

30. NAVAL RULES INTRODUCTION. (V 00.11.22)

There are two versions of the naval system in One-Week Europa. One will use task forces and is described below. The other uses individual ships and flotillas and is used mostly for naval gunfire support and simple transport at this time. Its use is noted throughout the rules where appropriate.

30.A. NAVAL UNITS.

Naval units are shown on the UNIT DESCRIPTION CHART. There are six categories of naval units: task forces (TFs), carrier groups (CGs), submarine squadrons (SSs), naval transports (NTS), landing craft (LCs), and river flotillas (RFs). *Note: Naval units may not be broken up into two or smaller units.*

In games with single ship counters there are two types of naval units: ships and river flotillas. There are two types of ships: warships and transports. Warships are rated for use in the Europa naval system; however, not all the ratings are used in play. The UNIT DESCRIPTION CHART displays the ratings that are used.

Ships may be sunk. Each bombing hit on a ship does one hit of damage to the ship. Ships may take differing amounts of damage, depending on the ship types: 4 hits for a type BB, 3 hits for a type CA, 2 hits for a type CL, 2 hits for a transport, and 1 hit for a type DD. When hits on a ship equal or exceed the damage it may take, the ship is sunk and removed from play. Use “Port Hit” markers to denote damage to ships.

A ship with parentheses enclosing its ship type is not fully operational, it may not move, and must remain in port at all times (it's gunnery strength may be used in combat).

30.A.1. STRENGTH, CAPACITY, AND AA.

Each naval unit has a strength printed on the counter. Strengths are used for several purposes:

30.A.1.a. TASK FORCES (TFs).

TFs are divided into two sub-categories: heavy (all type BB, BC, BD, BP, and undifferentiated TFs) and light (all type DD, CA, CL, and CD TFs). *Note: ATF with no type shown on its counter (such as 1x 12 pt TF) is always a heavy TF.*

The strength of a TF is its gunnery strength for surface naval combat, its submarine warfare strength for submarine naval combat, its naval gunfire support strength for ground combat, and its damage strength. *Note: The TF has no cargo capacity.*

30.A.1.b. CARRIER GROUPS (CGs).

The strength of a CG is its gunnery strength for naval combat and its damage strength. *Note: The CG has no naval gunfire support strength for ground combat (its strength is in parentheses to denote this), and has no cargo capacity.*

30.A.1.c. SUBMARINE SQUADRONS (SSs).

The strength of a SS is its submarine warfare strength for submarine naval combat and its damage strength. *Note: The SS has no gunnery strength for surface naval combat, no naval gunfire support strength for ground combat, and no cargo capacity (its strength is marked with a “S” for “submarine” to denote this).*

30.A.1.d. NAVAL TRANSPORTS (NTS).

The strength of a NT is its cargo capacity and its damage strength. *Note: The NT has no gunnery strength for surface naval combat, no submarine warfare strength for submarine naval combat, and no naval gunfire support strength for ground combat (its strength is marked with a “C” for “cargo only” to denote this).*

30.A.1.e. LANDING CRAFT (LC).

The strength of a LC is its cargo capacity and its damage strength. *Note: The LC has no gunnery strength for surface naval combat, no submarine warfare strength for submarine naval combat, and no naval gunfire support strength for ground combat (its strength is marked with a “C” for “cargo only” to denote this).*

30.A.1.f. LANDING BARGES (LB).

The strength of a LB is its cargo capacity and its damage strength. *Note: The LB has no gunnery strength for surface naval combat, no submarine warfare strength for submarine naval combat, and no naval gunfire support strength for ground combat (its strength is marked with a “C” for “cargo only” to denote this).*

30.A.1.g. ANTI-AIRCRAFT.

Naval units also have AA strengths (Rule 25), as printed on their counters. *Note: SSs have no AA strengths.*

30.A.2. STACKING OF NAVAL UNITS.

Any number of friendly naval units may be in a coastal or all-sea hex. (A coastal hex is any hex containing both land and sea.) The presence of a naval unit in a coastal hex does not prohibit enemy ground units from entering the hex. Naval units may enter coastal hexes occupied by enemy units. A naval unit is affected by the presence of enemy naval units, as covered below.

30.A.3. DAMAGE TO NAVAL UNITS.

Each bombing or gunfire hit on a naval unit does one hit of damage to the naval unit. Use “Port Hit” markers to denote damage to naval units.

30.A.3.a. DAMAGE EFFECTS ON NAVAL UNITS.

Each hit of damage on a naval unit reduces its overall strength by 1. *For example, a TF with a printed strength of 12 has taken 4 hits of damage. It thus has a strength of 8 for naval combat and naval gunfire support.*

30.A.3.b. SINKING.

A naval unit is sunk when it takes hits at least equal to its damage strength. When sunk, remove the naval unit form play and place it in the ELIMINATED UNISOLATED BOX of the theatre it is in.

30.A.3.c. DAMAGE ALLOCATION.

The bombing mission rules describe how the air units achieve hits against naval units in port or at sea (Rules 20G2g and h). When naval units take bombing hits in an air operation, use the following procedure to distribute the hits among the target naval units:

- 1) Calculate the relative proportion of each category of naval unit in the target group, based on strength. *For example, a naval group has received 3 bombing hits. In the group are 10 strength points of TFs, 8 of NTS, and 2 of LCs; the relative proportions are 50% TF (10 points out of a total of 20), 40% NT, and 10% LC.*
- 2) Apply hits to the category with the highest proportion number. If two or more are tied, apply hits in this order: TF-NT-LC/LB-CG. To apply hits, multiply the propor-

tion number by the total number of hits. Always round fractions up. Randomly select naval units from that category to take hits. For example, from the above example the TFs have the highest proportion number. Multiplying their 50% by 3 (the total number of hits) yields 1.5, which rounds to 2. Two hits are randomly applied to TFs in this group.

- 3) If any hits remain unassigned, repeat the above step for the next highest proportion. Continue this process for each proportion until all hits are assigned. For example, in the above example, one of the three hits remains unassigned. The NTS have the next highest proportion number. Multiplying their 40% by 3 (the total number of hits) yields 1.2, which rounds to 2. Since only one hit remains unassigned, the NTS receive one hit. After this step, all hits are assigned, and the LCs take no hits.

30.A.4. ASSEMBLY AND BREAKDOWN OF NAVAL TRANSPORTS.

Subject to the limits of the counter mix, naval transports in a hex may assemble and break down at any time during a turn. For example, a 6-point NT could break down into any combination of 1-, 2-, and 3-point NTS so long as the total strength of the broken down units equals 6.

30.A.5. CARRIERS & CARRIER AIRCRAFT.

Code C and * air units (only) may base at CGs. An undamaged CG has an airbase capacity equal to 1 less than its printed strength; each hit of damage on a CG reduces its airbase capacity by 1. When a CG's airbase capacity is reduced due to damage, immediately eliminate any air units there in excess of the CG's capacity. Randomly select which air units are eliminated.

30.B. RIVER FLOTILLAS.

Some nationalities have river flotillas, which are naval units with characteristics of both ships and ground units. Soviet river flotillas have a strength of two. All other river flotillas have a strength of one. In general, a river flotilla is treated as a ground unit for most game purposes, with abilities as listed below:

A river flotilla is sunk (and removed from play) if it takes hits equal to its strength due to bombing. Each bombing hit on a river flotilla does one hit of damage to the flotilla unless it is at sea. Any bombing hit destroys a river flotilla at sea.

A river flotilla operates on lakes, rivers, and coastal waters. It may enter lake hexes (both partial-lake and full-lake) and coastal waters (coastal hexes and all-sea hexes adjacent to coastal hexes) and may move along rivers. When moving along a river, it is moved through the hexes adjacent to the river hexsides. For example, a river flotilla on the Dnieper River in hex 3B:0807 may move along the river as follows: 0806, 0906, 1005, 1004, 1104, 1203, using six hexes of its movement allowance to do so. A river flotilla may not enter an enemy-occupied hex. A river flotilla leaving or moving through enemy ZOCs must pay twice the normal ZOC movement costs. If river flotilla moves from one full ZOC to another it takes one hit of damage. A river flotilla may never end its movement in an all-lake or all-sea hex.

For all combat and overrun purposes (both offensive and defensive), a river flotilla is treated as a 1 RE field artillery unit with a combat strength of 1 (Soviet strengths are 2) per strength point; this includes calculating its combat strength when calculating losses in an exchange. If required to retreat or allowed to advance during combat, a river flotilla may only enter hexes in which it may move.

Example 1: A Soviet 4-6 rifle division and a river flotilla in hex 4A:2204 attack an Axis unit in hex 4A:2205 at a total attack strength of 6 (4 for the

division and 2 for the flotilla). If the attack succeeds, the division, but not the flotilla, could advance after combat. If the attack resulted in an AR and the Soviet force was surrounded by enemy full ZOCs, both the division and the flotilla would be eliminated.

Example 2: A Soviet river flotilla is alone in hex 4A:2204. During the German movement phase, any German unit with an attack strength greater than 0 may overrun the flotilla at 20:1 odds, since the flotilla is treated the same as a Soviet artillery unit (per Rule 14B) and have a strength of 0.

A river flotilla may transport cargo. It has a cargo capacity of 2 REs and transports cargo the same as a LC (Sections C and D above), with the following additions:

- 1) A river flotilla may embark/disembark cargo at river ports (any city hex beside the river).
- 2) A river flotilla may treat any land hex in which it may move as a beach hex for transport purposes. *Note: A river flotilla transporting cargo to an enemy-owned hex is making an amphibious landing, which must be planned in advance.*

During the movement and combat phases, a river flotilla may allow units to treat a great river, all-lake, or all-sea hexside as a major river for movement and combat purposes. The flotilla must start the movement phase adjacent to the hexside and may not move at all during that phase. Flip the flotilla counter to its reverse side and point the arrow at the hexside it is assisting units across. If these conditions are met, ground units treat the hexside as a major river hexside for movement and combat purposes during that player-turn and during the following player-turn.

Example: A flotilla is in hex 1B:1506 and does not move. Soviet units may treat the 1B:1506/1507 hexside as a major river hexside for movement and combat purposes for their player-turn and for the following German player-turn.

30.C. CONCEPTS.

General concepts of the naval rules are described below.

30.C.1. SEA ZONES.

The Oceans and Seas on the map are divided into separate theatres and sea zones (Rule ???).

30.C.2. NAVAL GROUP.

A naval group consists of one or more friendly naval units at sea. All naval units in a naval group move together. There are four types of naval groups:

- a) **Combat Naval Group:** Consists only of TFs/CGs.
- b) **Cargo Naval Group:** Consists only of NTs, LCs, LBs, RFs, or NTPs.
- c) **Mixed Naval Group:** Consists of any combination of TFs and Nts/LCs/LBs. A river flotilla is considered a mixed naval group.

30.C.3. KNOWN/UNKNOWN NAVAL GROUPS.

Some rules make a distinction as to whether or not a naval group is "known" or "unknown". A naval group is known to the enemy player if any of the following conditions apply to it, otherwise it is unknown:

- a) If the naval group is in port.
- b) If the naval group has not moved from the hex from which it provided NGS in a preceding combat phase.
- c) If the naval group has not moved from the hex from which it engaged coast defences in naval combat during the current phase.

30.C.4. NAVAL CARGO.

Naval units with a cargo capacity may be used to transport ground units, SRPs, SPs, replacement points, and mine points. **Exception: LCs/LBs/RFs cannot carry rail-only units.**

Cargo is carried based on its RE size; the RE size of cavalry, c/m units, and captured rail points is doubled for naval transport purposes.

30.C.5. IN PORT/AT SEA.

A naval group will either be in port or at sea. A naval group may be in port when in the hex of a friendly-owned port (of any size). *Note: A naval group can be at sea in a port hex.*

30.C.6. ALL-WATER ROUTE/ADJACENT.

Naval groups must move along an all-water route and may not cross land at any time. *For example, a naval group in hex 23A:4409 cannot move directly to hex 23A:4410, due to the intervening land hexside between the two hexes. Note: If a naval group stops or pauses in a hex like 23A:0517, which blocks its naval movement in certain directions, keep track of “which side” of the hex the group is in. (There are very few of these hexes on the map.)*

For naval purposes, a hex or naval group is “adjacent” to another hex if there is an all-water route directly between the two hexes. A naval group is adjacent to another naval group if there are in adjacent hexes. *Note: Two naval groups could be in adjoining hexes but not be adjacent, due to the lack of an all water route.*

30.C.7. NAVAL COMBAT ZONES.

Various naval groups and all coast defences have combat zones.

30.C.7.a. NAVAL GROUP COMBAT ZONES.

A surface combat, mixed, or submarine naval group at sea has a combat zone consisting of the hex it occupies and all adjacent (per Rule ???) hexes. If the naval group is at sea in a holding box its combat zone consists of the holding box. A cargo naval group has a combat zone in the hex it occupies. Any naval group in port does not have a combat zone.

30.C.7.b. RIVER FLOTILLA COMBAT ZONES.

A river flotilla controls one river hexside of the hex it occupies. Use the top of the counter to indicate the controlled hexside. The combat zone of a river flotilla is limited to its controlled river hexside if on a river, or the hex it occupies if in a coastal hex or a lake.

30.C.7.c. COAST DEFENCE (CD) COMBAT ZONES.

A level-2 or greater coast defence (CD) has a combat zone consisting of its hex and all adjacent hexes. A level-1 CD has a combat zone consisting of its hex only. (Coast defences are covered in Rule ???.) If the coast defences are on an island in a holding box their combat zone consists of the island in the holding box.

30.C.8. AMPHIBIOUS ABILITY.

Any unit with the amphibious or marine symbol as part of its unit type is intrinsically amphibious. *Note: Intrinsically amphibious units must still be transported to the invasion hex by an NT. They do not need an LC or LVT to land, however.* The following units are also amphibious:

- a) Any unit carried by an LVT (per Rule ???), so long as it is using the LVT. *Note: LVTs and their cargo must still be transported to the invasion hex by NTs.*
- b) Any non-motorized unit without heavy equipment that is embarking, disembarking, or being transported by an LC/LB.
- c) SPs and SRPs are markers and not units but are treated as amphibious units without heavy equipment for the purpose of embarking/debarking.

30.C.9. NAVAL UNITS IN RESERVE.

Any naval unit that has not spent MPs in any naval movement step may be placed in reserve during the phasing players replacement phase. There is no cost for this. If the reserve naval unit moves in any friendly movement phase, it loses its reserve status. If in port, a reserve naval unit may move in a reserve movement step if it is activated by enemy actions (Rule ???). If at sea, a reserve naval unit may move in any reserve naval movement step.

30.C.10. ACTIVE/INACTIVE NAVAL UNITS.

At the start of each naval movement step, the phasing player places an “Active/Inactive” marker on each of his naval units (or stacks). The phasing player may only move naval units with “Active” markers on them. *Note: This prevents the phasing player from changing his planned moves due to knowledge of how the non-phasing player reacts (or even whether he may react).*

30.D. NAVAL ACTIVITIES PHASING.

Naval activities occur in each player-turn, as follows:

30.D.1. INITIAL PHASE.

Full strength NGS is assigned to defending stacks.

30.D.2. REINFORCEMENT PHASE.

The phasing player performs all OB driven naval reinforcement activities.

30.D.3. INITIAL MOVEMENT PHASE.

The movement phase is divided into two sub-phases:

30.D.3.a. NAVAL MOVEMENT SUB-PHASE.

This sub-phase consists of a series of naval movement steps. Each naval movement step consists of:

- 1) Non-phasing players naval reaction movement segment.
- 2) Phasing players naval movement segment.

There are five identical steps:

- 1) 1st Naval Movement Step
- 2) 2nd Naval Movement Step
- 3) 3rd Naval Movement Step
- 4) 4th Naval Movement Step.
- 5) 5th Naval Movement Step.

During the naval reaction movement segment the non-phasing player may move any activated naval groups with “Reserve” markers on them. During the phasing players naval movement segment, he may move any active naval groups, embark and disembark cargo, make amphibious landings (Rule 37), and replenish inactive naval units. Both players may initiate air operations (per the air rules).

30.D.3.b. GROUND INITIAL MOVEMENT SUB-PHASE.

The phasing player moves his ground units and river flotillas, including those units which underwent naval transport and have movement points remaining. Both players may initiate air operations.

30.D.4. INITIAL COMBAT PHASE.

Both players allocate naval gunfire support.

30.D.5. EXPLOITATION PHASE.

The exploitation phase is divided into two sub-phases:

30.D.5.a. NAVAL EXPLOITATION MOVEMENT SUB-PHASE.

This sub-phase consists of a series of naval movement steps. These steps are the same as those in the initial movement phase, except amphibious landings (Rule 37) may not be made. There are five identical steps:

- 1) 1st Naval Movement Step.
- 2) 2nd Naval Movement Step.
- 3) 3rd Naval Movement Step.
- 4) 4th Naval Movement Step.
- 5) 5th Naval Movement Step.

30.D.5.b. GROUND EXPLOITATION MOVEMENT SUB-PHASE.

The phasing player moves his c/m and reserve units, including those c/m and reserve units which underwent naval transport and have MPs remaining. Both players may initiate air operations.

30.D.6. EXPLOITATION COMBAT PHASE.

Both players allocate remaining naval gunfire support.

30.D.7. REPLACEMENT PHASE.

The phasing player may repair and replace damaged and eliminated naval units. Place "Reserve" markers on naval units that did not expend MPs in the current turn.

30.D.8. END OF PLAYER-TURN.

The phasing player checks the supply status of his naval units

- 3) The non-phasing player resolves any attempts by his ground units to react to a landing.

30.E. NAVAL MOVEMENT SEQUENCE.

During each naval movement step, the following actions may take place. If more than one of these actions occurs at the same time, resolve them in the following sequence:

- 1) Mine attacks against naval units.
- 2) Danger Zone attacks against naval units.
- 3) Resolve coastal raids
- 4) Bombing attacks on naval units by air units.
- 5) Reaction movement by non-phasing player's naval groups.
- 6) Submarine naval combat.
- 7) Naval combat.

When the phasing player disembarks cargo during a step, the following landing sequence is followed:

- 1) Disembark cargo.
- 2) If cargo was disembarked at a beach by landing craft, the phasing player checks for LC damage.

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