark or debark combat units. *For example, an NT could be used in the port to reduce the SLP cost of the port and the port would still have its intrinsic supply capacity. The port could also be used to unload SPs or SRPs as these are not combat units. Note: A major depot or HQ could still trace a supply line through the port.*

Each friendly or enemy mine point in a port hex counts as one level of port interdiction and will reduce the intrinsic abilities of the port.

31.A.3. PORT HITS.

Ports may have "Port Hit" markers placed on them due to bombing (see Rule ???), naval bombardment (Rule ???), demolition (Rule ???) or capture (Rule ???). Each hit of damage on a port reduces its RE capacity by ½ and other abilities accordingly. Each type of port may take a maximum number of hits of damage, as listed on the MAXIMUM INSTALLATION DAMAGE TABLE.

31.A.4. COLLATERAL DAMAGE EFFECTS.

A port may have a "Collateral Damage" marker placed on it when a change of ownership occurs (Rule ???). A port with a "Collateral Damage" marker on it operates as if it was one level smaller. *For example, a major port (capacity of 8 REs) with 3 hits and a Collateral Damage" marker on it would have a capacity of only 1 RE since it would act as a standard port (capacity of 4 REs) with 3 hits.*

31.A.5. REDUCED PORTS.

The scenario deployment instructions may specify that certain ports start the game at a reduced status or it may be destroyed upon capture as shown below. A reduced port may be reduced from one to four levels in size for all purposes. Mark as such with a "Reduced #" marker to indicate this. *For example, at the start of all War in the Desert scenarios, the port of Benghazi (18A:3121) is "Reduced 1" and operates as a standard (not major) port. A reduced port may have its status increased as per the engineering rules (Rule ???). Note: A reduced port is merely a port that does not have the facilities to operate at its full capacity unless improvements are made to its infrastructure during the course of the war.*

31.A.6. DESTRUCTION OF PORTS.

Whenever the Axis player loses ownership of a mainland European (including Scandinavia) German-owned standard, major, or great port in the North, West, South, and Greater Germany theatres to the Allied player (only) during 1943-45, he may try to destroy it if he wishes. If so, he rolls one die. The port is destroyed on a roll of 1 through 5. *Note: This rule does not apply to Italian-owned ports. Ports in Italy may become German-owned after Italy's surrender.*

Note: A port is destroyed only through this rule. Damaging a port to its maximum damage is not sufficient to destroy it.

A port that is destroyed has enough "Reduced Port" markers placed on it to reduce it to zero capacity. *For example, a major port would have a "Port Reduced 3" marker placed on it. If upgraded one level, it would be replaced by a "Port Reduced 2" marker.* The port also has "Port Hit" and "Marshalling Yard Hit" markers placed on it to the maximum level shown on the MAXIMUM INSTALLATION DAMAGE TABLE.

The Allied player may upgrade a port, per Rule ??? . When the port is upgraded, the "Hit" markers on it and the marshalling yard may be repaired normally up to its operational capacity.

Inland ports with artificial harbours (and their marshalling yards) destroyed in this manner cannot be rebuilt.

31.A.7. FUNCTIONING PORTS.

Various rules depend on whether the port is functioning or not. A port is functioning unless it has maximum damage. When a port is reduced in capacity to the level of a smaller port, it functions in every way like the smaller port. *For example, a major port with 9 "Port Hits" on it would act as a minor port (capacity of 3) and so could not be part of the rail/naval section of a supply line.*

31.A.8. OFF-MAP PORTS.

Each player may have off-map ports (depending on the scenario) for various of his holding boxes, as listed on the off-map port summary.

Each off-map port is listed by name, type of port, and the distance in hexes from the off-map port to one or more map entry hexes or holding boxes.

A player may move his naval groups (and any cargo) between the map and his holding boxes (or between two of his holding boxes), by using the off-map ports. To do so, a naval group exits or enters the map at the indicated map entry hexes (or moves from one holding box to another). A naval group may not move to an enemy off map port (for the exceptions see Rule ???).

It may take more than one movement step for a naval group to move between the map and an off-map port (or to move from one off-map port to another off-map port). Use numbered markers or make a note to keep track of the progress of the moving naval group.

The Soviet player has only one off-map port, Krasnovodsk. Krasnovodsk is an off-map port on the Caspian Sea in the Central Asian MD; it has its own holding box on the SOVIET OFF-MAP MD CHART. A Soviet ship may use this port by exiting/entering the following map edges in the Caspian Sea: the south edge of map 31 or the east edge of map 9A. Krasnovodsk is a minor port.

31.A.9. ARTIFICIAL HARBOUR.

Any mulberry or port marked with an artificial harbor symbol has an artificial harbour. Each hit of damage on a port with an artificial harbour becomes two hits.

31.A.10. NATURAL HARBOUR.

Any port marked with a natural harbor symbol has a natural harbour. Each hit of damage on a port with a natural harbour is reduced to 1/2 hit (use fractional hit markers).

31.A.11. INLAND PORTS.

Several ports are located inland, on rivers or canals. In order for a player to use an inland port, he must own the port and all hexes on both sides of the river or canal hexsides from the port to the sea (as shown by the arrow next to the inland port).

An inland port may have an artificial harbour symbol (which indicates that the port's operation requires a system of locks). Such a port is affected by the artificial harbour rule (above). In addition, if ever destroyed, the inland port cannot be rebuilt or repaired within the context of the game.

31.A.12. MULBERRIES.

The Allied player receives two Mulberries in Britain during the course of the game. A Mulberry is a special artificial harbour with the capabilities of a standard port.

During any Allied naval step once a Mulberry is available, an Allied TF or NT may tow it from any port in Britain to emplace it at an Allied-owned beach hex. The Mulberry may only be towed during calm sea conditions (see Rule ???). It may be emplaced on any beach hex except one containing a port or another Mulberry.

Towing does not restrict the usual abilities of the towing naval unit. If the towing unit is sunk, the Mulberry is wrecked and removed from play. A Mulberry may be towed for only two naval movement steps; if it does not arrive at an Allied-owned beach hex by the end of the second step, the Mulberry is wrecked and removed from play.

When the Mulberry arrives at a beach hex, place it there with its non-functioning side face up. It is emplacing, and cannot function until fully emplaced. At the beginning of the next Allied initial phase the Allied player rolls a die to determine if the mulberry is emplaced successfully. Roll one die and consult the SUCCESS TABLE, modifying the roll as indicated and implementing the result.

Once emplaced, a Mulberry cannot be moved. Once emplaced, it may be used as a standard port with an artificial harbour, including during the turn in which it is emplaced.

If the enemy player ever gains ownership of the hex containing a Mulberry, the Mulberry is wrecked and removed from play at the end of the original owners next turn.

Table 2 Mulberry Emplacement Results and Modifiers

MULBERRY EMBLACEMENT	
Results:	
D:	Disaster: Mulberry wrecked. Remove it from play. The towing unit suffers 1 hit.
F*:	Complete Failure: Mulberry wrecked. Remove it from play.
F:	Failure: Mulberry emplaced with difficulty. The Mulberry is successfully emplaced; place it functioning side up. It may not be used in the current turn.
S:	Success: Mulberry emplaced. The Mulberry is successfully emplaced; place it functioning side up.
S*:	Great Success: Mulberry emplaced. The Mulberry is successfully emplaced; place it functioning side up. Double the normal REs may be landed in the current turn.
Modifiers (Cumulative):	
-4	If sea conditions are stormy.
-2	If sea conditions are rough.
-1	For every 5 MPs (or fraction thereof) the Mulberry was towed after the first 15 MPs of towing.
+1	No enemy ground or naval units in hex.
+1	No enemy ground units in any adjacent hexes.

31.A.13. NTS, LCs, AND LBs AS PORTS.

Any NT, LC, or LB on a beach hex that does not expend any MPs in the previous movement phase may act as a jetty for the purpose of providing intrinsic supply to units. This allows supplied units normal use of the fronts replacement pool. *For example, if 3 NTS did not move in the initial combat phase, they could provide intrinsic supply for up to 9 REs of units that could trace a special supply line to the beach hex that the NTS occupy. If an attack was made that disrupted 4 of the 9 REs, the 4 REs would be placed on the replacement track for the front that the NTS are in. If one of the units was an 8-6, it could take 2 points of losses out of the replacement pool.*

31.A.14. NAVAL BASES.

Naval units require naval bases for replenishment (Rule ???). Each major or great port is a naval base. The NAVAL BASE SUMMARY lists which other ports are naval bases.

31.B. BEACHES.

A coastal hex of any terrain type except mountain is a beach.

31.B.1. BEACH HEX OWNERSHIP.

Various naval transport and amphibious landing rules make a distinction based upon which player owns a beach hex. When units gain ownership of an enemy beach hex, the beach is not friendly-owned for the purposes of naval transport or amphibious landings (Rule 37) during the phase of its capture. It is friendly-owned starting with the phase following the phase in which it was captured. *For example, if units capture an enemy beach during the initial movement phase, it is friendly-owned for the purposes of naval transport or amphibious landings starting with the reaction phase.*

31.B.2. LANDING CAPACITY OF BEACH HEXES.

A beach has an unlimited capacity of REs of cargo (amphibious and non-amphibious) that may embark or disembark in it during a movement phase rolling on the AMPHIBIOUS LANDING TABLE (Rule ???), or 3 REs of cargo which land as described below. Some coastal hexes contain a port and a beach, both of which may be used. *Note: Naval units embarking / disembarking cargo at a beach are "at sea" and are not in the port hex with its various benefits.*

31.B.3. EFFECTS ON LCSs AND LBs.

If LCSs or LBs are used to disembark cargo at a beach, they must roll on the SUCCESS TABLE to avoid damage (Rule ???).

31.B.4. EFFECTS ON SPs/SRPs OF LANDING ON A BEACH.

When landing SPs or SRPs on a beach, half of all points landed are lost unless they are disembarked in a friendly partial ZOC, judged prior to the combat phase. *Note: This is in addition to any losses of SPs during an amphibious assault.* The unit exerting this ZOC must expend its entire MA for the phase to help unload. *For example, a supported 1-6* tank battalion would be able to unload SPs in its own hex by expending 6 MPs in the initial phase or 3 MPs in the exploitation phase. A 7-6 inf division would be able to unload SPs in its own hex or any adjacent hex by expending 6 MPs in the initial phase or 0 MPs in the exploitation phase.*

Note: SRPs (and some other units) have heavy equipment and will use double the beach capacity.

31.B.5. EFFECTS ON UNITS LANDING ON A BEACH.

Ground units landing on a beach are affected as described in the rules on naval transport (Rule ???).

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