



17. REPLENISHMENT

To regain fuel and ordnance, surface ships and subs may replenish. Air units may not replenish.

There are two types of replenishment: in-port and at-sea. Both types are carried out on the Tactical Display.

Units may replenish before they are completely exhausted.

Units which replenish may not move or attack in the phase in which they replenish.

AT-SEA REPLENISHMENT

Only surface ships may replenish at sea, and only during the Move step of a Surface phase, before the replenishing ships execute any movement.

Supply Ships

At-sea replenishment is provided by three types of ships: oilers (AO), ammo carriers (AE), and combat support (AO or AOR). Tanker (FT or ET) are not supply ships. A surface ship may only replenish if in the same group with at least one supply ship.

How to Perform At-Sea Replenishment

1. Select the hex containing the replenishing ship and the supply ship, then click the TACTICAL DISPLAY button.
2. Group the supply ship with the replenishing ship, if necessary.
3. Drag the replenishing ship to the template section containing the supply ship. (This is the only time two or more ships may occupy the same segment of the grouping template.)
4. A clipboard will appear to confirm the replenishment. Click OK
5. Repeat as desired for each ship in the group you wish to replenishment.

There is no limit to the number of hexes in which at-sea replenishment may take place each turn. To replenish in other hexes, simply repeat steps 1 to 5.

At-Sea Replenishment Limitations

Each supply ship may provide a maximum of six replenishment actions per turn. There are two types of actions: **refueling** and **rearming**. A ship is allowed to refuel only when its fuel capacity is at 80 percent or less. A ship may rearm if it has expended any amount of ordnance. SSM ammunition may never be replaced at sea.

Applying At-Sea Replenishment

At the end of the phase in which ships have been assigned to replenish, the computer carries out replenishment according to set parameters. Ships are replenished in order of their assignment to a supply ship, with priority given to refueling. Ships that are successfully replenished will be announced on a clipboard. Note: Squalls and storms may prevent at-sea replenishment from taking place.

Effects of At-Sea Replenishment

Replenishing units may not move or attack while replenishing. In addition, a replenishing ship has its defense capability halved for that turn. Upon completion, the resupplied ship is moved to a random empty section of the grouping template.

Supply Ship Limitations

Supply ships only carry limited amounts of fuel and ordnance. In the event they run out of supplies, they themselves must be replenished before they can provide at-sea replenishment to other ships.

IN-PORT REPLENISHMENT

Surface ships and submarines may perform in-port replenishment only if they occupy a friendly port hex, and only during the Move step of a Surface or Submarine Phase.

How to Perform In-Port Replenishment

1. Select a port containing at least one ship or sub to be replenished, then click the TACTICAL DISPLAY button.

2. Select any ship or sub (grouped or ungrouped) and drag it to the Replenishment box in the lower left of the Tactical Display.
3. A clipboard will appear confirming the replenishment. Click OK.
4. Repeat step 2 for each ship you wish to replenish.

There is no limit to the number of ports in which in-port replenishment may take place each turn. To replenish in other port hexes, simply repeat steps 1 to 4.

Applying In-Port Replenishment

At the end of the phase in which ships have been assigned to replenish, the computer carries out replenishment according to set parameters. Ships are replenished in order of their assignment to the Replenishment box, with priority given to refueling. Generally, a greater amount of replenishment may occur in port than at sea. Ships that are successfully replenished will be announced on a clipboard.

NOTES ON REPLENISHMENT

Many ships in the game (including nuclear-powered ships) are considered to have an unlimited supply of fuel. Also, non-combat ships do not carry ordnance.

Although replenishment is allowed in any scenario, there is rarely any need for it in scenarios lasting less than 15 turns. Therefore, do not waste time replenishing in the shorter scenarios.

If you move surface ships at high speed (red movement arrows) fuel is rapidly consumed. If you keep this up you will need to refuel much sooner than if moving at normal speeds (gray movement arrows).

SSMs and torpedoes cannot be replenished at sea, so if you shoot all of them off in one turn, you will be weaponless until you return to port.

