

37. AMPHIBIOUS LANDINGS. (V 11.08.05)

The phasing player may make amphibious landings during his naval movement steps, using naval units to land cargo at enemy-owned beaches or at a friendly-owned beach that is exceeding its 3 RE limit (Rule ???). In general, the rules of naval transport (Rule ???) are used, with the following restrictions on amphibious landings:

- a) Amphibious landings may be made by the phasing player in any naval movement step.
- b) Amphibious landings may not be made during stormy sea conditions.
- c) All non-intrinsically amphibious units making amphibious landings must be broken down into their smallest components (Rule ???).
- d) Amphibious assaults are a form of amphibious landing made on an enemy-owned beach.
- e) At least one amphibiously landing unit must attack the defenders. *Note: As this is a required attack, any “+# MP” markers on the attackers will affect the combat die.*
- f) Only units in reserve may perform amphibious assaults.
- g) *Note: An attack by c/m units is not mandatory; they can land in the initial wave, not attack the defending units (though they suffer the results of the attack), and only count double their RE size (instead of the normal four times the RE size).*

37.A. TRANSPORT COSTS.

Naval groups must spend MPs to land units making amphibious landings as per the NAVAL MP COST SUMMARY.

A ground unit must spend all its remaining MPs to make an amphibious landing.

37.B. GROUND OPERATIONS.

A unit making an amphibious landing is affected in several ways. During the movement, combat, and supply judgement phases of the player-turn in which a unit makes an amphibious landing the following rules apply:

- 1) Units making an amphibious assault or landing must roll on the AMPHIBIOUS LANDING EFFECTS TABLE.
- 2) A unit transported by NTs halves its combat strength.
- 3) *Note: Defending units may choose to make hasty attacks (Rule ???) against units making amphibious assaults.*
- 4) Units making an amphibious assault in an enemy-occupied hex must attack the defenders of that hex.
- 5) Attacking units participating in amphibious assaults may not use planned attacks (Rule 11.K) or attack from overstack (Rule ???) to increase combat die rolls or the number of units that may attack during the entire player-turn. **Exception: This does not apply to units expending SPs for this purpose from an army/front HQ or a special supply source.**
- 6) All attacker casualties (losses and disruptions) caused by combat in an **initially** defended beach are classed as combat isolated (Rule ???). CDs or units in reserve are not counted when determining if a hex is initially defended. *For example, if the defender had no ground units in the hex other than a division in reserve which moved in during the reaction phase, all attacker losses would be taken normally (including the ability to remove RPs from pools). If the defender started the initial movement phase in the invasion hex, all disruptions would be classed as eliminations because invading units are classed as combat isolated.*

- 7) Units that are eliminated (by CDs or other naval units) while loaded on naval units when conducting an amphibious assault are only classed as combat isolated if the beach is initially defended (Rule ???).
- 8) Units making an amphibious assault in an enemy-occupied hex are assumed to have expended enough MPs to pay the terrain costs to enter the hex (Rule ???) *Note: They may enter the hex and force dual ownership as the defending units do not exert a ZOC into the sea hex they are landing from.*
- 9) Units making an amphibious assault exert reduced ZOCs **during the player-turn** in which they land. *For example, an invading regiment would exert a partial ZOC in the hex it is invading but no ZOC in the adjacent hex. Units reacting into the hex would only have to spend 1 MP for the ZOC unless there was a screening unit in the hex.*
- 10) Landing units may trace to a special supply source during the supply judgement phase by expending SPs from the theatres SP pool. *Note: No port or NT capacity is used.*
- 11) Units may attack at full strength by expending SPs from the theatres SP pool. No port or NT capacity is used.
- 12) All landing units lose their reserve status.
- 13) Each RE of units making an amphibious landing also uses their results die roll on the AMPHIBIOUS LANDING TABLE to determine additional SP losses from the theatres SP pool. Each landing RE may affect one SP. If the units are making an amphibious assault, the SPs are landed with the assaulting units before being affected by the die roll. No transport capacity is used for these SPs. *For example, if a 2-8 X was making an amphibious landing and had a modified “1” result, the player would place a “+3 MP” marker on the unit. Remove 1 SP from the theatres pool and place 1/2 SP with the unit. The remainder is eliminated. If the same unit was making an amphibious assault and rolled a modified “-2”, the unit would place a “+6 MP” marker on itself. One SP would be removed from the theatre’s pool of which 1/6 SP would land with the unit. The remainder is eliminated.*

Units may make amphibious assaults into an enemy-occupied hexes. Overruns and combat in the hex are conducted the same as overruns and combat due to an airborne landing in an enemy occupied hex (see Rules ??? and ???).

Table 1 Amphibious Assault Strength Modifier Table

AMPHIBIOUS ASSAULT STRENGTH/RE MODIFIER TABLE	
STR. MULTIPLIER	TYPE OF UNIT MAKING AMPH. ASSAULT
x 1/2	Cavalry unit
x 1/2	Armour unit (non-amphibious)*
x 1	Intrinsically amphibious unit.
x 1	Carried by Landing Craft during the amph assault.
x3/4	Carried by Landing Barge to beach during amph assault.
x 1/2	Carried by NT or TF/ship to beach during amph assault.
x 1/2	Coastal cliffs or mountains in hex.
x 1/2	Rough sea conditions.
x 1/2	Heavy snow weather.
RE SIZE MULTIPLIER FOR AMPHIBIOUS ASSAULT TRANSPORT	
x 2	Any unit with heavy equipment.
x 4	Cavalry or c/m units.*

* Amphibious armour units, the British 3-2-10 Aslt Gun RMAS, and the 5-3-6 Aslt Eng Tank, only count as having heavy equipment, not as c/m.
Note: All units will also be halved in combat strength (but not in RE size) until the next enemy combat phase due to being transported by any naval unit.

Due to coastal defences not represented in East Front scenarios, Soviet units may not make amphibious landings in

or adjacent to port hexes outside the Soviet Union and may not make amphibious assaults at all in Bulgaria.

Table 2 Amphibious Assault Effects Table

AMPHIBIOUS LANDING EFFECTS TABLE		
Die Roll	Result on Unit	Result on SP/SRP
6	NE	NE
5	NE	1/12 S
4	NE	1/6 S
3	+ 1 MP	1/4 S
2	+ 2 MP	1/3 S
1	+ 3 MP	½ S
0	+ 4 MP	2/3 S
-1	+ 5 MP	3/4 S
-2	+ 6 MP	5/6 S
-3	+ 7 MP	11/12 S
-4	+ 8 MP	E
-5	+ 9 MP	E
-6 or less	+ 10 MP	E

Results:

NE: No Effect: The unit or supply point lands safely.
 # S: Supply Scattered: Reduce the SP/SRP by the #.
 + # MP: MP Penalty: Place the appropriate "+ # MP" marker on the unit. Double the # if placed on a motorized unit.
 E: Eliminated: The SP/SRP is immediately eliminated.

Modifiers (Cumulative):

- + # The operational port size of an in-hex port captured earlier this turn.
- + # The largest "+ # MP" marker currently on the defending enemy units.
- + 3 Hex was captured in a previous friendly player-turn.
- + 3 LC used in landing/amph. assault for non-intrinsically amphibious units.
- + 2 Hex captured during previous phase of current turn.
- + 2 LB used in landing non-intrinsically amphibious units.
- + 2 Landing unit is a commando.
- + 2 Landing unit is a marine.
- + 1 Landing unit is a mountain unit.
- 1 Amphibious landing before Nov 1 43
- 1 If transporting naval unit is in restricted waters
- 1 For each non-suppressed CD level in the hex of an amphibious landing.
- 1 For amphibiously assaulting a hex occupied before reaction movement.
- 1 For amphibiously landing into a non-clear terrain hex.
- 1 For amphibiously landing into a partial ZOC.
- 1 For amphibiously landing in a hex containing an enemy fort.
- 2 If unit is c/m, artillery, or cavalry.
- 2 For amphibiously landing into a full ZOC.
- 3 Amphibious landing in rough seas.
- 3 For amphibiously landing into a double or triple ZOC.
- 3 If the landing unit is not intrinsically amphibious.
- 3 If the landing unit has heavy equipment.
- # -1 For each 5 MP reduction in total naval MP cost of the landing or assault. Up to a maximum of ½ of the total cost may be reduced.

Note: 1) Table must be used on any turn that the MP cost of a landing is reduced.
 2) Half all SPs/SRPs landed are lost unless disembarked in a friendly partial ZOC.

37.C. PLANNING, DELAYING, AND CANCELLING.

An amphibious landing must be planned in advance, similar to an airborne landing (Rule ???). It may be delayed or cancelled in the same manner. The AIRBORNE/AMPHIBIOUS ASSAULT PLANNING TABLE (Rule ???) is used for planning an amphibious landing, with the following modifications:

- 1) A player may plan an amphibious landing for an unlimited number of intrinsically amphibious units (any unit with the amphibious or marine symbol as part of its unit type).
- 2) For all other units, a player has a maximum RE planning limit equal to the cargo capacity of LCs/LBs currently in

play (not sunk or damaged) or designated as an increased capacity for the invasion turn. For example, if a player has in play a total LC cargo capacity of 20 REs, amphibious landings for only 20 REs of units may be in the planning stage at that time (in addition to any plans for intrinsically amphibious units). If the player wanted a 26 RE invasion, he would have to pay for a capacity increase of 6 LBs

- 3) Only units that are performing the amphibious assault have their REs counted when calculating planning time.

37.D. LANDING CRAFT/BARGE DAMAGE.

LCs/LBs which disembark cargo at a beach may be damaged due to wear and tear from surf and beach conditions.

When an LC/LB disembarks cargo at a beach, the owning player checks for damage. Roll one die and consult the SUCCESS TABLE, applying all applicable modifiers. Immediately implement the result.

A damaged LC/LB may not be used for naval transport or amphibious landings until repaired (Rule ???).

Table 3 Landing Craft/Barge Damage Results and Modifiers

LANDING CRAFT/LANDING BARGE/NT DAMAGE	
Results:	
D:	Disaster: The LC is destroyed. An LB/NT is permanently eliminated
F*:	Complete Failure: An LB/NT is destroyed. An LC is damaged and cannot be used for naval transport or amphibious landings until repaired. Flip the LC counter so the damaged side is face up.
F:	Failure: The LC/LB is damaged and cannot be used for naval transport or amphibious landings until repaired. Flip the LC/LB counter so the damaged side is face up. An NT is destroyed
S:	Success: The LC/LB disembarked without incurring damage. NTs spend 30 extra MPs.
S*:	Great Success: The LC/LB/NT disembarked without incurring damage. The LC/LB reduces the movement cost to unload units or transfer them from NTs by 5 MPs in the next naval movement step.
Modifiers (Cumulative):	
-1	If cargo disembarked into an enemy occupied hex.
-1	If invasion hex contains coastal cliffs or mountains.
-1	For each strength point of CDs that may fire into the hex.
-1	If rolling for an LB.
-3	If rolling for an NT.
+1	During rough sea conditions.
+3	During calm sea conditions.

37.E. ENEMY REACTION MOVEMENT.

If a player makes an amphibious landing during his naval movement steps, the enemy player moves during the reaction phase with the following restrictions and additions.

For each hex or group of up to three adjacent hexes in which an amphibious landing was made, the reacting player rolls one die and consults the SUCCESS TABLE. The phasing player chooses the hexes grouped together and the order they are rolled for. Note: Group airborne landings separately.

A reacting unit in a hex containing enemy units (such as due to an amphibious or airborne landing), may leave the hex. Alternately, it may attempt to overrun the enemy units in the hex. Follow the rules of overrun (Rule 12), including spending MPs for the overrun but ignoring any ZOC costs.

Table 4 Enemy Invasion/Airdrop Reaction Results and Modifiers

ENEMY INVASION/AIRDROP REACTION

Results:

- D: Disaster: Units in reserve within 5 hexes of the airdrop/invasion hex may move but at double the normal terrain costs with the restriction that they may not enter the landing hex.
- F*: Complete Failure: Reserves within 5 hexes of the airdrop/invasion hex may move normally with the restriction that they may not enter the landing hex.
- F: Failure: Reserves within 5 hexes of the airdrop/invasion hex may move normally but only one may enter the landing hex. The unit must start the reaction phase within $\frac{1}{2}M-2$ hexes of the landing hex. One unit not in reserve, within $\frac{1}{2}M-2$ hexes of the landing hex may move as if it started in reserve with all the normal restrictions.
- S: Success: Reserves within 5 hexes of the airdrop/invasion hex may move normally. As many units may enter the landing hex as desired but they must start within $\frac{1}{2}M-2$ hexes of it. One unit not in reserve may move as if it started in reserve with all the normal restrictions.
- S*: Great Success: Reserves within 5 hexes of the airdrop/invasion hex may move normally. As many units may enter the landing hex as desired. One unit per invasion/airdrop hex not in reserve may move as if it started in reserve with all the normal restrictions.

Note: No reacting unit may start in an enemy ZOC.

Note: All reserves move normally except when entering a hex within 5 of the airdrop/invasion hex. In this case all terrain costs are doubled.

Modifiers (Cumulative):

- 1 Airdrops.
- 1 German airdrops before Aug 1 41.
- 1 Commandos (only) are making airdrop/invasion.
- 1 For each 5 hexes that one of the adjacent airdrop/invasion hexes is from the front line (or from enemy-owned hexes).
- 1 If all of the group of adjacent airdrop/invasion hexes are unoccupied by enemy units.
- 1 If the airdrop/invasion occurs during a surprise phase.
- +1 If the theatre's MDs are all active.
- +1 If one of the invasion/airdrop hexes includes a minor/standard port.
- +2 If one of the invasion/airdrop hexes includes a major/great port

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