



18. DOCKING

Surface ships and submarines occupying a friendly port hex may dock. Docked ships may not be attacked by enemy submarines, nor by enemy SSMs launched from surface ships.

Docking takes place on the Tactical Display, and may only be performed in the Move step of a Surface or Submarine phase, before the unit to be docked has executed any movement.

Docked units may not move.

HOW TO DOCK

1. Select a port hex containing at least one ship or sub to be docked, then click the TACTICAL DISPLAY button.
2. Select any ship or sub (grouped or ungrouped) and drag it to the DOCK box at the bottom of the Tactical Display.
3. Repeat as desired for each ship to be docked.

There is no limit to the number of ports in which docking may take place each turn. To dock in other port hexes, simply repeat steps 1 to 3.

HOW TO UNDOCK

Un-docking takes place on the Tactical Display, and may only be performed in the Move step of a Surface or Submarine phase.

1. Select a port hex containing at least one docked ship or sub, then click the TACTICAL DISPLAY button.
2. Select a docked ship or sub and drag anywhere off the right side of grouping template. The unit is now undocked and may move normally on the OPS Display.
3. Repeat as desired for each ship to be undocked.

If more than one ship is docked, scroll through the stack in the DOCK box as required to find the ship you want to undock.

