

# **Naval support assistance unloading an amphibious TF**

**Game version 11.28.4.**

Game date 7 Dec. Allied TF from PH to Lania (2 Hexes) with no enemy activity.

Used an amphibious TF with 1x xAK and 1x xAKL loaded with a hybrid artillery unit, 72t+825e and 2351s.

## **Friendly held base**

All TF began unloading on the turn after they arrived.

| Trp & E |           |                 |            |             |                    |
|---------|-----------|-----------------|------------|-------------|--------------------|
| NS      | Port Size | Trp unloaded in | All unload | All devices | Supply unload rate |
| 0       | 0         | 4               | 22         | n           | 164                |
| 40      | 0         | 4               | 22         | n           | 164                |
| 70      | 0         | 4               | 22         | n           | 164                |

| Trp & E |           |                 |            |             |                    |
|---------|-----------|-----------------|------------|-------------|--------------------|
| NS      | Port Size | Trp unloaded in | All unload | All devices | Supply unload rate |
| 0       | 1         | 3               | 15         | y           | 320                |
| 40      | 1         | 2               | 11         | y           | 800                |
| 70      | 1         | 2               | 10         | y           | ?                  |

| Trp & E |           |                 |            |             |                    |
|---------|-----------|-----------------|------------|-------------|--------------------|
| NS      | Port Size | Trp unloaded in | All unload | All devices | Supply unload rate |
| 0       | 2         | 3               | 14         | y           | 475                |
| 40      | 2         | 1               | 11         | y           | 960                |
| 70      | 2         | 1               | 10         | y           | ?                  |

## **Enemy held base**

All TF began unloading on the turn they arrived.

| Trp & E |           |                 |            |             |                    |
|---------|-----------|-----------------|------------|-------------|--------------------|
| NS      | Port Size | Trp unloaded in | All unload | All devices | Supply unload rate |
| 0       | 0         | 3               | 25         | y           | 108                |
| 40      | 0         | 3               | 25         | y           | 108                |
| 70      | 0         | 3               | 20         | y           | 144                |

| Trp & E |           |                 |            |             |                    |
|---------|-----------|-----------------|------------|-------------|--------------------|
| NS      | Port Size | Trp unloaded in | All unload | All devices | Supply unload rate |
| 0       | 1         | 3               | 24         | y           | 108                |
| 40      | 1         | 2               | 24         | y           | 108                |
| 70      | 1         | 2               | 20         | y           | 144                |

| Trp & E |           |                 |            |             |                    |
|---------|-----------|-----------------|------------|-------------|--------------------|
| NS      | Port Size | Trp unloaded in | All unload | All devices | Supply unload rate |
| 0       | 2         | 2               | 24         | y           | 108                |
| 40      | 2         | 2               | 24         | y           | 108                |
| 70      | 2         | 2               | 20         | y           | 144                |

## **Friendly base. Manually docked.**

| Trp & E |           |                 |            |             |                    |
|---------|-----------|-----------------|------------|-------------|--------------------|
| NS      | Port Size | Trp unloaded in | All unload | All devices | Supply unload rate |
| 40      | 1         | 1               | 11         | y           | 1000               |

## **Enemy base. Level 9 port**

| Trp & E |           |                 |            |             |                    |
|---------|-----------|-----------------|------------|-------------|--------------------|
| NS      | Port Size | Trp unloaded in | All unload | All devices | Supply unload rate |
| 40      | 9         | 2               | 24         | y           | 108                |

It is difficult to work out the unload rates for troops and equipment. The only measure I had was turns. Supply was easy provided the amount of Supply left to unload was greater than the Supply unload rate. Which happened twice, hence the ?

## Sheet1

### Some observations

- 1 Large devices cannot be unloaded at a friendly size 0 port. Naval support has no effect???
- 2 NS has no effect on the unload rate at friendly size 0 port.
- 3 Port size only affects friendly unload rates. Apart from a few very small anomalies they never affect unloading at an enemy base.
- 4 Large devices are always unloaded at a enemy size 0 port. Naval support is not needed???
- 5 NS has a marginal effect on the unload rate at an enemy size 0 port?
- 6 Port size has no effect on enemy unload rate. See port size 9 test.  
Cargo (Cargo) unload rates appear very strange until I remembered the TF never automatically docked. The difference is apparent down to the ship entering and leaving a docked state each turn. This falls down when it comes to size 0 ports though?? Doing this costs operational points so less time to unload. See the manually docked test.
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