

may be attacked by anti-aircraft fire; appropriate modifiers apply.

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. 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).

B. Transport: (See the Transport Reference Guide) Ships may transport any ground unit unless otherwise noted. The Ivan Rogov (IR) LSD Class ships may carry 20 steps. The Alligator class (ALG) LST may carry 15 steps. Ropucha (ROP) LST class and Lublin (LUB) LST class ships have may 12 steps of units. POL-C class LST may carry 8 steps. Zubr LCAC and PCL class units (basically 2 ships per step) may carry 6 steps of units. L class 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.

1. 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.

a. 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)

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.

- a. **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.

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. 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.
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.
3. **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.

F. Ivan Rogov Class LSD



1. **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 **S^L** 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.

G. 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			
"	IAD32 MRR	1			
IVR-1	I-32TR	19			
IVR-2	HQ4-32 S 1M4 A4/B4/C4-32	20			