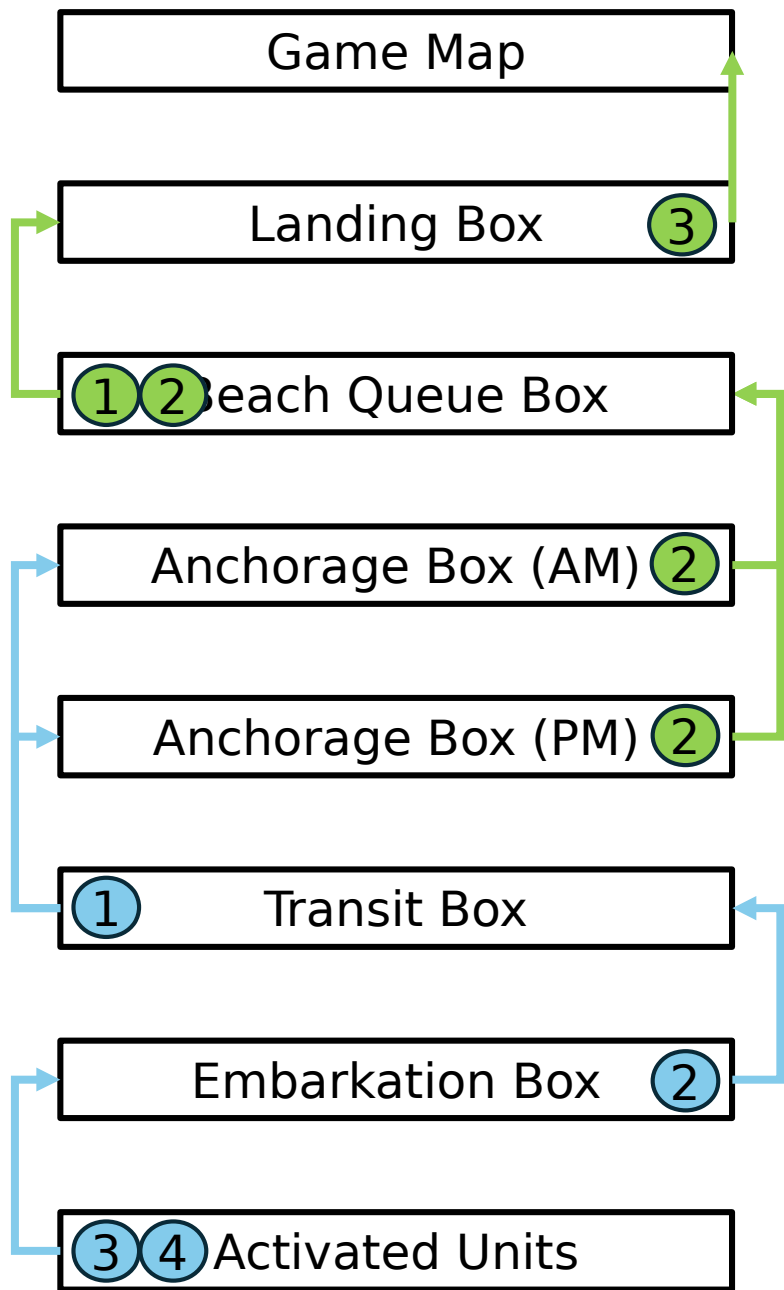




Naval Transit Segment (once per Day)

Step 1: groups of 6 units; 0-4 move to AM, 5-9 move to PM Anchorage Boxes.

Step 2: Move units from Embarkation Box to Transit Box for specific beach.

Step 3: Add units added to Activation Lists

Step 4: Activated units may be moved to Embarkation Box. Increase Embarked #:

1 per Leg step

2 per non-Arty Mech step

3 per Arty step (inc SP)

Limit (per AG): June 7-14 = 150; June 15+ = 100

AM & PM Movement Phase (after all movement)

Step 1: Move steps from Queue Box to Landing Box up to limit (3 (Storm), 5 (Rain+Overcast), 6 (other)). Min 1 unit. OK to Breakdown.

Step 2: May move units from AM/PM Anchorage Box to the In Queue Box, no limit (reduce Embarked #). Units may move on to Landing Box it isn't full. PM units may not move if AM Box is not empty.

PM only: units may be moved between Anchorage Boxes (AM to AM, PM to PM)

Step 3: Units may from Landing Box to the