

Naval Activities v7

Naval Activity	Maximum Range from Base of Origin† 21.361	Port-Touching Requirement‡ 21.361	An Offensive Action Costing BRPs - 9.3	Requires Uninverted Units	Inverts the Units
Change Base 21.22	40/20	None	No	No	No [¶]
Patrol 21.41	40/20	20/10 ^P	Yes	Yes	Yes
Sea Transport 21.43					
Seaborne Invasion 21.51					
Shore Bombardment 21.52					
Fast Carrier Missions 21.55					
Raid 21.53	None	20/10 ^P	No	Yes	Yes
Sea Supply 30.33					
Sea Escort 21.6					
NRs 28.5				No	No*
SW Box Naval Unit Usage 25.35	per normal requirements		per type of mission	Yes	No
Intercept Naval Activities 22.2	40/20	None	No	Yes	If Successful
Naval Displacement 21.23					
Flee Air Attacks on Naval Base 23.46					
Return to <i>Other</i> Naval Base after a Successful Mission 21.33	20/10 from mission hex (or return to base of origin)	As per mission	--	--	--
Withdraw from Naval Combat 22.6	20/10 from combat hex [‡]		--	--	Yes
Abort Mission 22.28	(or return to base of origin)		--	--	

† - hexes, in Europe / in the Pacific.

* - NRing prevents uninverting, 28.81. Yes, for NRs from SW boxes, 25.372.

‡ - Unsuccessful Sea Transports, Seaborne Invasions, Sea Escorts, NRs, and Base Changes *must* return to their base of origin.

¶ - Yes, if mapboard box to (non-SW) mapboard box, or if changing theaters, or if *from* an SW box--21.224, 25.372.

^P - Western Allied missions from the Hawaiian Islands may exceed this under certain conditions, 21.3615.

Japanese missions from Japan, especially to Midway, Johnston Island, the Hawaiian Islands, and the Aleutians may exceed this under certain conditions, 21.3616.