

## 38. NAVAL REINFORCEMENTS, REPAIR, & MAINTENANCE. (V 08.06.15)

During the course of the game, players receive reinforcements, and repair and replace naval units.

### 38.A. NAVAL REINFORCEMENTS.

Players receive naval reinforcements during the game. A player places his reinforcements on the map during his reinforcement phase, at the locations specified in his ORDER OF BATTLE. If the location where the naval unit reinforcement appears is enemy-owned, the reinforcement is not received and is treated as being sunk for game purposes.

Some scenarios ORDERS OF BATTLE occasionally specify naval units which are to be released from, or transferred to, specific holding boxes. When the OB specifies that a naval unit is released from the holding box, he places it in the closest off-map ports box. When the OB specifies that a naval unit is to be transferred to a holding box, he removes the naval unit from wherever it is (on-map, in the replacement pool, or in an off-map ports box) and places it in the holding box.

### 38.B. NAVAL REPAIR.

Naval units are repaired using one of two methods as described below.

#### 38.B.1. NAVAL REPAIR POINTS.

Each player receives naval repair points (NRPs) during the course of the game. During the replacement phase, the phasing player may spend his NRPs to repair hits of damage from naval units, to repair damaged landing craft, to replace eliminated naval units and port coast defences, and to receive mine points. A player may accumulate NRPs for use in later turns.

A player spends NRPs as follows:

- 1) 1 NRP repairs one hit of damage on a naval unit. To be repaired, the naval unit must be in port at a friendly-owned functioning naval base. It may not have moved or fired in the player-turn it is repaired. A maximum of one hit of damage may be repaired per turn.
- 2) 1 NRP repairs up to two damaged LCs/LBs. The LC/LB need not be in port. They are fully operational at the start of the next player-turn. A damaged LB that was part of a capacity increase that was paid for by SRPs, must also pay 1 SRP in addition to the required NRPs. Double this penalty if the LB was destroyed.
- 3) 1 NRP replaces one strength point of a sunken naval unit. Upon replacement, place the naval unit at any friendly-owned functioning naval base in the theatre in which it was sunk. A maximum of one hit of damage may be replaced per turn. Mark the replaced unit with hit markers as necessary to show as yet unreplaced/unrepaired strength points. *For example, a 6-point NT is in the replacement pool, and 1 naval repair is spent. The NT is replaced at a strength of 1; place the 6-point NT marked with five hits, at a friendly-owned functioning naval base.*
- 4) 1 NRP repairs or replaces 2 strength points of river flotillas. To be repaired, the river flotillas must be in hexes containing any friendly-owned ports (they do not have to be the same port). They may not, however, have used any of their abilities in the player-turn they are repaired. A

replaced flotilla is placed in any friendly-owned port in the home country.

- 5) 1 NRP replaces one eliminated coast defence level intrinsic to a port. The port's hex must be friendly-owned and the owning player must be able to trace a supply line to a friendly-owned functioning naval base. The replaced coast defence is fully operational upon replacement.
- 6) 1 NRP converts into 5 mine points. *Note: Mine points cannot be converted back to NRPs.* The Axis, Allies, and Soviet Union may each convert up to 1 NRP into mine points per month. Mine points may be transported and laid by aerial minelaying (per Rule ???) and by naval transport (Rule ???).

Occasionally, the OBs will specify "Replace at any standard or major port: 1-pt naval transport." Any turn on or after the specified turn, the player may repair or replace, for free, 1 strength point of a damaged or sunken naval transport. If a sunken naval transport is replaced, it must be placed at any friendly-owned functioning standard, major, or great port.

#### 38.B.2. NAVAL REPAIR DIE ROLL.

A damaged LC/LB may be repaired by a repair die roll. During a player's reinforcement phase, roll a die for each damaged LC; it is repaired on a roll of 1. Roll two d6 for each damaged LB; it is repaired on a roll of 11 or 12. *Note: If a repair die roll is made, a player may not repair it in the same reinforcement phase through the expenditure of Naval Repair Points (NRPs).*

### 38.C. REPLENISHMENT OF NAVAL UNITS.

The phasing player replenishes his naval units during his player-turn. The player must dedicate any one of his naval movement steps to replenishment if he spends the entire turn at sea. In this step, the player's naval units do not move or spend any MPs (and thus no reactions movement, naval combat, or other naval activity may occur). If the naval unit is in a port, it may be replenished concurrently with any other activity costing 15 MPs or more.

Each of the player's naval units is replenished:

- 1) If there is a friendly-owned functioning naval base (Rule ???) present anywhere in the sea zone containing the naval unit.
- 2) If the naval unit is off map at a holding box.

A naval unit unable to replenish has low fuel. Place a "U0" "Supply Status" marker on the naval unit to note this state. A naval unit with low fuel suffers the following effects (all effects are cumulative):

- 1) U0: No Effect.
- 2) U1: Movement allowance halved.
- 3) U2: NGS and AA strength halved.
- 4) U3: Must be scuttled at the end of the player-turn (see Rule ???).

### 38.D. AMMO DEPLETION OF TFs.

A task force has its ammunition depleted when it provides full strength naval gunfire support in a combat phase. Place a "U5" "Supply Status" marker on the TF to note this. An ammo-depleted TF has its NGS strength halved when providing NGS in subsequent combat phases. *Note: ATF may fire 1/4 or 1/2 strength NGS an unlimited amount with no penalty.*

A TF has its ammunition replenished when the TF itself replenishes. Remove the U5 marker at this time.

*Note: Ammo depletion only occurs due to NGS and only affects NGS. Naval combat does not deplete ammunition, and the gunnery strength of an ammo-depleted TF is unaffected for naval combat.*

### **38.E. REFITS OF NAVAL UNITS.**

Refits on non-TF naval units must be done at least once per year. All ships must spend 8 consecutive turns in a naval yard undergoing a refit. If this is not done the ship suffers one hit per month.

At the end of a refit period, the ship does not need to undergo a refit for 40 more turns though it may be done earlier.

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