

Landing Craft and Amphibious Landings (v4.3)

There are three kinds of “**Landing Craft**” — Landing Craft, DUKW, and LST. When the generic term is used a rule applies to all three types of Landing Craft; some rules are specific to only DUKW (18.4e) or LST (18.4f). DUKW have a unique MA of 8 per phase; the other two types move 10 per phase.

Floating Forces/Sea Box. This off-map box is where Landing Craft begin the process of moving cargo ashore. Landing Craft move to and from the map via Naval Release Points (NRP) or Air Entry Points (AEP). There is no cost to make this move, but a Landing Craft can only go one direction — into the box or out of it — in any given phase. If a game has Landing Craft, it has a Floating Forces or Sea Box and NRPs/AEPs.

- Loading in this box can only be done at the start of the Movement Phase!

Cargo can be ground units and SPs. Loading is usually done in Floating Forces, but can also be done at on-map ports. There is no cost to load or unload cargo, but a Landing Craft **stops** its movement after unloading. There are three general types of Amphibious Landings:

- A) If the hex is occupied by an enemy combat unit, it is a Beach Assault (see 18.6). Very uncommon!
- B) When **not** using a friendly port, an **ALT Roll** is needed to unload cargo. Make one roll per 3 RE unloaded in a hex. This can only be done in the Movement Phase. Make the ALT rolls after **all** movement of Landing Craft has been completed. Ground units can land in either Combat or Move Mode, and can move 1/2 MA after landing. Exception: SP and Transport Points **cannot** be unloaded.
- C) When using a port, an **ALT Roll** is **not** needed — just unload cargo up to the port’s capacity. This can be done in the Movement, Reaction, or Exploitation Phase. Ground units can land in either Combat or Move Mode, but **cannot** move after landing. Note that SP and Transport Points **can** unload when using ports, and that ports with a capacity above zero can use their full capacity to load/unload any single combat unit. *Play Note: Use the regular Sea Cap to move SP ashore during the Movement Phase, and then use “extra” Landing Craft to bring in SP at ports during Exploit and/or Reaction.*

DUKW move 8 per phase when acting as a ship, and can only carry “light” cargo (the kind that can be moved via Air Transport missions). They can be converted to act as a truck when they make an **ALT roll** (and this can be the same roll that unloads cargo), and at this point their MA is 24. They **stop** if they unloaded cargo as part of this roll; otherwise they multiply remaining MA by 3 if converting from ship-to-truck, and divide remaining MA by 3 when converting the other direction. When in truck mode, they spend 2 MP to load/unload. (*Example: DUKW loaded with 1 SP spends 3 MP moving from an NRP to the coastal hex where it wants to convert to a truck. An ALT roll is made, and if successful the DUKW gets to make an “after landing” move using a proportion of its remaining movement. Multiply its remaining movement by 3, so $5 \times 3 = 15$ MP. It could move a couple of hexes and then unload the SP.*) DUKW are super-cool because they can bring SP ashore in non-port hexes!

- **ALT roll** is **not** needed to convert from truck to ship!

LST have the unique ability to create a new 1 SP port. This can be done by making a successful **ALT roll** (and this can be the one used to unload cargo). These ports cannot be damaged (but are destroyed when an enemy combat unit overruns the hex). LST are downgraded to regular Landing Craft when a loss is taken, so keep them in Floating Forces until you want to create an LST Port — they are too valuable to risk!

- An LST port **cannot** be put in the same hex with another port!