

38. Naval Task Force Commander:



From the mid stages of World War II, massive naval Task Forces performed Strategic Operations on both sides.

These naval Task Forces were commanded by some of the most brilliant naval fleet commanders.

Attack: 4

Defense: 4

Move: 2

Cost: 20

Maximum on game board: see below

Enter game from: Late 1941 (round 4)

A Naval Task Force Commander is a Naval Task Force Headquarter unit (usually led by an Admiral – for game play reasons, the unit is named **Naval Commander** – abbreviated NC).



The unit must be produced by the owner at the in the owners original Capital at a cost of 20 IPC per unit.

USA can also produce Naval Commander units at the *Western United States Industrial Complex*.

NC operates under Battleship rules and is represented on the game board as a specifically identified Battleship unit.

A NC can command 3 naval units in any combination.

The units involved are:

- Battleship
- Aircraft Carrier
- Cruiser

When a NC is in command of 3 naval units, the Naval Task Force is active.



A Heavy Battleship unit cannot be part of a Naval Task Force.

Use the Naval Task Force Board and Markers to display the Naval Task Force.

Note 1:

The basic rules concerning a Naval Task Force are similar to a Soviet Army Corps, German Waffen-SS Army and Air Fleet concerning organizing, fighting, regrouping etc.

All Naval units inside a Naval Task Force must belong to the Nation that owns the NC unit.



Note 2:

When a Naval Task Force is attacking or defending the NC uses 2 dice and 1 of the Naval units within this Task Force also uses 2 dice – in other words: the total number of dice roll is 6 for the entire Naval Task Force.

If an Aircraft Carrier is part of a Naval Task Force, the air units (if any) belonging to the Aircraft Carrier do not get extra dice rolls in either attack or defense.

Remember:

An Aircraft Carrier has no attack value.

The Nations that can produce NC and the maximum number of NC for each of these Nations are listed below:

- USA (Eastern & Western USA) : 3
- Germany (Berlin) : 1
- UK (London only) : 1
- Japan: 2

If Germany takes over Italy, the German player cannot produce NC in *Southern Italy*.

No Nation can produce more than 1 Naval Commander unit in each round.

Note 3:

A maximum of 1 Naval Task Force from the same alliance or Nation can fight (attack or defend) in each sea zone and obtain 6 dice rolls – other Naval Task Forces from the same alliance or Nation that are present in this sea zone can only fight at their individual naval unit combat factor.

Note 4:

During defense a Naval Task Force can defend together with a maximum of 1 Air Fleet (scramble) in the same sea zone.

Both the Naval Task Force and the Air Fleet can obtain 6 dice rolls during this defense.

Note 5:

During an amphibious assault, Battleship units and Cruiser units that are part of a Naval Task Force can only support with a maximum number of dice rolls equal to the land units that are landing on the beaches.



Example:

A Naval Task Force with 1 *Naval Commander* unit, 1 *Battleship* unit, 1 *Aircraft Carrier* unit and 1 *Cruiser* unit supports an amphibious landing with 3 *Infantry* units.

In this example there is no combat in the sea zone.

The Naval Task Force can only support the amphibious landing with 3 shots (3 dice rolls = 1 dice roll for each *Infantry* unit).

Note 6:

Aircraft Carriers and Battleships that are damaged during combat must follow the rules described in the G40 HRE rulebook pg. 33.

This is also the case if these naval units are part of a Naval Task Force.



Damaged Aircraft Carriers & Battleships that are part of a Naval Task Force can still defend with extra dice rolls as long as the Naval Task Force is intact.



Special re-group ability:

After an attack (when all combat on the game board is over) the surviving naval units that took part in the attack now have the option to re-group to form a new Naval Task Force during the *Non-Combat Movement* phase in this sea zone.

Naval units in this sea zone that took part in the *Combat* or naval units from other sea zones that did not move or took part in any combat in this turn can move in the *Non-Combat Movement* phase from other sea zones into this sea zone to be a part of a newly formed Naval Task Force.

A maximum of 1 *Naval Commander* unit can be part of a Naval Task Force.

NC lost in combat can be reproduced.