

36. SPECIAL NAVAL RULES. (V 11.03.06)**36.A. NAVAL MOVEMENT.****36.A.1. PROTECTED INSHORE WATERS.**

Cargo naval groups, submarine naval groups, river flotillas and intrinsic naval transport (Rule ???) may use protected, inshore waters to screen their movement from enemy naval units. *Note: Task forces and carrier groups do not have this ability.* Each friendly-owned coastal hex is a protected waters hex. A naval unit or (intrinsicly transported unit) that enters a protected waters hex through a partial sea hexside or across a narrow straits hexside:

- a) Does not trigger any reaction movement by enemy naval groups.
- b) Does not initiate naval combat with enemy naval groups or CDs in **adjacent** hexes.
- c) *Note: Protected waters have no effect on enemy air units and their NAVAL SEARCH TABLE die roll modifiers.*
- d) Does not trigger an interference check from enemy anti-shipping forces. This includes the SHIPPING RESULTS TABLE.

For example, units going from Gibraltar to North Africa would not gain the benefit of protected waters since they are crossing a full sea hexside without a narrow straits symbol.

36.A.2. MOVEMENT AT NIGHT.

During any naval movement step, phasing naval groups may make part of their movement at night. *Note: Naval groups using reaction movement may not move at night except as described in Rule ???.* In a step, a phasing group may spend up to 25 MPs for the phase as night movement. Further, once a block of 5 MPs is spent as night movement, an additional block of 5 MPs may not be spent as night movement until at least 10 MPs have been spent on non-night movement.

Night movement affects naval units as follows:

- a) Air units cannot fly naval patrol/naval strike missions against units moving at night.
- b) Amphibious landings (Rule 37) may not be made at night.
- c) A combat or mixed naval group or a CD has a combat zone only in the hex it occupies at night.
- d) A CD has its gunnery strength halved at night.
- e) A naval unit has its gunnery strength quartered. **Exception: Starting from Jul 1 44, Allied naval units have their gunnery strengths halved, not quartered, at night.**
- f) *Note: Port interdiction effects still apply at night.*

Night also affects naval units in various ways, per the SUCCESS TABLE die roll modifiers.

Note: The night moves may happen at any time during a naval movement step. For example, a naval unit could spend the first 5 MPs of a naval movement step and the last 5 MPs of the next naval movement step in a night move.

36.A.3. GIBRALTAR.

The Allied player (only) may move naval groups between the Atlantic Ocean and the Mediterranean Sea. To do so, the Allied player moves the naval group normally through the Gibraltar hex. If the Axis player gains control of Gibraltar, at the start of the next player-turn the Allied player may no longer move through Gibraltar until he regains ownership.

The reverse of this rule is true at the start of the next player-turn after the Axis player gains ownership.

36.A.4. MALTA.

The Allied ability to interfere with Axis shipping in the Central Mediterranean (Rule ???) Was heavily dependent on the status of Malta's port and air/naval repair facilities as well as the air and naval units based there. As few of these factors are shown in the game, their overall effect is shown instead by means of the Malta Status Number. The scenario instructions will show the status number at the start of the game. Thereafter, the status number may vary as the Axis player bombs Malta to increase the number (and thus reduce its effect on his shipping), and as the Allied player spends Malta repair points (or SRPs) to decrease the number (and thus increase Malta's effect on Axis shipping). The status number can never be increased above 15 or decreased below 0.

Note: If the Axis player owns Valletta (Malta's port, 18Q:0407) then the Malta status number is automatically 15.

36.A.4.a. BOMBING MALTA.

The Malta Status Number is bombed by using the naval strike mission (as per Rule ???) against the port of Valletta. This is separate from any port bombing mission against Valletta's port capacity.

36.A.4.b. REPAIRING HITS ON MALTA.

The Allied player receives Malta repair points as shown on the OB. Each repair point either removes one hit on Malta or it may be converted into 1 SRP or one naval repair point. These conversions are placed on Valletta. *(Note: the SRP may immediately be converted to 2 1/2 SPs on the turn of arrival).*

A construction engineer must be in the Valletta hex for Malta repair points to be used. The engineer may not spend MPs for any other purpose when doing this. *Note: Valletta provides civilian labour as per Rule ???.*

SPs and SRPs may also be used to repair Malta status hits as per the ENGINEERING SUMMARY

36.A.5. THE KAISER WILHELM CANAL.

The Kaiser Wilhelm Canal, connecting the ports of Brunsbittel (16A:0606) and Kiel (16A:0509), provides a means for naval units to move between the Baltic Sea and the North Sea. A player may use naval movement along the canal so long as the ports of Brunsbittel and Kiel are friendly-owned and functioning, and the hexes on both sides of the canal hexsides to be traversed are friendly-owned. Movement along the canal is handled the same as movement along a river/canal by a cargo naval group (per Rule ???) with the following additions:

- a) Any naval group may move on these canal hexsides.
- b) When on a canal hexside, a naval group may not move so as to initiate naval combat.

36.B. SCUTTLING NAVAL UNITS.

When an enemy unit gains ownership of a port containing naval units in port, the naval units there must try to escape to sea. Each supported RE (Rule 9.A) that ends the movement phase in the hex forces either one warship or two naval strength points to check for scuttling. The ships and TFs are chosen randomly. All other ships and TFs escape to sea. The owning player rolls one die for each warship/strength point

of each naval unit attempting to escape. On a roll of 1 through 4, the warship/strength point escapes to sea (and is at sea in the hex); on a roll of 5 or 6, the warship/strength point fails to escape and is scuttled to prevent its capture by the enemy. Each scuttled strength point places one hit of damage on its naval unit. If all of a naval unit's strength points are scuttled, the naval unit sinks.

A naval unit at an inland port or one undergoing a refit cannot escape and automatically has all of its strength points scuttled.

When a naval unit is on a river/canal hexside and an enemy unit gains ownership of a hex adjoining the hexside, the naval unit cannot escape and automatically has all its strength points scuttled.

36.C. MINES.

The ORDERS OF BATTLE list mine belts that exist at the start of play for each scenario. During play, both players can lay and sweep mines in all-sea and coastal hexes. Mines may damage naval units. Each mine point counts as one level of port interdiction (against both players).

A player receives mine points by converting naval repair points (see Rule ???).

36.C.1. DAMAGE FROM MINES.

Check a naval group for mine damage:

- a) The first time it **enters or puts to sea** in an enemy minebelt hex during **any** naval movement step.
- b) If it starts a **friendly** naval movement step at **sea** in an enemy minebelt hex.

Use the NAVAL GUNNERY TABLE to check for damage; each mine point has the equivalent of one gunnery strength point. Total the mine point strength in the hex, roll once for each strength point of each naval unit in the naval group and consult the table. *For example, if there were three mine points and 4 strength points of naval units in the group, roll four times with a strength of 3 points.* Each hit result places one hit of damage on the affected naval unit.

36.C.2. LAYING MINES.

A naval unit carrying a mine point (per naval transport, Rule ???) can lay the mine point in a hex by spending 5 MPs there. Mark the presence of mines in a hex by placing mine markers there. The numbers on the markers correspond to the number of mine points in the hex. Use red markers for Allied minebelts and black ones for Axis belts.

In addition, a player can lay mines by aerial minelaying (see Rule ???).

36.C.3. SWEEPING MINES.

During the initial phase, the phasing player automatically sweeps all enemy mines in coastal hexes he owns. In addition, he automatically sweeps all enemy mines that are not within 7 hexes of an enemy-owned port. Simply remove the mine points from the map.

During naval movement, a phasing TF may sweep enemy mines. The TF must first enter the minebelt hex and is checked for mine damage (per above). Once in the minebelt hex, the TF may sweep the mines there. For every 20 MPS it spends, one enemy mine point is swept; remove one mine point from the hex. *For example, a naval unit sweeping for mines would have to roll for mine damage when it enters the hex and again when it starts the following*

step at sea in the hex. Immediately upon sweeping each mine point, the TF is checked for mine damage (per above) if any enemy mine points still remain in the hex. *Note: ATF sweeping for mines will have to roll for mine damage twice; once when it enters the hex, and again when it starts the following step at sea in the hex.*

When a player sweeps mines in a turn, he can also sweep enemy mines that are in danger zones his naval forces exert. *Note: DZs are a good indication of naval superiority in an area.* For each such mine point being swept, the player consults the SUCCESS TABLE, using the following modifiers:

Table 1 Danger Zone Minesweeping Results and Modifiers

DANGER ZONE MINESWEEPING	
Results:	
D:	Disaster: The mine point is not swept. The sweeping player must spend 2 NRPs.
F*:	Complete Failure: The mine point is swept, but with losses to the sweeping forces. The sweeping player must spend 1 ½ naval repair points.
F:	Failure: The mine point is swept, but with losses to the sweeping forces. The sweeping player must spend one naval repair point.
S:	Success: The mine point is swept with no losses to the sweeping forces.
S*:	Great Success: The mine point is swept with no losses to the sweeping forces. Roll at +1 if attempting to sweep another mine point in the hex.
Modifiers (Cumulative):	
-1	If a friendly CAP mission was not flown in the hex.
-1	For each two levels of unsuppressed enemy CD strength in the hex.
+1	If the mine point is in stormy seas.
+2	If the mine point is in rough seas.
+3	If the mine point is in calm seas..

If the player does not have a NRP available to spend, he maintains a NRP deficit until he receives NRPs again. In addition, he cannot use this minesweeping ability again until he no longer has a NRP deficit due to minesweeping.

36.D. DANGER ZONES.

Due to naval defence forces not directly shown in the game (such as mines and patrol craft), naval units risk damage in certain areas.

Danger zones consist of all hexes within one hex of an enemy-owned naval base in addition to specified national danger zones. *Note: Ports and naval bases do not have to be operational for the danger zone to exist.*

A port does not exert danger zones for the current player-turn if the following conditions are met at any point during the player-turn:

- 1) A port with a "Collateral Damage" marker on it.
- 2) A port that is blockaded (Rule ???) during the initial phase.
- 3) A port that was enemy-owned in the current friendly player-turn.
- 4) A port that was enemy-owned in the previous enemy player-turn.

36.D.1. NATIONAL DANGER ZONES.

Different nationalities have different danger zones.

36.D.1.a. AXIS-EXERTED DANGER ZONE.

The Axis-exerted danger zone consists of all hexes:

- 1) Within 5 hexes of an Axis-owned port in Greater Germany or Denmark.
- 2) Within 5 hexes of an Axis-owned port in the Mediterranean on or north of the 2000 hex row on maps 26 and 27.
- 3) Initially, the Axis-exerted danger zone in the Baltic Sea consists of all hexes in the Baltic Sea west of Hango and 1B:0715 until one of these two hexes or Talinin is captured. At this time, all hexes in the Baltic Sea outside the Kronshtadt safe zone (Rule ???) are considered a Axis-exerted danger zone.
- 4) In the Adriatic Sea, if Italy is part of the Axis. (The Adriatic Sea is labelled on map 26; it consists of all hexes in the labelled area on and north of the line of hexes from 26:3310 to 26:3407). Once Italy surrenders to the Allies, the Adriatic Sea is no longer an Axis-exerted danger zone.
- 5) After Italy surrenders (Rule ???) Axis-exerted danger zones in the Mediterranean are reduced to the area within 3 hexes of Axis owned ports on or north of the 2000 hexrow on maps 26 and 27.
- 6) All Axis-exerted danger zones are eliminated if they are within 5 hexes of an Allied-owned port (9 hexes after Italy surrenders).

36.D.1.b. ALLIED-EXERTED DANGER ZONE.

The Allied-exerted danger zone consists of all hexes outside of Axis-exerted danger zones. In the Baltic Sea, the Allied-exerted danger zone consists of all hexes inside of the Soviet safe zone.

After Italy surrenders the Allied-exerted danger zones expand to all areas within 9 hexes of Allied owned ports in the Mediterranean. Axis-exerted danger zones suppress Allied-exerted danger zones.

36.D.1.c. SOVIET-EXERTED DANGER ZONE.

Initially, the Soviet-exerted danger zone consists of all hexes in the Baltic Sea east of Hango and 1B:0715 until one of these two hexes or Talinin is captured. At this time, only those hexes in the Kronshtadt safe zone are considered a Soviet danger zone. After capture of one of these hexes, the Kronshtadt safe zone comes into effect at the start of the next German player-turn. (*Note: This represents the limiting effect of the Soviet heavy shore batteries controlling the straits and German reluctance to move past until they were taken.*) The Kronshtadt safe zone consists of all hexes within two hexes of Kronshtadt.

At the start of a Soviet initial phase on or after Jan 1 43, the safe zone expands if the appropriate conditions are met. Once the safe zone expands, it covers its expanded area for the rest of the game, even if conditions for expansion are not met in later turns. The safe zone expands to cover:

- 1) All hexes in the Baltic Sea on map 1B on or east of the 1B:0012 hex column if all ports in this area are not Axis-owned.
- 2) All hexes in the Baltic sea on or north of the 1B:1900 hex-row if all ports in this area are not Axis-owned.

The safe zone ceases to exist (permanently) if the German player gains ownership of all the ports in the safe zone.

36.D.2. ENEMY DANGER ZONE CONTACT.

To check for enemy contact, moving player rolls one die and consults the SUCCESS TABLE at the start of each naval step or when entering the enemy-exerted danger zone. *Note: A unit starting several consecutive naval movement steps in a danger zone (not moving) may modify the die roll by starting each step at night.*

Table 2 Danger Zone Contact Results and Modifiers

DANGER ZONE CONTACT	
Results:	
D:	Disaster: Enemy forces did not contact the naval group; the group may operate for the rest of the naval movement step without risk of damage due to danger zones. The next danger zone roll on the Success Table has a -1 die modifier.
F*:	Complete Failure: Enemy forces did not contact the naval group; the group may operate for the rest of the naval movement step without risk of damage due to danger zones.
F:	Failure: Enemy forces did not contact the naval group; the group may operate for the rest of the naval movement step without risk of damage due to danger zones.
S:	Success: Enemy forces make contact with the naval group. Immediately check for damage to the group. Non-phasing player may activate any naval groups in ports in the same sea area.
S*:	Great Success: Enemy forces make contact with the naval group. Immediately check for damage to the group with a +1 die modifier. Non-phasing player may activate any naval groups in ports in any sea area.
Modifiers (Cumulative):	
-2	During stormy sea conditions.
-1	If the phasing naval group did not leave its starting hex.
-1	If phasing naval group is moving at night.
-1	During rough sea conditions.
+1	If the phasing NG has been found by a naval patrol/strike air unit in the current step.
+1	If target hex is a friendly-owned coastal hex.
+1	If target hex is a friendly-owned major or great port.

36.D.3. DAMAGE CAUSED.

To check for damage, use the strength column on the NAVAL GUNNERY TABLE equal to the strength of the TF. Roll one die and consult the table for each TF. *For example, if there was a 12-strength point TF and a 6-strength point TF of naval units in the main body, roll once on the 12-strength point column and once on the 6-strength point column.* Each hit result places one hit of damage on the affected naval unit.

36.D.4. SUPPLY LINE EFFECTS.

A supply line traced into a hex in an enemy-exerted danger zone increases the SLP cost of the hex as per Rule ???.

36.E. AXIS FUEL OIL SHORTAGES.

Axis (particularly Italian) fleet operations were restricted throughout the war by a shortage of fuel oil. To represent this, the Axis player must spend 1 SRP or 5 SPs for each Axis TF each time it leaves a Mediterranean port. The SRP or supply points to be spent must be located at the port the TF sails from or be moved there (using rail capacity). **Exception: The Axis player may spend 1 SP for each naval movement step that the TF moves instead of 1 SRP/5 SPs.**

A maximum of 1 SRP/5 SPs need be spent in one player-turn per TF.

36.F. COMBAT NAVAL FORCES.

36.F.1. TASK FORCE NGS LIMITATIONS.

The Allied and Axis players do not have unlimited ability to use their task forces to provide naval gunfire support. (Both players' TFs had numerous other naval tasks to perform outside those shown in the game.) Each of the Allied player's TFs may prepare and fire full or half-strength naval gunfire support for a maximum of 12 times per year (1943, 1944, 1945). Each of the Axis player's TFs may prepare and fire full or half-strength NGS for a maximum of 8 times per year. *Note: The TFs can still be used for other purposes (such as escorting transports).* Players should keep a record of how many times each year a TF has been used to provide full or half-strength NGS. *Note: A player may spend 15 MPs to prepare ¼ strength NGS an unlimited amount of times per year.*

Soviet task forces may provide naval gunfire support an unlimited number of turns each year.

36.F.2. CARRIER GROUPS.

The Allied player may call on carrier groups and carrier aircraft at various times during the game, per the Allied OB. When doing so, the Allied player receives the CG as indicated, with the code C aircraft based on the carrier. When the CG is supposed to withdraw per the OB, withdraw it and its air units wherever they may be (in play, sunk, aborted, or eliminated).

Carriers and carrier aircraft were valuable assets, difficult to replace. When a CG and its code C air units are in play, the player may not repair any damage to the CG, may not repair its air units aborted, and may not replace its air units if eliminated. When the CG and its air units withdraw from play, the player pays a penalty for any damage or losses to his carrier forces:

- a) 3 naval repair points per hit of damage on a CG. *For example, a 4-point CG that was sunk in play will cost the owning player 12 naval repair points upon withdrawal.*
- b) 3 air replacement points per aborted code C air unit. (Spend any ARPs from the same organization as the air unit.)
- c) 6 ARPs per eliminated code C air unit.

If the Allied player has insufficient naval repair points or ARPs to pay the penalty, he maintains a deficit, the same as for withdrawing aborted and eliminated air units (per Rule ???).

36.F.3. PERMANENT LOSSES.

If a task force receives sufficient damage, it suffers permanent losses (representing the loss or writing off of capital ships that cannot be replaced in the time frame of the game). When a TF receives hits of damage that equal or exceed half its printed strength, the TF suffers permanent losses. Flip its counter to its reverse, half strength side and adjust the hits on it to reflect its current strength. The TF cannot be repaired or replaced above its half strength side for the rest of the game.

Example: An Italian TF with a printed strength of 12 already has 5 hits of damage when it enters naval combat. In the combat, it receives 2 further hits of damage, for a total of 7, and has a current strength of 5. Since its damage exceeds half its printed strength, flip its counter to its 6-point half-strength side, and adjust the hits on it so that it remains at a strength of 5. The TF cannot be repaired or replace above its 6-point half strength.

36.G. LANDING CRAFT/LB AS FERRIES.

A landing craft or landing barge may operate as a ferry, allowing the owning player to treat one sea or great river hexside as a major river hexside for supply, ground movement, and ground combat purposes. To serve as a ferry, an undamaged LC/LB must start the initial phase adjacent to the hexside and may not move at all that turn. If there is more than one eligible sea hexside in the LC/LB's hex, the player indicates which hexside has the ferry.

As long as the LC/LB is present, friendly ground units treat the hexside as a major river hexside for supply, movement, and ground combat during the player-turn. The LC/LB can operate as a ferry in either player-turn. *Note: During the enemy player-turn, this will allow friendly units to retreat or reserves to move across its hexside. If the LC is eliminated for any reason, the player immediately loses its ferrying services.*

36.H. NAVAL SUPPLY LINES.

A player may not trace a naval-element supply line form, into, or through any hex that is in the combat zone (Rule ???) of an enemy naval group or CD.

Any 5 continuous hexes of a naval element supply line may be traced at night. *Note: Night affects combat zones per Rule 34.A.*

36.I. TRANSPORT COUNTERS.

A transport counter is the equivalent to a strength-2 NT. Flip the counter if reduced to a strength-1 NT. *Note: This will only apply in older games with no NT counters.*

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