

Module 4. Naval Operations

Rule 44: Naval Assault

NATO, primarily the United States, and the Warsaw Pact, mainly the Soviet Union and Poland, operated a significant number of Landing Craft and Amphibious Assault Ships for operations in the Arctic, Mediterranean, Black Aegean and Baltic Seas. Operations were planned against Denmark, West Germany and Norway. The following rules are specific to the organization, i.e. NATO/Warsaw Pact.

A. Warsaw Pact Naval Operations

1. Movement: Ships can move freely in any coastal or all sea hex up to their movement allowance. To off-load units a ship must be deployed. 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 deployed ship may occupy a hex at a time. A ship may not move in the same turn that it disembarks passenger units (*See D. ZUBR LCAC (Hovercraft) below for exception*).

2.. Transport: (See the Naval Transport Chart) Ships may transport any ground unit unless otherwise noted. See the Transport Reference Guide for Ship transport capacities. L class or units are not counted if aboard their primary carrier (i.e. infantry on APCs). POL-C and PCL class LSTs may not carry armored vehicles with a frontal armor rating of 10 or higher.

a. Disembarking units: LST and LSD class ships may disembark amphibious vehicles from any all water or partial land hex. POS and PCL class ships must be in a partial land/sea hex to disembark passenger units. An HVCL (hovercraft) class ship may be in either a partial land/sea hex or a full land hex to disembark passengers. L class and non- amphibious vehicles may only be disembarked in partial land/sea or full land hexes.

1. Procedure: To disembark units, a ship must be deployed. It takes 2 movement phases to deploy a ship for disembarkation. Once deployed units may move up to half their movement allowance (round down) 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). A ship counter may remain deployed and provide fire support or may move off map at any time. A ship may not move during a turn in which passenger units disembark. (*exception see ZUBR LCAC Hovercraft*)

b. Naval Combat: Ships may be attacked and may attack. Ships have a single armor 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. Ships must be deployed to attack with all weapons except weapons with air defense combat ratings; i.e. *, **, † which may fire normally.

1. Damage: If a ship receives enough damage that would cause it to be eliminated, it is removed from play along with any passenger units that it is carrying. A ship that becomes suppressed may continue to offload passengers but may not move or fire any of its weapons.

3. 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.



4. Zubr LCAC (Hovercraft) : The ZUBR LCAC may operate up to 4 hexes from the shoreline.

a. Movement: The ZUBR may only operate over clear terrain and may not climb slopes unless on a road or enter woods hexes whether on a road or not. The Zuber may cross streams, rivers, marsh, and all-water hexsides with no penalty. See the Terrain Effects Chart for Zubr HV (hovercraft) movement costs. The Zubr may move in the same turn that it disembarks passengers but may not do so in the same movement phase.

b. 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.

c. Disembarking passengers: The Zubr is not required to deploy to disembark passenger units. Non-amphibious and L class units may only disembark in partial or all land hexes.



5. Ivan Rogov Class LSD

a. Ka-29 Assault Helicopter: Each Ivan Rogov class LSD carries a compliment of 2 one step Ka-29 helicopters. When the IVR is deployed it functions as a base for the Ka-29. The Ka-29 may shuttle L and W class passenger units to and from the IVR. The IVR must be deployed and not move for the Ka-29 to operate. The IVR may not fire any of its weapons in the fire phase following a movement phase in which the Ka-29 lands on or takes off from the IVR. The Ka-29 may not take off or land in any movement phase immediate following a fire phase in which the IVR fires its weapons.

6. Transport Log: Players may record transported units on the Transport Log if desired, instead of stacking large numbers of counters underneath the transporting assault vessel. Transport Logs are available in the Charts and Tables section. Example below:

TRANSPORT LOG					
SHIP TYPE	UNIT	STEPS	SHIP TYPE	UNIT	STEPS
Z1 Zubr	R04-32TR OP4-32TR	5			
..	1AD32 MRR	1			
IVR-1	1-32TR	19			
IVR-2	HQ4-32 & 1M4 A4/B4/C4-32	20			

B. United States Amphibious Warfare Operations

1. U.S. Naval Classes: The U.S. Navy operates greater variety of amphibious warfare ships than the Warsaw Pact. The U.S. classes are as follows:

LHA-Tarawa Class landing
helicopter assault ship LHD-Wasp
Class landing helicopter dock ship
LPD-Austin Class landing
platform dock ship LSD41-
Whidbey Island Class landing ship
dock LSD50-Harpers Ferry Class
landing ship dock LPH-Iwo Jima
Class landing platform helicopter
LCAC-Landing Craft Air Cushion
(Hovercraft) LCM-LCM8 Class
Landing Craft Mechanized
LCU-LCU1610 Class Landing Craft Utility

Dock ships are amphibious warfare vessels that contain a large cavernous interior for launching amphibious vehicles directly into the water. These “deck wells” can usually hold around amphibious 12-24 vehicles and landing craft. All US Navy amphibious assault ships (not including LCACs, LCUs and LCMs) serve as logistic bases for USMC units. LCACs and LCMs are actually transported by other amphibious warfare ships. See the Naval Transport Chart.

2. Movement: Ships can move freely in any coastal or all sea hex up to their movement allowance. A ship must be deployed to off-load amphibious units and carriers but not to launch helicopters which can launch anytime. It takes one movement phase to place a deploy marker on the ship. Once the deployed marker is placed the ship may begin disembarking units. Only one deployed ship may occupy a hex at a time. A deployed ship has a movement allowance of 1. LCACs may operate up to 4 hexes inland from an all sea hex and treat river, lake and marsh hexes as clear terrain. LCACs may not cross slope hexsides unless on a road or enter any woods hex whether road bound or not.

3. Transport: (*See the Transport Reference Guide*) Ships may transport any ground unit unless otherwise noted. See the Transport Reference Guide for Ship transport capacities. L class or units are not counted if aboard their primary carrier (i.e. infantry on APCs). USN ships have three values for transport on the Naval Transport Reference Guide. The first is for USMC ground steps and the second is for the number of air USMC helicopter steps and the third is for the number of naval LCAC/LCU/LCM vessels carried. Players must select one type of naval steps to be carried. Some ship classes allow you to mix LCU and LCM steps; i.e. LCU/LCM 6 means that you could have any combination of LCU or LCM landing craft as long as the combined total is 6 steps.

a. Disembarking units: U.S. ships may disembark amphibious units in any all sea or partial land/sea hex. An LCAC (hovercraft) class ship may be in either a

partial land/sea hex or a full land hex to disembark passengers. L class and non-amphibious vehicles may only be disembarked in partial land/sea or full land hexes.

1. Procedure: To disembark units, a ship must be deployed. It takes 1 movement phase to deploy a U.S. ship for disembarkation. Once deployed units may move up to half their movement allowance (round down) while amphibious, then normal restrictions apply on land. Units may not stack in the first movement phase after disembarking (not including transported units). A ship counter may **remain deployed and provide fire support or may move off map at any time.**

2. Naval Combat: Ships may be attacked and may attack. Ships have a single armor 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. Ships must be deployed to attack with all weapons except weapons with air defense combat ratings; i.e. *, **, † which may fire normally anytime.

a. Damage: Damage is cumulative. Record damage received to each ship on a separate sheet of paper. If a ship receives enough damage that would cause it to be eliminated (total damage greater than the armor rating), it is removed from play along with any passenger units that it is carrying. A ship that becomes suppressed may continue to offload passengers but may not move or fire any of its weapons.

b. Combat: Ships conducting helicopter operations may not fire any of its weapons in the fire phase following a movement phase in which a helicopter lands or takes off. Helicopters may not take off or land in any movement phase immediate following a fire phase in which the ship it is operating from fires its weapons.

3. Amphibious Assault Vehicle Personnel-7:

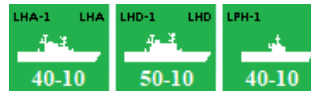


The AAVP-7 (LVTP-7) and AAVC-7s may enter from the map edge without being on board a transport ship. These units are considered to have disembarked off map. AAVP-7s may direct fire while waterborne. Passengers may not fire. AAVP-7s and AAVC-7s move at half of their normal movement rate while water-borne. Once on land, the AAVP/C functions as an APC. Full strength AAVP7 may transport 2 steps of P class units per AAVP7 step; i.e. full strength AAVP7 may transport 4 steps.

a. Command: The AAVP/C may serve in dual roles. They may function as ship- to-shore transportation for USMC units or assigned as a transport/combat asset to a specific unit.

1. Tactical Transport: The AAVP/C units may be assigned USMC infantry units as an APC. When this occurs the AAVP/C receives orders from the USMC HQ units to which it is assigned. The AAVC HQ functions as a transport for the USMC HQ and may not spend operations points.

2. Ship-to-shore Transport: The AAVP/C units may also serve as ship-to-shore-transport. When used in this manner the AAVP/C HQ unit spends operations points for the transporting AAVPs only. Once the USMC units dismounts from the AAVP/Cs, the USMC HQ units may spend operations points only for the dismounted units and the AAVCs may spend operations points only for the AAVP/C units.



4. Helicopter Assault Ships:

The U.S. Navy operates several classes of amphibious assault ships that basically function as helicopter carriers. LHA and LHD class ships may also operate up to 2 AV8Bs (depending on CAS availability) at the cost of 1 step of helicopter units (whether 1 or 2 AV8Bs are available for CAS is irrelevant, the cost is still 1 step of helicopter units). LHA, LHD and LPH ships also function as a source of logistic supply for helicopters.

5. Helicopter Operations: Helicopters may land and be carried by U. S. Navy LHA, LHD, and LPH ships. These ships may serve as logistic bases for all USMC helicopter units. Helicopters may land and mount or dismount passengers on the LSD-41 and LSD-50 class vessels. LSDs may not transport helicopters when not deployed (they move at a movement rate of 1 when deployed and may still conduct helicopter operations). LSDs may not serve as logistic bases for helicopters.

6. United States Marine Corps: The USMC is a highly trained, aggressive amphibious force. It consists of air and land units made up of M1A1 Abrams, AV8B Harrier II, and AH-1W Supercobra and AH-1Z Viper attack helicopters. The USMC is a complex organization. The core organization for deployable Marine units is the MAGTF or Marine Air-Ground Task Force. The MAGTF varies in size from a reinforced battalion, MEU or Marine Expeditionary Unit, to a division size MEF or Marine Expeditionary Force. A MAGTF is composed of four sub-units; the Command Element (CE), the ground combat element (GCE), the aviation combat element (ACE) and the

logistics combat element (LCE). A complete MEU, 22nd MEU (*GCE, ACE and LCE are drawn from the 2nd Marine Division*), is available with two more CEs for the 24th MEU and 26th MEU available. The 2nd Marine Division is provided from which to build the MEUs or MEFs from. The U.S. Navy amphibious assault ships are provided for the Atlantic Fleet for operations in the North Sea or Mediterranean.

a. GCE Operations: USMC ground units and U.S. Army units may be cross-attached but only as homogeneous units. For example, a USMC infantry company may be cross- attached to a U.S. Army armor battalion but the USMC company may not be further cross-attached. The company would fight as a whole company. USMC and US Army artillery batteries may be cross attached but the batteries may not be further subdivided.

b. ACE Operations: Only USMC helicopter units may base from an amphibious assault ship or draw supply from amphibious assault ships. USMC CAS may only provide CAS to USMC ground units or ground units subordinate to USMC Headquarters. See Rule 39: AV8B Harrier for operation of the USMC AV8B Harrier II. AV8B Harriers may use LHAs and LHDs for logistic base purposes.

c. LCE Operations: USMC MEU logistic units may only provide supply to units that are subordinate to a USMC MEU. Units may be resupplied via helicopter, LCAC, LCM and LCU from amphibious assault ships. U.S. Navy amphibious warfare ships may conduct 2 resupply operations. The total number of available logistical packages for resupply is dependent upon the number of combat units assigned to the ship; *i.e. A USMC Battalion has 6 companies assigned to it. Therefore, the ship will have 6 tactical Log Pacs times 2 resupply operations for a total of 12 tactical Log Pacs available to resupply subordinate combat units.* These log pac may be carried by helicopters (from ships capable of supporting heli-borne operations), or in trucks transported by LCAC/LCM/LCU landing craft.

7. Transport Log: Players may record transported units on the Transport Log if desired, instead of stacking large numbers of counters underneath the transporting assault vessel. Transport Logs are available in the Charts and Tables section. *Example below:*

TRANSPORT LOG					
SHIP TYPE	UNIT	STEPS	SHIP TYPE	UNIT	STEPS
LHA-1	HMLA269	10 air			
LHA-1	1/8 bn	65 gr			
LHA-1	LCAC 1 LCAC 2	2 Nav			