

35. NAVAL TRANSPORT. (V 11.09.17)

The phasing player may use naval transport during his naval movement steps, moving cargo (per Rule ???), ground units, crated air units, mine points, SRPs, and SPs, between friendly-owned ports or beaches. The enemy player does not get to see what cargo is being transported by a naval unit.

35.A. GENERAL RULE.

Transport units carry cargo using their cargo capacities (Rule ???). Two or more transports may combine their capacities to carry large cargos (such as divisions), as long as they all move in the same naval group while transporting the cargo. Combat units must be broken down into their smallest available breakdown units when being transported.

A transport unit may move both prior to and after transporting cargo if it has the MPs to do so.

Warships and river flotillas have a transport capacity of 2 REs of units with no heavy equipment. All rules affecting NTS, LCs, or LBs also affect warships and RFs when they are transporting units.

TFs may transport up to 1 RE of units with no heavy equipment per 6 points of TF strength. Each RE being transported reduces the TF strength by 2.

35.A.1. EMBARKING/DISEMBARKING CARGO.

Cargo must be embarked to be moved by naval transport. A transport and its prospective cargo must be present in the hex together at all times while embarkation is under way. When the transport has spent all necessary MPs to embark the cargo, the cargo is embarked (on-board the transport) and henceforth affected by what happens to the transport.

Embarked cargo may subsequently disembark from the transport. A transport and embarked cargo must be present in the hex together at all times while disembarkation is under way. When the transport has spent all necessary MPs to disembark the cargo, the cargo is disembarked (ashore in the hex).

While embarked, a ground unit loses its ZOC.

35.A.2. DAMAGE EFFECTS ON CARGO.

Whenever a naval unit takes hits of damage, its cargo can be affected.

- a) If the naval unit is sunk, any cargo it is carrying is eliminated.
- b) If the naval unit has its cargo capacity reduced, cargo in excess of its remaining cargo capacity is eliminated.
- c) If two or more naval units combine to carry cargo and any are sunk or damaged, cargo in excess of the remaining cargo capacity is eliminated. Add back the unsunk portion of the total RP cost to the RP pool.
- d) All eliminated cargo is classed as combat isolated for replacement purposes. The eliminated unit is placed in the ELIMINATED BOX of the MD where the unit was embarked.

35.A.3. ELIMINATION OF CARGO.

Whenever a transporting naval unit is eliminated and there is a choice of what cargo can be eliminated, randomly choose one item and eliminate it. If the remaining cargo still exceeds the remaining cargo capacity, repeat this procedure. Continue repeating this procedure until the cargo no longer exceeds the

remaining cargo capacity. If a unit is eliminated due to one of the transports carrying it being eliminated, a proportional number of replacement points are added directly back to the replacement pool to make up for the extra points lost. *For example, if NTS with a total strength of 6 are carrying an infantry division (3 REs of cargo), a light armour regiment (2 REs of cargo), and a supported infantry brigade (1 RE of cargo). The division is full strength and has a cadre side. The NTS take four hits of damage, reducing their cargo capacity to 2. Randomly choosing one of the items of cargo, the division is selected and eliminated. Since the division has a cadre, it is reduced to a cadre upon elimination (Rule ???). This leaves 4 REs of cargo (an infantry cadre, a light armour regiment, and an infantry brigade), exceeding the remaining cargo capacity of 2. Randomly choosing one item of cargo, the infantry cadre is selected and eliminated (as the player chooses not to form a remnant). This still leaves 3 REs of cargo. Randomly choosing one item of cargo, the light armour regiment is selected and eliminated. This leaves 1 RE of cargo, which no longer exceeds the remaining capacity. Since the armoured regiment counted as 2 REs but only 1 RE had to be eliminated, half of the replacement cost is added directly back to the pools. All eliminated units get special replacements as if combat isolated and are placed in the ELIMINATED BOX of the port they embarked.*

35.A.4. MOVEMENT RESTRICTIONS ON CARGO.

A unit is under no special restriction in the player-turn it undergoes naval transport. *For example, a unit transported to a port during a naval movement step may move (if it has MPs remaining) in the ground movement sub-phase, attack in the combat phase, and move (if c/m or in reserve) in the exploitation phase.*

35.A.5. GROUND COMBAT EFFECTS ON CARGO.

Any unit transported by sea has its combat strength halved until the next enemy combat phase.

35.B. TRANSPORT COSTS.

There are associated MP costs for both ground and naval units when embarking/diseMBarking (E/D). Both naval and land units must be in the same hex before MPs may be spent to E/D cargo.

35.B.1. NAVAL UNIT MP COSTS.

Transport naval units move as part of naval groups, per the naval movement rules. A naval group containing transports must spend MPs to embark or disembark amphibious cargo as shown on the NAVAL MP COST SUMMARY.

MP costs must be paid both when the cargo is embarked and when the cargo is disembarked. It may take more than one movement step for a naval group to E/D cargo. Use status markers to keep track of the embarking/diseMBarking.

35.B.2. GROUND UNIT MP COSTS.

A ground unit must spend MPs to be transported as shown on the GROUND UNIT NAVAL TRANSPORT COSTS TABLE.

Units that normally may not move in a phase may still disembark in the phase by placing a “+ # MP” marker on themselves for each MP needed. *For example, a non-c/m unit that is not in reserve, could disembark in the exploitation phase even though it could normally not move in that phase. If the disembarkation required 3 MPs, the unit would get a “+3 MP” marker placed on it.*

The MPs required to embark, be transported and disembark are spent from the transported unit’s movement allowance in the movement or exploitation phase the unit disembarks. If the movement allowance has not been exceeded the unit may use its remaining MPs to move after disembarking. A resource or supply point may be carried by a unit or moved by rail after disembarking. *Note: The MPs the SRP or SP have*

used by being transported are subtracted from the carrying units movement allowance.

Table 1 Ground Unit Naval Transport Costs Table

EMBARKATION/DISEMBARKATION COSTS						
ACTIVITY OR UNIT TYPE		UNITS MP COSTS				
Basic Embarking/Disembarking		2 X terrain cost of hex				
If done in a port		X ½				
Motorized Units		X 2				
Units with Heavy Equipment		X 1				
All other Units		X ½				
Non-amphibious units on a beach		X 2				
Units that exceed their MA.		See note 1				

Note:

- 1) A unit may embark/disembark and exceed its movement allowance (even if it may not normally move in the phase) but places a "+ # MP" marker for each MP used in excess of its MA.
- 2) SPs and SRPs spend 16 hexes of rail movement allowance to disembark.
- 3) A unit at sea in more than one phase only spends ,MPs for the steps it was at sea in the phase it disembarks.
- 4) Siege artillery may not land at a beach.
- 5) Units may not embark/disembark at a beach during stormy sea conditions.

NAVAL TRANSPORT COSTS						
MP RATING OF UNIT	MOVEMENT STEPS					RIVER HEXSIDES PER MP
	1	2	3	4	5	
9, 10	2	4	6	8	10	4
8	2	3	5	6	8	5
7	1	3	4	6	7	6
6	1	2	4	5	6	7
5	1	2	3	4	5	8
4	1	2	2	3	4	10
2	1	1	2	2	2	20
0	0	0	0	0	0	0
R	* 8	* 16	* 24	* 32	* 40	* 1

Note:

- 1) Movement Steps equals the number of naval movement steps spent at sea during the current phase.
- 2) # equals the number of MPs spent by the ground unit to be transported the indicated number of naval movement steps.
- 3) * # equals the number of hexes of its rail movement allowance spent by a ground unit to be transported the indicated number of naval movement steps or hexsides.

35.C. BEACHES.

Any non-siege artillery unit (Rule ???) may embark or disembark at a beach except during stormy sea conditions.

35.D. SUPPLIES, RESOURCES, AND MINES.

SPs, SRPs, and mines to be embarked may appear at a port if they can be moved to the port from a national supply source or depot at the start of the initial phase of the player-turn in which they are to be loaded. Rail capacity required to move the SPs, SRPs, or mines must be expended.

35.E. NAVAL SUPPLY TRANSPORT CAPACITY.

Any sea zone with an operational major or great port provides a special transport capacity for SPs and SRPs. These may be transported within the sea zone without using NTs. This special transport capacity is equal to five times the number of NTs (not LCs or LBs) that start the previous friendly reinforcement phase in the same sea zone.

Only ports (not beaches) may be used when SPs or SRPs are being transported using naval transport capacity (NTC). Port capacity is used normally and must take into account all other REs of capacity that are used for any other purpose.

NTC may not be used to ship cargo into or out of a port in an enemy-exerted danger zone.

If the naval supply transport capacity is used to move SPs or SRPs between sea zones, both sea zones special naval transport capacity is used.

35.F. TRANSFER OF CARGO AT SEA.

Naval transports may transfer cargo to LCs or LBs rather than disembarking the cargo at a beach or a port. The NT carrying the cargo, and the LC/LB to receive the cargo, must be at sea in the same naval group and in a beach or port hex. Both the NT transferring the cargo, and the LC receiving the cargo must spend 30 MPs. If transferring to an LB, the NT and LB must spend 45 MPs. Once transferred, the cargo is embarked aboard the LC. The LC/LB may subsequently land the cargo at a beach or a port, or transport it elsewhere.

If cargo is transferred to an LC/LB, 30 MPs are reduced from the total MPs the LC/LB needs to spend to disembark the cargo at a beach or a port in the same hex.

35.G. INCREASE IN NT/LB CAPACITY.

A player may spend SRPs and supply points to temporarily increase his amphibious and cargo capacities. To do so, he must own one or more ports in the sea zone that he wishes to use the capacities in. The required SRPs and SPs expenditure must come either out of the central pool or be at one of the ports. Note: The number of LCs may not be increased .

35.G.1. LIMITATIONS.

A player may increase the number of NTs or LBs by no more than the combined sizes of all the friendly-owned ports in the sea zone where the naval units will start moving. For example, if the player owned one major port (size of 3) in the sea zone, he could increase the combined total of LBs and NTS by up to 3.

A player may increase the number of NT or LBs by no more than 50% of the NTs that start the turn in the same sea zone.

If any of the NT/LB increase is lost, naval repair points are expended to immediately repair the losses.

35.G.2. NAVAL TRANSPORTS.

The player spends SRPs as he moves units during his movement phase to increase his on-map NT capacity for his current player-turn. The SRPs must be in any operational unisolated port hex in the same sea zone or in the theatres SRP pool. For each SRP spent, the player receives an additional 3 NTS for use that turn.

35.G.3. LANDING BARGES

The player spends SRPs as he moves units during his movement phase to increase his on-map LB capacity for his current player-turn. The SRPs must be in any operational unisolated port hex in the same sea zone or in the theatres SRP pool. For each SRP spent, the player receives an additional 1 LB for use that turn.

35.G.4. SUPPLY POINT COSTS.

For each 3 NTS or LBs (rounded up) that are activated, a player must expend 1 SP from any operational unisolated port hex in the same sea zone or in the theatres SRP pool.

35.G.5. ADDITIONAL SURPRISE TURN COSTS.

If NT or LB capacity increases are used in the surprise phase, all SP and SRP expenditures (used to increase the capacities) for the turn are doubled.

35.H. NAVAL EVACUATION.

Friendly air or ground units may be evacuated from any friendly-owned port or beach hex even if the normal port or beach capacity limits are exceeded. Any NTs and LBs available for use in the hex's sea zone may be assigned to the evacuation mission. They are unavailable for any other purpose during the player turn. The friendly player chooses which transports are used for each evacuated unit. *Note: Use the worst modifier if two types of transports are used on a single unit. For example, an armour brigade being evacuated from a beach hex would require 2 REs of transport capacity; one could be an LB and one an NT. A +0 LB modifier would be used when rolling for naval evacuation as the LB modifier is worse than that of the NT.*

If a unit suffers losses or damage, all special replacements and units on the replacement track are received in the replacement pool of the port it was attempting to reach. Air units are placed on the airbase they were transferring to and then increase their operational status by the "Air #" listed plus the normal increase of the transfer mission they are flying.

Roll on the SUCCESS TABLE for each evacuating unit and apply the NAVAL EVACUATION RESULTS as shown below.

Table 2 Naval Evacuation Results

NAVAL EVACUATION

Results:

- D: Disaster (Air 5): A ground unit eliminated isolated.
- F*: Complete Failure (Air 4): A ground unit is eliminated combat isolated. Immediately place it on the track so as to arrive in the Eliminated Box in 4 turns.
- F: Failure (Air 3): A ground unit suffers normal elimination and receives special replacements. It may form a remnant.
- S: Success (Air 2): One half the replacement cost of the unit must be expended or the unit suffers normal elimination. It may form a remnant
- S*: Great Success (Air 1): There is no effect on ground units.

Modifiers (Cumulative):

- 4 If evacuation occurs in second naval phase.
- 3 Unit is in an enemy double ZOC.
- 2 Unit is in an enemy full ZOC.
- 2 Unit may form a cadre.
- 2 Not enough naval transport units to carry the ground unit (applies only if the unit is evacuating more than 15 MPs by sea.
- 2 The air unit does not have 1 NT available to transport it.
- 2 Unit has heavy equipment.
- 2 Port and beach capacity in the hex have been exceeded in this phase.
- 2 Naval status number is 0.
- 1 Naval status number is 1-4
- 1 Unit is in an enemy partial ZOC.
- +0 Transports are LBs or increased NT capacity (increased LB capacity may not be used). (see Note 1)
- +2 If transports are all NTs or LCs. (See Note 1)

- Notes:
- 1) Any assigned NTs, LCs, or LBs must have at least 75 MPs unused. Evacuated units are left on the appropriate transport at the end of the second naval phase.
 - 2) Enemy ZOCs may be reduced by unevacuated screening units.
 - 3) Disrupted units on the track and RPs in the pool must also roll and suffer effects.
 - 4) Eliminated units rolling a S or S* are moved to the eliminated box in one turn; all others are moved to the isolated box.

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