

The time is 1985, the world is at war.
You are commander of the...

Task Force

★★★
Naval Tactics
and Operations
in the 1980's

An exciting, authentic
combat operations
game that accurately
simulates the air, surface
and subsurface duel
of modern naval
combat

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| SO.DD Slavny 2*3*2C 3 M4 | SO.DD Skory 2 2* 2C* 3 0 | SO.DD Krasny 2 2* 2C* 3 0 | SO.DD Bedovy 1 1 2 | SO.DD Chapaev 3*3*1D*3 L8 | SO.CG Drozd 2 3*1D*3 I4 |
| SO.CG Grozny 2 2* 2C* 3 I8 | SO.CL Sverdlov 0 | SO.CL Murmansk 0 1 5B 3 0 | SO.CV Minsk 3*4*2C 4 J8* | SO.CG Moskva 2*3*2D 3 K4 | SO.CG Kerch 3*4*1C*3 L8* |
| SO.CG Isakov 3*3*1D*3 L8 | US.SSN Gato 2 0 5 0 A4 | US.SSN Dallas 0 5 0 A4 | US.SSN Ray 2 0 5 0 A4 | US.SSN Hercules 0 1 1C 3 A8 | US.SSN Kiev C*4 J8* |
| US.SSN Clark 1*3*1C 3 A4 | US.SSN Bowen 2*3 1B 3 A4 | US.SSN Cone A8* | US.SSN N.Y. City 3 0 5 0 A4 | US.SSN Clark 1*3*1C 3 A4 | US.SSN Paul 2*3 1B 3 A4 |
| US.SSN Bowen 2*3 1B 3 A4 | US.SSN Perry 1*3*1C 3 A4* | US.SSN Fife 2*3 2B 3 A8 | US.SSN Dale 2*2*0 3 A8* | US.SSN Bowen 2*3 1B 3 A4 | US.SSN Corry 2* 1 2B 2 0 |
| US.SSN Perry 1*3*1C 3 A4* | US.SSN Duncan 1*3*1C 3 A4* | US.SSN King 2*2*1B 3 A8* | US.SSN Luce 2*2*1B 3 A8* | US.SSN Perry 1*3*1C 3 A4* | US.SSN Luce 2*2*1B 3 A8* |
| US.SSN Semmes 2*2*2B 3 A4* | US.SSN Peterson 2*3 2B 3 A8 | US.CV Nimitz 0 2 0 3 0 | US.CV Vinson 0 2 0 3 0 | US.SSN Semmes 2*2*2B 3 A4* | US.SSN Saratoga 0 2 0 3 0 |
| US.CG California 2*3*2B 3 A8* | US.CG Biddle 2*3*1B 3 A8* | US.CV Nimitz 0 2 0 3 0 | US.CV Vinson 0 2 0 3 0 | US.CG California 2*3*2B 3 A8* | US.CV Saratoga 0 2 0 3 0 |

Search and Destroy on the High Seas!

Task Force is a highly realistic simulation of modern naval combat. Three of the most critical ocean-going routes — the Mediterranean, the Norwegian, and the Caribbean Seas — are represented on the game-map. Players must secretly set up their Task Forces (surface ships) and Subrons (submarine groups) on the map and then seek out the enemy fleets. Search may be active, an accurate but dangerous form of tracking, or passive, a less accurate but less revealing method. Once the enemy is discovered, combat is initiated. Surface-to-surface missiles are

launched, ships' gunnery opens up, and aircraft streak in to attack the enemy.

Task Force contains two identical 22" x 34" maps, 440 single and double-sized counters, rules booklet, and various playing aids. The 12 scenarios are presented in four levels of complexity, from introductory to tournament. Additionally, instructions are included to allow players to create new scenarios, using the major fleets of the world and their key ships that are represented in the counter mix.

**Task Force is available for \$18 as of 15 March 1981
through retail outlets nationwide!**