

Naval Activities

Naval Activity	Maximum Range	Port-Touching Requirement	Offensive Action (Costs BRPS)	Requires Uninverted Units	Inverts the Units
Change Base	40/20	None	No	No	No
Patrol	40/20	20/10	Yes	Yes	Yes
Sea Transport					
Seaborne Invasion					
Shore Bombardment					
Fast Carrier Missions					
Raid					
Sea Supply	None	20/10	No	Yes	Yes
Sea Escort				No	No*
NRs				No	No*
Intercept Naval Activities	40/20	None	No	Yes	If Successful
Naval Displacement				No	Yes
Flee Air Attacks on Naval Base				No	Yes
Return to <i>Other</i> Naval Base	20/10	As per mission	--	--	--
Withdraw from Naval Combat	--		--	--	Yes
Abort Mission	--		--	--	

* - But NRing may prevent uninverting.