

SIXTH FLEET

GLENN ROBINSON

US/Soviet Naval Warfare in the Mediterranean in the 1970's

Scale is 8 hours per turn and 45.4 nautical miles a hex. Game Sequence is Combat/Move. Turn 1 is only a Soviet move phase, Turn 2, 3, etc. are NATO Combat/Move: Soviet Combat/Move. There are two scenarios — one of 10 turns and one of 21. Reinforcements arrive between turns 10 and 11. There are two main terrain features — the Aegean Sea which doubles defence and movement cost and impassable terrain. All units are written in the same style: from top left to bottom left it is Anti-Air: Anti-Surface: Anti-Submarine. From top right to bottom right it is: Movement Allowance: Defence Strength: ECM level.

Zones of control (ZOCs) DO force combat but only one unit in the stack need attack or if next to two enemy units then only one of them must be attacked. Units must stop upon entering a ZOC. You cannot leave a ZOC unless you are faster, an aircraft, a submarine or if it is an aircrafts ZOC you are in. Only submarines may move directly from one ZOC to another. No unit may retreat through a ZOC. ZOCs of units that haven't an attack strength of the correct type may be ignored by the moving unit.

Combat is by differential (attacker minus defender) and this is checked against the highest ECM of the defending units. This yields a range on the combat table i.e. 1-3. A die is then rolled. If a 1, 2 or 3 results then the defender is retreated one hex (the standard result). Air units do not retreat, they are destroyed. No unit may retreat through a ZOC or impassable terrain. Units that do not have the appropriate attack strength are not penalised but those who produce a minus differential must themselves retreat one hex. The enemy may advance after this combat as can a normal victorious unit. The stacking for ships/subs is 3 units and 6 aircraft (can be in same hex). Units are attacked in the order they are stacked, from top to bottom. The only way to skip a unit is if you don't possess the right attack strength.

Air units MUST return to a national airbase or carrier the move after being flown out, or they are destroyed (count towards victory). If all that remains is to fly to a friendly airbase of a different



nation then they are still lost but DO NOT count towards victory. Units on an airfield hex are presumed to be kept permanently aloft on CAP. USA carrier aircraft can operate from US land bases but land aircraft are only allowed on a land base. Victory points are gained for each destroyed enemy unit and for territorial gains. There are provisions for using Arab/Israeli aircraft in the game.

Picture 1

This shows the general layout of the game. All units that are IN a hex are at the bottom of the stack. The middle unit is the one directly above and the one 60 to the right is the top one. This idea is carried on for the stacks of 6 aircraft. To the left of Sardinia and also to the left of the Mediterranean are the American carriers with their aircraft below them (they are on top of the carrier but had to be separated for the photograph). The mass of two-tone units on the heel of Italy and dotted round elsewhere are aircraft that halve their attack strengths on a night (every 4th) turn.



Picture 2
 Turn 1. Close up of the main area of action in the game. Second only to the destruction of the American Carriers, the airbase on Crete is the linchpin in the NATO defence. The Soviet player in his first move (which this is) must attempt to neutralise this base with his airpower (whilst not allowing them to be cut off). The initial set-up hexes can be seen in this photograph. The Soviet air corridor has been hampered by the Greek ship at the top of the Aegean. The other Soviet vessels are going to the Aegean or have surrounded the carrier fleets with their ZOCs.



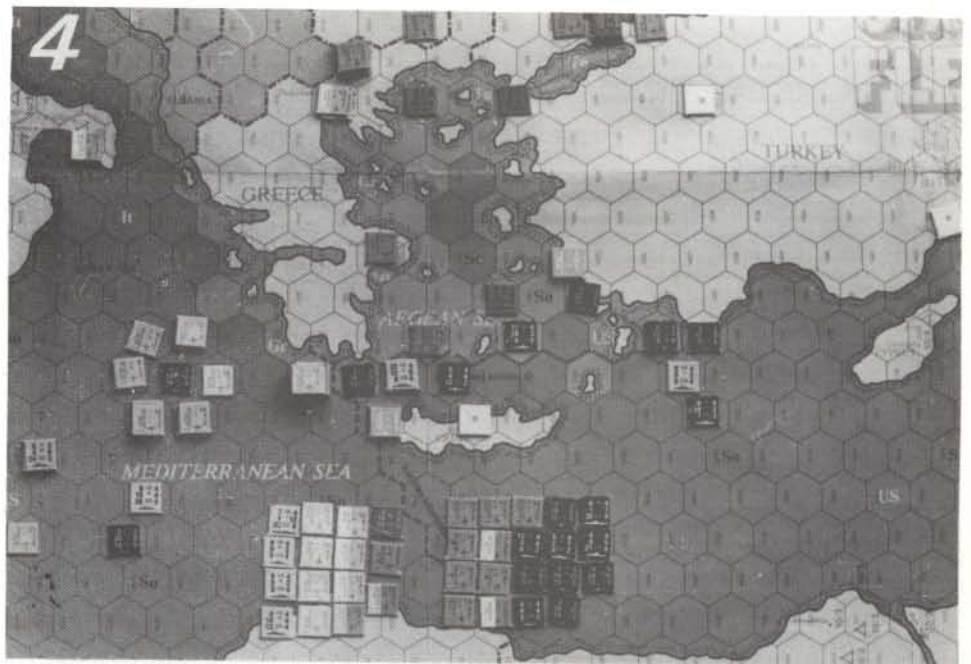
Sample Surface Naval Unit			
Fleet Nationality and ID number			
Anti-Air Strength	9 US 4	Movement	
Anti-Surface Strength	9 6 2	Defense Strength	
Anti-Submarine Strength	9 CG 4	ECM Value	
Ship Type and Silhouette			

Picture 3
 End of turn 4. Crete and Eskisehir have been destroyed, as has one of the American carriers. The other is still fighting desperately. The US nuclear subs have infiltrated into the Aegean. Most die rolls in this area are 1s and 2s. The Soviet aircraft have just flown to their bases. The US carrier aircraft are all operating from Sicily until the fate of the last carrier is resolved. Its loss would be crippling to NATO.



Sample Air Unit			
Nationality and ID number			
Anti-Air Strength	8 So 7	Range Allowance	
Anti-Surface Strength	12 42 3	Defense Strength	
Anti-Submarine Strength	0 ↑ 0	ECM Value	
Type and Silhouette and Carrier-based Indication			

Picture 4
 End of turn 10. All destroyed units are at the bottom of the photograph (as in picture 3). The US carrier has finally got away. The Soviets have not cleared the Aegean but more important than that, the Turkish subs that start the game in the Dardanelles have not been touched. If the game carries on then the Soviet Black Sea fleet will find them very hard to move, with Adana gone the Turks have no more bases, whilst the British still have Limassol but no aircraft. Overall then a rather abstract but good simulation. There is no easy win for anyone although NATO is the favorite.



Sample Submarine Unit			
Nationality and ID number			
Anti-Air Strength	0 It 2	Movement Allowance	
Anti-Surface Strength	12 22 8	Defense Strength	
Anti-Submarine Strength	16 SS 4	ECM Value	
Ship Type and Silhouette			