

39. NAVAL/LAND INTERACTION. (V 08.12.01)

Naval units may be used in combat against enemy ground forces or may be used to bombard enemy installations or naval units in port.

39.A. NAVAL GUNFIRE SUPPORT.

Task forces may support (Rule 9.A) friendly ground units in combat and overruns through naval gunfire support (NGS).

39.A.1. PREPARATION OF NGS.

To provide full value NGS, the TF must first prepare for the fire by spending at least 45 MPs in a hex during a friendly movement or exploitation phase. *Note: When a TF is prepared for fire, place a "NGS" marker on the TF to note this.* Half value NGS requires 30 MPs and quarter value NGS requires 15 MPs. Once prepared, it remains prepared as long as it remains in the same hex and does not fire during any naval combat. *Note: Replenishing a naval unit does not count as preparing NGS.*

A unit performing NGS can also perform port interdiction at one lower level. No additional MP expenditure is required to do this. *For example, a 12 point TF uses 45 MPs to prepare to fire full strength NGS. It will also be worth 6 points of port interdiction (1/2 strength) until the NGS is used.*

39.A.2. ALLOWABLE NGS HEXES.

During a subsequent combat phase a prepared TF may provide NGS as follows:

- To provide NGS or support for friendly attacking units, the hex being attacked or the stack being supported must be in or adjoining the TF's hex.
- To provide NGS or support for friendly defending units, the units must be in or adjoining the TF's hex.

39.A.3. NGS STRENGTH.

A TF has an NGS strength equal to its current strength when firing on the hex it occupies or on an adjacent coastal hex. Its strength is quartered when firing on an adjacent non-coastal hex or a non-adjacent coastal hex. The NGS strength of naval units is halved in rough sea conditions and quartered in stormy sea conditions. All modifiers to an air units TBF strength also affect NGS.

When firing, the owning player may divide the TF's NGS strength among any eligible hexes within range. *For example, during a friendly combat phase, a prepared TF with an NGS strength of 4 is within range of 3 hexes being attacked. The owning player decides to have the TF provide 3 points of NGS to one hex, 1 point to the second hex, and none to the third.*

Each NGS strength point has a ground combat strength of 1 and is treated as a 1/4 RE field artillery unit for the purposes of Rules 9.A (Support) and ??? (Artillery). *Note: NGS strength is also modified if only enough MPs are expended to provide half or quarter value as described above in Rule ???.* NGS may be allocated in different phases as described below:

- Full Strength NGS:** All defensive NGS allocated during an initial phase is counted at full value. All offensive NGS allocated at any time before the initial combat phase is counted at full value.
- Half Strength NGS:** All NGS allocated during any other phase is counted at half value.

39.A.4. RESTRICTIONS ON NGS.

TFs may fire NGS only in support of attacking or defending ground units. NGS strength is ignored when calculating losses due to ground combat, and a TF providing NGS is not affected by ground combat results.

In each combat phase, after OGS and DAS air operations are flown but before any ground combat is resolved, the non-phasing player must allocate his half-strength NGS to specific hexes. NGS allocated to a specific hex may not be switched to another hex that phase. There is no similar requirement for the phasing player to allocate NGS; the phasing player decides on and announces the amount of NGS in an attack only when he resolves the attack.

Each TF may use NGS only a limited number of times per year as determined by its nationality (see Rule ???).

39.A.5. WARSHIPS.

Warships may support ground units in combat through the use of their gunnery strengths. A warship may have one or more of these gunnery strengths: primary, intermediate, and secondary. These strengths are rated for use in the Europa naval system and are modified when used to support ground units. Soviet gunnery strengths are halved when used in combat if the ship is in port, and quartered if the ship is at sea or in a coastal hex. All other nationalities' gunnery strengths are halved wherever they are located. Primary gunnery strength may support an attack or defence within two hexes of the firing warship. Intermediate and secondary gunnery strengths may support an attack or defence within one hex of the firing warship.

Warships fire in the same manner as TFs. Each warship supporting a combat is treated the same as a 1 RE field artillery unit (see Rules 9.A and ???).

39.B. SHORE BOMBARDMENT.

TFs may use their bombardment strength as tactical bombardment points against targets in coastal hexes. This attack counts as a use of NGS and may only be carried out as one single attack per naval group. Roll on the BOMBING TABLE to see the number of hits placed.

Naval groups may attack naval units in ports by performing a single bombardment attack on them. If a bombardment is declared, defending naval units may react (no roll on the SUCCESS TABLE required) and leave port to enter into normal naval combat with the attackers. If this occurs, the bombardment is cancelled.

39.C. NAVAL BLOCKADE.

TFs and Ss may use their bombardment strength to perform a blockade in the hex they occupy in the same manner as an air units port/beach interdiction mission (Rule ???). Any hex in the TFs/Ss ZOC is interdicted at 1/2 strength. *Note: This means that multiple TFs will be required to fully interdict most ports unless the TF is in the port hex.*

Full value port interdiction requires the expenditure of 45 MPs, 1/2 value requires 30 MPs, and 1/4 value requires 15 MPs. The interdiction level of blockade is equal to the modified TF strength. *Note: Blockade and port interdiction levels are cumulative.*

A unit performing port interdiction can also perform NGS at one lower level. No additional MP expenditure is required to do this.

39.D. COAST DEFENCES.

Various hexes contain coast defences. Coast defences engage in naval combat with enemy naval units in the CD's combat zone (per Rule ???).

39.D.1. CD LEVELS.

Coast defences are rated in levels (e.g., level-1, level-2, etc.). The COAST DEFENCES SUMMARY lists the coast defence levels intrinsic to various map features, units, and markers. The total level of coast defences in a hex is the sum of the various levels present. *For example, a hex containing the port of Vigo (level-1) and a fort marker (level-1), would have a total coast defence strength of level-2.*

Mobile CD units (such as long range siege artillery or Italian heavy AA) must be marked with a "CD" marker to be able to fire. This is done in the opposing players initial phase just before naval patrol missions may be declared. The mobile units may not participate in ground combat (except as a CD) while marked as such. The "CD" marker may be removed during the opposing players next initial phase.

The coast defence level in a hex is the hex's gunnery strength. *For example, a hex with a level-2 coast defence has a gunnery strength of 2.* A CD's gunnery strength is halved when firing at naval units in adjacent hexes (per Rule ???).

Table 1 Coast Defence Summary

COAST DEFENCE SUMMARY	
LEVEL	ITEM
1	Each minor/standard port on the Mediterranean and Baltic Seas.
1	Each unimproved fortification in a hex.
1	Each fort or fortified area marker in a coastal hex.
1	Each RE of Italian position AA in a coastal hex. *
1	Each 1/2 RE of Long Range Siege Artillery in a coastal hex. *
2	Each major/great port on the Mediterranean and Baltic Seas.
2	Each minor/standard port on the Atlantic Ocean.
2	Each fortified zone in a coastal hex.
2	Each port fortification.
3	Each non-inland major/great port on the Atlantic Ocean.
4	Each improved fortress in a hex.

* Must be marked with a "CD" marker to be able to fire.
Note: Levels are cumulative.

39.D.2. CD DAMAGE EFFECTS.

The coast defences in a hex may be damaged due to bombing (each bombing hit equals 1/2 CD hit as per Rule ???), by naval combat (Rule ???), or by coastal raids (Rule ???). For every hit of damage the coast defences in a hex are reduced by 1 level. Damage is applied against non-intrinsic CD strength points first (because of their vulnerability). Hits of damage in excess of 4 against intrinsic CD strength points in a hex have no effect. *Note: This means that any intrinsic level-5 or better coastal defences will never be able to be completely suppressed.*

If a mobile CD unit is moved out of a hex, the hits of damage still remain in the hex and will affect any new mobile CD units that enter the hex.

39.D.3. CD REPAIR.

Hits of damage to coast defences are temporary. One hit is removed for free from each damaged CD during each friendly replacement phase. Additional hits may be removed at a cost of 1/4 SRP or 2 SPs per hit. The maximum combined repair of a CD during a turn is equal to 1/2 the current damage (rounded up).

39.D.4. ELIMINATION OF CDs.

All coast defences due to the presence of ports are eliminated in a hex if the enemy player gains ownership of the hex. Once destroyed, the coast defences of a port may be rebuilt using naval repair points (Rule ???). The player currently owning the port's hex may rebuild its coast defences, even if the hex was originally owned by the enemy player.

39.D.5. USE OF CDs IN GROUND COMBAT.

Each CD level counts as 1/4 strength point if involved in a ground combat. *Note: It does not need to be stacked with a non-artillery unit; this strength is intrinsic.* It is 1/4 RE in size and is classed as self-supporting (Rule 9.A). Since it is an artillery type unit, it has a reduced ZOC. *For example, a level-4 CD would have a combat strength of one and be 1 RE in size. It would have a reduced partial ZOC (no zone) in adjacent hexes and a partial ZOC in its own hex.*

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