

once against SR limits even though two fleets took part in its SR. Kiel and Istanbul may similarly serve as Front-to-Front transfer points.

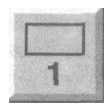
Hostile units in Cadiz or any other hex adjacent to Gibraltar do *not* obstruct the SR/Sea-Escort of units through, into or out of Gibraltar. Naval units, whether performing Sea Escort or being themselves moved by SR, may not pass through the Turkish Straits unless both sides of both Crossing Arrows there are under friendly control. In order to SR fleets from the North Sea to the Baltic Sea (or vice-versa), either Kiel or both I32 and I33 must be under friendly control. Otherwise, hostile adjacent ground units do not bar sea passage except through Crossing Arrows, although they would prohibit the landing of such units in an adjacent hex.



21.7 PARTIAL NAVAL UNITS

Unlike air units, naval units cannot be voluntarily broken down into smaller units to perform separate tasks. Fleets are replaced by partial fleets only when combat losses occur. A fleet taking losses is reduced to the fewest possible partial units. If not enough partial fleets are available to "make correct change" when naval losses are suffered, more factors are lost than otherwise would have been. Partial fleets of the same nationality may be combined together when at the same base. Two 6-factor fleets could be replaced by a 9-, a 2- and a 1-factor fleet. Two smaller partial fleets could be combined into a larger one just before SR, if the correct partial fleets are available. Each partial fleet is one unit for SR purposes. Partial fleets cannot be reconstructed (11.252).

22.0 REPLACEMENTS



Replacements represent training organizations feeding new levies into combat units. Their main function is to provide players with cheap units that they can eliminate when subjected to Attrition combat. The U.S.S.R. has no Replacements.

A Replacement, once placed, may be moved only by SR or when required to retreat by an opponent's Attrition hex selection.

A Replacement has one combat factor, and defends accordingly against enemy Offensive-Option attacks. It may attack only as part of a Non-Phasing Player's Counterattack when so required during an enemy Offensive Option. It may not attack during its own side's Offensive Option, even if adjacent to the enemy. It is *not* counted for Attrition if in contact with the enemy, and may not advance to occupy an Attrition-gained hex.

23 0 AIRBORNE



An airborne unit ignores all stacking limits, and is never counted in determining the number of units in a stack. It may both attack and defend in situations where another unit would be overstacked. This rule applies even if the airborne unit is moved and used like infantry. It does not apply to Seaborne-Invasion combat if the airborne unit is embarked on a naval unit; only two embarked ground units may attack and this cannot be increased to three by using the airborne.

To make an Airdrop, an airborne unit must *begin* the friendly Player Turn already in a supplied airbase (or city) hex not in enemy ZOC. (It may not move and then drop later in the turn, nor may it drop during a turn in which it is moved by Sea Transport or Seaborne Invasion. Placing an airbase in an airborne unit's hex at the start of the turn does not constitute the unit's beginning its turn on an airbase.) From there it may be Airdropped immediately prior to normal (or Exploitation) combat resolution during an Offensive Option. It may drop on any hex within six hexes of its airbase/city hex—but, like an air unit, may not cross a hex that contains any neutral land to do so.

An airborne unit may Airdrop on a hex that contains one or more enemy units. If it does, it must—either alone or in conjunction with other attacking units—attack them and no other adjacent units. If *not* dropped on an enemy unit it may attack the enemy unit(s) adjacent to its drop hex. An Airdrop can untriple certain defenses; see 4.51.