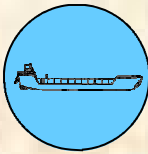


## 5. Landing Craft



*Landing Crafts played a central role in the Allied invasion of Normandy in 1944. Landing Crafts were also used by several other Nations during World War II.*

**Attack: cannon fodder only**

**Defense: -**

**Move: 2**

**Cost: 3**

**Maximum on game board: see below**

**Enter game from: Game start (Early 1940)**

Landing Craft units carry the same unit combinations as Transports.

The cost is 3 IPC for each Landing Craft; it has no combat value but attacking Landing crafts can be chosen as cannon fodder in land combat during an amphibious assault (you may choose them as casualties instead of losing your combat units) – it cannot be used in naval combat, not even as cannon fodder.

Landing Crafts must begin and end movement on land and can move 2 spaces. The first space that the Landing Craft enters must be a Sea Zone and the second space must be a territory.

The Sea Zone must be clear of enemy surface ships including enemy Transports from the start of that turn.

The units that are transported by the Landing Craft must be in the same territory as the Landing Craft when the movement begins.

When movement begins in a territory that contains a Naval Base, the Landing Craft can move 2 Sea Zones and then end its movement on land.

Landing Crafts can also move on land in the *Non-Combat Movement* phase– one territory in each turn.

Landing Crafts can be transported by Transports in the *Non-Combat Movement* phase and counts as a Tank unit towards the Transports cargo capacity.

If a Landing Craft crosses an enemy minefield and is struck by a mine, the Landing Craft is lost immediately and so are the units inside it. Landing Crafts cannot be scrambled by enemy air units.

If attacking Landing Crafts take part in an invasion that contains other friendly ships and the defender chooses to scramble the defending air units against the invading forces (sea battle), the Landing Crafts are not affected – and they must therefore carry on with the invasion.

### **Note 1:**

If a territory that has Landing Crafts in it is attacked by enemy units these Landing Crafts are considered as cargo – they cannot be chosen as casualties nor can they block enemy blitz movement.

If this territory is conquered by enemy units the Landing Crafts are simply lost and removed from play.

### **Note 2:**

The production of Landing Crafts is limited to these Nations and numbers – and the production must be in these cities:

USA (Washington or Los Angeles): **12**

United Kingdom (London): **8**

Germany (Berlin): **6**

Japan (Tokyo): **4**

Italy (Rome): **4**

Landing Crafts lost can be reproduced.

