

RULE 43: Naval Assault

Soviet Union and Poland operated a significant number of Landing Craft for operations in the Arctic and Baltic Seas. Operations were planned against Denmark, West Germany and Norway. There are currently no maps available for a coastal scenario unfortunately (I am working on one though); optionally you can designate all hexes on one side of a major river to be ocean hexes.

I. Naval Landing Craft

- A. Movement:** Ships have a movement allowance of 10. Ships can move freely in any coastal or all sea hex. To off-load units a ship must be deployed in a coastal (partial land/sea hex). It takes two movement phases to place a deploy marker on the ship. Once the deployed marker is placed the ship may begin disembarking units. Only one ship may occupy a hex at a time.
- B. Transport:** Ropucha (ROP) LST class ships may carry 14 steps (dismounts and passenger units are not counted); Lublin (LUB) LST class ships have may 12 steps of units (dismounts and passenger units are not counted). Zubr LCAC and PCL class units (basically 2 ships per step) may carry 8 steps of units (dismounts and passenger units are not counted).
- 1. Disembarking units:** To disembark units, a ship must be deployed in a partial sea/land hex. It takes 2 movement phases to deploy a ship for disembarkation. Once deployed units may move up to half their movement allowance in the first movement phase, then normal restrictions apply in subsequent movement phases. Units may not stack in the first movement phase after disembarking (not including transported units). Once fully disembarked, a ship counter may remain deployed and provide fire support or may move off map.
 - 2. Naval Combat:** Ships may be attacked and may attack. Ships have a single combat factor that functions in the same manner as a bunker. Ships defend against indirect fire and conventional fire as listed on the conventional fire defense tables. If a ship receives enough damage that would cause it to be eliminated it is removed from play along with any passengers it may be carrying. Ships must be deployed to attack with all weapons except weapons with air defense combat ratings; i.e. *, **, † which may fire normally.
- C. Amphibious Units:** Amphibious units may enter from the map edge without being on board a transport ship. These units are considered to have disembarked off map. Amphibious units may transport P-class passengers only while water-borne. Amphibious APCs may fire, amphibious tanks may not fire. Passengers may not fire. Amphibious units move at half of their normal movement rate while water-borne.
- D. Zubr LCAC (Hovercraft):** The ZUBR LCAC may operate up to 4 hexes from the shoreline.
- 1. Movement:** The ZUBR may only operate over clear terrain and may not climb slopes or enter woods hexes. The Zuber may cross streams, rivers, marsh and all-water hexsides with no penalty. On land the Zubr has a movement rate of 5.
 - 2. Combat:** The ZUBR defends using the armor value of 10 regardless of orientation. The Zubr is not required to be deployed to conduct offensive fire.