

32. NAVAL UNIT MOVEMENT. (V 11.07.19)

32.A. GENERAL RULE FOR NAVAL MOVEMENT.

Naval units move in naval groups. *Note: When using individual ship counters as provided for in some scenarios, count each ship as if it were a single TF for movement purposes.*

A player moves his non-reserve naval groups in the naval movement steps of his player-turn. A player moves his reserve naval groups in the enemy player-turn. Reaction movement may occur at any time.

Naval groups move through the expenditure of movement points. A phasing naval group has a movement allowance of 15 MPs (or as printed on the counter) per naval movement step. Reacting naval groups have a movement allowance of 15 MPs per naval movement step.

Naval groups spend MPs to enter adjacent hexes as shown on the NAVAL MP COST SUMMARY.

A naval group must move along a all-water/adjacent route (Rule ???). It may move in all-sea or coastal hexes. (A coastal hex is any hex containing both land sea.) It cannot enter a restricted waters hex. Various naval groups may also move in riverine hexsides (Rule ???). (A riverine hexside is any hexside with a river, major river, great river, canal, or lake.)

Naval groups also spend MPs for other activities, such as to embark an disembark cargo, to provide naval gunfire support, for each round of naval combat after the first, and to replenish, as detailed later in the rules and shown in the NAVAL MP COST SUMMARY.

32.A.1. COMBINING/SPLITTING NAVAL GROUPS.

At any point when moving in a naval movement step, two or more phasing naval groups in the same hex may combine into one naval group. When naval groups combine, the combined group assumes the movement allowance of the group that has spent the most MPs. *For example, a naval group spends 6 MPs to move to a hex containing another naval group which has already spend 20 MPs. The groups combine, and the combined group has spent 20 MPs, having 10 remaining for the step.*

At any point when moving in a naval movement step, a single naval group may split into two or more naval groups. Separate the naval units into their new naval groups. Each group assumes the movement allowance of the original group. *For example, a naval group of three naval units spends 14 MPs to move to a hex. There, the group splits into three naval groups, each of which has spent 14 MPs, having 16 remaining for the step.*

At the end of each player-turn, naval groups combine as follows:

32.A.1.a. COMBINING NAVAL GROUPS AT SEA.

All phasing combat, cargo, and mixed naval groups at sea in the same hex combine into one naval group. All phasing submarine naval groups at sea in the same hex combine into one naval group.

32.A.1.b. COMBINING NAVAL GROUPS IN PORT.

All phasing combat, cargo, and mixed naval groups in port at the same port combine into one naval group. All phasing submarine naval groups in port at the same port combine into one naval group. *Note: Naval groups may end the turn at sea in a port hex.*

32.A.2. EFFECTS OF ENEMY NAVAL GROUPS.

A naval group at sea ignores the presence of enemy naval groups in port. The moving group may move adjacent to the port containing the enemy naval group; it may even enter the port's hex. If a naval group is in the hex of an enemy-owned port, the port and all naval units in port there are blocked.

In general, a naval group may not enter a hex containing an enemy combat or mixed naval group at sea. **Exception: A naval group blockaded in port may leave port and put to sea in the hex containing the enemy naval group. (This will initiate naval combat, per Rule ??? below.)**

32.A.3. NAVAL MP COST SUMMARY.

All naval units spend MPs as listed on the summary below.

Table 1 Naval MP Cost Summary

NAVAL MP COST SUMMARY				
ACTIVITY	MP COST *			
	TF	NT	LC	LB
Each round of naval combat after the first.	1	1	1	1
Enter all-sea hex.	1	1	1	2
Enter river/canal hexside.	1	1	1	2
Enter coastal hex.	2	2	2	3
River flotilla entering a coastal, river, or lake hex.	6	-	-	-
Lay 1 mine point.	5	-	-	-
Load Code * air unit on Carrier Group.	5	-	-	-
Perform any naval activity in a hex with an enemy "Port Interdiction" marker. (Multiply by the level)	x5	x5	x5	x5
Replenish	15	15	15	15
Sweep 1 mine point.	15	-	-	-
Prepare ¼ value port interdiction.	15	-	-	-
Prepare ½ value port interdiction.	30	-	-	-
Prepare full value port interdiction.	60	-	-	-
Prepare ¼ value NGS for use.	15	-	-	-
Prepare ½ value NGS for use.	30	-	-	-
Prepare full value NGS for use.	60	-	-	-
Transfer cargo to LC from NT (cost each).	-	30	30	-
Transfer cargo to LB from NT (cost each).	-	45	-	45
E/D cargo without HE at a port.	15	15	15	15
E/D cargo with HE at a port.	30	30	30	30
E/D amph cargo without HE at a friendly beach.	-	-	30	45
E/D intrinsically amph cargo at a friendly beach.	30	30	30	30
E/D non-amph cargo with HE at a friendly beach**.	105	105	45	60
E/D non-amphibious cargo without HE at a friendly-owned beach.	45	45	-	-
Disembark intrinsically amphibious cargo making an amphibious assault.	45	45	45	45
Disembark amph cargo making an amph assault.	-	-	45	60
Disembark non-amphibious cargo without HE making an amphibious assault.	60	60	-	-
Disembark cargo (except c/m, cavalry) with HE making an amphibious assault.	120	120	60	75
Disembark c/m, or cavalry cargo making an amphibious assault.	-	-	75	90

* Any non-intrinsic amphibious armour unit (one with an oval symbol) doubles all landing costs unless using port capacity.
 ** May not be done before 1942 with TFs and NTs.
 Note: Amphibious units are defined as follows:
 1) Any unit carried by an LVT, so long as it is using the LVT. Note: LVTs and their cargo must still be transported to the invasion hex by NTS.
 2) Any non-motorized unit without heavy equipment that is embarking, disembarking, or being transported by an LC/LB.
 Note: SPs and SRPs are markers and not units but are treated as non-amphibious units without HE for the purpose of embarking or debarking.

32.A.4. ENDING MOVEMENT.

Naval groups (and their cargo) may end their movement at sea. A naval group which ends its movement in a hex containing a friendly-owned port may enter the port or remain at sea in the port hex.

32.A.5. NARROW STRAITS.

A naval group may not move through a narrow straits unless the hexes on both sides of the narrow straits are friendly-owned. *For example, if hexes 33:1223 and 1224 are enemy owned, a naval group in hex 33:1225 cannot move 33:1225-1224-1324, due to the narrow straits on the 33:1223/1224 hexside.*

32.A.6. RIVERS AND CANALS (Riverine Hexsides).

In general, a naval group may not move along a river or canal. However, a cargo naval group may move along rivers and canals between the coast and inland ports. A group may enter a river or canal hexside only if both hexes adjacent to the hexside are friendly-owned. Entering a river or canal hexside costs 1 MP. A group may move no further upriver than the first hexside adjacent to the inland port. *For example, a cargo naval group is in hex 23A:3228 (all land hexes in the vicinity are friendly-owned). The group moves to 23A:3227 (2 MPs as it is a coastal hex), to 23A:3227/3327 (1 MP for river hexside), to 23A:3327/3226 (1 MP), and so on to 23A:3224/3225 (4 MPs). At this point it has arrived at the inland port of Sevilla, and cannot move further.*

32.A.6.a. THE SUEZ CANAL.

The Suez Canal is the canal running from Port Said (19A:3413) to Suez (19A:3718). Allied naval groups may move along the riverine hexside of the Suez Canal if the hexside in question is Allied-owned and the canal is open (per below). *Note: Axis naval groups may never move along the Suez Canal, even if all of the canal is Axis-owned.*

A side owned a Suez Canal hexside if it owns both hexes adjacent to the canal hexside or was the last to do so.

The Suez Canal may be open, temporarily closed, or permanently closed. It is automatically open at the start of the game. Thereafter its status may change as follows:

- 1) **Temporary Closure:** The Allied player may temporarily close an open Suez Canal during any Allied initial phase in which at least one Axis unit in regular supply is present anywhere in the Egyptian Delta. *Note: This closure represents the temporary withdrawal of the British fleet and shipping from the Eastern Mediterranean to prevent its isolation there at a time when permanent closure of the canal appears probable.*
- 2) **Reopening:** The Allied player may reopen a temporarily closed Suez Canal during any Allied initial phase in which all hexsides of the canal are Allied-owned.
- 3) **Permanent Closure:** The Suez Canal is automatically and permanently closed at the start of the first Allied or Axis initial phase in which one or more hexsides of the canal is Axis-owned. *Note: Permanent closure represents implementation of Allied plans to demolish the canal's facilities and to block its channel with obstructions if Axis capture of the canal appeared imminent. These measures were so extensive, that it is unlikely the canal could have been made usable again by either side within the time frame of the game.*

To represent the enormous negative consequences to the Allies if the Suez Canal falls to the Axis before the British fleet and merchant shipping in the Eastern Mediterranean withdraws, the Allied player loses 25 victory points if the

canal's status changes directly from "Open" to "Permanently Closed".

32.A.6.a.1. THE CORINTH CANAL.

The Corinth Canal is the canal at the 15B:0813/0814 hexside. If a side owns both hexes 0813 and 0814, any naval group of that side that does not contain any TFs or CGs may move through the canal.

32.B. NAVAL SEARCHES.

A naval search occurs when on the for following conditions apply. A new search may be called for if the die modifier changes in a positive manner due to the naval groups movement. *For example, a naval group moves within range of an airbase with units flying naval patrol but is not found. It then moves within range of a ports search roll so a new search roll is made using both the ports modifier and the original airbases air units if they are within range.* If the naval group moves to a hex with a lower modifier, no new search is made unless it moves again to a hex with a higher modifier.

32.B.1. DANGER ZONE CONTACT.

If a phasing naval group enters an enemy danger zone and contact results due to the NAVAL SEARCH TABLE die roll (Rule ???), the non-phasing player may immediately activate any reserve naval groups in port in the same sea zone in addition to the normal results of the search roll.

32.B.2. NAVAL PATROL/NAVAL STRIKE CONTACT.

Any naval unit spending MPs within range of a naval patrol or naval strike air mission is rolled for on the NAVAL SEARCH TABLE.

If any non-phasing air unit flying the naval patrol or naval strike air mission (Rule ???) succeeds in contacting the phasing players moving naval group using the NAVAL SEARCH TABLE, the non-phasing player may immediately activate any reserve naval groups in port in the same sea zone in addition to making a bombing attack.

32.B.3. PORT INTERDICTION/BLOCKADE CONTACT.

Any naval unit spending MPs in a hex with a port interdiction level marker in it, is rolled for The non-phasing player may immediately activate any reserve naval groups in port in the same sea zone in addition to any other results.

32.B.4. ENEMY GROUND UNIT CONTACT.

Any time the phasing players naval group is adjacent to (or occupies the hex of) an enemy ground unit, the non-phasing player may immediately activate any reserve naval groups in port in the same sea zone in addition to rolling on the NAVAL SEARCH TABLE.

32.B.5. CD/PORT SEARCH ROLL.

If a phasing naval group enters any hex within range of an enemy CD or port, a die roll may be made on the NAVAL SEARCH TABLE. The range of a CD or port is equal to its strength/port size.

In addition, if a phasing naval group enters a hex containing an enemy port or CD the non-phasing player may immediately activate any reserve naval groups in port.

32.B.6. PROXIMITY OF ENEMY NAVAL UNITS.

When a phasing naval group moves (or spends MPs for any purpose) within 15 hexes (traced by sea) of a non-phasing non-cargo naval group during a naval movement step, the non-phasing player may attempt to have his naval group perform a search roll on the NAVAL SEARCH TABLE. **Exception: River flotillas may not perform search rolls.** Cargo naval groups may perform a search roll when a phasing naval group moves within 5 hexes; mixed naval groups may search within 10 hexes.

Table 2 Naval Search Table

NAVAL SEARCH TABLE (2D6)	
DIE	RESULT
3 or less	D
4-6	F*
7-10	F
11-13	S
14+	S*

Modifiers (Cumulative):

- # Where # equals each 5 hexes from the furthest enemy airbase flying naval patrol whose air units are used in the search..
- 2 During stormy sea conditions.
- 1 During rough sea conditions.
- 1 For each air unit on naval air escort up to a maximum equal to air units on naval air patrol.
- 1 If phasing naval group is moving at night.
- 1 If phasing naval group did not leave the search hex.
- +1 If search hex is a friendly owned coastal hex.
- +1 If search hex is a friendly owned major or great port
- +1 If naval base is within 10 hexes.
- +1 If search hex is in an enemy partial ZOC.
- +1 Each air unit within range used to search on naval air patrol.
- +1 If the phasing naval group has been previously found in the current step.
- +1 If phasing naval group is mixed.
- +2 If phasing naval group is cargo.
- +2 If search hex is in an enemy full ZOC
- +3 If search hex is in an enemy double (or greater) ZOC.
- + # Where # equals the port interdiction level in the search hex.
- + # Where # equals the BLOCKADE level in the search hex.
- + # Where # is equal to the largest port size within range.
- + # Where # is equal to the highest CD level within range.
- + # Where # is equal to TF size divided by 4 (rounded down).

Note: Protected waters negate all non-air, non-ground unit ZOC modifiers.

Results:

- D: Disaster: The attempt fails. The searching naval group gets a "-2 Step" marker placed on it. It may not attempt to search for any other moving naval group in the current naval movement segment. All air units at the most distant airbase get an "X" marker placed on them and may not take part in any future searches.
- F*: Complete Failure: The attempt fails. The searching naval group gets a "-1 Step" marker placed on it. It may not attempt to search for any other moving naval group in the current naval movement segment. All air units at the most distant airbase get an "Inop" marker placed on them and may not take part in any future searches.
- F: Failure: The attempt partially fails. The non-phasing naval groups may not attempt to search for the moving naval group again in the current naval movement segment. All air units at the most distant airbase may not take part in any future searches for the same naval group.
- S: Success: The attempt succeeds. The non-phasing player may immediately activate any reserve naval groups in port in the same sea zone. These may move in future naval reaction movement segments during the turn of activation. The number of TFs are revealed. The combined total of NTS, LCs, and LBs plus or minus 50% is declared. *Note: No rounding permitted.* Air units from one airbase may attempt to attack the naval group.
- S*: Great Success: The attempt succeeds. The non-phasing player may immediately activate any reserve naval groups in port in any sea zone. These may move in future naval reaction movement segments during the turn of activation. Air units on naval patrol from all searching airbases may attempt to attack the moving naval group. Air units from another airbase within range may join the attack by making a search roll resulting in a success. If another great success is rolled, continue to roll for more airbases.

32.C. NAVAL REACTION MOVEMENT.

Reserve naval groups may only move in the naval reaction movement segment if they have been activated by one of the methods listed above. MPs may be spent in a reaction segment only for movement and for no other purpose (such as

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disembarking cargo). At any time during the reaction movement, the moving group may split into two or more naval groups, all of which continue reaction movement. A reacting naval group must end its reaction movement when it has spent 15 MPs (or half the printed movement allowance).

Any naval group (whether in reserve or not) with a “-# Step” marker on it may always move in the naval reaction phase if it so desires.

If a group moves during the naval reaction phase place a “-1 Step” marker on the naval unit or increase the current level of the marker by one. At the start of the next friendly phasing player naval movement step, it reduces the marker by one level and is counted as having moved for that step.

Reacting units may move at night. They must spend the same number of night MPs as the phasing player and in the same order. *For example, if the phasing player had moved 5 MPs in the day and then two at night when the non-phasing player made a reaction roll, the non-phasing player could spend 7 MPs in the day and 2 at night when making the interception. There would then be up to 3 MPs worth of night combat after the initial battle since the 5 MPs of night movement have to happen in sequence.*

32.D. MOVEMENT AND COMBAT.

The movement of naval groups may initiate submarine and/or surface naval combat between units and/or CDs.

32.D.1. SUBMARINE NAVAL COMBAT.

Submarine naval combat occurs during naval movement steps. Submarine combat is initiated when:

- d) A non-submarine naval group (phasing or non-phasing) enters a hex in the combat zone of an enemy submarine naval group.
- e) A phasing non-submarine naval group starts the step in a hex in the combat zone of an enemy submarine naval group, and the phasing group spends any MPs in its hex without leaving the hex.

Note: Submarine naval combat is initiated only through the activity of non-submarine groups.

Whenever submarine naval combat is initiated, naval movement is temporarily suspended while the combat is resolved between the moving group and the enemy submarine naval group. Once combat is over, naval movement resumes.

A submarine naval group ignores the presence of enemy submarine naval groups for all purposes. A submarine naval group can move adjacent to or even enter the hex of an enemy submarine naval group, and doing this does not initiate submarine naval combat.

32.D.2. SURFACE NAVAL COMBAT.

Surface naval combat occurs during naval movement steps. Surface naval combat is initiated when:

- a) A non-submarine naval group (phasing or non-phasing) enters a hex in the combat zone of an enemy naval group.
- b) A phasing non-submarine naval group starts the step in a hex in the combat zone of an enemy naval group, and the phasing group spends any MPs in its hex without leaving the hex.

Note: Submarine naval groups never participate in surface naval combat.

Whenever surface naval combat is initiated, naval movement is temporarily suspended while the combat is resolved between the moving group and the enemy group or coast

defences. Each round of naval combat costs 1 MP. *Note: Naval combat does not occur if the moving naval units have expended all their MPs. Once combat is over, naval movement resumes if the moving naval units have any remaining MPs.*

A cargo naval group ignores the presence of enemy cargo naval groups for all purposes. A cargo naval group can move adjacent to or even enter the hex of an enemy cargo naval group, and in doing this does not initiate surface naval combat.

32.D.3. CD COMBAT.

CD combat occurs during naval movement steps. CD combat is initiated:

- a) By the CD when a naval unit spends its first 2 MPs in the CDs combat zone (including the cost to enter the hex).
- b) By the CD when a naval unit spends 5 MPs (after the first 2 MPs) in the CDs combat zone.
- c) By the naval unit when it spends 5 MPs in a CDs combat zone (including the cost to enter the hex)

If either a CD or naval unit fires, the other unit may fire back simultaneously. *Note: ACD firing at a unit in an adjacent hex has its combat value halved.*

Effects of CD combat on movement are the same as surface naval combat (described above).

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