

## Naval Mine:



*Naval mines often inflicted heavy losses among transports and other naval units.*

**Attack:** -

**Defense:** 2

**Move:** -

**Cost:** 1

**Maximum on game board:** unlimited

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

Naval mines are powerful naval defense units and can bolster any naval line of defense.

All surface naval units are exposed to Naval Mines when they pass through a Naval Minefield.

Naval Mines are purchased in the *Purchase & Repair Units* phase.

Only Escort units can transport – and lay – Naval Mines.

This manoeuvre can only occur during the *Non-Combat Movement* phase.

Naval Mines cannot move on land – not even by *Strategic Rail Movement*.

A maximum of 3 Naval Mines can be loaded onto an Escort unit.

Naval Mines are placed on a line of the sea zone being defended.

There is no limit to the number of Naval Mines that can be placed on a naval line.

Any enemy surface naval unit entering the sea zone across that line must pass through the naval minefield.

For every Naval Mine, roll a dice, and for every “1” or “2” rolled a mine detonates and the attacker loses 1 surface naval unit.

Naval Mines that are detonated are removed from play.

### **Example 1:**

Germany has purchased 3 Naval Mines on a previous turn.

During *Non-Combat Movement* the German player loads 3 Naval Mines from *Germany (Berlin)*

onto an Escort unit that has not moved or attacked in this turn – and moves the Escort unit from sea zone 113 to sea zone 112.

The German Escort unit lays all 3 Naval Mines on the border between sea zone 112 and 110.

### **Note 1:**

The German Escort unit must lay all 3 Naval Mines at the same line.

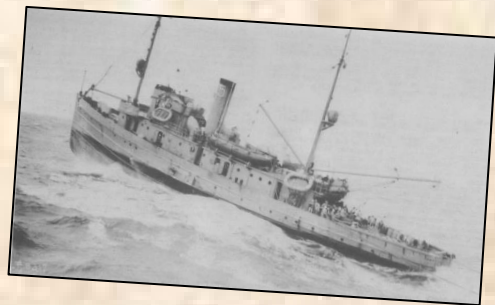
It is not possible to split up the Naval Mines from the same Escort unit between multiple naval lines.

Once the Escort unit has laid the Naval Mines it must end its movement in that sea zone.

When any enemy surface naval unit moves across that naval line, the Naval Mines will defend.

If the enemy surface naval unit moves across another naval line these mines do not defend.

In other words: Naval Mines only defend when enemy surface naval units pass through the line with the Naval Minefield.



### **Example 2:**

Two UK Destroyer units attack through a Naval Minefield that contains 10 German Naval Mines – the German player must roll one dice at a time until 2 Naval Mines have detonated and thereby eliminated the two UK Destroyer units – or until all 10 Naval Mines have defended.

Only Naval Mines that have detonated are removed from play – the other Naval Mines that have defended but not detonated are still active and ready for future defense.

### **Example 3:**

If The Allies take control of sea zone 112 the German Naval Mines at the naval line between sea zone 112 and 110 (see example 1) that have not yet detonated are still active.

Every time any Allied surface naval unit crosses that naval line the German Naval Mines will defend as usual as mentioned in example 2.

**Example 4:**

United Kingdom has placed 5 Naval Mines on the line between sea zone 91 and 92 to protect against enemy naval surface movement – but a French *Cruiser* unit and *Destroyer* unit move from sea zone 93 across that same line.

Those two French surface naval units must pass through the British Naval Minefield with some Allied information about the Naval Minefield. So for every Naval Mine that is on the line, the UK player rolls a dice and for every “1” a Naval Mine detonates and a French naval unit is lost.

The Nation that purchases the Naval Mines also moves and lays these mines – and can move freely through the Naval Minefield.

Once a Naval Mine is laid on a line, it cannot be moved again – it must remain there until it detonates.

Naval Mines can only be laid by the owner in a sea zone that the owner controls since the start of the *Non-Combat Movement* phase.

It doesn't matter if the sea zones that are adjacent to this sea zone are occupied by enemy naval units.

Mines that are purchased and not laid must be stored in the owners Capital.

These Naval Mines cannot defend and cannot be taken as casualties if that territory is attacked. If that territory is lost the Naval Mines are also lost and removed from play.

Naval Mines must be produced in the Capital belonging to the Nation that produces the Naval Mines.

All Nations including India, but except China, can produce Naval Mines.

**Example 5:**

Germany can only produce Naval Mines in Berlin. The Berlin industrial complex can produce a maximum number of Naval Mines in each turn equal to the maximum capacity of that industrial complex.

The production of Naval Mines does not count towards the production capacity of the Industrial Complex – meaning that the Industrial Complex can produce other units in accordance with its capacity.

**Example 6:**

Germany produces 10 Naval Mines, 10 Land Mines, 10 Rockets and 10 other units at the Berlin Industrial Complex in the same turn.

**Note 2:**

Naval Mines do not block naval movement – but any surface naval unit passing the line defended by Naval Mines must still pass through the Naval Minefield.

**Note 3:**

Naval Mines that are placed on a line must defend against enemy surface naval units passing this line both in the *Combat Movement* phase and *Non-Combat Movement* phase.

However, if enemy surface naval units attack across a line defended by Naval Mines – and the attacker withdraws after any round of combat – the Naval Mines do not defend against the retreating enemy surface naval units.

**Sweeping enemy Naval Mines:**

During *Combat Movement* an attacking Escort unit can sweep up to 3 enemy Naval Mines. For each attacking Escort, the attacker rolls a dice for each enemy Naval Mine – but a maximum of 3 dice for each attacking Escort unit.

For each “1” an enemy Naval Mine is swept and immediately removed from play – without defending.

If multiple attacking Escort units pass through the same Naval Minefield, all of these Escort units can each sweep up to 3 enemy Naval Mines – even if the number of attacking Escort units exceed the number of enemy Naval Mines.

**Remember:**

An Escort unit can only perform 1 mission in each turn.

In other words:

- if an Escort unit attacks it cannot transport any Naval Mines in the same turn
- if an attacking Escort unit takes part in a Naval Battle it cannot sweep any enemy Naval Mines in the same turn

When the *Non-Combat Movement* phase is over, the Escort unit can be part of a *Convoy* – or any other Naval Task Force even when this Escort unit has laid Naval Mines in this turn.

**Important:**

Submarines and Landing Craft units are not affected by Naval Mines.

These units can move freely through any Naval Minefield.