

TaskForce

Naval Tactics and Operations in the 1980's

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READ THIS FIRST:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number
 ↓
 Primary Case Number
 ↓
 Secondary Case Number
 ↓
 [6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
 Rules Questions Editor for
 Task Force
 257 Park Avenue South
 New York, N.Y. 10010

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[1.0] INTRODUCTION

Task Force is a realistic simulation of naval combat in the 1980's and 1990's on an operational and tactical scale, portraying most of the major fleets of the world and their key ships.

[2.0] GAME EQUIPMENT

[2.1] THE GAME-MAP

The game-map is a 22" x 34" representation of three of the most critical ocean-going routes of contemporary navies: the Mediterranean, the Norwegian Sea, and the Caribbean Sea. A hexagonal grid is printed on the map to regulate movement and placement of playing pieces. In addition, hexes are grouped together to form *megahexes*, which are also superimposed over the map.

[2.2] THE PLAYING PIECES

The cardboard pieces (called *counters*) represent the naval vessels or markers used during play. Each counter contains information that is vital to the play of the game.

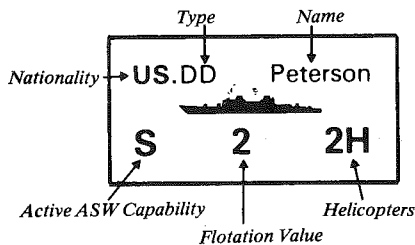
[2.21] How to Read the Counters

The countermix includes forces of various nationalities, each of which is portrayed by a unique symbology. See 2.22 for an explanation of the values printed on each counter.

[2.22] Sample Units

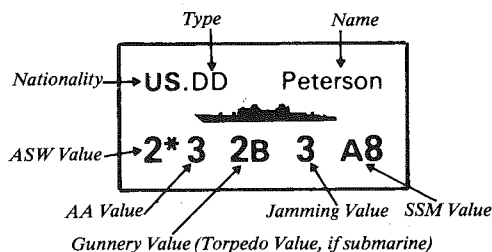
NAVAL VESSELS (US)

Front (Electronics)



Note: A Helicopter Value that is followed by an asterisk (*) indicates that a ship possesses long-range helicopters (see 32.1).

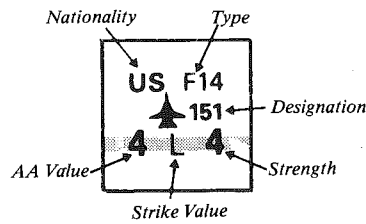
Back (Combat)



Note: A Gunnery Value that is followed by an asterisk (*) indicates that a ship possesses anti-surface ship torpedo capability (15.31); an AA Value followed by an asterisk indicates that a ship possesses area AA weapons (16.29); an SSM Value followed by an asterisk indicates that the ship may use an alternate type of SSM weapons after depleting its stock of the type indicated on the counter (16.32); an ASW Value followed by an asterisk indicates that the ship possesses area ASW weapons (18.21).

COMBAT AIR SQUADRON (US)

Front



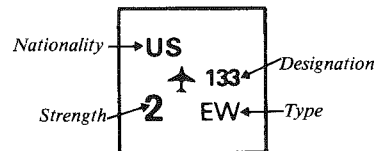
Note: Some aircraft, indicated by a colored band across the counter, possess all-weather capabilities (28.1). Also, a Strike Value followed by an asterisk (*) indicates that an aircraft possesses long-range ASM's (32.3).

Back

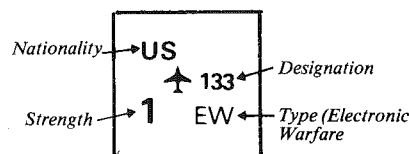


SUPPORT AIR SQUADRON (US)

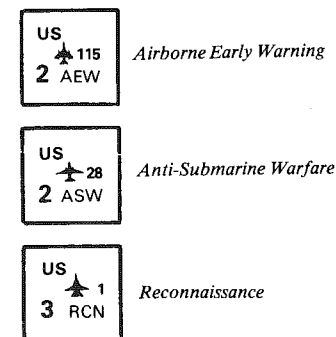
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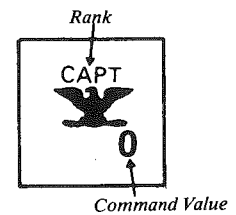


Other Support Air Squadron Types...



LEADER

Front

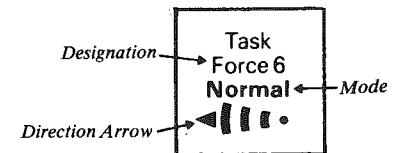


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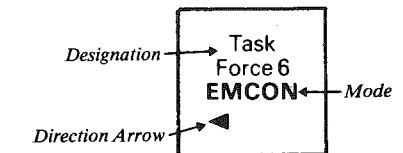


GROUP MARKER

Front

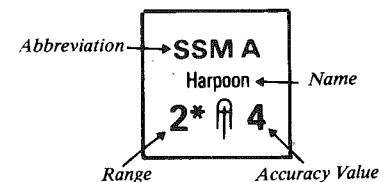


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SSM COUNTER

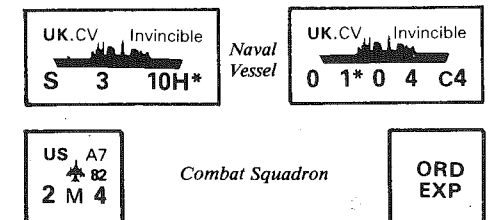
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








Note: A Range Value followed by an asterisk (*) indicates that an SSM can be fired with mid-course guidance (32.2).

[2.23] Summary of Unit Types

Front



Back

Front		Back
	Support Squadron	
	SSM Marker	
	Airbase Marker	
	Leader	
	Group Marker	
	Track Marker	
	SOSUS Marker	
	Search Marker	
	Squadron Damage Chit	

[2.3] PARTS INVENTORY

Two identical 22" x 34" game maps
 One 100 double-size counter sheet
 One 140 double/single-size counter sheet
 One 200 single-size countersheet
 One rules and scenarios booklet
 Two copies each of two 8½" x 11" display sheets
 Two copies of one 11" x 17" display sheet
 Two six-sided dice
 One game assembly box

If any of these parts are missing or damaged, fill out the Complaint Card enclosed in the game and return it to SPI with the appropriate items checked on the card.

Note: The process used in the manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the colors of neighboring counters, or in the slightly off-center printing of letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

[2.4] GAME SCALE

Each Game-Turn is equal to two hours of real time. Each hex is 25 nautical miles from side to side, and each megahex is 75 nautical miles from side to side.

[3.0] GLOSSARY

AA: Anti-aircraft. Each ship possesses an Anti-

Aircraft Value which is also used for close defense fire in the game.

Action: Each Group performs a certain number of actions during each Action Sequence. There are 11 actions to choose from, including moving, searching, and performing combat.

Action Sequence: Each Group on the map must perform one Action Sequence per Action Phase.

ASW: Anti-submarine warfare. Each ship possesses an Anti-Submarine Warfare Value.

Command Value: Each leader possesses a Command Value, which is used in determining the number of actions each Group may perform during an Action Sequence.

Deep: One of the two modes that a Subron may enter (see Shallow).

EMCON: Emission Control. One of the two modes that a Task Force may enter (see Normal).

Flotation Value: Each ship possesses a Flotation Value, which is simply the number of flotation hits required to sink it.

Group: A collection of one or more ships or submarines (either a Task Force or Subron).

Hex: Seven hexes compose a megahex. Hexes are labeled **A** (the center hex of a megahex), **B** (the top hex), and **C, D, E, F, and G** going clockwise around the megahex.

Hit: The measure by which damage to ships is expressed. Hits are divided into flotation and systems hits.

Megahex: A collection of seven hexes. Each megahex is labeled by a number in the center hex.

Normal: One of the two modes that a Task Force may enter (see EMCON).

Search Report: A response to the Enemy Player's search of a megahex. A Search Report may be either Precise, Accurate, Approximate, or False.

Shallow: One of the two modes that a Subron may enter (see Deep).

SSM: Surface-to-Surface Missile. Many ships possess a Surface-to-Surface Missile Value.



Subron: A collection of one or more submarines. Subron markers represent these submarines on the game map.

Surveillance Level: An abstract indicator of a Player's prior knowledge of the composition and location of the Enemy Player's forces.

Task Force: A collection of one or more surface ships. Task Force markers represent these ships on the map.

Tactical Display: A series of concentric circles on which certain forms of combat are resolved.

Tracking: A special means by which the movement of Enemy groups is followed on the map.

[4.2] GAME-TURN SEQUENCE OUTLINE

A. RANDOM EVENTS PHASE

The First Player rolls a single die to determine if random events occur during the current Game-Turn (21.0).

B. LONG-RANGE PATROL PHASE (Advanced Game only)

The First Player performs Long-Range Patrol missions, followed by the Second Player (29.0).

C. AIR OPERATIONS PHASE (Advanced Game only)

1. Air Status Segment: Both Players re-arrange the placement of their squadrons on each Airbase Display (see 27.3). In addition, all temporary damage is removed from air squadrons (26.1).

2. CAP Segment: Both Players may assign squadrons to CAP missions (23.0).

3. Strike Segment: The First Player may launch Strike missions, followed by the Second Player (24.0).

4. Patrol Segment: The First Player may launch Patrol missions, followed by the Second Player (25.0).

D. SOSUS PHASE (Advanced Game only)

The First Player may resolve SOSUS searches, followed by the Second Player (30.0).

E. GROUP STATUS PHASE

1. Group Composition Segment: Players may alter the arrangement of ships on their Group Displays, or combine or break down Groups (5.4).

2. Group Mode Segment: Players decide upon the mode in which each of their Groups will operate for the remainder of the Game-Turn (5.5).

F. ACTION PHASE

1. First Player's Action Sequence: The First Player performs an Action Sequence with one of his Groups (6.0).

2. Second Player's Action Sequence: The Second Player performs an Action Sequence with one of his Groups (6.0).

Note: The Action Sequences alternate between Players until neither Player has any more Groups that have not performed an Action Sequence in the Phase (6.3).

G. EMISSION DETECTION PHASE

Both Players must state the megahex numbers occupied by all of their Task Forces that are currently in Normal mode (12.0).

H. TERMINAL PHASE

Players may land CAP missions on airbases (23.12). The First Player records the passage of one Game-Turn and a new Game-Turn is begun.

[5.0] GROUPS (Task Forces and Subrons)

GENERAL RULE:

The fundamental units in *Task Force* are *Groups*. There are two distinct types of Groups: *Task Forces* and *Subrons*. A Task Force is a collection of surface vessels. A Subron is a collection of submarines. Surface vessels may never operate in Subrons and submarines may never operate in Task Forces. On the map, each Group is represented by a marker, which will perform such actions as moving or searching. In addition, the individual surface vessels and submarines compris-

[4.0] SEQUENCE OF PLAY

CASES:

[4.1] THE GAME-TURN

Each game is played in Game-Turns, which must proceed strictly as outlined in the Game-Turn Sequence Outline (4.2).

ing a given group are represented on the *Group Display*, on which they are placed before the start of play according to scenario instructions.

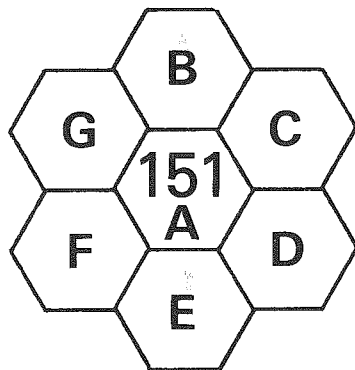
CASES:

[5.1] THE MAP

[5.11] Task Forces and Subrons are represented by numbered markers which, when placed on the map, represent all of the vessels composing the group.

[5.12] The map is divided into regular hexes (hereafter referred to simply as *hexes*) and megahexes (a collection of seven hexes).

[5.13] Each megahex is labeled with a numerical code in its center hex. Although not printed on the map, each of the seven hexes composing a megahex is identified by a letter from **A** to **G**. The center hex is always **A**. The hex directly above the megahex number is **B**, followed clockwise by **C**, **D**, **E**, **F**, and **G**.



[5.14] Along the map borders, many megahexes are not complete — they do not possess seven hexes. *These partial megahexes are still considered megahexes.* In order to clarify their codes, each megahex whose center hex (**A**) does not appear on the map is labeled with both the megahex numerical code *and* each hex's letter code.

[5.15] There are two different types of sea hexes: *shallow* and *deep*. A partial shallow hex is considered a shallow sea hex for all purposes.

[5.16] *Task Force* is played with "limited intelligence" between Players. Both Players receive identical maps on which their groups operate. *A Player's map should never be visible to the Enemy Player.* Home-made dividing screens may be created for concealment or Players may play back-to-back. During play, actions are required of the Players that are impossible to verify without the use of an umpire. Thus, play of *Task Force* requires absolute integrity on the part of both Players.

[5.2] THE GROUP DISPLAY

[5.21] The ships that compose a given group *never* operate on the map. Instead, they are deployed on the *Group Display* — particularly on the column corresponding to their Task Force or Subron marker number. Two of these Displays are provided — one for each Player.

[5.22] A minimum of 1 and a maximum of 22 ships may compose a Group.

[5.23] The Group Display should always be kept hidden from the Enemy Player.

[5.24] When placing ships on the Group Display, only one ship may be placed per box (**Exception:** 5.25). In addition, the boxes must be filled in ascending order, starting from 1. That is, no ship may occupy a box that is numbered higher than a box that is empty. If ships are eliminated or transferred to another Group, ships must be "closed up" to fill the vacated boxes.

[5.25] Each column on the Group Display has room enough for 11 ships. If a group consists of more than 11 ships, these extra ships should be placed *on top of* already-deployed ships. That is, the 12th ship would be placed on top of the ship in Box #1, and the 13th ship would be placed on top of the ship in Box #2, and so on.

[5.3] LEADERS

[5.31] Leaders are made available to Players according to scenario instructions. In each scenario, the number and rank of leaders available to each Player is indicated.

[5.32] There are three ranks of leaders: *Rear Admiral* (highest), *Commodore*, and *Captain* (lowest). Before the start of play, each Player should choose the indicated number and type of leaders. No other leaders may be created during the game. A Player is never obligated to use all leaders provided by the scenario (those not employed are placed in the *Spare Leaders* box).

[5.33] Each Group that is created before the start of the game *must* be assigned *one (and only one)* leader. This leader must be placed directly *atop* its assigned Group on the map.

[5.34] Leaders may not be switched from Group to Group except according to the procedure described in 5.4. Similarly, spare leaders (5.32) may only be employed when Groups are broken down (5.42).

[5.35] All leaders possess a *Command Value*: Rear Admirals have a Command Value of 2, Commodores have a Command Value of 1, and Captains have a Command Value of 0.

[5.4] GROUP COMPOSITION

[5.41] During the Group Composition Segment, a Player may combine two or more Groups of the *same type* that occupy the same hex into a single, new Group. The owning Player must choose a single Task Force or Subron marker and a single leader from among those in the combining Groups to represent the new Group. Excess Group markers are placed aside, while excess leaders are placed in the Spare Leaders box. All the individual ships of the new Group are placed in the same Task Force or Subron column on the Group Display.

[5.42] During the Group Composition Segment, a multi-ship Group may break down into more than one unit, as long as there is at least one leader currently in the Spare Leader box for each newly created Group. New Groups are created by placing unused Task Force or Subron markers in the hex occupied by the original Group. Each new Group must be deployed with a single leader chosen from the Spare Leader box. The owning Player then redeploys the desired number of individual ships to the Group Display columns corresponding to the newly created Task Force or Subron markers.

[5.43] The arrangement of ships on individual Group Display columns may be altered only during the Group Composition Segment.

[5.5] MODES

During the Group Mode Segment, Players must decide the mode in which each of their Groups will operate in the current Game-Turn. The chosen mode is represented by flipping the Task Force or Subron marker over to its appropriate side.

- a. Task Forces may operate in either *normal* or *EMCON* mode.
- b. Subrons may operate in either *deep* or *shallow* mode.

[5.6] ELECTRONICS AND COMBAT COUNTER-SIDES

Individual ships have an *electronics* and a *combat* counter-side.

a. A ship's electronics side indicates its *Active ASW* search capability, its *Flotation Value*, and a number of *helicopters*. All ships should be placed on their electronics side when deployed on the Group Display.

b. A ship's combat side indicates its *Anti-submarine*, *Anti-aircraft*, *Gunnery*, *Surface-to-Surface Missile*, and *Jamming* Values. All ships should be placed on their combat side when deployed on the Tactical Display.

[6.0] THE ACTION SEQUENCE

GENERAL RULE:

During the Action Phase, both Players alternate performing an *Action Sequence* for each of their Groups on the map. An Action Sequence consists of a number of consecutive *actions*, chosen from those available to all Groups.

PROCEDURE:

Action Sequences alternate between Players. The first Player (as designated by the scenario) rolls a single die and performs a Sequence for any one of his Groups, followed by a similar Sequence by the second Player. Then, the first Player again rolls a single die and conducts another Sequence (although not with a Group that performed one in the current Phase), followed by another Sequence performed by the second Player. This process continues to alternate between Players until the Action Phase is completed.

CASES:

[6.1] LEADERS AND THE ACTION SEQUENCE

[6.11] A Player who is about to perform an Action Sequence must choose a single Group with which to perform this Sequence (assuming that this Group has not already performed a Sequence in the current Phase).

[6.12] The number of actions available to a Group in a particular Action Sequence is determined as follows:

- a. The owning Player rolls a single die. This die roll should be visible to both Players.
- b. The owning Player adds the Command Value of the leader stacked on top of the Group performing the Sequence to the die roll conducted in Step a.
- c. The sum calculated in Step b is the number of actions available to the Group performing the Sequence. This sum is *not* announced aloud.

[6.2] ACTIONS AVAILABLE DURING AN ACTION SEQUENCE

[6.21] The following actions are available to a Group performing an Action Sequence.

- a. Movement
- b. Active Search
- c. Active ASW Search
- d. Helicopter Search
- e. Helicopter ASW Search
- f. Task Force Passive Search
- g. Subron Passive Search
- h. Gunnery Combat
- i. Surface-to-Surface Missile (SSM) Combat
- j. Anti-Submarine Warfare (ASW) Combat
- k. Torpedo Combat

[6.22] A maximum of *one* Movement, Gunnery, SSM, ASW, and Torpedo Combat action each

may be performed during an Action Sequence. Subject to the number of actions available in a given Sequence, all other actions may be taken in unlimited numbers during this Sequence (**Exception:** 6.23).

[6.23] During an Action Sequence, a Player may perform only *half* as many Helicopter and Helicopter ASW Searches as the number of helicopters in the Task Force performing the Sequence (round fractions up).

[6.24] Only a Subron may choose a Torpedo Combat or Subron Passive Search action. Only a Task Force may choose a Gunnery Combat, Helicopter, Helicopter ASW, and Task Force Passive Search action.

[6.25] A Subron may never perform a Torpedo, SSM Combat, or Active Search action while in Deep mode.

[6.26] A Task Force in EMCON mode may never perform an Active or Active ASW Search action.

[6.27] As each action (even a Movement action) is taken in a Sequence, the specific action must be announced by the Player performing it.

[6.3] CONCLUDING AN ACTION SEQUENCE AND THE ACTION PHASE

[6.31] When a Player performs an Action Sequence, a *single* Group must be chosen to perform this Sequence — no other Group may participate. When a Sequence has been finished, the Player announces "Actions Complete," while flipping this Group's leader counter over. This Group may not perform another Sequence for the remainder of the Game-Turn.

[6.32] A Player must state aloud when he has no more Groups on the map that have not yet performed an Action Sequence during the current Phase. Then, the Enemy Player may complete all his remaining Sequences without alternating. When the Enemy Player has also completed an Action Sequence for all Groups on the map, he also makes an announcement. At this point, the Action Phase is over. Both Players should immediately flip their leader counters over again.

[6.33] Both Players *must* perform as many Action Sequences as they have Groups on the map. When it comes time to perform a Sequence, a Player must choose one Group with which to carry it out. However, a Player is not required to take any actions during a Sequence — he may take all, some, or none of the actions that are available to him. A group that performs no actions during a Sequence may not perform another Sequence in that Phase.

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[6.4] THE ACTION SEQUENCE TRACK

For the convenience of both Players, there is an *Action Sequence Track* printed on the map. This Track is used to record the number of actions remaining in a given Group's Action Sequence. At the start of a group's Sequence, the *Actions Remaining* marker should be placed in the numbered box on this Track corresponding to the number of actions available to this Group. Then, as each action is performed, the marker should be adjusted one step towards zero. When the marker reaches zero, the Sequence is completed.

[7.0] MOVEMENT ACTIONS

GENERAL RULE:

A Group may perform a maximum of one Movement action in a given Action Sequence, although it is not required to do so.

CASES:

[7.1] MOVEMENT RESTRICTIONS

[7.11] If a Movement action is declared, the owning Player may move a Group one or two contiguous hexes or not at all.

[7.12] A Group may never enter an all-land hex or cross an all-land hexside. However, it may enter a partial land-sea hex. A Group may not move from a partial land-sea hex to an adjacent hex if that adjacent hex is blocked by a stretch of land that completely traverses the hex. This means that a Group entering a partial land-sea hex with a "double" coastline must be indicated as occupying one or the other side of this coastline, with the location arrow on each Task Force or Subron marker facing the land (see illustration below).

[7.13] A Subron that is in Deep mode may move a maximum of one hex per Movement action. In addition, it may never enter a shallow sea hex. (A Subron in Shallow mode may not enter Deep mode while occupying a shallow sea hex.)

[7.2] STACKING

An unlimited number of Groups may occupy the same hex at a given moment. However, each Group must perform its individual Action Sequence independently.

[8.0] SEARCH ACTIONS

GENERAL RULE:

In order to locate the positions of Enemy forces on the map, a Player may declare a Search action. There are six types of Search actions: Active, Active ASW, Helicopter, Helicopter ASW, Task Force Passive, and Subron Passive. All searches are directed against a specific megahex, although each type of search has a different method of resolution. As a memory aid, Players should employ the *Enemy/Empty* markers provided in the game when searches locate the positions of Enemy forces.

[9.0] ACTIVE/ACTIVE ASW SEARCH ACTIONS

GENERAL RULE:

An Active or Active ASW Search action may only be performed in the megahex currently occupied

by the searching Group. An *Active Search* affects *only* Enemy Task Forces. An *Active ASW Search* affects *only* Enemy Subrons. Note that a Task Force that is in EMCON mode may never conduct an Active or Active ASW Search action. Similarly, a Subron in Deep mode may never conduct an Active Search.

PROCEDURE:

- The searching Player states the type of search, the megahex number that is to be the object of the search, and the search's *Search Value*.
- The searching Player rolls a single die. This die roll should be visible to both Players.
- This die roll is modified by adding or subtracting the searching Player's *Surveillance Level* (9.4). This modification is performed aloud.
- The Player being searched applies *secret* modifiers to this die roll (9.1 and 9.2). Secret modifiers are applied separately for each individual Group in the searched megahex. The Player being searched does not state whether any secret modifiers have been applied — he performs the modifications (if any) mentally.
- The Player being searched compares the fully modified die roll to the searching Player's Search Value and then issues a *Search Report* aloud (see 9.3).

CASES:

[9.1] ACTIVE SEARCHES

[9.11] Search Values

- If a Task Force is performing an Active Search, its Search Value is **6**.
- If a Subron is performing an Active Search, its Search Value is **4**.

[9.12] Secret Modifiers (applied by Player being searched)

- If a Task Force occupies a partial land-sea hex, add **1**.
- If a Task Force is in Normal mode, add **2**.

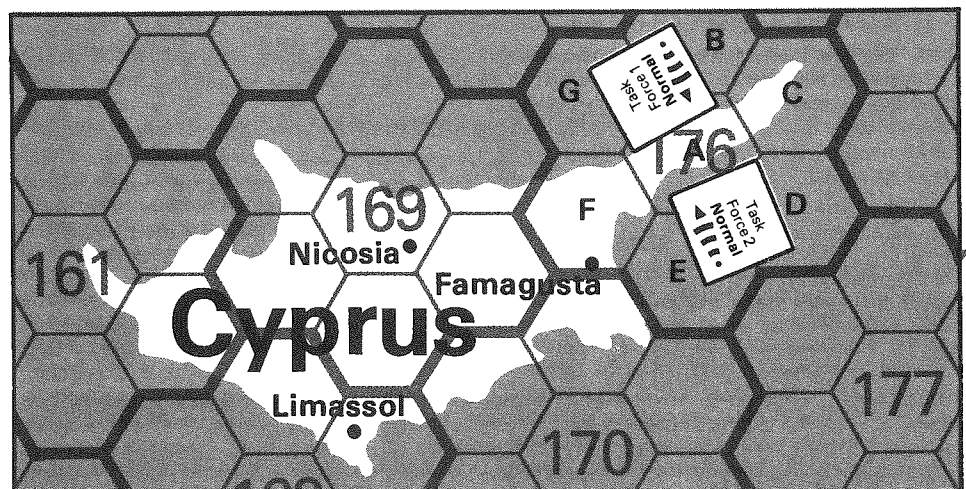
Note: The above modifiers are cumulative.

[9.2] ACTIVE ASW SEARCHES

[9.21] The Search Value of an Active ASW Search is equal to half the number of ships in the searching Group that possess an Active ASW Search capability (indicated by an **S** on the vessel's electronics side). The maximum Search Value of an Active ASW Search is **5**.

Task Force 1 is indicated as occupying the north coast of hex 176A. Task Force 2 is indicated as occupying the south coast of the same hex. Thus, Task Force 1 could not

move directly into hexes 176D or 176E. Task Force 2 could not move directly to hexes 176B or 176G.



[9.22] **Secret Die Roll Modifier**
(applied by Player being searched)

If a Subron is in Deep mode, add 1.

[9.3] **SEARCH REPORTS**

[9.31] After comparing the modified search die roll to the searching Player's Search Value, a Search Report must be issued for each separate Task Force or Subron in the searched megahex (**Exception:** 9.36). There are *four* types of Search Reports: *Precise*, *Accurate*, *Approximate*, or *False*. The type of report that must be issued will determine the level of accuracy with which the Player being searched must respond. The Player being searched *does not* reveal the category into which the Search Report falls. Note that since secret modifiers are applied separately to each Group in the megahex, it is entirely possible that different types of Search Reports will be issued for each separate Group in this megahex.

[9.32] **Search Reports**

- a. If the fully modified die roll is *two or more less than* the Search Value, the report must be **Precise** (9.33).
- b. If the fully modified die roll is *one less than* the Search Value, the report must be **Accurate** (9.34).
- c. If the fully modified die roll is *equal to* the Search Value, the report must be **Approximate** (9.35).
- d. If the fully modified die roll is *greater than* the Search Value, the report may be **False** (9.36).

[9.33] A **Precise** report means that the Player being searched must truthfully state the megahex and hex location of the Group to which this report applies. In addition, the owning Player must state the number and type (e.g., destroyer, missile cruiser) of the ships composing the appropriate Groups (also see 9.38).

[9.34] An **Accurate** report means that the Player being searched must truthfully state the megahex and hex location of the Group to which this report applies. He need not state the number and/or types of ships that are in the appropriate Group (see also 9.38).

[9.35] An **Approximate** report means that the Player being searched must truthfully state that the Group to which this report applies actually occupies the searched megahex. He need not state this Group's hex location and/or composition. A simple response stating, "I have a Task Force/Subron in the megahex" is all that is required (also see 9.38).

[9.36] If a **False** report applies to one or more Groups in a searched megahex, the Player being searched may state anything he desires (**Exception:** 9.37). He may say that he has Groups in the megahex even though he does not. He may make up false information with regard to the location and/or composition of these false units. He may also say that he has no Groups in the megahex even though he really does. He may even state the truth.

[9.37] Due to a **False** report, a maximum of *one* non-existent Group may be "created" in a megahex by the Player being searched, regardless of the real forces (if any) possessed by this Player.

[9.38] If a **Precise**, **Accurate**, or **Approximate** Search Report is achieved against a megahex that contains no Groups affected by the initiated search, the Player being searched must truthfully state that he possesses no Task Forces or Subrons in this megahex.

[9.39] The owning Player must immediately place **Track** markers on all of his Groups for which a **Precise** or **Accurate** report was issued (see 13.0).

[9.4] **SURVEILLANCE LEVELS**

At the start of each scenario, both Players are assigned a *Surveillance Level*, which is an indicator of certain strategic elements beyond the scope of the game (e.g., satellite surveillance, spying, code-breaking). A Player's *Surveillance Level* modifies his **Active**, **Active ASW**, **Helicopter**, and **Helicopter ASW** search die rolls (see Procedure, Step c).

- a. If a Player's *Surveillance Level* is **Very High**, two is subtracted from his search die roll.
- b. If a Player's *Surveillance Level* is **High**, one is subtracted from his search die roll.
- c. If a Player's *Surveillance Level* is **Average**, his search die roll is not modified.
- d. If a Player's *Surveillance Level* is **Low**, one is added to his search die roll.

[10.0] **HELICOPTER/
HELICOPTER ASW
SEARCH ACTIONS**

GENERAL RULE:

A **Helicopter** or **Helicopter ASW** Search action may be performed against the megahex currently occupied by the searching Task Force or against any megahex within two megahexes of this Task Force (**Exception:** 32.1). A *Helicopter Search* affects *only* Enemy Task Forces. A *Helicopter ASW Search* affects *only* Enemy Subrons. Both types of **Helicopter Searches** must be specified as one of two types: *normal* or *intensive*. A *normal* search is performed by one helicopter and is considered a single action. An *intensive* search is performed by two helicopters and is considered two actions.

PROCEDURE:

The method by which a **Helicopter** or **Helicopter ASW** Search is performed exactly the same as an **Active** or **Active ASW** Search (9.0, Procedure).

CASES:

[10.1] **HELICOPTER/HELICOPTER ASW
SEARCH RESTRICTIONS**

[10.11] A Task Force undertaking an **Action Sequence** may perform *only half* as many **Helicopter** and **Helicopter ASW** Searches in a given **Action Phase** as the number of helicopters possessed by this Task Force (round fractions up).

[10.12] Subrons may not perform either type of **Helicopter Search**.

[10.13] An **intensive** **Helicopter** or **Helicopter ASW** Search may not be performed by a Task Force that has only one action remaining in its current **Action Sequence**.

[10.2] **HELICOPTER SEARCHES**

[10.21] **Search Values**

- a. A **normal** **Helicopter Search** has a Search Value of 3.
- b. An **intensive** **Helicopter Search** has a Search Value of 5.

[10.22] **Secret Die Roll Modifier**
(applied by Player being searched)

The number of ships in each Task Force (if any) in the searched megahex should be totalled and divided by *four* (drop fractions). This result is the number subtracted from the die roll.

[10.3] **HELICOPTER ASW SEARCHES**

[10.31] **Search Values**

- a. A **normal** **Helicopter ASW Search** has a Search Value of 1.

- b. An **intensive** **Helicopter ASW Search** has a Search Value of 2.

[10.32] **Secret Die Roll Modifier**
(applied by Player being searched)

If a Subron is in Deep mode, add 1.

[10.4] **SEARCH REPORTS**

The **Search Reports** that are issued as a result of both types of **Helicopter Searches** are identical to those issued in **Active Searches** (9.3).

[10.5] **SURVEILLANCE LEVELS**

A. Player's *Surveillance Level* modifies his **Helicopter** and **Helicopter ASW** search die rolls exactly as described in 9.4.

[11.0] **TASK FORCE/
SUBRON PASSIVE
SEARCH ACTIONS**

GENERAL RULE:

A **Task Force** or **Subron** **Passive Search** action may be directed against one of seven possible megahexes: either the megahex currently occupied by the searching Group or any *adjacent* megahex. Only **Task Forces** may perform a **Task Force** **Passive Search** and only **Subrons** may perform a **Subron** **Passive Search**. However, a *Task Force* **Passive Search** affects *only* Enemy Subrons. A *Subron* **Passive Search** affects *both* Enemy **Task Forces** and **Subrons**.

PROCEDURE

- a. The searching Player states the type of search desired and the megahex number that is to be the object of the search.
- b. The Player being searched responds with a **Search Report(s)** (9.3).

CASES:

[11.1] **TASK FORCE
PASSIVE SEARCHES**

[11.11] The Player being searched issues an *Accurate* **Search Report** (9.34) for each of his **Subrons** in **Shallow** mode that occupies the searched megahex.

[11.12] The Player being searched issues an *Approximate* **Search Report** (9.35) for each of his **Subrons** in **Deep** mode that occupies the searched megahex and for each of his **Subrons** in **Shallow** mode that occupies any megahex *adjacent* to the searched megahex.

[11.13] If the Player who is being searched possesses no **Subrons** in the searched megahex, then he states this fact.

[11.2] **SUBRON PASSIVE SEARCHES**

[11.21] The Player being searched issues an *Accurate* **Search Report** (9.34) for each of his **Task Forces** that occupies the searched megahex and for each of his **Subrons** in **Shallow** mode that occupies the searched megahex.

[11.22] The Player being searched issues an *Approximate* **Search Report** (9.35) for each of his **Subrons** in **Deep** mode that occupies the searched megahex and for each of his **Subrons** in **Shallow** mode that occupies any megahex *adjacent* to the searched megahex.

[11.23] The Player being searched issues an *Approximate* **Search Report** (9.35) for each of his **Task Forces** consisting of more than three ships that occupies any megahex *adjacent* to the searched megahex.

[11.24] If the Player being searched possesses no Groups at all in the searched megahex, he states this fact.

[11.3] SEARCH REPORTS

The Search Reports that are issued as a result of Task Force and Subron Passive Searches are identical to those issued in Active Searches (9.3), except no Precise and no False reports may ever be created.

[12.0] EMISSION DETECTION

GENERAL RULE:

During the Emission Detection Phase, both Players (First Player first) must state the number of the megahex occupied by *each* of their Task Forces in *Normal* mode currently on the map. If more than one Task Force in Normal mode occupies the same megahex, the owning Player must state this fact.

[13.0] TRACKING

GENERAL RULE:

Any Group for which the Player being searched is obligated to issue a *Precise* or *Accurate* Search Report is automatically considered *tracked*.

PROCEDURE:

Any group for which a *Precise* or *Accurate Search Report* has been issued has a *Track marker* placed on it by the *owning* Player immediately. A "tracked" Group must adhere to the restrictions that follow:

a. At the conclusion of its *next* Movement action, the owning Player *must* announce the number of the megahex currently occupied by this Group. He is under no obligation to state its size and/or composition. Simply stating, "I have a tracked Task Force (or Subron) in megahex 26," is sufficient. A tracked Group is never obligated to perform a Movement action — its "next" Movement action may occur in the current, ensuing, or any future Action Phase.

b. Immediately upon the conclusion of the location report of a tracked Group, the Track marker is removed.

Note: A Group may never possess more than one Track marker at a time, even if more than one Precise or Accurate Search Report is issued for it. However, a given Group may be tracked more than once per game.

[14.0] COMBAT ACTIONS

GENERAL RULE:

In order to inflict damage upon enemy forces on the map, a Player may declare a Combat action, of which there are *four* types: *Gunnery*, *Surface-to-Surface Missile (SSM)*, *Anti-Submarine Warfare (ASW)*, and *Torpedo*. Each type of combat has different restrictions governing its employment — some may be undertaken only by Task Forces, while others may be performed only by Subrons.

PROCEDURE:

All combat actions are performed as follows:

a. The Player initiating the action states the regular hex that is to be the object of the attack

(e.g., "36G"), while stating the *type* of combat initiated.

b. The Enemy Player determines if he has any Groups in the target hex. If he possesses a Group that is vulnerable to this form of combat, he must state that the combat is successfully initiated (see Step c). If he does not possess a Group in the target hex that is vulnerable to this combat, proceed to Step d. (Note that each form of combat affects either Task Forces *or* Subrons — never both.)

c. If combat has been successfully initiated, it must be resolved on the *Tactical Display* (except for ASW combat). In Gunnery combat, *both* Players employ their Tactical Displays side-by-side. In SSM combat, only the Player whose Task Force is the object of the attack need place his ships on Display (see also 18.0).

d. After combat has been resolved (or if combat has not been successfully initiated), the Combat action is over and the Action Sequence resumes.

CASES:

[14.1] COMBAT RESTRICTIONS

[14.11] In a given Action Sequence, a Player may perform a maximum of *one* of each type of Combat action.

[14.12] If a Player successfully initiates combat and the Enemy Player has more than one Group that is vulnerable to this form of combat in the target hex, only a *single* Enemy Group may be attacked. The choice of which Group to attack is left to the attacking Player. In this situation, the Enemy Player must state the number of Groups he possesses in the hex, as well as the exact number and type of ships in each. Then, the attacking Player states which one of the Groups he wishes to attack.

[14.13] A Subron may never initiate a Torpedo or SSM Combat action while in Deep mode.

[14.2] THE TACTICAL DISPLAY

[14.21] All forms of combat (except ASW) are resolved on the *Tactical Display*. This Display is composed of a series of concentric circles. These circles form four *Rings*, numbered 1 (the center), 2, 3, and 4 (the outer Ring). Each Ring is further subdivided into *Arcs* (except the center — Ring 1 — which is just a circle). Ring 2 has three Arcs, Ring 3 has six Arcs, and Ring 4 has twelve Arcs. The Display also portrays six *Entry Areas* (numbered 1 through 6). Each Player possesses one Tactical Display, but the only occasion in which both are used simultaneously is during Gunnery combat.

[14.22] In all forms of combat (except ASW), Players must deploy the ships of their participating Groups onto the Tactical Display. All ships placed on this Display must be deployed with their combat side face-up.

[14.23] The deployment of ships onto the Tactical Display may not be changed for the duration of the Combat action (14.24 and 14.25).

[14.24] When resolving an SSM or Torpedo Combat action, the first ship deployed on the Tactical Display must be placed in Ring 1 (the center). The second ship (if any) must be deployed in one of the three Arcs of Ring 2. After the second ship has been deployed, there are no further restrictions with regard to the placement of ships on the Display except that no vessel may be placed in an Arc of Ring 4 before at least one ship has been placed in an Arc of Ring 3. In addition, no more than one ship may ever occupy a given Arc.

[14.25] When resolving a Gunnery Combat action, there are no restrictions with regard to the deployment of ships onto the Tactical Display, as long as no more than one vessel occupies a given Arc.

[14.26] **Tactical Display**
(see separate sheet)

[14.3] COMBAT AND LEADERS

Leaders are never involved in combat. However, if an entire Group is destroyed in combat, its leader is also destroyed and is not available for use by the owning Player for the remainder of the game.

[15.0] GUNNERY COMBAT

GENERAL RULE:

Only a Task Force may perform a Gunnery Combat action. This action may only be undertaken against an Enemy Task Force in the hex the Task Force currently occupies. Gunnery combat may only affect Enemy Task Forces — never Subrons. If Gunnery Combat is successfully initiated (i.e., the Enemy Player has a Task Force in the stated target hex), the Players must place all of their participating ships onto their respective Tactical Displays. These two Displays are then placed side-by-side and the combat is resolved.

CASES:

[15.1] SCREENING

[15.11] Before each Round of Gunnery combat, each Player must perform a single *screening* die roll in order to determine which of his ships may participate in the ensuing combat. *A ship is screened* if a Player's screening die roll result is *3 or more higher* than the number of the Ring that ship occupies. A Player's screening die roll should be visible to the Enemy Player.

[15.12] A screened ship may never participate in Gunnery combat — that is, it may neither fire nor be fired at.

[15.13] If all the ships of one or both Players are screened, Gunnery combat may not take place. The action is immediately concluded with any firing taking place.

[15.2] GUNNERY COMBAT RESOLUTION

[15.21] If Gunnery combat is successfully initiated, it is resolved in *Rounds*. A Gunnery Combat action must consist of at least one Round (**Exception:** 15.13) and may consist of up to four Rounds. Within a single Round, each ship that is not screened may employ its Gunnery Value *once*.

[15.22] If a ship possesses a Gunnery Value, this Value consists of a number followed by a letter. The number is the ship's Gunnery Strength and the letter is its Gunnery Range.

[15.23] A Round of Gunnery combat is conducted as follows:

a. All ships possessing a Gunnery Range of **A** may fire at an Enemy target ship. If both Players have ships with Ranges of **A**, then the Player who initiated the Gunnery action may fire all his **A** ships first, followed by all the Enemy Player's **A** ships.

b. Next, all ships with a Gunnery Range of **B** may fire (exactly as described in Step a).

c. Next, all ships with a Gunnery Range of **C** may fire (exactly as described in Step a).

d. Finally, all ships with a Gunnery Range of **D** may fire (exactly as described in Step a).

e. Torpedo fire (if any) is performed (see 15.3).

[15.24] During a Round of Gunnery combat, each ship fires separately. Any damage inflicted by fire is immediately implemented — fire is *not* simultaneous. When a ship fires, the owning Player must

point to a single, non-screened Enemy ship as a target, rolling a single die. If the die roll is *equal to or less than* the firing ship's Gunnery Strength, a *systems hit* is inflicted on the target (see 19.2). If the die roll is greater than this Strength, the result is a *miss*. Regardless of the result, the firing ship may not fire again for the remainder of the Round.

[15.3] TORPEDO CAPABILITY

[15.31] Any ship whose Gunnery Value has an asterisk (*) possesses an anti-surface ship torpedo capability. In each Round, such a ship may fire its torpedoes once, but only after all ships that have a Gunnery Range of **D** have completed their fire (see 15.23e).

[15.32] Torpedo fire is subject to all Gunnery combat restrictions (i.e., ships that are screened can neither fire nor be fired at).

[15.33] When performing torpedo fire, the firing Player points to a single Enemy target ship and rolls a single die. A roll of **1** indicates a single flotation hit (19.1). All other die rolls are *misses*.

[15.4] INITIATION OF FURTHER GUNNERY ROUNDS

[15.41] After the first Gunnery Round has been completed, a second Round may commence, but only if both Players agree to it. If one or both Players do not agree to the second Round, the Gunnery Combat action is completed.

[15.42] A third and fourth Round of Gunnery combat may take place subject to the same restrictions of Case 15.41. However, no more than four Rounds may take place in any Gunnery Combat action.

[15.43] After a Gunnery action has been completed, the two participating Task Forces remain in the same hex, while the initiating Task Force resumes its Action Sequence. A Task Force may have Gunnery combat initiated against it *an unlimited number of times* during the Action Phase.

[16.0] SURFACE-TO-SURFACE MISSILE (SSM) COMBAT

GENERAL RULE:

Either a Task Force or a Subron may perform an SSM Combat action. Such an action may only be targeted against a Task Force — never against a Subron. If an SSM action is successfully initiated (i.e., the Enemy Player has a Task Force in the target hex), the Enemy Player must deploy the ships of his Task Force onto the Tactical Display (see 14.24) before the action is resolved.

CASES:

[16.1] LAUNCHING AN SSM COMBAT ACTION

[16.11] In order to initiate an SSM Combat action, a Group must meet the following requirements:

- It must possess at least one ship that is capable of firing SSM's and has available ammunition (see 16.3).
 - The target hex must be within the Range Value (in regular hexes) of the SSM being fired in this attack. This Value is printed on each individual SSM counter.
- [16.12] An SSM Value consists of a letter followed by a number. The letter is the *type* of SSM carried (see 16.13) and the number is its *Simultaneous Launch Capability* (SLC) — that is, the maximum number of SSM's that may be fired by the ship in a single SSM Combat action.



[16.13] Each SSM letter-code has a corresponding SSM marker. For example, SSM A is Harpoon, SSM E is Otomat, and SSM L is the SSN-14. Each SSM marker portrays the letter-code and name of the SSM as well as its *Range* and *Accuracy* Values. Before the start of the game, each Player should place the SSM markers that his Groups are capable of firing nearby his Group Display.

[16.14] When a Player is declaring an SSM action, he must state the target hex as well as the *total* number and type of SSM's that his group is firing. It is permissible for a group to fire two different types of SSM's simultaneously.

Example: A Player controls a British Task Force of three ships. *Brazen* and *Fife* have a **D4** (Exocet) Value. *Bristol* has a **C4** (Sea Dart) Value. This Player decides to launch an SSM attack. First, he states the target hex. Next he states, "I am launching 8 Exocets and 4 Sea Darts." He could have launched less than this number of SSM's, but not more.

[16.2] RESOLUTION OF SSM COMBAT

[16.21] If an SSM combat has been successfully initiated, the Enemy Player must deploy all the ships comprising the target Task Force onto the Tactical Display. An SSM Combat action consists of one or more *waves*. Each wave is resolved separately.

[16.22] Prior to the commencement of an SSM action, the firing Player must state his *Wave Plan*. A Wave Plan is simply a statement indicating the *number and type* of SSM's that will participate in each wave of the SSM action. Waves are subject to the following restrictions:

- Different types* of SSM's may not participate in the same wave. If more than one type of SSM is fired as part of the same SSM action, these SSM's must resolve their attacks in separate waves.
- No individual wave* may consist of *more than 10 SSM's*. If more than 10 of the same type of SSM's were launched by the attacking Player in an SSM action, the SSM's must be divided into more than one wave.
- The total number of SSM's stated in a Player's Wave Plan must equal the number of SSM's launched in the SSM action (16.14).

Example: A Player has successfully initiated an SSM action by firing 8 Sea Darts and 18 Exocets against an Enemy Task Force. In his Wave Plan, the attacking Player states, "I am firing the 8 Sea Darts in the first wave, followed by three consecutive waves of 6 Exocets apiece." It would be permissible to configure any other number of Wave Plans, such as 26 waves of a single Sea Dart or Exocet apiece.

[16.23] All waves are resolved according to the following sub-sequence:

- Entry Phase* (16.24)
- Movement Phase* (16.26)
 - Movement Segment
 - Anti-aircraft Segment
- Combat Phase*
 - Attack Declaration Segment (if no attack is declared, skip rest of Phase)
 - Jamming Segment
 - Close Defense Segment
 - Resolution Segment
 - Continuation Segment (if all SSM's are expended or the SSM's have just completed

attacks against Ring 1, the wave is concluded. Otherwise, revert to Movement Phase)

[16.24] During the Entry Phase, the attacking Player rolls a single die in order to determine the possible Entry Areas on which the attacking wave may enter the Tactical Display. This die roll is *added* to the SSM's *Accuracy Value*. Any Entry Area that is numbered *equal to or less than* this sum may be chosen by the firing Player as the Entry Area on which the attacking wave will enter the Tactical Display.

[16.25] The attacking Player should place his SSM marker on top of the number chosen as the Entry Area for this wave. In addition, he should state the number of SSM's participating in this wave (see 16.22). It may be convenient for this Player to note the number of SSM's in this wave on a piece of scrap paper. Then, as SSM's are eliminated or expended on the Tactical Display, this number should be altered.

[16.26] During the Movement Phase, the attacking Player may move his SSM marker onto the Tactical Display. When moving, this marker may *never* deviate from the *Path of Approach* (16.28). Movement is performed as follows:

- The attacking Player places his SSM marker in either of the two Arcs of Ring 4 belonging to his chosen Entry Area. If the SSM marker already occupies an Arc in Ring 4, it is moved to the directly adjacent Arc in Ring 3. If it already occupies an Arc in Ring 3, it is moved to the directly adjacent Arc in Ring 2. If it already occupies an Arc in Ring 2, it is moved into Ring 1 (the center).
- The defending Player (who controls the ships) may now perform anti-aircraft (AA) fire against the SSM marker, but *only* if a ship occupies the *same Arc* as this marker (**Exception:** 16.29). If AA fire is neither desired nor possible, play should proceed to the Combat Phase. To perform AA fire, the defending Player states the firing ship's AA Value and rolls a single die. If the die roll is greater than this Value, the fire is unsuccessful. If the die roll is equal to or less than the Value, a quantity of SSM's equivalent to the difference between the die roll and the AA Value is immediately eliminated (if the die roll is equal to the AA Value, a single SSM is eliminated). Elimination of SSM's in an AA attack — as well as in all other attacks against SSM's — is recorded mentally (or, if Players wish, on a piece of scrap paper). Each ship may perform AA fire *only once per wave* (**Exception:** 16.29).

[16.27] During the Attack Declaration Segment, the attacking Player must declare if he will attack the Enemy ship (if any) that occupies the same Arc as the SSM Marker. If an attack is neither desired nor possible, play should revert to the Movement Phase. However, if an attack is declared, it may be made with *any or all* SSM's currently remaining in the wave. The attacking Player *must* state the number of SSM's he wishes to participate in the attack. An attack is resolved as follows:

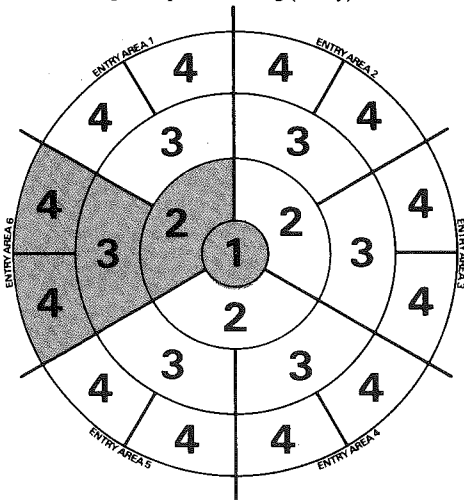
- The defending Player performs *jamming* against only those SSM's participating in the attack against the occupied Arc. He rolls a single die and compares this die roll with the target ship's *Jamming Value*. A die roll greater than this Value indicates unsuccessful jamming. A die roll equal to or less than this Value indicates successful jamming. If jamming is successful, the same Player immediately rolls the die again. The number rolled is the number of participating SSM's immediately eliminated. (**Exception:** If a 6 is rolled, *all* the SSM's participating in the attack against the target ship are eliminated.)

b. The defending Player performs *close defense* fire against only those SSM's participating in the attack against the occupied Arc. This is performed exactly like normal AA fire (16.26b), except that it is undertaken *once* each time an attack is declared against a ship.

c. During the Resolution Segment, declared attacks against target ships must take place. To resolve an attack, the attacking Player rolls a single die for each *surviving* SSM that is participating in this attack. A die roll equal to or less than the SSM's Accuracy Value indicates a *hit* (19.0). A die roll greater than the Accuracy Value indicates a *miss*. (**Special modifier:** If the target ship has an original Flotation Value of 4 or 5, subtract one from this die roll.) Regardless of whether an SSM hits or misses, it is considered expended.

d. After an attack against a target ship has been concluded, the attacking Player may move his SSM marker deeper into the Tactical Display, but only if at least one SSM remains unexpended in this wave. If all of a wave's SSM's were employed in an attack against a target ship, the wave is concluded.

[16.28] During the Continuation Segment, the attacking Player determines if he has unexpended SSM's in his wave. If not, the wave is concluded and additional waves (if any) are immediately resolved. If unexpended SSM's remain in the wave, play reverts to the Movement Phase as the SSM marker penetrates deeper into the Tactical Display according to the restrictions of Cases 16.26 and 16.27. When moving on the Tactical Display, an SSM marker *must* follow the *Path of Approach*. The Marker may never penetrate beyond Ring 1 — all unexpended SSM's must attack the target ship in this Ring (if any).



An SSM marker entering the Tactical Display in Entry Area 6 could only move into the shaded Arcs during a given Movement Segment.

[16.29] Any ship whose AA Value has an asterisk (*) is considered to possess *area AA* weapons. During a given wave, such a ship may employ its AA Value *once* against the Arc it occupies (not counting close defense fire) and *once* against any Arc that is in any way adjacent to it.

[16.3] SSM AMMUNITION AND ALTERNATE SSM's

[16.31] Both Players must keep track of the number of SSM's fired by each of their ships during the course of the game, for each vessel carries only a limited number. The number of SSM's available per ship is always expressed in multiples of its Simultaneous Launch Capability, and is indicated in scenario instructions. A ship that

possesses no more SSM's may not fire SSM's for the remainder of the game.

[16.32] Any ship whose SSM Value has an asterisk (*) is capable of firing alternate types of SSM's once it runs out of its original ammunition.

a. Any ship whose original SSM-type is **A** (Harpoon) may fire SSM-type **B** (Standard) once Harpoon runs out of ammunition.

b. Any ship whose original SSM-type is **J** (SSN-12) or **L** (SSN-14) may fire SSM-type **K** (SAN-3) once the SSN-12's or SSN-14's run out of ammunition.

Note: A ship may never fire more alternate SSM's during the course of the game than its original SSM Simultaneous Launch Capability.

[17.0] ANTI-SUBMARINE WARFARE (ASW) COMBAT

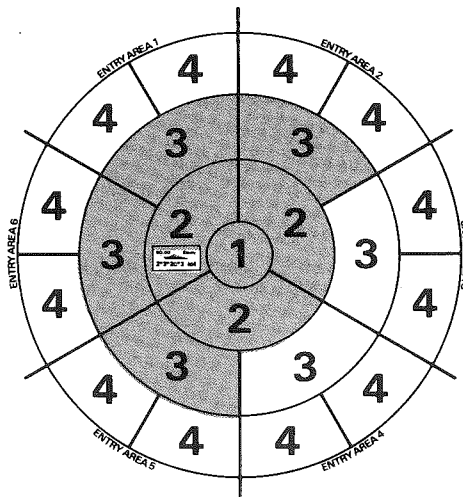
GENERAL RULE:

Either a Task Force or a Subron may perform an ASW Combat action. Such an action may be targeted only against Enemy Subrons — never against Task Forces. An ASW action may be performed only against the hex that the attacking Group currently occupies. If ASW combat is successfully initiated (i.e., the Enemy Player has a Subron in the target hex), the ensuing combat is abstractly resolved by a die roll (the Tactical Display is not used).

PROCEDURE:

a. If an ASW Combat action has been successfully initiated, the attacking Player must state his Group's *ASW Strength*. A Group's ASW Strength is equal to the *highest ASW Value* possessed by *any* of the ships or submarines comprising the Group. (**Exception:** If an attacking Group possesses at least six ships or submarines — not including freighters — with an ASW Value of 1 or more, its ASW Strength is increased by one.)

b. After a Group's ASW Strength has been stated, the attacking Player rolls a single die. If the die roll is greater than the ASW Strength, the attack is unsuccessful and the ASW action is concluded. If the die roll is equal to or less than the ASW Strength, a quantity of flotation hits (19.1)



A ship with area AA weapons occupies the indicated Arc of Ring 2. It may employ its AA Value once per wave against any of the shaded Arcs on the Display and once against the Arc it occupies. (**Note:** If more than one ship may conduct fire against a given Arc, those ships with area AA weapons resolve their attacks first.)

equal to the difference between the die roll and the ASW Strength is immediately inflicted on the Enemy Subron (if the die roll is equal to the ASW Strength, *one* flotation hit is inflicted).

c. Hits inflicted on an Enemy Subron as a result of ASW combat are taken by the submarine occupying Box #1 on the Group Display. If the quantity of hits inflicted on this submarine is enough to sink it, further hits are inflicted on the submarine occupying Box #2. The owning Player is obligated to state whether any of his submarines have been sunk due to this combat.

[18.0] TORPEDO COMBAT

GENERAL RULE:

Only a Subron may perform a Torpedo Combat action. This action may be undertaken only against Enemy Task Forces — never against Subrons. A Torpedo action may be targeted only against the hex that the attacking Subron currently occupies. If a Torpedo combat is successfully initiated (i.e., the Enemy Player has a Task Force in the target hex), the ensuing combat is resolved on the Tactical Display.

CASES:

[18.1] RESOLUTION OF TORPEDO COMBAT

[18.11] If a Torpedo Combat action has been successfully initiated, the defending Player deploys the ships of his Task Force onto the Tactical Display (14.24). Meanwhile, the attacking Player removes all his participating submarines from the Group Display.

[18.12] All Torpedo actions are resolved according to the following sub-sequence:

a. *Movement Phase*

b. *ASW Phase*

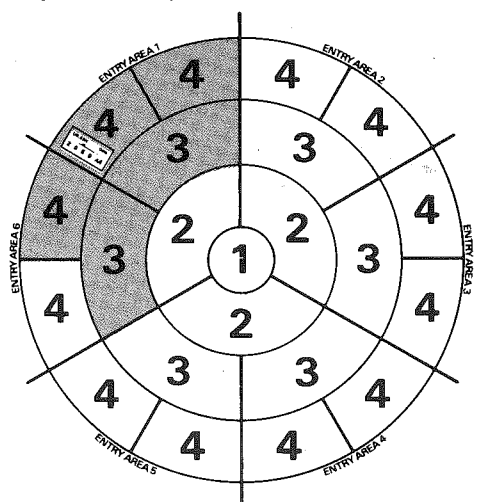
c. *Torpedo Phase*

d. *Terminal Phase:* Remove subs that have fired torpedoes. If this is the fourth Terminal Phase of the action, the action is concluded.

[18.13] In the first Movement Phase of a Torpedo action, *all* participating submarines must be placed in *any* Arc of Ring 4 (18.14).

[18.14] No more than one submarine may ever occupy an Arc at a given time. However, it is permissible for a submarine to occupy an Arc simultaneously with an enemy surface ship.

[18.15] In the second, third, and fourth Movement Phases of a Torpedo action, each submarine may move into *any* adjacent Arc.



A submarine occupying the indicated Arc in Ring 4 is allowed to enter any of the shaded Arcs during a Movement Phase.

[18.16] During a given ASW Phase, the defending Player may perform *one* ASW attack per ship. However, such an attack may be conducted only if the target submarine currently occupies the same Arc as the attacking ship (**Exception:** 18.2). The defending Player rolls a single die for each ASW attack he wishes to conduct. If the die roll is greater than the attacking ship's ASW Value, the attack is unsuccessful. If the die roll is equal to or less than this Value, one flotation hit is immediately inflicted on the target submarine (see 19.1).

[18.17] During a Torpedo Phase, each submarine may conduct *one* torpedo attack against *any* ship on the Display. Each submarine attacks separately. The attacking Player rolls a single die for each declared torpedo attack. If the die roll is greater than the attacking submarine's Torpedo Value, the attack is unsuccessful. If the die roll is equal to or less than this Value, a quantity of flotation hits (19.1) equivalent to the difference between the die roll and the Value is immediately inflicted on the target ship (if the die roll is equal to the Value, a single hit is inflicted). Torpedo attack die rolls are subject to the following modifiers:

+1: If the target occupies an Arc that is *in any way* adjacent to the Arc occupied by the attacking submarine. (Do not modify the die roll if the submarine and the target occupy the same Arc.)

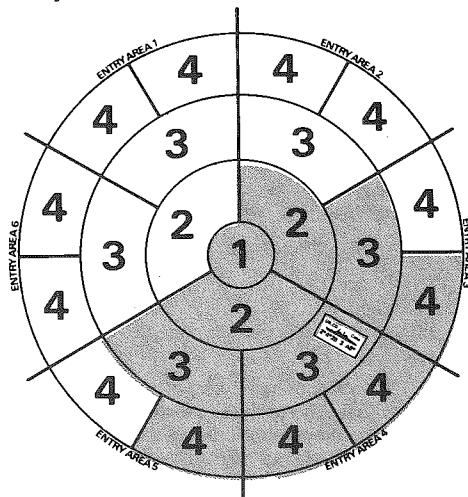
+2: If the target occupies an Arc that is neither occupied by nor adjacent to the attacking submarine.

[18.18] During the Terminal Phase, all submarines which conducted a torpedo attack in the immediately preceding Torpedo Phase are removed from the Display. If this Phase is the *fourth Terminal Phase* of the Torpedo action, the action is *concluded* and all ships and submarines are *removed* from the Display.

[18.19] A submarine may *abort* any time the owning Player wishes. To abort, it is removed from the Display at the end of a Movement Phase and may not participate in the remainder of the action.

[18.2] AREA ASW WEAPONS

[18.21] Any ship whose ASW Value has an asterisk (*) possesses *area* ASW weapons. During the ASW Phase, such a ship may employ its ASW Value against either the Arc it occupies or any adjacent Arc. However, it may only employ its ASW Value *once* per ASW Phase, regardless of whether this attack is targeted against the occupied Arc or an adjacent Arc. **Example:**



A ship with area ASW weapons may employ its ASW Value against any single one of the shaded Arcs during an ASW Phase.

[18.22] A ship with area ASW weapons may never combine its ASW Value with another ship during

an attack in the ASW Phase — all ASW attacks are conducted by each ship separately.

[19.0] DAMAGE

GENERAL RULE:

All forms of combat may cause *hits* on target ships. There are two types of hits: *flotation* hits and *systems* hits.

PROCEDURE:

Before the start of each scenario, both Players should write the names of their participating ships on their respective *Fleet Displays* (19.3). Each time a ship receives a hit, the owning Player should place an **X** for a flotation hit or an **O** for a systems hit next to the ship's name.

CASES:

[19.1] FLOTATION HITS

[19.11] All hits caused by *Torpedo* and *ASW* combat are *flotation* hits.

[19.12] After each hit caused by an SSM whose Accuracy Value has *no* asterisk (*), the owning Player rolls a single die. On a die roll of 1 or 2, a flotation hit is inflicted on the target. On any other die roll, a systems hit is inflicted. (**Exception:** 19.13).

[19.13] The Soviet SSN-14 SSM always causes flotation hits.

[19.14] Hits caused by Gunnery combat and by SSM's whose Accuracy Value has an asterisk (*) never cause flotation hits.

[19.15] Any submarine that receives at least one flotation hit (and survives) may never enter Deep mode for the remainder of the game. If it is in Deep mode at this moment, it automatically enters Shallow mode.

[19.16] Any surface ship that has received a number of flotation hits greater than one-half its Flotation Value may not move more than one hex in a single Movement action. If this ship wishes to remain as part of its Task Force, then all ships comprising the Task Force are limited to one hex per Movement action. Of course, subject to the availability of new leaders, the owning Player may create a new Task Force with this crippled vessel (see 5.4).

[19.17] A ship that receives a number of flotation hits that is *equal* to its Flotation Value is *sunk* (removed from play).

[19.18] The owning Player may *scuttle* (permanently remove from play) any of his ships at any time during the game.

[19.2] SYSTEMS HITS

[19.21] All hits caused by Gunnery combat and by SSM's whose Accuracy Value has an asterisk (*) are systems hits.

[19.22] After each hit caused by an SSM whose Accuracy Value has *no* asterisk (*), the owning Player should follow the procedure described in Case 19.12.

[19.23] Hits caused by torpedo and ASW Combat actions never cause systems hits.

[19.24] A ship that receives systems hits is affected in the following ways:

a. Its Gunnery Strength (not Range) and Jamming, ASW, and AA Values are all reduced by the number of systems hits the ship currently possesses.

b. If a ship has received two or more systems hits, it loses its helicopter search capability (if

any) completely. In addition, its SSM Simultaneous Launch Capability is *halved* (round fractions down).

[19.25] If a ship receives a number of systems hits that is equal to twice its Flotation Value, it is sunk (removed from play). Note that systems hits and flotation hits are completely separate — two systems hits *does not* equal one flotation hit and vice versa.

[19.3] THE FLEET DISPLAY

A number of Fleet Displays are enclosed within the rules booklet. Remove these before the start of play and assign one to each Player. Additional copies should be photocopied if more are needed.

[20.0] NIGHT GAME-TURNS

GENERAL RULE:

A certain number of Game-Turns in each scenario may be designated *night* Game-Turns. The *only* effect of night Game-Turns is that *no Helicopter* or *ASW Helicopter Search* actions may be performed.

[21.0] RANDOM EVENTS

GENERAL RULE:

During the Random Events Phase, the first Player rolls a single die in order to determine if random events occur in the current Game-Turn. On an *even* die roll, random events *do not* occur. On an *odd* die roll, random events *do* occur. If random events occur, the First Player should roll the die again in order to determine their effects. On a die roll of 1 or 2, *natural* random events occur (21.1). On a die roll of 3 or 4, the *First Player* suffers command-control loss (21.2). On a die roll of 5 or 6, the *Second Player* suffers command control loss. If random events occur, they are in effect for the duration of the Game-Turn.

CASES:

[21.1] NATURAL RANDOM EVENTS

[21.11] If natural random events occur, the First Player should roll two dice. Each megahex that is *evenly* divisible by the sum of this dice roll becomes a *squall* megahex for the duration of the Game-Turn. Both Players should place a squall marker on the appropriate megahex on their respective maps.

[21.12] Squall megahexes have the following characteristics:

a. No Search action may ever be directed against them. (**Exception:** See 21.13.)
b. A Task Force that is moving into or within a squall megahex may move no more than one hex as part of a Movement action. Task Forces that exit a squall megahex in the first hex they enter when moving are exempt from this restriction. The movement of Subrons is not affected by squalls.

[21.13] Task Force and Subron Passive Searches are not affected by squalls. Similarly, Task Forces in Normal mode that occupy squall megahexes still must reveal their occupied megahex, even if this megahex is a squall megahex.

[21.2] COMMAND-CONTROL LOSS

If a Player has been affected by command control loss, each die roll that he performs in the current Action Phase to determine the number of actions

available to a given Group (6.12) is *halved* (round fractions down). It is possible that a Group affected by command control loss can be reduced to zero actions in an Action Phase.

ADVANCED GAME

The Advanced Game of *Task Force* introduces numerous concepts that add to the realism (as well as the complexity) of each scenario. Players should only attempt to play the Advanced Game after mastering all the fundamentals of the Basic Game.

[22.0] AIR OPERATIONS

GENERAL RULE:

Some scenarios in *Task Force* will require the use of air units. All air units must operate from *airbases*. There are two types of airbases: *aircraft carriers* and *airfields*. There are also two types of air units: *combat* aircraft and *support* aircraft.

CASES:

[22.1] AIRBASES

[22.11] Air units must operate from either aircraft carriers or airfields. Aircraft carriers are ships. Airfields are displayed on the map.

[22.12] Air units are assigned to specific airbases in scenario instructions. They may not change their original airbase assignment for the duration of the scenario.

[22.13] Each airbase that is assigned air units must be represented by an *Airbase Display* (a number of these Displays appear below each Player's Group Display). When an airbase is being employed, the owning Player should locate the corresponding *Airbase counter* and place it in the appropriate box of an Airbase Display. This marker will simply indicate the name of the represented airbase.

[22.14] At the start of a scenario, all air units assigned to an airbase should be placed in the Airbase Display's *Launch-Ready* box.

[22.2] AIRCRAFT TYPES

There are two types of aircraft: *combat* and *support*. Each air unit represents a *squadron*, and is labeled with the unit's designation and aircraft type.

[22.21] Combat aircraft may attack Enemy ships and planes. Each combat squadron possesses an *Anti-aircraft* Value, a *Strike* Value, and a *Strength*.

[22.22] Support aircraft do not perform combat — they are used on miscellaneous non-combat missions. There are four types of support aircraft: *Electronic Warfare* (EW), *Airborne Early Warning* (AEW), *Anti-Submarine Warfare* (ASW), and *Reconnaissance* (RCN). Support squadrons are front and back-printed with a single Value — their *Strength*. At the start of a scenario, always deploy support aircraft on their stronger sides.

[22.3] AIR MISSIONS

There are three types of air missions that may be employed by air units: These are *combat air patrol* (CAP), *strike*, and *patrol*.

[22.31] Only combat and AEW aircraft may perform CAP missions (23.0).

[22.32] Only combat, EW, and Reconnaissance aircraft may perform strike missions (24.0).

[22.33] Only Reconnaissance and ASW aircraft may perform patrol missions (25.0).

[22.4] SQUADRON STATUS

Except when on a mission, each squadron must be in one of three states when deployed on its Airbase Display: *Landing*, *Re-fuel*, or *Launch-ready* (27.0).

[23.0] COMBAT AIR PATROL MISSIONS (CAP)

GENERAL RULE:

CAP missions are intended to protect friendly Task Forces from enemy SSM and air attacks. Only combat and AEW aircraft that occupy the Launch-ready box of their Airbase Display may be assigned to CAP missions.

CASES:

[23.1] CAP RESTRICTIONS

[23.11] CAP missions may be launched only during the CAP Segment. If a Player decides to perform a CAP mission, he removes the desired number of combat or AEW squadrons from the Launch-Ready box of an Airbase Display and places these units in the *CAP box* at the head of a specific Task Force column on the Group Display. The Task Force to which a CAP mission is assigned must either occupy the same megahex as the airbase from which the CAP mission is flying or any *adjacent* megahex. If a CAP mission is originating from an aircraft carrier, the mission may be assigned to a Task Force other than the one to which the carrier belongs.

[23.12] Unlike other types of air missions, aircraft that participate in CAP missions are not obligated to land — they may fly indefinitely over their assigned Task Force without having to land and re-fuel (27.0). If the owning Player desires air units on CAP missions to land, they are placed in the *Landing* box of their Airbase Display during the Terminal Phase. Once a CAP mission is assigned to a given Task Force, it may not switch to another Task Force unless it first lands on its airbase.

[23.2] HOW CAP MISSIONS AFFECT ENEMY SSM ATTACKS

If a Task Force over which a CAP mission is assigned is attacked by enemy SSM's, the CAP squadrons are permitted to employ their AA Values against the SSM's as they enter the Tactical Display. When the owning Player is placing his defending ships onto the Display prior to combat resolution, he should also transfer the CAP squadrons assigned to this Task Force and place them near the Display.

[23.21] As an enemy SSM marker enters the Tactical Display into Ring 4, *each* squadron that is part of the defending Task Force's CAP may make a separate attack against this marker. The attack is performed as soon as the SSM's have entered the Display, before any ship has resolved AA fire. The owning Player rolls a single die for each attacking squadron. If the die roll is greater than the squadron's AA Value, the attack is unsuccessful. If the attack is equal to or less than this Value, a quantity of SSM's equivalent to the difference between the die roll and the AA Value is immediately eliminated (if the die roll is equal to the AA Value, a single SSM is eliminated).

[23.22] A squadron on CAP may employ its AA Value once per *wave* (16.21).

[23.23] AEW aircraft do not influence enemy SSM attacks.

[24.0] STRIKE MISSIONS

GENERAL RULE:

Strike missions are intended to destroy enemy Task Forces (they do not affect Subrons). Strike missions may only be initiated during the Strike Segment. The First Player undertakes his Strike missions, followed by the Enemy Player. Each Strike mission is resolved separately. Only combat, EW, and Reconnaissance squadrons that occupy the Launch-ready box of their Airbase Display may be assigned to a Strike mission.

CASES:

[24.1] HOW TO INITIATE A STRIKE MISSION

[24.11] A Strike mission is initiated according to the following procedure:

- The striking Player must allocate a number of squadrons from an airbase to the Strike Display (a series of boxes that appears below the Player's Group Display). He must place each striking squadron in the box corresponding to its type.
- He must announce the fact that a Strike mission has been launched by stating its target megahex(es) (24.13).

[24.12] Combat squadrons assigned to a Strike mission must assume one of two roles: *escort* or *strike*. Aircraft assigned to the former role are placed in the box labeled *Escort*. Aircraft assigned to the latter role are placed in the box labeled *Strike*.

[24.13] When announcing that a Strike mission has been launched, the striking Player may state one megahex number as the target, plus one additional megahex number for each Strength Point of Reconnaissance aircraft allocated to this mission. If the striking Player is permitted to call out more than one megahex number, these numbers are stated together.

[24.14] All megahex numbers called out as targets of a Strike mission must be within *six* megahexes of the airbase that is launching the strike. If more than one megahex is called, each called megahex must be adjacent to another called megahex.

[24.15] After all targets of a Strike mission have been announced, the Enemy Player must issue a Precise Search Report (see 9.33) for each of his Task Forces that occupy any of the target megahexes. If no Task Forces occupy any of these locations, this fact is announced — the Strike mission is then terminated and all air units allocated to the strike return to base (27.2).

[24.16] If the Enemy Player has issued one or more Precise Search Reports in response to the target megahexes of a strike, this mission has been successfully initiated. The striking Player must choose a *single* Task Force to attack from among those revealed by the Enemy Player. He states the target and location of this strike and then resolves the mission (24.3).

[24.2] STRIKE MISSION RESTRICTIONS

[24.21] Squadrons from different airbases may not combine into a single strike (**Exception:** 24.22). Each airbase must initiate Strike missions separately.

[24.22] If two or more aircraft carriers are part of the same Task Force, the squadrons belonging to those carriers may combine into a single strike.

[24.23] If an airbase possesses more than one squadron, it may launch more than one Strike mission (although each strike would be resolved separately). However, each Strike mission must contain at least one *combat* squadron.

[24.24] A Strike mission may never be targeted against a *squall* megahex (see 21.1).

[24.3] HOW TO RESOLVE A STRIKE MISSION

[24.31] If a Strike mission is successfully initiated, the striking Player should immediately transfer all the participating squadrons to the Tactical Display. Meanwhile, the defending Player should place all the ships belonging to the attacked Task Force onto the Display (14.24). In addition, he should place any squadrons assigned to CAP over this Task Force nearby.

[24.32] A strike is resolved according to the following sequence:

- If the striking Player has any squadrons in an escort role and the defending Player has squadrons in a CAP role, escort vs. CAP combat must be resolved (24.4).
- After escort vs. CAP combat (if any), all of the striking Players' strike squadrons (24.12) must enter the Tactical Display and attack Enemy vessels (24.5).

[24.4] ESCORT VS. CAP COMBAT

Before strike squadrons attack enemy ships, the striking Player's squadrons assigned to escort must engage in combat with the defending Player's squadrons assigned to CAP. If there is no CAP, the striking Player may immediately enter the Tactical Display with his strike squadrons (see 24.5).

[24.41] Escort vs. CAP combat is resolved as follows:

- Determine the total AA Value of the squadrons assigned to *escort* and the squadrons assigned to *CAP*.
- Each Player rolls a single die and multiplies his AA total (see Step a) by this die roll. The two products are compared, the Player with the higher total being the *winner*.

[24.42] If the striking Player possesses any EW squadrons in his strike, one is added to his die roll. If the defending Player possesses any AEW squadrons in his CAP, one is added to his die roll.

[24.43] After a winner in escort vs. CAP combat has been determined, both Players should again roll a single die. The loser suffers a number of Air Damage Points (26.0) equal to this roll. The winner suffers a number of Air Damage Points equal to one-half his roll (round fractions down). In addition, if the winner is the striking Player, the defending Player must reduce (flip over) any AEW squadrons that were assigned to this CAP mission (26.2). If the winner is the CAP Player, the striking Player must reduce any EW and Reconnaissance squadrons that were assigned to this strike (26.2).

[24.44] If the products achieved by both Players in Step 24.41b are identical, neither Player wins. Both Players suffer a number of Air Damage Points equal to one-half the number rolled on separate die rolls (round fractions down). AEW, EW, and Reconnaissance squadrons are not affected in this case.

[24.45] In certain circumstances, squadrons assigned to CAP may be permitted to employ their AA Values against Enemy strike squadrons as they enter Ring 4 of the Tactical Display. This may occur only when:

- The CAP Player is the winner of escort vs. CAP combat; *or*,
- The striking Player does not possess any escort squadrons, but the Enemy Player does possess a CAP mission over the attacked Task Force.

[24.5] AIRCRAFT VS. TASK FORCE COMBAT

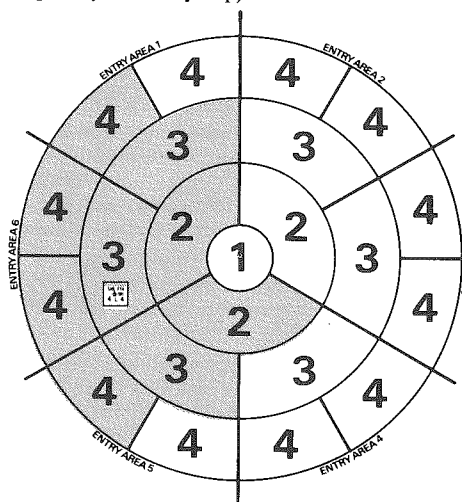
In order to resolve the attack of aircraft vs. ships, the striking Player should remove all squadrons

assigned to a strike role (24.12) and place them nearby the Tactical Display. *Each* strike squadron may enter the Tactical Display through *any* Entry Area the owning Player desires.

[24.51] Aircraft vs. ship combat is resolved according to the following sub-sequence:

- Squadron Movement Phase*
- AA Phase*
- Attack Declaration Phase*
- Attack Resolution Phase*
- Terminal Phase*

[24.52] During the first Squadron Movement Phase of a Strike mission, all squadrons may enter either Arc in Ring 4 of its declared Entry Area. During successive Squadron Movement Phases, a squadron must move into any adjacent Arc. At any given time, an unlimited number of squadrons may occupy the same Arc (including an Arc occupied by an Enemy ship).



A squadron occupying the indicated Arc must enter any of the indicated shaded Arcs during the Squadron Movement Phase.

[24.53] During the AA Phase, AA fire is performed by the defending Player:

- Each ship may employ its AA Value *once* per AA Phase against a single enemy squadron that occupies the same Arc. The firing Player states the ship's AA Value and rolls a single die. If the die roll is greater than this Value, the fire is unsuccessful. If the die roll is equal to or less than this Value, a quantity of Air Damage Points (26.0) equivalent to the difference between the die roll and the AA Value is immediately inflicted on the enemy squadron (if the die roll is equal to the AA Value, a single Air Damage Point is inflicted). Note that ships whose AA Values have asterisks (*) possess an *area* AA capability and are subject to the same restrictions of Case 16.29. They may only use their AA Value *once* per Strike mission outside of their occupied Arcs, although they may employ it an unlimited number of times within their Arcs. However, they may only use their AA Value *once* per AA Phase.

b. If the requirements of Case 24.45 have been met, each squadron assigned to CAP over the attacked Task Force may employ its AA Value against enemy squadrons during this Phase. This AA fire may *only* take place against enemy squadrons occupying an *Arc of Ring 4*. Each CAP squadron must attack *individually*, but may not attack more than once per Strike mission. AA fire by CAP squadrons is performed exactly like AA fire by ships. If a ship is also eligible to fire at an enemy squadron in Ring 4, the CAP squadrons always fire first.

[24.54] If the striking Player possesses any EW squadrons in his strike (24.12), he may *jam* enemy AA fire during any *single* AA Phase of the Strike mission. In order to jam, the striking Player declares this fact at the beginning of any AA Phase of his choice and totals the strength of all EW squadrons participating in this strike. This strength is the amount by which *all* of the Enemy Player's AA die rolls (including CAP) are *increased* for the *duration of the AA Phase*. However, jamming may not occur again for the remainder of the strike mission.

[24.55] If, at the beginning of the Attack Declaration Phase, the striking Player has squadrons occupying the same Arc as enemy ships, attacks may be declared on those vessels. Each squadron occupying the same Arc as a ship must attack *individually*. A given ship may have as many attacks declared against it as there are squadrons occupying the same Arc. If an attack is declared by the striking Player, it must be specified as one of two types:

a. **Air-to-Surface Missile (ASM):** This type of attack is safer, but less accurate than bombing (24.56).

b. **Bombing:** This type of attack is more dangerous than ASM's, but also more accurate (24.57). If a bombing attack is declared, it must be specified as *normal* or *diffusion* (24.6).

Note: Attacking enemy ships is completely voluntary. If more than one attack is declared against a given enemy vessel in the same Phase, this is known as a *combined attack*, even though the participating squadrons conduct their attacks separately (24.6).

[24.56] During the Attack Resolution Phase, ASM attacks are resolved as follows:

a. The defending Player rolls a single die and consults his target ship's Jamming Value. A die roll equal to or less than this Value indicates *successful* jamming (24.6). A die roll greater than this Value indicates unsuccessful jamming.

b. The Accuracy Value of all ASM attacks is 2. The striking Player rolls a single die and modifies this die roll according to the instructions of Case 24.6. If the modified die roll is greater than *two*, the ASM attack is unsuccessful. If the modified die roll is equal to or less than *two*, the attack is *successful*, and a quantity of hits equivalent to the difference between the die roll and two is inflicted on the target (if the modified die roll is two, one hit is inflicted). CAP has no effect against ASM attacks.

[24.57] During the Attack Resolution Phase, bombing attacks are resolved as follows:

a. All target ships resolve *close defense* fire against each of the squadrons attacking them. Close defense fire is performed separately by each ship. A ship's Close Defense Value is equal to its *AA Value plus one*. The defending Player rolls a single die. A die roll greater than the Close Defense Value indicates unsuccessful fire. A die roll equal to or less than this Value immediately inflicts a number of Air Damage Points (26.0) equal to the difference between the die roll and the Close Defense Value (a die roll equal to this Value indicates that a single Air Damage Point is inflicted on the attacking squadron).

b. The Accuracy Value of all bombing attacks is 3. The striking Player rolls a single die and modifies this die roll according to the instructions of Case 24.6. If the modified die roll is greater than *three*, the attack is unsuccessful. If the modified die roll is equal to or less than *three*, a quantity of hits equal to the difference between the die roll and three is inflicted on the

target (if the modified die roll is three, one hit is inflicted).

[24.58] For each hit achieved by an ASM or bombing attack, the striking Player rolls a single die. On a die roll of 1 or 2, a flotation hit is achieved. On any other die roll, a systems hit is inflicted. However, if the striking Player declared a *diffusion bombing attack*, only *systems hits* may be achieved.

[24.59] After a squadron has resolved an attack against a target, the striking Player should immediately flip this squadron over to its *Ordnance Expended* counter-side. In this condition, the squadron functions normally in all respects, except it may not perform any more attacks for the remainder of the Strike mission.

[24.6] MODIFIERS TO ASM AND BOMBING ATTACKS

[24.61] If the following conditions apply to an ASM or bombing attack, the indicated number should be added to the striking Player's attack die roll:

+1: If the attacking squadron's Strike Value is L.

+1: If the target successfully jams (ASM attack only — see 24.56a).

+1: If the target possesses an original Flotation Value of *one* (bombing attack only).

+7: For each Air Damage Point (permanent or temporary) possessed by the attacking squadron (26.0).

+1: If it is a night Game-Turn and the attacking squadron is all-weather (28.1).

+2: If it is a night Game-Turn and the attacking squadron is not all-weather, but there is currently a Friendly all-weather squadron on the Tactical Display.

+3: If it is a night Game-Turn and the attacking squadron is not all-weather, and there is *not* a Friendly all-weather squadron currently on the Tactical Display.

[24.62] If the following conditions apply to an ASM or bombing attack, the indicated number should be subtracted from the striking Player's attack die roll:

-1: If the attacking squadron's Strike Value is H.

-1: If a combined attack is being delivered against the target (24.55).

-1: If a *diffusion* bomb attack is being conducted (see 24.55b).

-1: If the target possesses an original Flotation Value of *three* (bombing attack only).

-2: If the target possesses an original Flotation Value of *four* or *five* (bombing attack only).

[24.63] All of the above modifiers are cumulative. It is permissible for the modified die roll to be reduced below one.

[24.7] CONCLUDING A STRIKE MISSION

[24.71] During the Terminal Phase, a Strike mission is immediately terminated under any of the following circumstances:

a. All of the strike squadrons or all of the targets have been eliminated from play, *or*,

b. All the strike squadrons have exited the Tactical Display, with or without having expended their ordnance.

[24.72] A squadron may only exit the Tactical Display from an Arc in Ring 4. Consider exiting the Display normal movement from Arc to hypothetical Arc. Once a squadron has exited the Display, it is not permitted to participate in the remainder of the strike.

[24.73] After a strike has been concluded, all surviving ships are placed back in their proper positions on the Group Display. All surviving squadrons are required to follow the instructions of Section 27.0.

[25.0] PATROL MISSIONS

GENERAL RULE:

Patrol missions are used to locate Enemy forces. There are two types of Patrol mission: *Recon* (which affects only Enemy Task Forces) and *ASW* (which affects only Enemy Subrons). Both types of mission may occur only during the Patrol Segment. Only Reconnaissance squadrons occupying the Launch-ready box of their Airbase Display may perform Recon missions. Only ASW squadrons occupying the Launch-ready box of their Airbase Display may perform ASW missions. More than one Patrol mission may be launched per Patrol Segment, but each is resolved separately. The First Player performs his Patrol missions first, followed by the Second Player.

CASES:

[25.1] HOW TO INITIATE A RECON MISSION

[25.11] A Recon mission is performed as follows:

a. Subject to range restrictions (see 25.12), a Player calls out a number of megahexes equal to the *strength* of the squadron performing the mission.

b. The Enemy Player replies by issuing a Precise Search Report (see 9.33) for each Task Force that occupies one of the called megahexes. If no Task Forces occupy these megahexes, this fact is stated.

[25.12] Each megahex called by the Phasing Player must be within 6 megahexes of the airbase from which the mission is being carried out.

[25.2] HOW TO INITIATE AN ASW MISSION

[25.21] An ASW mission is performed as follows:

a. Subject to range restrictions (see 25.22), a Player calls out a number of megahexes equal to the *strength* of the squadron performing the mission.

b. The Enemy Player replies by issuing an Accurate Search Report (see 9.34) for each Subron in *Shallow* mode in the called megahexes or an Approximate Search Report (see 9.35) for each Subron in *Deep* mode in the called megahexes. If no Subrons occupy the called megahexes, this fact is stated.

[25.22] Each megahex called by the Phasing Player must be within 3 megahexes of the airbase from which the mission is being carried out.

[26.0] DAMAGE TO AIR SQUADRONS

GENERAL RULE:

Like ships, squadrons may suffer damage, which inhibits their ability to operate to full efficiency. Combat squadrons suffer damage expressed in *Air Damage Points*, while support squadrons suffer damage through *reduction*.

CASES:

[26.1] DAMAGE TO COMBAT SQUADRONS

Combat squadrons may receive damage due to

escort vs. CAP combat (see 24.4), AA fire (see 24.53), and close defense fire (see 24.57). Damage inflicted upon combat squadrons is expressed in Air Damage Points, which may be *temporary* or *permanent*.

[26.11] When a squadron receives a number of Air Damage Points, the owning Player must determine how many are permanent and how many are temporary. The number of temporary Damage Points received in a given combat is equal to *one-half* (fractions rounded up) the total number of Damage Points received. The remainder of the Damage Points (if any) are permanent.

Example: A squadron receives one Damage Point. This Damage Point is temporary (one-half of one, fractions rounded up, is one). If the squadron receives three Damage Points, it would suffer one permanent and two temporary Damage Points.

[26.12] Permanent Damage Points are represented by placing a numbered chit underneath the squadron. Temporary Damage Points are represented by placing a numbered chit on top of the squadron.

[26.13] All temporary Damage Points to a squadron are automatically removed by the owning Player at the beginning of the ensuing Air Status Segment. Permanent Damage Points to a squadron may never be removed.

[26.14] For each Damage Point a squadron possesses, its AA Value is reduced by one. In addition, ASM and bombing attacks are influenced (see 24.6).

[26.15] At the moment a squadron accumulates a number of permanent Damage Points equal to its strength, it is eliminated from play.

[26.2] DAMAGE TO SUPPORT SQUADRONS

Support squadrons may receive damage due to escort vs. CAP combat (see 24.4).

[26.21] When a support squadron receives damage, this damage is represented by *reduction*. This means that the squadron is simply flipped over to its reverse counter-side, indicating a reduced strength.

[26.22] If a support squadron that is already reduced suffers reduction again, it is eliminated.

[26.23] Damage to support squadrons is always permanent.

[27.0] SQUADRON STATUS

GENERAL RULE:

When deployed on an Airbase Display, each squadron must be in one of three states: Landing, Re-fuel, or Launch-ready. At the start of each scenario, all squadrons should be placed in the Launch-ready box.

CASES:

[27.1] LAUNCH-READY STATUS

In order to perform a CAP, Strike, or Patrol mission, a squadron must occupy the Launch-ready box of its Airbase Display.

[27.2] LANDING STATUS

[27.21] After a Strike or Patrol mission is completed, all participating squadrons must be placed in the Landing box of their respective Airbase Display.

[27.22] Squadrons participating in CAP missions are not obligated to land (see 23.12).

[27.3] THE AIR STATUS SEGMENT

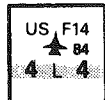
[27.31] At the beginning of the Air Status Segment, all squadrons occupying the Landing box of their Airbase Display are shifted to the Re-fuel box, and all squadrons occupying the Re-fuel box are shifted to the Launch-ready box.

[27.32] During the Air Status Segment, all temporary Damage Points possessed by combat squadrons are removed.

[28.0] THE EFFECT OF NIGHT AND SQUALLS ON AIR OPERATIONS

GENERAL RULE:

Night Game-Turns and squalls may adversely affect air operations. Some combat squadrons are more effective than others under these conditions.



CASES:

[28.1] ALL-WEATHER AIRCRAFT

[28.11] Combat squadrons are either *all-weather* or *normal*. An all-weather capability is indicated by the appropriate symbology directly on a squadron counter (a shaded band). Normal squadrons possess no all-weather symbology.

[28.12] Support squadrons are not classified as all-weather or normal.

[28.2] NIGHT GAME-TURNS

During night Game-Turns, all squadrons may perform missions, but their effectiveness is reduced.

[28.21] The AA Value of all non-all-weather squadrons is *halved* (round fractions down) during night Game-Turns.

[28.22] All Reconnaissance squadrons (not ASW) are halved in strength (round fractions down) during night Game-Turns.

[28.23] A squadron's ASM or bombing effectiveness is affected by night Game-Turns (see 24.61).

[28.3] SQUALL MEGAHEXES

[28.31] Neither a Strike nor a Patrol mission may be targeted against a squall megahex.

[28.32] CAP missions may be assigned to squall megahexes without restriction.

[29.0] LONG-RANGE PATROL MISSIONS

GENERAL RULE:

Long-range patrol is similar to normal patrol (see 25.0), although it is resolved abstractly. That is, neither Player possesses actual long-range patrol squadrons. Instead, both Players are given a *Long-Range Patrol Value* in each scenario. Long-range patrol aircraft are considered to be operating from off-map areas (it is unnecessary to employ airbases). In addition, long-range patrol aircraft have an unlimited range — they may operate against any megahex on the map.

CASES:

[29.1] HOW TO INITIATE A LONG-RANGE PATROL MISSION

[29.11] In the Long-Range Patrol Phase, the First Player performs all his Long-Range Patrol missions, followed by the Second Player. *The number of Long-Range Patrol missions a Player may perform is equal to his Long-Range Patrol Value (Exception: see 29.4).*

[29.12] If a Player is performing a Long-Range Patrol mission, he states the number of any megahex on the map. In addition, he specifies this mission as either *Task Force Patrol* (see 29.2) or *Subron Patrol* (see 29.3). More than one Long-Range Patrol mission may be directed against a megahex in the same Phase, although each mission is resolved separately.

[29.2] TASK FORCE PATROL

If a mission has been specified as Task Force Patrol, this mission affects only enemy Task Forces in the called megahex — never Subrons.

[29.21] When conducting a Task Force Patrol, the Enemy Player must reply by issuing a Precise Search Report (see 9.33) for each Task Force that occupies the called megahex. If no Task Force occupies this location, this fact is stated.

[29.22] If a Task Force Patrol has successfully spotted an enemy Task Force, the Phasing Player may immediately attack this Task Force as follows:

a. The Phasing Player determines his *Task Force Patrol Attack Value*. This Value is equal to 5 minus the highest Jamming Value currently possessed by one or more ships in the attacked Task Force.

b. The Phasing Player rolls a single die and compares this die roll to the Value determined in a. A die roll equal to or less than this Value indicates a successful attack. A die roll greater than this Value indicates an unsuccessful attack.

c. If an attack is successful, the Phasing Player rolls a single die. This die roll is *halved* (round fractions down), the result indicating the number of *systems hits* immediately inflicted on the attacked Task Force. The defending Player may distribute these hits in any way he sees fit among the ships of his Task Force (the distribution does not have to be announced).

[29.23] If a Task Force that is attacked by Task Force Patrol is currently assigned a CAP mission, the Task Force's highest Jamming Value (see 29.22b) is raised by one for the duration of the patrol.

[29.24] If a Task Force Patrol mission spots more than one enemy Task Force, only one of these Task Forces may be attacked (Phasing Player's choice).

[29.3] SUBRON PATROL

[29.31] If a mission has been specified as Subron Patrol, this mission affects only enemy Subrons in the called megahex — never Task Forces.

[29.32] When conducting a Subron Patrol, the Enemy Player must issue an Accurate Search Report (see 9.34) if he possesses a Subron in Shallow mode in the called megahex. He must issue an Approximate Search Report (see 9.35) if he possesses a Subron in Deep mode in the called megahex. If he possesses no Subrons at all in the called megahex, this fact is stated.

[29.4] THE EFFECT OF NIGHT AND SQUALLS ON LONG-RANGE PATROL

[29.41] During night Game-Turns, both Players' Long-Range Patrol Values are *halved* (round fractions down).

[29.42] A Long-Range Patrol mission may never be directed against a squall megahex.

[30.0] SOUND SURVEILLANCE SYSTEM (SOSUS)

GENERAL RULE:

In scenario instructions, either or both Players may receive Sound Surveillance System (SOSUS) sites. SOSUS sites are used by the owning Player to search for Enemy Subrons — they never affect Task Forces.

CASES:

[30.1] HOW SOSUS SITES ARE ASSIGNED

[30.11] Either or both Players may receive a number of SOSUS sites in scenario instructions. Each Player that is assigned SOSUS sites should receive an equal number of SOSUS markers.

[30.12] Before the start of play, each Player should deploy his SOSUS markers on his map as he sees fit. A maximum of one SOSUS marker may be deployed in each megahex. When a SOSUS marker is placed in a megahex, it should always be placed in hex A. Once positioned, SOSUS sites may be neither moved nor destroyed.

[30.2] HOW SOSUS SEARCHES ARE RESOLVED

[30.21] SOSUS searches are resolved during the SOSUS Phase. The First Player resolves his SOSUS searches first, followed by the Second Player. When a SOSUS search is performed, the owning Player announces the megahex occupied by the SOSUS marker that is performing the search.

[30.22] A SOSUS search is resolved exactly like a Subron Patrol (see 29.32). After a SOSUS search is completed, the owning Player flips the SOSUS marker over, indicating that it may not search again until the ensuing SOSUS Phase.

[31.0] AIRCRAFT CARRIER DAMAGE

GENERAL RULE:

The ability of an aircraft carrier's air squadrons to perform CAP, Strike, or Patrol missions may be affected by damage possessed by that carrier:

a. If an aircraft carrier has received *two or more* flotation hits, no air missions may be performed by the squadrons assigned to that carrier.

b. If an aircraft carrier has received *three or more* systems hits, no air missions may be performed by the squadrons assigned to that carrier.

c. If an aircraft carrier receives two or more flotation hits and/or three or more systems hits while some of its squadrons are performing CAP missions, all these squadrons must land in the ensuing Terminal Phase.

[32.0] OPTIONAL RULES

GENERAL RULE:

The following rules may only be used upon consent of both Players. Each rule adds to the realism of the simulation, but increases the game's complexity as well.

CASES:

[32.1] LONG-RANGE HELICOPTERS

[32.11] Any ship whose Helicopter Value has an asterisk (*) is considered to possess long-range helicopters.

[32.12] When determining the number of Helicopter or Helicopter ASW Search actions that a Task Force may perform in a given Action Sequence (see 10.11), the owning Player makes separate determinations for normal and long-range helicopters. For example, if a Task Force has one long-range and three normal helicopters, it could make two normal and one long-range Helicopter or Helicopter ASW Search actions per Action Sequence.

[32.13] Long-range Helicopter searches are identical to normal Helicopter searches (see 10.0), except that they may be performed at up to three megahex range (instead of two).

[32.14] The searching Player is not obligated to reveal whether a Helicopter search is long-range or normal.

[32.2] MID-COURSE GUIDANCE

[32.21] Any SSM whose Range Value has an asterisk (*) is capable of being fired by *mid-course guidance*. This is a process by which the SSM can extend its range.

[32.22] In order for an SSM Combat action to use mid-course guidance, at the moment this action is performed the firing Player must possess a Friendly Task Force (not Subron) within two hexes of the firing Task Force or Subron. If this condition is met, this SSM attack may be directed against any hex within the SSM's Range Value of that Friendly (non-firing) Task Force.

[32.23] It is not necessary for the firing Player to state that an SSM Combat action is using mid-course guidance.

[32.3] LONG-RANGE ASM ATTACKS

[32.31] Any squadron whose Strike Value has an asterisk (*) is considered to possess long-range ASM's. If the owning Player declares an ASM attack with this squadron (see 24.55), this attack may be made against *any* Enemy ship on the Tactical Display — the target ship does not have to occupy the same Arc as the attacking squadron.

[32.32] A long-range ASM attack is considered a normal ASM attack and is subject to all the restrictions of 24.56. When performing a long-range ASM attack, the striking Player simply points to the ship that is to be the target of the attack. ASM's *do not* have to physically travel from Arc to Arc on the Display.

[32.33] A long-range ASM attack may be made only once per game per eligible squadron. After each attack, the owning Player must record this fact on a piece of scrap paper. Such a squadron may make normal ASM attacks for the remainder of the game.

[32.34] After the completion of a long-range ASM attack, the attacking squadron is flipped over to its Ordnance Expended counter-side.

[32.4] TACTICAL COORDINATION

[32.41] In most scenarios, both Players receive a *Tactical Coordination Value*. This number represents the ability of a Player's force to coordinate air and SSM attacks against enemy Task Forces.

[32.42] If a Task Force is attacked by Enemy air squadrons in a Strike mission or in a Long-Range Patrol mission during a given Game-Turn, the owning Player notes this fact on a piece of scrap paper.

[32.43] If a Task Force that has been attacked by Enemy air units (see 32.42) is attacked by SSM's in the same Game-Turn, the attacking Player rolls a single die and compares this die roll to his Tactical Coordination Value *before* resolving the SSM action. If the die roll is equal to or less than this

Value, the SSM action is successfully coordinated with the previous air attack. If the die roll is greater than this Value, the attack has not been successfully coordinated and the SSM action is resolved normally.

[32.44] If an attack has been successfully coordinated, all ships deployed on the Display have their Jamming and AA Values reduced by *one* for the duration of the SSM Combat action.

[32.5] US AEGIS-CLASS CRUISERS

USS *Sims* and USS *Cone* are *Aegis*-class cruisers that are expected to enter service by 1983. Neither *Sims* nor *Cone* is included in any of the scenarios in *Task Force*. When designing their own scenarios, Players may include *Sims* or *Cone* in their US force pool if the scenario is postulated as taking place after 1983. Similarly, in any of the scenarios included in *Task Force* involving US vessels, the US Player may substitute *Sims* and *Cone* for two other cruisers, provided that both Players agree.

[32.6] US DESIGN-TO-PRICE ELECTRONIC WARFARE SYSTEM (DPEWS)

A new electronics system called DPEWS (SOQ-132) will soon be fitted onto most US Navy combatants. This system will enhance the jamming capability of a given ship considerably. If both Players agree that the scenario being played takes place after 1983, all US ships are considered to possess DPEWS and have the following characteristics:

- All ships of destroyed (DD), missile cruiser (CG), and aircraft carrier (CV) size have a Jamming Value of 4.
- When a US Task Force is the object of an Enemy Active Search, the US Player may secretly add *three* to the die roll (not two; see 9.12b) when in Normal mode in the megahex being searched.
- The Surveillance Level of the Player that possesses any number of US ships in a scenario is raised by one step (e.g., Average would become High, but Very High would remain Very High).

[32.7] ROCKET-ASSISTED PROJECTILES

There is a possibility that US naval guns may employ the rocket-assisted projectile (RAP) in the near future. This device will greatly increase the range and accuracy of US naval gunnery. If the scenario being played is postulated as taking place after 1984, all US frigates, destroyers, and cruisers are considered to be employing RAP. All ships using RAP have a Gunnery Range of **A** and a Gunnery Strength *one greater* than their original Value.

[32.8] THE TOMAHAWK SSM

[32.81] The *Tomahawk* cruise missile is expected to enter service in the US Navy by 1983. If the scenario being played is postulated as taking place after this time, all US ships (except patrol combatants) that are capable of firing Harpoon SSM's have in addition to their normal complement of Harpoons, *four* Tomahawk SSM's. Tomahawks are fired as if they were normal SSM's.

[32.82] Tomahawks have a range of 12 regular hexes. However, in order for the US Player to launch a Tomahawk attack, at least one US Task Force must either occupy or be adjacent to the *megahex* against which this attack is targeted.

[32.83] If a Tomahawk SSM Combat action is successfully initiated, it is resolved exactly like a normal SSM attack. The US Player employs the Harpoon SSM counter and all its Values when resolving this attack.

[32.9] COMMANDERS

[32.91] Both sides are considered to possess an unlimited number of *commander* leader counters in each scenario. A commander functions as a normal leader in all ways, although it possesses a Command Value of *negative 1*. If a 1 is rolled by the owning Player when determining the number of actions available to a group commanded by a commander (see 6.12), this group does not receive any actions at all during its Action Sequence.

[32.92] If this rule is employed, Players must coin their own commander counters.

[33.0] SCENARIOS

GENERAL RULE:

Task Force scenarios are presented in four levels of complexity: Introductory, Basic, Intermediate, and Tournament. Introductory scenarios should be used to learn the fundamentals of the game system. They require only short playing time and use very few counters. Basic scenarios are slightly more complex and time-consuming. Intermediate scenarios introduce submarines and provide more varied force structures. Tournament games include all the intricacies of modern naval operations, specifically air power.

SCENARIO INFORMATION:

Each scenario is introduced with the following information:

- Notes:** The military and political situation is defined and both sides' objectives are discussed.
- Map:** The map on which the engagement takes place is listed.
- Forces, Ammunition, and Deployment:** The First Player's naval forces are indicated by name, ship type, and nationality. In addition, each force is provided with a number of leaders of various ranks. Deployment instructions for each force are also provided. Note that the ship type abbreviation following the name of each vessel is sometimes followed by a multiplier. This figure is the number of SSM's of the type carried by the indicated ship carried by that vessel at the beginning of the scenario, expressed as a *multiple* of its *original* Simultaneous Launch Capability. **Example:** Audace (DD×3) indicates that during the scenario, the destroyer Audace may fire *three* times as many SSM's of the type indicated on the counter as its original Simultaneous Launch Capability. If a ship's name is not followed by a multiplier, it may fire no more SSM's than its Simultaneous Launch Capability. In the case of submarines, each submarine may conduct a number of Torpedo attacks during a scenario equaling the multiplier after its type abbreviation.
- Forces, Ammunition, and Deployment:** The same information is provided for the Second Player.
- Surveillance Levels:** The Surveillance Levels of each Player are listed.
- Special Rules:** Any special rules that are in effect are listed.
- Game-Length:** The length of the game is indicated as well as which Game-Turns are night.
- Tactical Coordination Values:** The Tactical Coordination Values of each Player are listed.
- Air Units:** The airbases and the squadrons assigned to those airbases are provided. Squadrons are listed by designation and type.
- Long-Range Patrol Values:** Both Players are assigned a Long-Range Patrol Value.
- SOSUS:** The number of SOSUS sites available to each Player is listed.

Note: Items **h**, **i**, **j**, and **k** are employed only in Tournament Level games.

1. Victory Conditions: A scenario is won by the Player who has accumulated the most Victory Points at the end of the game. Victory Points awarded for the elimination of Enemy ships are constant throughout all scenarios:

- 1 point for each Enemy patrol combatant (PC) that is sunk.
- 2 points for each Enemy frigate (FF) sunk, or combat squadron destroyed.
- 3 points for each Enemy destroyer (DD) sunk.
- 4 points for each Enemy light cruiser (CL) or diesel submarine (SS) sunk.
- 5 points for each Enemy missile cruiser (CG), nuclear submarine (SSN), or freighter sunk.
- 10 points for each Enemy non-US aircraft carrier (CV) sunk, or for damaging a US CV to the degree that it can no longer launch air missions (see 31.0).
- 25 points for each Enemy US CV sunk. If a US CV is sunk, ignore the points awarded for damaging that CV (see 6 above).

Any special Victory Points awarded in a given scenario above and beyond these achievements will be listed in this section. **Player's Note:** The forces represented in *Task Force* scenarios are actual contemporary naval organizations. The scenarios have been structured as realistically as possible and simulate the most likely confrontations between the powers in the event of hostilities. For this reason, some scenarios may appear unbalanced in favor of one side or the other. If these scenarios are to be played competitively instead of instructionally, it is suggested that a match consist of two separate games in which Players switch sides after the completion of the first game.

HOW TO START A SCENARIO:

Both Players should obtain their ships and leaders listed in scenario instructions. Each Player should then arrange his forces into groups, place these group markers on the map according to deployment instructions, and place the ships and submarines comprising each group onto the Group Display. Note that each group of ships provided in the scenario is accompanied by a number of leaders. The owning Player is not obligated to initially assign all of these leaders to individual groups. He may use any or all of these leaders at the start of the game — those not employed are placed in the Spare Leaders box (see 5.3). Finally, both Players should list his participating ships on the Fleet Display (see 19.3).

SHIP TYPE ABBREVIATIONS:

SSN: Nuclear submarine; **SS:** Diesel submarine; **CV:** Aircraft carrier; **CG:** Missile cruiser; **CL:** Light cruiser; **DD:** Destroyer; **FF:** Frigate; **PC:** Patrol combatant.

COUNTRY ABBREVIATIONS:

US: United States; **UK:** United Kingdom; **FR:** France; **IT:** Italy; **NE:** Netherlands; **WG:** West Germany; **CA:** Canada; **GR:** Greece; **TU:** Turkey; **IS:** Israel; **SP:** Spain; **NO:** Norway; **DE:** Denmark; **ME:** Mexico; **BE:** Belgium; **CO:** Colombia; **VE:** Venezuela; **BR:** Brazil; **SO:** Soviet Union.

CASES:

[33.1] INTRODUCTORY SCENARIOS

[33.11] October 1973: The Yom Kippur War

a. Notes: The Yom Kippur War of 1973 represented the first naval conflict to be fought entirely between ships armed with SSM's. The successful performance of the Israeli Navy in this

struggle demonstrated the potent power of the modern SSM when employed with tactical finesse. The war at sea opened on 6 October, as Israeli *Saar* class boats swept the Syrian and Egyptian coastlines at night, seeking to prevent the Arab *Osa* and *Komar* class patrol craft from exiting harbor. On this night, five Syrian vessels were sunk by Gabriel SSM's launched off Latakia. On the next night, three Egyptian *Osa*'s were sunk in a running engagement off the Nile Delta. The Israeli sweeps continued nightly with similar success. This scenario simulates a typical Israeli sweep at night against a force of Syrian *Osa*'s.

b. Map: C (Mediterranean).

c. Forces (First Player, Israeli)

1. *Squadron 1, Haifa* (all Israeli): Eilat(PC), Misgav(PC), Haifa(PC), Miznach(PC), Acco(PC), Mivtach(PC); 1 × Commodore; Deploy anywhere within megahexes 163, 164, 165, 171, or 172.

d. Forces (Second Player, Syrian)

1. *1st Flotilla, Latakia* (all Soviet counters): El Harra(PC, Brestky), Masyaf(PC, Kirovsky), Idlib(PC, Michurinsky), Safita(PC, Tambovsky), Tartus(PC, Novokuy), Baniyas(PC, Gornyy), Katrun(PC, Polyana), Afrin(PC, Balykley); 1 × Captain; Deploy anywhere within megahexes 180 or 181.

e. Surveillance Levels

1(Israeli): Average.
2(Syrian): Average.

f. Special Rules: None.

g. Game-length: 7 Game-Turns, all of which are night (however, this has no effect on play).

h-k. Not applicable.

i. Victory Conditions: Standard.

[33.12] Soviet Raiders

a. Notes: In the opening days of the Six Week War, a Soviet *Kresta I* and a *Kynda*-class cruiser commenced commerce raiding operations in the Norwegian Sea. Immediately, two US destroyers from STANAVFORLANT (Keflavik, Iceland) have been ordered to deal with the threat.

b. Map: A (Norwegian Sea).

c. Forces (First Player, US)

1. *Task Unit 20.61* (all US): Peterson(DD), Caron(DD); 1 × Captain; Deploy anywhere within megahexes 6, 7, 12, 13, 20, or 21.

d. Forces (Second Player, Soviet)

1. *Surface Action Group 81* (all Soviet): Drozd(CG), Grozny(CG), 1 × Captain; Deploy anywhere within megahexes 28, 29, 34, 35, 36, 42, or 43.

e. Surveillance Levels

1(US): High.
2(Soviet): Average.

f. Special Rules: Neither Task Force may enter any megahex numbered greater than 43.

g. Game-length: 8 Game-Turns, all daylight.

h-k. Not applicable.

i. Victory Conditions: Standard

[33.2] BASIC SCENARIOS

[33.21] Guantanamo Rescue

a. Notes: At the outbreak of hostilities, the US military base at Guantanamo, Cuba was immediately besieged by Cuban forces. In response, a convoy of ten freighters has passed through the Panama Canal escorted by one *Brooke* and three *Perry*-class frigates from Task Group 21.5 (Sea Control and Surveillance Battle Force). Between the Americans and Guantanamo are 11 Cuban patrol boats and a single Soviet *Kotlin*-class destroyer.

b. Map: B (Caribbean).

c. Forces (First Player, Cuban)

1. *Patrol Group 1* (all Soviet counters): Habana(PC, Brestky), Donativo(PC, Kirovsky), Matanzas(PC, Michurinsky), Las Villas(PC, Tambovsky), Oriente(PC, Novokuy), Pinar del Rio(PC, Gornyy), Leoncio(PC, Polyana), Prado(PC, Balykley), Diez de Octubre(PC, Terbuny), Sibony(PC, Grad), Caribe(PC, Raduga); 1 × Captain; Deploy anywhere within megahexes 28, 29, 35, 36, or 37.

2. *SAG 17* (Soviet): Svetly(DD); 1 × Captain; Deploy anywhere within megahexes 35, 36, 37, 42, or 43.

d. Forces (Second Player, US)

1. *TU 21.53, Convoy 17* (all US): Perry(FF × 2), Duncan(FF × 2), Clark(FF × 2), Talbot(FF), Foggy Bottom(Freighter #1), Singapore Sling(Freighter #2), Typhoon(Freighter #3), Long Branch(Freighter #4), Sealift Arctic(Freighter #5), Schuykill(Freighter #6), Pvt. John Towle(Freighter #7), Meteor(Freighter #8), Victoria(Freighter #9), Norwalk(Freighter #10); 1 × Commodore; Deploy anywhere within megahexes 61, 68, or 73.

2. *TU 21.531* (US): Hercules(PC) 1 × Captain; Deploy in megahex 60.

e. Surveillance Levels:

1(Cuban): High.
2(US): Average.

f. Special Rules: *Hercules* may never be part of a Task Force with other US ships — it must operate independently.

g. Game-length: 14 Game-Turns (Game-Turns 10 through 12 are night). Also, see Victory Conditions.

h-k. Not applicable.

i. Victory Conditions: Standard; also US Player receives 3 Victory Points for each freighter that reaches megahex 19. (As soon as the US Task Force containing the freighters enters megahex 19, the game immediately ends — even if it is before Game-Turn 14.)

[33.22] The Battle of the Faeroes

a. Notes: In the second week of war, a number of Soviet ships from the Red Banner Northern Fleet sped to the assistance of the raiders that had been wreaking havoc on NATO shipping in the Norwegian Sea. Meanwhile, a scratch force from STANAVFORLANT and a Royal Navy Task Force have assembled near the Faeroes to give battle to the approaching Soviets.

b. Map: A (Norwegian Sea).

c. Forces (First Player, NATO)

1. *Task Force 318* (all UK): Bristol(CG × 2), Fife(CG × 2), Cardiff(DD × 2), Brazen(DD × 2), Zulu(DD); 1 × Commodore, 1 × Captain; Deploy anywhere within megahexes 38, 39, 46, or 47.
2. *STANAVFORLANT:* Rommel(WG,DD), Koln(WG,FF), P.Skram(DE,FF), Tromp(NE,DD); 1 × Captain; Deploy anywhere within megahexes 23, 24, 29, 30, 31, 36, or 37.

d. Forces (Second Player, Soviet)

1. *SAG 34* (all Soviet): Moskva(CG), Kerch(CG), Slavny(DD), Rezvy(FF), Gomel(FF); 1 × Commodore; Deploy anywhere within megahexes 50, 51, or 56.
2. *SAG 1* (all Soviet): Drozd(CG), Grozny(CG × 2), Bedovy(DD), Bodry(FF), Zorky(DD); 1 × Captain; Deploy anywhere within megahexes 44, 45, or 52.

e. Surveillance Levels

1(NATO): High.
2(Soviet): Average.

f. Special Rules: Natural random events occur automatically every even-numbered Game-Turn, although it is still necessary to roll for random events during these Turns. If natural random events also occur by a die roll on an even-numbered Game-Turn, all megahexes on the map are squall megahexes for the duration of the Game-Turn (i.e., it is unnecessary to roll two dice in order to determine which megahexes are squalls).

g. Game-length: 12 Game-Turns (Game-Turns 10 through 20 are night).

h-k. Not applicable.

l. Victory Conditions: Standard.

[33.3] INTERMEDIATE SCENARIOS

[33.31] *Unitas*

a. Notes: As World War Three raged in Europe, the governments of Latin America, angered at renewed Cuban guerrilla activity, joined the US in an expedition to topple the Castro regime. The united force is to rendezvous for an amphibious assault on Santiago. To oppose the invasion armada, the weakened Cuban armed forces can only muster a few missile boats and three stranded Soviet conventional submarines.

b. Map: B (Caribbean).

c. Forces (First Player, Alliance)

1. *Desron 20* (all US): King(DD×2), Paul(FF), Bowen(FF), Iwo Jima(Freighter #1), Hermitage(Freighter #2), Boulder(Freighter #3), Saginaw(Freighter #4); 1×Commodore; Deploy anywhere within megahexes 46, 47, 54, or 55.

2. *Squadron 12* (all Venezuelan): Salom(FF), Sucre(FF), Esparta(DD), Maracaibo(Freighter #5); 1×Commodore; Deploy anywhere within megahexes 74, 75, or 77.

3. *Veracruz Detachment* (Mexican): Azueta(DD); 1×Captain; Deploy in megahex 3.

4. *Squadron 403* (all Colombian): S.de Agosto(DD), V.de Julio(DD); 1×Captain; Deploy in megahex 75.

5. *Curacao Detachment* (Netherlands): Piet Heyn(FF); 1×Captain; Deploy in megahex 23.

6. *Flotilla 83* (all Brazilian): Liberal(DD×2), Uniao(DD), Garcia D'Avila(Freighter #6), D.de Caxais(Freighter #7), Pereira(Freighter #8), Dutra(Freighter #9), Parrieras(Freighter #10); 1×Commodore; Deploy anywhere within megahexes 62, 63, 69, or 74.

d. Forces (Second Player, Cuban-Soviet)

1. *Patrol Group 1* (all Soviet counters): Habana(PC, Brestky), Donativo(PC, Kirovsky), Matanzas(PC, Michurinsky), Las Villas(PC, Tambovsky), Oriente(PC, Novokuy), Pinar del Rio(PC, Gornyy), Leoncio(PC, Polyana), Prado(PC, Balykley), Diez de Octubre(PC, Terbuny), Sibony(PC, Grad), Caribe(PC, Raduga); 3×Captain; Deploy anywhere within megahexes 27, 28, or 29.

2. *Undersea Squadron 33* (all Soviet): Chirok(SS×3), Frolovo(SS×3), Rudnya(SS×3); 3×Captain; Deploy anywhere within megahexes 41, 42, 43, or 44.

e. Surveillance Levels

1(Alliance): High.
2(Cuban-Soviet): Low.

f. Special Rules: None.

g. Game-length: 16 Game-Turns (Game-Turns 9 through 11 are night).

h-k. Not applicable.

l. Victory Conditions: Standard; Also, Alliance Player receives 3 Victory Points for each freighter that ends the game in megahex 13.

[33.32] *Invasion of Malta*

a. Notes: The Soviet Black Sea Fleet has broken out into the Aegean. As the Soviets assemble their forces for a general advance into the western Mediterranean, an advanced amphibious group has been rushed ahead in an attempt to seize the island of Malta in a *coup de main*. As the US and French fleets are tied up eliminating Soviet subs in the western Med, the only force to oppose the Soviets is a contingent of the Italian Navy based at Taranto, and a single French submarine.

b. Map: C (Mediterranean).

c. Forces (First Player, Soviet)

1. *Amphibious Group E* (all Soviet): Sverdlov(CL), Azov(CG), Skory(DD), Bravy(DD), Statny(DD), Chulym(Freighter #1), Shilka(Freighter #2), Tortsev(Freighter #3), Shakhter(Freighter #4), Presnya(Freighter #5); 1×Rear Admiral, 1×Commodore; Deploy anywhere within megahexes 98, 107, or 108.

2. *Amphibious Group F* (all Soviet): Murmansk(CL), Slavny(DD), Krasny(DD), Bedovy(DD), Poltava(FF), Zenchug(FF), Insar(Freighter #6), Kuznetsky(Freighter #7), Filchenkov(Freighter #8), Vilkov(Freighter #9), Vlksm(Freighter #10); 1×Commodore, 1×Captain; Deploy anywhere within megahexes 98, 107, or 108.

3. *Undersea Squadron 44* (Soviet): Letya(SSN×3); 1×Captain; Deploy anywhere within megahexes 77, 78, 69, 70, or 61.

d. Forces (Second Player, Italian)

1. *Frigate Division 5* (all Italian): V.Veneto(CL), C.Duilio(CL), Audace(DD×3), Euro(FF), Orsa(FF×2); 1×Commodore; 1×Captain; Deploy anywhere within megahexes 67, 68, 59, 60, or 51.

2. *Patrol Division 7* (all Israeli counters): Sparviero(PC, Acco), Nibbio(PC, Haifa), Falcone(PC, Eilat), Astore(PC, Mivtch), Grifone(PC, Miznach), Gheppio(PC, Misgav); 2×Captain; Deploy anywhere within megahexes 51, 59, 60, 67, or 68.

3. *Patrol Detachment* (Italian): Sauro(SS×4); 1×Captain; Deploy anywhere within megahexes 51, 59, 60, 67, or 68.

4. *Patrol Detachment* (French): Agosta(SS×4); 1×Captain; Deploy anywhere within megahexes 51, 59, 60, 67, or 68.

e. Surveillance Levels

1(Soviet): High.
2(Italian): Average.

f. Special Rules: All Italian PC's have an SSM Value of E2 instead of F8.

g. Game-length: 20 Game-Turns (Game-Turns 9 through 12 are night).

h-k. Not applicable.

l. Victory Conditions: Standard; Also, the Soviet Player receives 3 Victory Points for each freighter that ends the game in megahex 26.

[33.33] *First Moves in the Norwegian Sea*

a. Notes: In the first days of World War Three, the Soviets launched a surprise attack with ground and air forces in Central Europe. In support of the main offensive, the Soviet Army's Leningrad Military District launched an invasion of Norway with several motorized rifle divisions. To delay the collapse of Norway, Supreme Allied Command Atlantic has dispatched a battalion of the US 2nd Marine Division (1st, 8th Marines) to Bodo from Keflavik, Iceland, where it was undergoing amphibious training. NATO's Standing Naval Force Atlantic, a multi-national squadron, was tasked to provide the escort for the amphibious group. Several Soviet submarines in the Norwegian Sea

have been sent to intercept the NATO force. Simultaneously, a Soviet Naval Infantry Regiment has been ordered to seize the Faeroe Islands as an advanced base. The Norwegian Frigate Division 1, enroute to cover their army's sea flank in the north, has been diverted in order to attack the Soviet convoy.

b. Map: A (Norwegian Sea).

c. Forces (First Player, Soviet)

1. *Escort Group B* (all Soviet): Chapaev(CG), Drozd(CG), Statny(DD), Krasny(DD), Rezvy(FF), Terbuny(PC), Ivan Rogov(Freighter #1), Yavza(Freighter #2), Kamchatka(Freighter #3), Petr Ilichev(Freighter #4), Sergei Lazo(Freighter #5); 1×Commodore, 2×Captain; Deploy anywhere within megahexes 63 or 64.

2. *Undersea Squadron 55* (all Soviet): Komsomolets(SS×3), Perepel(SS×3), Chirok(SS×3); 3×Captain; Deploy anywhere within megahexes 60, 61, or 62.

d. Forces (Second Player, NATO)

1. *STANAVFORLANT*: Luce(US,DD×2), Yukon(CA,FF), Active(UK,DD), Van Nes(NE,FF), Westdiep(BE,FF), Bayern(WG,DD×2), Inchon(Freighter #6), Spiegel Grove(Freighter #7), Austin(Freighter #8), Fairfax County(Freighter #9), Spartanburg(Freighter #10); 1×Commodore, 5×Captain; Deploy in megahex 30.

2. *Frigate Division 1* (all Norwegian): Oslo(FF), Narvik(FF), Bergen(FF); 1×Commodore, 1×Captain; Deploy anywhere within megahexes 36, 37, 38, or 39.

e. Surveillance Levels

1(Soviet): Average.
2(NATO): Low.

f. Special Rules: None.

g. Game-length: 12 Game-Turns (Game-Turns 9 and 10 are night).

h-k. Not applicable.

l. Victory Conditions: Standard; Also, the NATO Player receives 3 Victory Points for each of his freighters that ends the game in megahex 63 or 64. The Soviet Player receives 3 Victory Points for each of his freighters that ends the game in megahex 30.

[33.34] *The Battle of Convoy 35*

a. Notes: In an attempt to stem the Soviet ground offensive in Central Europe, the US reinforcements were rushed by air and sea across the Atlantic. A merchant convoy carrying the 40th Infantry Division (Mech) of the California National Guard has passed through the Panama Canal and picked up a strong escort of US Navy warships. The convoy is considered critical to the war in Europe. The Soviet Northern Fleet has unleashed its entire submarine force in a desperate attempt to sink Allied convoys reinforcing NATO's depleted armies. A large but uncoordinated group of Soviet submarines has been directed to intercept Convoy 35 before it enters the Atlantic.

b. Map: (Caribbean).

c. Forces (First Player, Soviet)

1. *Submarine Force Caribbean* (all Soviet): Letya(SSN×3), Frunze(SSN×3), Kaluga(SSN×3), Komsomolets(SS×3), Perepel(SS×3), Chirok(SS×3), Rudnya(SS×3), Frolovo(SS×3), Penza(SS×3); 9×Captain; Deploy anywhere within megahexes 15, 23, 31, 54, 62, 63, 69, or 74.

d. Forces (Second Player, US)

1. *Sea Control and Surveillance Battle Force* (all US): Biddle(CG), Caron(DD), Voge(FF),

Paul(FF), Bowen(FF), Almeria Lykes(Freighter #1), Delta Sud(Freighter #2), Amazonia(Freighter #3), President Johnson(Freighter #4), Hawaiian Citizen(Freighter #5), Sea-Land Pacer(Freighter #6), Austral Entente(Freighter #7), Sea-Land Market(Freighter #8), Mormacdraco(Freighter #9), Delta Paraguay(Freighter #10); 1 × Rear Admiral, 1 × Captain; Deploy anywhere within megahexes 30, 38, 45, 52, 53, or 61.

2. *TU 21.53* (all US): King(DD), Peterson(DD), Fife(DD), Corry(DD), Aylwin(FF); 1 × Commodore; Deploy anywhere within megahexes 30, 38, 45, 52, 53, or 61.
3. *Attack Group 2* (all US): Ray(SSN), Shark(SSN); 1 × Commodore, 1 × Captain; Deploy anywhere within megahexes 30, 38, 45, 52, 53, or 61.

e. Surveillance Levels

1(Soviet): High.
2(US): Very High.

f. Special Rules: None.

g. **Game-length:** 12 Game-Turns (Game-Turns 9 through 11 are night). Also see Victory Conditions.

h-k. Not applicable.

l. **Victory Conditions:** Standard; the game ends at the instant a Task Force containing at least one freighter enters megahex 15, 31, 54, 62, or 74 — even if it is before Game-Turn 12. At the end of the game, the US Player receives 3 Victory Points for each freighter in megahex 15, 31, 54, 62, or 74.

[33.4] TOURNAMENT SCENARIOS

[33.41] Escape from Guantanamo

a. **Notes:** With the outbreak of hostilities, several US warships were located at Guantanamo Bay, Cuba, undergoing refresher training prior to deployment in the Indian Ocean. These ships have been designated Battle Group 3, and ordered to break out and sail for the US Naval Station at Mayport, Florida. Coincidentally, a Soviet surface group was making a port visit to Havana. It has been ordered to link up with several Soviet SSN's and Cuban patrol boats in order to destroy the US ships.

b. **Map:** B (Caribbean).

c. Forces (First Player, US)

1. *TG 20.3* (all US): Saratoga(CV), King(DD × 2), Luce(DD × 2), Caron(DD), Peterson(DD), Paul(FF), Voge(FF); 1 × Rear Admiral, 1 × Commodore, 1 × Captain; Deploy in megahex 19.

d. Forces (Second Player, Cuban-Soviet)

1. *SAG 21* (all Soviet): Chapaev(CG), Drozd(CG), Zorky(DD); 1 × Commodore; Deploy in any megahex other than 19.

2. *Undersea Squadron 66* (all Soviet):

Kaluga(SSN × 3), Frunze(SSN × 3), Letya(SSN × 3); 3 × Captain; Deploy in any megahex other than 19.
3. *Patrol Group 1* (all Soviet counters): Habana(PC, Brestky), Donativo(PC, Kirovsky), Matanzas(PC, Michurinsky), Las Villas(PC, Tambovsky), Oriente(PC, Novokuy), Pinar del Rio(PC, Gornyy), Leoncio(PC, Polyana), Prado(PC, Balykley), Diez de Octubre(PC, Terbuny), Sibony(PC, Grad), Caribe(PC, Raduga); 3 × Captain; Deploy in any megahex other than 19.

e. Surveillance Levels

1(US): Very High.
2(Cuban-Soviet): Low.

f. Special Rules: None.

g. **Game-length:** 8 Game-Turns (all daylight).

h. Tactical Coordination Values

1(US): 2.
2(Cuban-Soviet): 2.

i. Air Units

1(US): **Saratoga:** 31(F4), 103(F4), 37(A7), 105(A7), 75(A6), 133(EW), 123(AEW), 22(ASW), 1(RCN); **Kingston or Guantanamo:** 612(F4), 231(AV8).

2(Cuban-Soviet): **Santiago:** 5(M21), 6(M21).

j. Long-Range Patrol Values

1(US): 3.
2(Cuban-Soviet): 1.

k. SOSUS: None.

l. **Victory Conditions:** Standard; Also, the US Player receives 5 Victory Points if the Task Force containing **Saratoga** ends the game in a hex adjacent to either the northern or the eastern mapedge.

[33.42] Convoy GA-12

a. **Notes:** In the first weeks of war, NATO's struggling southern member, Turkey, began to falter. Although the full weight of the Soviet Army was committed elsewhere, it was evident that Turkey would collapse without immediate aid. Air-delivered supplies could not keep pace with requirements, and were subject to appalling attrition from Soviet fighters. A NATO convoy has been assembled at Gibraltar under French escort for a run to the Turkish port of Antalya. A small Spanish force has joined the convoy as a show of solidarity with NATO. Soviet units patrolling the eastern Mediterranean have been ordered to intercept and destroy the convoy.

b. **Map:** C (Mediterranean).

c. Forces (First Player, Soviet)

1. *Mediterranean Squadron* (all Soviet): Kiev(CV × 2), Moskva(CG), Kerch(CG), Zelonodolsk(FF), Ganguets(FF); 1 × Rear Admiral, 1 × Commodore; Deploy anywhere within megahexes 81, 82, 90, 91, 92, 100, or 101.
2. *Detachment H* (all Soviet): Krasny(DD), Vesky(DD), Svetly(DD); 1 × Captain; Deploy anywhere within megahexes 120, 121, 129, 130, 131, 139, or 140.

3. *Detachment I* (all Soviet): Bravy(DD), Slavny(DD), Skory(DD), 1 × Captain; Deploy anywhere within megahexes 69, 70, 78, 79, 80, 88, or 89.

4. *Detachment J* (all Soviet): Brestky(PC), Kirovsky(PC), Michurinsky(PC), Tambovsky(PC), Novokuy(PC), Gornyy(PC), Polyana(PC), Balykley(PC), Terbuny(PC), Grad(PC), Raduga(PC); 1 × Commodore, 1 × Captain; Deploy anywhere within megahexes 98, 99, 107, 108, 109, or 118.

5. *Undersea Squadron 77* (all Soviet): Letya(SSN × 3), Chirok(SS × 2); 2 × Captain; Deploy anywhere within megahexes 39, 40, 48, 49, 50, 58, or 59.

d. Forces (Second Player, NATO)

1. *Convoy GA-12* (all French): Foch(CV), Colbert(CL), DeGrasse(DD × 2), Montcalm(DD × 2), Suffren(DD × 2), Drogou(FF), Protet(FF), Jacob Kipp(Freighter #1), Salach(Freighter #2), L&J Daum(Freighter #3), Manhattan(Freighter #4), Ann Roosevelt(Freighter #5), Sea-Land Consumer(Freighter #6), Paul G. Thomson(Freighter #7), Ansbach(Freighter #8), Lefever Lancaster(Freighter #9), Victoria Prober(Freighter #10); 1 × Rear Admiral, 1 × Commodore, 1 × Captain; Deploy anywhere within megahexes 10, 11, 17, 18, 26, or 27.
2. *Patrol Squadron* (French): Agosta(SS × 4);

1 × Captain; Deploy anywhere within megahexes 12, 19, 28, 37, or 36.

3. *Divrap 5* (all Israeli counters): Trident(PC, Acco), Glaive(PC, Haifa), Epee(PC, Eilat), Pertuisane(PC, Mivtach), La Combattante(PC, Misgav); 1 × Captain; Deploy anywhere within megahexes 10, 11, 17, 18, 26, or 27.

4. *Escort Group A* (all Spanish): Leon(FF × 2), Diana(FF), Lauria(DD); 1 × Captain; Deploy anywhere within megahexes 10, 11, 17, 18, 26, or 27.

5. *Flotilla 12* (all Turkish): Gayret(DD), Peyk(FF), Berk(FF), Tayfun(PC); 1 × Captain; Deploy anywhere within megahexes 159, 160, or 167.

6. *Squadron 14* (all Greek): Velos(DD), Blessas(FF), Laskos(FF); 1 × Captain; Deploy anywhere within megahexes 87, 88, or 97.

e. Surveillance Levels

1(Soviet): Average.
2(NATO): Average.

f. Special Rules

1. French PC's have an SSM Value of D4 instead of F8.

2. Each time a Long-Range Patrol mission attacks a Task Force covered by CAP (see 29.2), the Task Force Player rolls a single die. If a 1 is rolled, the Long-Range Patrol point is eliminated for the duration of the scenario, and its attack against the Task Force may not take place.

g. **Game-length:** 36 Game-Turns (Game-Turns 9, 10, 11, 21, 22, 23, 33, 34 and 35 are night). Also see Victory Conditions.

h. Tactical Coordination Values

1(Soviet): 3.
2(NATO): 2.

i. Air Units:

1(Soviet): **Kiev:** 1(Y36), 2(Y36); **Benghazi:** 5(M21), 6(M21). 2(NATO): **Foch:** 11(SpEt), 17(SpEt), 12(F8), 16(RCN), 4(ASW); **Konya:** 131(F4); **Suda Bay:** 338(A7), 340(A7).

j. Long-Range Patrol Values

1(Soviet): 3.
2(NATO): 2.

k. SOSUS: None.

l. **Victory Conditions:** Standard, The game ends at the instant a Task Force containing at least one freighter enters megahex 159, even if it is before Game-Turn 36. At the end of the game, the NATO Player receives 3 Victory Points for each freighter in megahex 159.

[33.43] The Battle of the Gap

a. **Notes:** In order to secure the Greenland-Iceland-UK Gap, NATO's Supreme Allied Commander Atlantic has deployed the US 2nd Fleet's Carrier Strike Force with the primary mission of eliminating Soviet surface and submarine units in the area. Once this has been accomplished, Norway would be able to receive reinforcements by sea. At the same time, the Soviet Navy's high command has ordered a sortie of the main body of the Northern Fleet to eradicate the US carrier groups and secure free passage for Soviet SSBN's and SSN's through the Gap. The battle will be decisive in the struggle for the North Atlantic.

b. **Map:** A (Norwegian Sea).

c. Forces (First Player, NATO)

1. *TG 20.5* (all US): Saratoga(CV), Dale(CG × 2), King(DD × 2), Hull(DD), Aylwin(FF), Paul(FF), Talbot(FF), Hercules(PC), Santa Barbara(Freighter #1), Caloosahatchee(Freighter #2); 1 × Rear Admiral, 1 × Commodore, 1 × Captain; Deploy anywhere within megahexes 1, 4, 8, 9, 15 or 16.

2. *TG 20.6* (all US): Nimitz(CV), Virginia(CG×2), South Carolina(CG×2), Peterson(DD), Caron(DD), Fife(DD), Bowen(FF), Voge(FF), Mount Baker(Freighter #3), Kalamazoo(Freighter #4); 1× Rear Admiral, 1× Commodore; 1× Captain; Deploy anywhere within megahexes 1, 4, 8, 9, 15, or 16.
3. *TU 29.11* (all US): Gato(SSN×4), Ray(SSN×4); 1× Commodore, 1× Captain; Deploy anywhere within megahexes 1, 4, 8, 9, 15 or 16.
4. *TU 29.12* (all US): Shark(SSN×4), Dallas(SSN×4); 2× Captain; Deploy anywhere within megahexes 38, or 39.
5. *Task Force 310* (all UK): Invincible(CV×2), Juno(DD), Ajax(DD), Rhyll(DD); 1× Commodore, 1× Captain; Deploy anywhere within megahexes 38, 39, or 46.
6. *4th Squadron* (all UK): Superb(SSN×4), Onyx(SS×3); 2× Captain; Deploy anywhere within megahexes 22, 29, 36, or 44.
7. *5th Destroyer Squadron* (all Canadian): Huron(DD), Qu'Appelle(FF); 1× Captain; Deploy anywhere within megahexes 3, 6, or 7.

d. Forces (Second Player, Soviet)

1. *SAG A* (all Soviet): Kiev(CV×2), Isakov(CG), Drozd(CG), Azov(CG), Slavny(DD), Rezvy(FF), Vesky(DD), Statny(DD), Ganguets(FF), Orel(FF), Gomel(FF); 1× Rear Admiral, 2× Commodore, 2× Captain; Deploy anywhere within megahexes 49, 55, 60, 63, or 64.
2. *SAG B* (all Soviet): Minsk(CV×2), Moskva(CG), Grozny(CG×2), Chapaev(CG), Bedovy(DD), Svetly(DD), Zharky(FF), Bodry(FF), Zelonodolsk(FF), Poltava(FF), Lubny(FF), Zemchug(FF); 1× Rear Admiral, 1× Commodore, 2× Captain; Deploy anywhere within megahexes 25, 32, 40, 48, or 49.
3. *Undersea Squadron 88* (all Soviet): Kaluga(SSN×3), Frunze(SSN×3), Letya(SSN×3); 3× Captain; Deploy anywhere within megahexes 12, 13, 19, 20, 21, 26, or 27.
4. *Undersea Squadron 99* (all Soviet): Penza(SS×3), Frolovo(SS×3), Rudnya(SS×3); 3× Captain; Deploy anywhere within megahexes 34, 35, 41, 42, 43, 49, or 50.
5. *Undersea Squadron 11* (all Soviet): Chirok(SS×3), Perepel(SS×3), Komsomolets(SS×3); 1× Commodore, 2× Captain; Deploy anywhere within megahexes 51, 52, 56, 57, 58, 61, or 62.

e. Surveillance Levels

- 1(NATO): Average.
2(Soviet): High.

f. Special Rules: Each time a Soviet Long-Range Patrol mission attacks a NATO Task Force covered by CAP (see 29.2), the NATO Player rolls a single die. If a 1 is rolled, the Long-Range Patrol point is eliminated for the duration of the scenario, and its attack against the Task Force may not take place.

g. Game-length: 20 Game-Turns (Game-Turns 9 through 11 are night).

h. Tactical Coordination Values

- 1(NATO): 2.
2(Soviet): 4.

i. Air Units

- 1(NATO): **Saratoga:** 31(F4), 103(F4), 37(A7), 105(A7), 75(A6), 133(EW), 123(AEW), 22(ASW), 1(RCN); **Nimitz:** 44(F14), 84(F14), 82(A7), 86(A7), 35(A6), 137(EW), 112(AEW), 24(ASW), 3(RCN); **Invincible:** 801(AV8); **Sumburgh:** 12(Buc); **Neskapstadur:** 612(F4).
2(Soviet): **Kiev:** 1(Y36), 2(Y36); **Minsk:** 3(Y36), 4(Y36).

j. Long-Range Patrol Values

- 1(NATO): 0.
2(Soviet): 6.

k. SOSUS:

- 1(NATO): 6.
2(Soviet): 0.

l. Victory Conditions: Standard.

[33.44] Showdown in the Mediterranean

a. Notes: Shortly before the outbreak of hostilities, the US 6th Fleet was ordered to withdraw to the western Mediterranean in an attempt to de-escalate the impending crisis with the Soviet Union. More importantly, its new position placed it further from Soviet land-based airpower and submarines which could ambush it at the start of war. As the NATO position fluctuated and the Soviet Black Sea Fleet broke out into the Med, it became apparent that the 6th Fleet would have to be risked to stabilize NATO's worsening situation in the southern region. The Black Sea Fleet, under the cover of strong land-based air forces, was simultaneously planning a sweep to secure the sea flank of the Soviet Army — now engaged in a general offensive against southern Europe.

b. Map: C (Mediterranean).

c. Forces (First Player, US)

1. *TG 60.1* (all US): Nimitz(CV), California(CG×3), Texas(CG×3), Semmes(DD), Luce(DD), Aylwin(FF), Bowen(FF), Marias(Freighter #1), Nitro(Freighter #2); 1× Rear Admiral, 1× Commodore, 1× Captain; Deploy anywhere within megahexes 17, 18, 26, 27, 28, 35, 36, or 37.
2. *TG 60.2* (all US): Saratoga(CV), Biddle(CG×2), King(DD×2), Peterson(DD), Paul(FF), Perry(FF×2), Voge(FF), Savannah(Freighter #3), Butte(Freighter #4); 1× Rear Admiral, 1× Commodore, 1× Captain; Deploy anywhere within megahexes 21, 22, 30, 31, 32, 40, or 41.
3. *TG 69.1* (all US): Ray (SSN×4), N.Y.City(SSN×4); 1× Commodore, 1× Captain; Deploy in any deep sea hex.
4. *TG 69.2* (all US): Dallas(SSN×4), Gato(SSN×4); 2× Captain; Deploy in any deep sea hex.

d. Forces (Second Player, Soviet)

1. *SAG A* (all Soviet): Moskva(CG), Kerch(CG), Slavny(DD), Bravy(DD), Vesky(DD), Rezvy(FF), Bodry(FF), Zelonodolsk(FF), Ganguets(FF), Orel(FF); 1× Rear Admiral, 2× Commodore, 2× Captain; Deploy anywhere within megahexes 88, 89, 98, 107, 108, or 118.
2. *SAG B* (all Soviet): Grozny(CG×2), Azov(CG), Bedovy(DD), Svetly(DD), Statny(DD), Zharky(FF), Rubin(FF), Gomel(FF), Poltava(FF), Lubny(FF); 1× Rear Admiral, 1× Commodore, 2× Captain; Deploy anywhere within megahexes 107, 108, 109, 117, 118, or 119.
3. *Undersea Squadron 22* (all Soviet): Kaluga(SSN×3), Frunze(SSN×3), Letya(SSN×3); 3× Captain; Deploy in any deep sea hex.
4. *Undersea Squadron 33* (all Soviet): Penza(SS×3), Frolovo(SS×3), Rudnya(SS×3); 3× Captain; Deploy anywhere within megahexes 41, 50, 58, 59, or 67.
5. *Undersea Squadron 44* (all Soviet): Chirok(SS×3), Perepel(SS×3), Komsomolets(SS×3); 1× Commodore; Deploy anywhere within megahexes 107, 108, 109, 117, 118, or 119.

e. Surveillance Levels

- 1(US): Very High.
2(Soviet): High.

f. Special Rules: Each time a Soviet Long-Range Patrol mission attacks a US Task Force covered by CAP (see 29.2), the NATO Player rolls a single die. If a 1 is rolled, the Long-Range Patrol point is eliminated for the duration of the scenario, and its attack against the Task Force may not take place.

g. Game-length: 20 Game-Turns (Game-Turns 9 through 12 are night).

h. Tactical Coordination Values

- 1(US): 2.
2(Soviet): 4.

i. Air Units

- 1(US): **Nimitz:** 44(F14), 84(F14), 82(A7), 86(A7), 35(A6), 137(EW), 112(AEW), 24(ASW), 3(RCN); **Saratoga:** 31(F4), 103(F4), 37(A7), 104(A7), 75(A6), 133(EW), 123(AEW), 22(ASW), 1(RCN); **Malta:** 9(F104).
2(Soviet): **Benghazi:** 5(M21), 6(M21).

j. Long-Range Patrol Values

- 1(US): 2.
2(Soviet): 5.

k. SOSUS: None.

l. Victory Conditions: Standard.

[33.45] Fox-Hunt in the Atlantic

a. Notes: With the unexpected outbreak of war, the eight Soviet warships that were peacefully cruising in the Atlantic have formed themselves into two surface action groups of four ships apiece and have commenced offensive operations against stray NATO merchant shipping. Nine Soviet submarines on station in the Atlantic are rushing to their support. Three US Navy carrier Task Groups and five attack subs have been ordered to hunt the Soviet raiders down before they can inflict excessive damage.

b. Map: C (Mediterranean — although see Special Rules).

c. Forces (First Player, US)

1. *TG 20.5* (all US): Saratoga(CV), Dale(CG×2), King(DD×2), Hull(DD), Alywin(FF), Paul(FF), Talbot(FF), Hercules(PC), Santa Barbara(Freighter #1), Caloosahatchee(Freighter #2); 1× Rear Admiral; Deploy anywhere on the map.
2. *TG 20.6* (all US): Nimitz(CV), Virginia(CG×3), South Carolina(CG×3), Peterson(DD), Caron(DD), Fife(DD), Bowen(FF), Voge(FF), Mount Baker(Freighter #3), Kalamazoo(Freighter #4); 1× Rear Admiral; Deploy anywhere on the map.
3. *TG 20.7* (all US): Vinson(CV), Texas(CG×3), California(CG×3), Deyo(DD), Duncan(FF×2), Clark(FF×2), Canisteo(Freighter #5), Butte(Freighter #6); 1× Rear Admiral; Deploy anywhere on the map.
4. *TU 29.11* (all US): NY City(SSN×4), Dallas(SSN×4), Gato(SSN×3); 3× Captain; Deploy anywhere on the map.

d. Forces (Second Player, Soviet)

1. *SAG A* (all Soviet): Kiev(CV), Kerch(CG), Chapaev(CG), Slavny(DD); 1× Commodore; Deploy anywhere on the map, but never within four megahexes of the other Soviet Task Force.
2. *SAG B* (all Soviet): Minsk(CV), Azov(CG), Isakov(CG), Zorky(DD); 1× Commodore; Deploy anywhere on the map, but never within four megahexes of the other Soviet Task Force.
3. *Submarine Force, Atlantic* (all Soviet): Kaluga(SSN×3), Frunze(SSN×3), Letya(SSN×3), Penza(SS×3), Frolovo(SS×3), Rudnya(SS×3), Chirok(SS×3), Perepel(SS×3), Komsomolets(SS×3); 1× Commodore, 8× Captain; Deploy anywhere on the map.

e. Surveillance Levels

1(US): Average.

2(Soviet): Average.

f. Special Rules: Ignore all land hexes on the map. The scenario takes place in the Atlantic, and all hexes are considered to be *deep sea*.

g. Game-length: 24 Game-Turns (Game-Turns 9, 10, 11, 12, 21, 22, 23, and 24 are night).

h. Tactical Coordination Values

1(US): 1.

2(Soviet): 2.

i. Air Units

1(US): **Saratoga:** 31(F4), 103(F4), 37(A7), 105(A7), 75(A6), 133(EW), 123(AEW), 22(ASW), 1(RCN); **Nimitz:** 44(F14), 84(F14), 82(A7), 86(A7), 35(A6), 137(EW), 112(AEW), 24(ASW), 3(RCN); **Vinson:** 151(F14), 161(F14), 56(A7), 93(A7), 115(A6), 136(EW), 115(AEW), 28(ASW), 6(RCN).
2(Soviet): **Kiev:** 1(Y36), 2(Y36); **Minsk:** 3(Y36), 4(Y36).

j. Long-Range Patrol Values

1(US): 0.

2(Soviet): 0.

k. SOSUS: None.

l. Victory Conditions: Only the Soviet Player receives Victory Points, which may be accumulated in two ways:

1. The Soviet Player receives the standard Victory Point values for sinking US ships.

2. During the Terminal Phase, each Soviet Task Force (*not* Subron) that has entered a new megahex during the current Game-Turn is eligible

to achieve Victory Points. The number of Victory Points achieved is equal to the current number of ships in the Task Force multiplied by the *last digit* in the megahex number currently occupied by the Task Force.

Exception: If the last digit is zero, consider this digit to be **10**.

Example: A Soviet Task Force of four ships moves from megahex 151 to 150 during the Action Phase of Game-Turn One. During the Terminal Phase, this Task Force receives **40** Victory Points (4 multiplied by 10). If it had moved instead to megahex 141, it would receive **4** Victory Points (4 multiplied by 1). If it had remained in megahex 151 throughout the Game-Turn, it would not receive any Victory Points.

How to Win: The Soviet Player wins if he accumulates more than 900 Victory Points by the end of the game. (Note that the Soviet Player should secretly keep a running total of the Victory Points he has achieved Game-Turn by Game-Turn.)

[33.5] DESIGNING YOUR OWN SCENARIOS

After experimenting with the scenarios presented with *Task Force* Players should have no hesitation to create their own scenarios. The force structure of the various national Task Forces and Squadrons in the scenarios included in the game can be used as a guide.

[33.6] SOLITAIRE PLAY

The limited intelligence system of *Task Force* makes the operational aspect of the game unsuit-

able for solitaire play without some form of adaptation. However, it is feasible to undertake SSM combat, Torpedo combat, Gunnery combat, and air-to-surface combat routines solitaire. For example, a Player may wish to carry out an attack against a hypothetical Soviet Surface Action Group of moderate size with combat and support air squadrons from a number of American aircraft carriers. Similarly, an attack by Soviet submarines against an American carrier Task Group could be quickly played solitaire without any rules modifications.

Task Force Design Credits

Game Design and Development:

Joseph M. Balkoski

Graphic Design:

Redmond A. Simonsen

Technical and Scenario Advice:

Charles Kamps, Jr., David C. IsbyRules Editing: **Brad C. Hessel**

Playtesting:

James Smolen, Bob Muir, Lamont Wood, Jim Sutton, William Brockman, Dennis Castillo, Michael Marks, Ray White, James Amecucci, Bruce Bell, Jim Stewart, Tom Browar, Le Marshalate Wargame group (Manchester, New Hampshire)

Production:

Bob Ryer, Manfred Milkuhn,**Michael Moore, Ted Koller, Kate Higgins,****Rosalind Fruchtmann, Carolyn Felder**

NOTES

Task Force has a long and checkered history. Originally designed as a purely tactical naval game covering both the contemporary period and the Second World War, the game underwent several major facelifts over the past two and a half years and, in fact, few elements present in the game as published are leftovers from the original designer's outpouring of ideas. Therefore, perhaps it is appropriate to tabulate the various rationales behind the final product that you are currently looking at.

What is the ultimate purpose of a wargame? At SPI, simulations are designed first for the purpose of presenting the gaming public with an enjoyable, stimulating, and challenging form of leisure entertainment that goes far beyond the rigidity of chess in order to motivate one's mind. Secondly, a wargame is intended to be an accurate conglomeration of information that is normally very difficult for the non-professional historian or political scientist to obtain. For a simulation based on an historical subject, this simply signifies that the game will present all of the myriad details that proved critical to the actual course of events — terrain, weather, command, logistics, etc. In effect, the game becomes a condensed history lesson. On the other hand, for a simulation founded on a contemporary subject, like *Task Force*, the game becomes less of a teaching exercise and more of an honest (hopefully) assessment of a narrow military or political field. Intense hypothesizing assumes great importance and, as a result, the game begins to take on a role as an illustrative platform for "hard" information, presented in an easily understood and accessible manner as opposed to simply informing the players in a definitive fashion that "this is why the battle developed the way it did," or "this factor was, without doubt, the salient feature of the campaign."

In terms of military simulation, it is important to state what *Task Force* is *not*. Primarily, it is *not* an ultimately accurate collection of information that can be used as a precise learning tool to make amateurs instant experts on maritime affairs. By no stretch of the imagination can the game be considered a training device. Simply put, even professional naval officers are hard-put to define all of the intricacies and variables of potential naval warfare. We at SPI, working quickly and without access to classified information, must inevitably find the task of defining a series of events that have not (and hopefully will not) happen infinitely more difficult.

Regardless of what George Brett of the Kansas City Royals would say, there is no book — no matter how carefully read — that can teach an amateur how to stand up and hit a baseball successfully. You have got to get into the batter's box and swing the bat yourself — perhaps failing, but certainly beginning to comprehend the essential factors of the task facing you. Similarly, no simulation of a situation that has not occurred can hope to be a definitive statement of something that *none of us* has ever experienced.

Thus, *Task Force* should simply be regarded as information — illustrated not with words, but with counters, maps, and hexes. This information is ac-

curate (hopefully) and presented in a manner such that even the layman with little or no knowledge of maritime affairs can understand what navies are, what they are intended to do, and how they *might* go about doing it. Therefore, *Task Force* is basically meant to be an enjoyable game for passing leisure hours, while at the same time assessing a very real and very dangerous — although little understood — situation in the contemporary world.

The fundamentals of naval campaigning are vastly different from those practiced in land warfare — a statement of the obvious for serious military historians, but a fact somewhat overlooked in the wargame field due to the dearth of acceptable naval wargames currently on the market. Moreover, the differences between land and naval warfare have been accentuated over the past decades. A confrontation between two opposing forces on the seas revolves around the salient feature of military intelligence: he who first obtains information concerning the accurate composition and whereabouts of the enemy while concealing his own presence will probably win the battle. The US Navy dictum, "shoot first — shoot enough," is certainly a theme that is understood in the *Task Force* game system.

However, this policy is far easier to fulfill in theory than in actual practice. In the truly vast expanses of an ocean, an individual ship is utterly miniscule. Especially in the present day, very few ships have the capability to perform very many functions and, as a result, locating and tracking them is extremely difficult. Furthermore, closing the range to attack them is even harder. Of course, this severely limited intelligence is multiplied tenfold when dealing with enemy submarines sailing far beneath the waves.

In terms of weaponry, warships have changed a great deal over the past 20 years. A modern man-of-war is virtually a "one-shot" weapons platform, especially when dealing with offensive arms. Once this vessel shoots off its original armament of offensive weapons, there is very little more that it can do to harm the enemy, and it will most likely retire immediately to a friendly port or replenishment ship. Soviet vessels are "sea denial" warships for the most part and are constructed solely for these "shoot and scoot" principles; NATO vessels are less susceptible to logistical depletion, but nonetheless their employment at sea is affected almost as considerably.

Thus, *Task Force* is a game of limited intelligence between players, simulating short, sharp engagements with relatively few ships over vast geographic distances. Each scenario hypothesizes a battle that is *about* to happen — not one whose campaign is about to begin from scratch. Therefore, each scenario is of short duration (very few are over a single day in length), and many strategic factors, such as at-sea replenishment, are completely ignored. Players will always have at least some idea of where enemy forces are at the start of a scenario. Their true task is to attempt to pinpoint these locations more specifically and attack — all while remaining undetected themselves. Tactically, the most important considerations that will face the players during each Game-Turn are the modes in which each of their task forces and subrons will operate. Essentially, the start of each scenario will see opposing groups stalking each

other like clumsy boxers. During this period, it will be far more important to know roughly *where* the enemy is rather than immediately pinpointing him and recognizing his exact force structure. Thus, task forces will generally operate in EMCON mode — preventing the revelation of their own positions through emission detection, but permitting the employment of helicopters for visual searching, as well as allowing the use of passive detection against enemy subrons. Similarly, at the start of each scenario, subrons will usually operate in *deep* mode. Although their movement will be restricted and their weapons useless, such subrons will be difficult to detect and yet will still remain a highly potent passive search platform.

As the scenario progresses, more and more specific intelligence concerning the enemy will become a necessity. Locations will have to become exact, tracking more constant, and knowledge of enemy force structure more clear. Only with such information can an attack become effective and devastating to the enemy. Numerous limited attacks against undefined enemy forces will never be as effective as one gigantic, all-or-nothing strike against a recognizable and desirable target.

Hunting down the enemy in this fashion will usually only be possible through active search or — less frequently — intensive helicopter search. Active searches are effective but highly dangerous — they automatically reveal the position of the searching force, indicating that it will most likely be pounced upon by any enemy forces in the vicinity that survive a friendly surface-to-surface missile, torpedo, or gunnery attack.

Of course, subtleties of play will vary widely between players, and perhaps the only rule of thumb is that there is no doctrinal dogma to follow inflexibly. For example, deception will always play a major part in each scenario, and being too rigid in one's tactical methods will only make a player's conduct so much the more predictable. Deceptive measures might include structuring task forces or subrons as "bait," employing individual warships as active search "picket" vessels, or perhaps maintaining *totally* silent groups up one's sleeve for most of the scenario in order to ambush enemy task forces and subrons at just the right moment of the game. Of course, the introduction of air units will change the tactics of the game considerably, both in terms of searching and combat. All in all, there are so many tactical nuances that may be employed by the players that it is impossible to tabulate them all in these notes. Rather, it is appropriate to allow each individual player to discover the strengths and weaknesses of each tactic in his own way when initially learning the game.

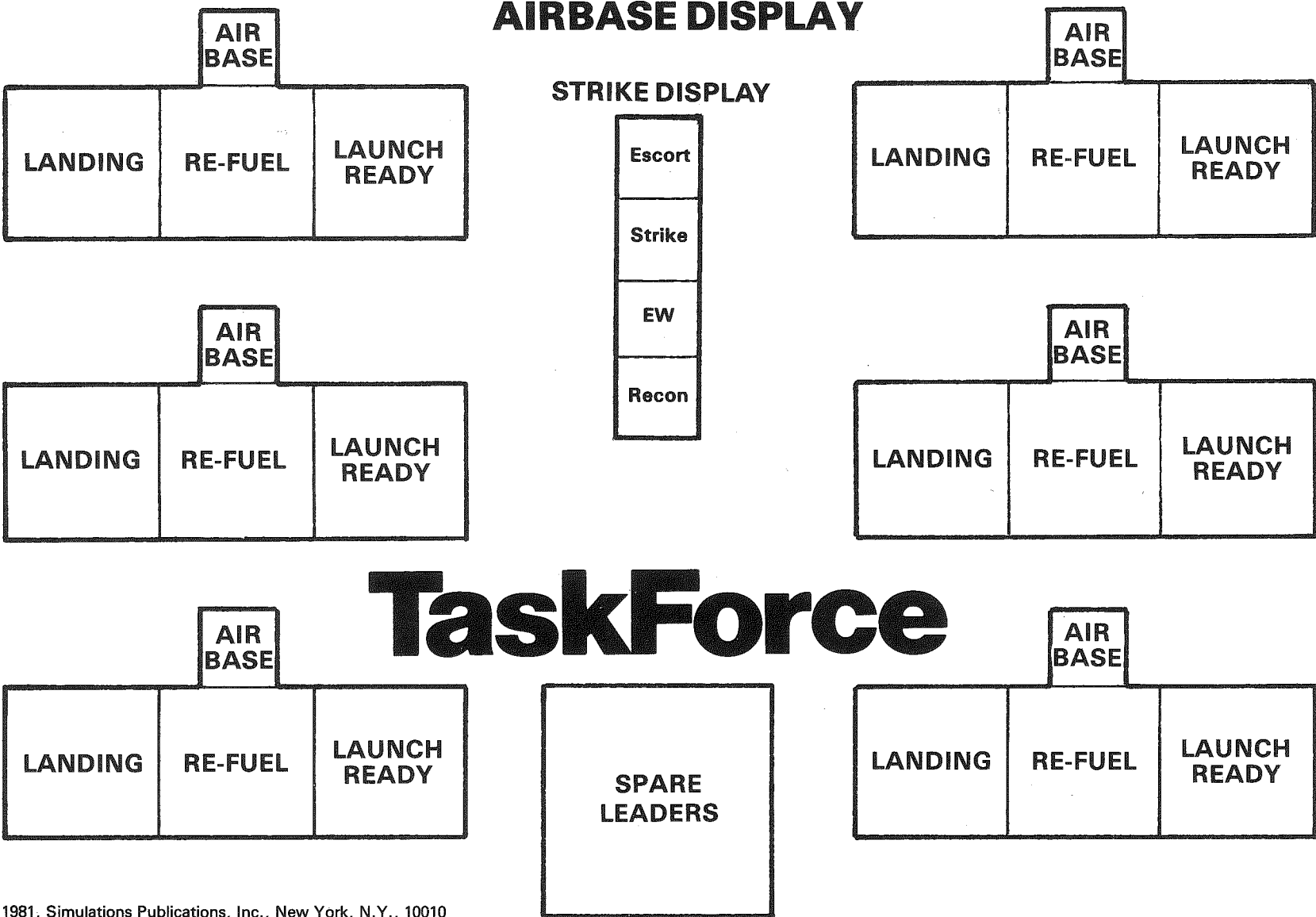
To reiterate, the ultimate purpose of *Task Force* is, very simply, the presentation of accurate information concerning contemporary naval affairs to laymen. Hopefully, the game format employed to illustrate this information is one that is both enjoyable to game players as well as simple for them to comprehend. The British military theorist and historian J.F.C. Fuller once wrote, "Let us now be clairvoyant as regards the future, for unless history can teach us how to look at the future, the history of war is but bloody romance." It is sincerely hoped that *Task Force's* attempt to be "clairvoyant as regards the future" will never be allowed to be evaluated or compared with a real event in the contemporary world.

[5.2] GROUP DISPLAY

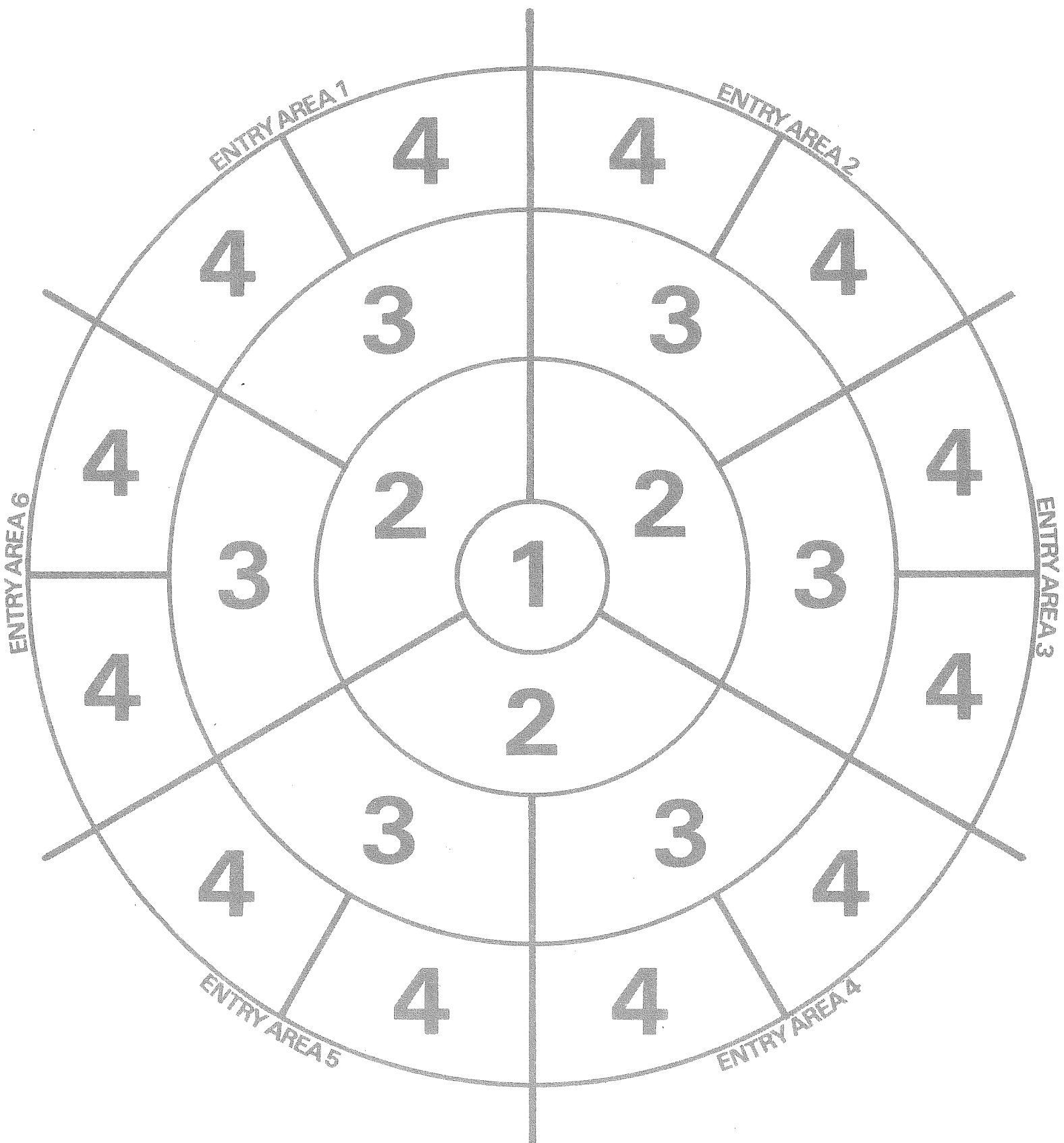
TASK FORCES

TF 1	TF 2	TF 3	TF 4	TF 5	TF 6	TF 7	TF 8	TF 9	TF 10
CAP	CAP	CAP	CAP	CAP	CAP	CAP	CAP	CAP	CAP
1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5
6	6	6	6	6	6	6	6	6	6
7	7	7	7	7	7	7	7	7	7
8	8	8	8	8	8	8	8	8	8
9	9	9	9	9	9	9	9	9	9
10	10	10	10	10	10	10	10	10	10
11	11	11	11	11	11	11	11	11	11

SUBRONS	SUBRON 1	SUBRON 2	SUBRON 3	SUBRON 4	SUBRON 5	SUBRON 6	SUBRON 7	SUBRON 8	SUBRON 9
	1	1	1	1	1	1	1	1	1
	2	2	2	2	2	2	2	2	2
	3	3	3	3	3	3	3	3	3
	4	4	4	4	4	4	4	4	4



[14.26] **TACTICAL DISPLAY**



[19.3] FLEET DISPLAY SPI grants players permission to make photocopies of this display for their personal use (only).

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[illegible][illegible]

Task Force Counter Section Nr. 1 (100 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 3.

US.CV Nimitz 0 5 6H*	US.CV Vinson 0 5 6H*	US.CV Saratoga 0 5 6H*	US.CG Texas S 2 2H	US.CG Virginia S 2 2H
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US.CG Dale S 2 0	US.CG California S 2 0	US.CG Biddle S 2 1H	US.CG S. Carolina S 2 0	US.DD King S 2 0
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US.DD Luce S 2 0	US.DD Semmes S 2 0	US.DD Peterson S 2 2H	US.DD Caron S 2 2H	US.DD Fife S 2 1H*
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US.DD Deyo S 2 1H*	US.DD Hull S 2 0	US.DD Corry S 1 0	US.FF Perry S 1 2H	US.FF Duncan S 1 2H
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UNITED STATES

US.FF Clark S 1 2H	US.FF Talbot S 1 2H	US.FF Aylwin S 1 1H	US.FF Paul S 1 1H	US.FF Bowen S 1 1H
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US.FF Voge S 1 1H	US.PC Hercules 0 1 0	US.CG Sims S 2 2H	US.CG Cone S 2 2H	US.SSN N.Y. City S 2 0
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VENEZUELA & COLOMBIA

US.SSN Dallas S 2 0	US.SSN Ray S 2 0	VE.DD Esparta 0 1 0	VE.FF Sucre S 1 1H	VE.FF Salom S 1 1H
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US.SSN Gato S 2 0	US.SSN Shark S 2 0	CO.DD S de Agosto 0 1 0	CO.DD V de Julio 0 1 0	SO.CV Kiev S 4 20H
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Freighter 1 0 2 0	Freighter 2 0 2 0	Freighter 3 0 2 0	Freighter 4 0 2 0	Freighter 5 0 2 0
Freighter 6 0 2 0	Freighter 7 0 2 0	Freighter 8 0 2 0	Freighter 9 0 2 0	Freighter 10 0 2 0

NEUTRAL

SO.DD Bravy S 1 0	SO.DD Vesky S 1 0	SO.DD Svetly S 1 1H	SO.DD Statny S 1 0	SO.FF Rezvy S 1 0
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SO.FF Bodry S 1 0	SO.FF Zherky S 1 0	SO.FF Zelonodolsk S 1 0	SO.FF Ganguets S 1 0	SO.FF Orel S 1 0
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SO.FF Gomel S 1 0	SO.FF Poltava S 1 0	SO.FF Lubny S 1 0	SO.FF Zenchug S 1 0	SO.FF Rubin S 1 0
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SO.PC Grad 0 1 0	SO.PC Raduga 0 1 0	SO.PC Terbuny 0 1 0	SO.PC Brestky 0 1 0	SO.PC Kirovsky 0 1 0
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SOVIET UNION

SO.PC Michurinsky 0 1 0	SO.PC Tambovsky 0 1 0	SO.PC Novokuy 0 1 0	SO.PC Gornyy 0 1 0	SO.PC Polyana 0 1 0
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SO.PC Balykley S 1 0	SO.SSN Kaluga S 2 0	SO.SSN Frunze S 2 0	SO.SSN Letya S 2 0	SO.SS Penza S 2 0
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SO.SS Frolovo S 2 0	SO.SS Rudnya S 2 0	SO.SS Chirok S 2 0	SO.SS Perepel S 2 0	SO.SS Komsomolets S 2 0
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SO.CV Minsk S 4 20H	SO.CG Moskva S 3 18H	SO.CG Kerch S 2 1H	SO.CG Azov S 2 1H	SO.CG Isakov S 2 1H
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SO.CG Chapaev S 2 1H	SO.CG Drozd S 2 1H	SO.CG Grozny S 2 0	SO.CL Sverdlov S 3 0	SO.CL Murmansk S 3 0
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SO.DD Slavny S 2 0	SO.DD Skory S 2 0	SO.DD Krasny S 2 0	SO.DD Bedovy S 1 0	SO.DD Zorky S 2 0
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Task Force Counter Section Nr. 1 (100 pieces): Back

1 2*2B*3 0	2 1 3B*3 0	2 1 3B*3 0	2 1 3B*3 0	1 1 3B*3 0	3*2 2C*3 L4
SO.DD Bravy	SO.DD Vesky	SO.DD Svetly	SO.DD Stalny	SO.DD Rezvy	
2 3 2C*3 L4	2 3 2C*3 L4	1 2 2C*3 0	2 1 2C*3 0	1 1 2C*3 0	
SO.FF Body	SO.FF Zharky	SO.FF Zelonodolsk	SO.FF Gangnets	SO.FF Ore	

1 1 2C*3 0	1 1 2C*3 0	2 1 2C*3 0	2 2 1D*2 0	0 1 1D*3 N6	
SO.FF Gornel	SO.FF Poltava	SO.FF Lubny	SO.FF Zenchug	SO.FF Rubin	
0 1 1D*3 N6	0 1 1D*3 N6	0 1 1D*3 N6	0 1 0 2 04	0 1 0 2 04	
SO.PC Grad	SO.PC Raduga	SO.PC Terbuny	SO.PC Bresky	SO.PC Kirovsky	

0 1 0 2 04	0 1 0 2 04	0 1 0 2 04	0 1 0 2 04	0 1 0 2 04	
SO.PC Mchurinsky	SO.PC Tambovsky	SO.PC Novokuy	SO.PC Gornyy	SO.PC Polana	
0 1 0 2 04	3 0 4 0 H8	2 0 4 0 18	2 0 4 0 0	2 0 4 0 0	
SO.PC Balykley	SO.SSN Kaluga	SO.SSN Frunze	SO.SSN Letya	SO.SS Penza	

2 0 4 0 0	2 0 4 0 0	2 0 4 0 0	2 0 4 0 0	2 0 4 0 0	
SO.SS Frolovo	SO.SS Rudnya	SO.SS Chirok	SO.SS Perepel	SO.SS Komssomlets	
3*4*2C 4 J8*	2*3*2D 3 K4	3*4*1C*3 L8*	3*4*1C*3 L8*	3*3*1D*3 L8	
SO.CV Minsk	SO.CG Moskva	SO.CG Kerch	SO.CG Azov	SO.CG Isakov	

3*3*1D*3 L8	2 3*1D*3 I4	2 2*2C*3 I8	0 1 5B*3 0	0 1 5B*3 0	
SO.CG Chapaev	SO.CG Drozd	SO.CG Grozny	SO.CL Sverdlov	SO.CL Murransk	
2*3*2C*3 M4	2 2*2C*3 0	2 2*2C*3 0	1 1 2C*3 M4	2 2*2D*3 0	
SO.DD Slavny	SO.DD Skory	SO.DD Krasny	SO.DD Bedovy	SO.DD Zorky	

0 2 0 3 0	0 2 0 3 0	0 2 0 3 0	0 2 0 3 0	2*3*2B 3 A8*
US.CV Nimitz	US.CV Vinson	US.CV Saratoga	US.CG Texas	US.CG Virginia
2*2*0 3 A8*	2*3*2B 3 A8*	2*3*1B 3 A8*	2*3*2B 3 A8*	2*2*1B 3 A8*
US.CG Dale	US.CG California	US.CG Biddle	US.CG S.Carolina	US.DD King

2*2*1B 3 A8*	2*2*2B 3 A4*	2*3 2B 3 A8	2*3 2B 3 A8	2*3 2B 3 A8
US.DD Luce	US.DD Semmes	US.DD Peterson	US.DD Caron	US.DD Fife
2*3 2B 3 A8	2*1 3A 3 0	2*1 2B 2 0	1*3*1C 3 A4*	1*3*1C 3 A4*
US.DD Deyo	US.DD Hull	US.DD Corry	US.FF Perry	US.FF Duncan

1*3*1C 3 A4*	2*3 1B 3 A4*	2*3 1B 3 A4	2*3 1B 3 A4	2*3 1B 3 A4
US.FF Clark	US.FF Talbot	US.FF Aylinh	US.FF Paul	US.FF Bowen
2*2 2B 3 0	0 1 1C 3 A8	2*4*2B 3 A8*	3 0 5 0 A4	3 0 5 0 A4
US.FF Voge	US.PC Hercules	US.CG Sims	US.SSN Cone	US.SSN N.Y.City

3 0 5 0 A4	2 0 5 0 A4	1 2 3C 1 0	2 2 1B 3 E4	2 2 1B 3 E4
US.SSN Dallas	US.SSN Ray	VE.DD Esparta	VE.FF Sucre	VE.FF Salom
2 0 5 0 A4	2 0 5 0 0	1 1 3C*2 0	1 1 3C*2 0	3*3*2C*4 J8*
US.SSN Gato	US.SSN Shark	CO.DD S de Agosto	CO.DD V de Julio	SO.CV Kiev

0 1 0 1 0	0 1 0 1 0	0 1 0 1 0	0 1 0 1 0	0 1 0 1 0
Freighter 1	Freighter 2	Freighter 3	Freighter 4	Freighter 5
0 1 0 1 0	0 1 0 1 0	0 1 0 1 0	0 1 0 1 0	0 1 0 1 0
Freighter 6	Freighter 7	Freighter 8	Freighter 9	Freighter 10

Task Force Counter Section Nr. 2 (140 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 3.

US F14 151 4 L 4	US F14 161 4 L 4	US F14 44 4 L 4	US F14 84 4 L 4	US F4 31 3 L 4	US F4 103 3 L 4	US F4 612 3 L 4	US A7 56 2 M 4	US A7 93 2 M 4	US A7 82 2 M 4
US A7 86 2 M 4	US A7 37 2 M 4	US A7 105 2 M 4	US A6 115 1 H*3	US A6 35 1 H*3	US A6 75 1 H*3	US AV8 231 2 M 5	US 133 2 EW	US 136 2 EW	US 137 2 EW

UNITED STATES

US 115 2 AEW	US 112 2 AEW	US 123 2 AEW	US 22 2 ASW	US 24 2 ASW	FR SpE 11 3 M 3	FR SpE 17 3 M 3	FR F8 12 2 L 3	FR 16 4 RCN	IT F104 9 3 L 4
US 28 2 ASW	US 1 3 RCN	US 3 3 RCN	US 6 3 RCN	FR 4 1 ASW	GR A7 338 2 M 5	GR A7 340 2 M 5	TU F4 131 3 L 5	UK AV8 801 2 M 3	UK Buc 12 1 H*3

ISRAEL, MEXICO & BRAZIL

IS.PC Acco S 1 0	IS.PC Haifa S 1 0	IS.PC Eilat S 1 0	IS.PC Mivtach S 1 0	IS.PC Miznach S 1 0
IS.PC Misgav S 1 0	ME.DD Azueta S 1 0	BR.DD Uniao S 1 1H	BR.DD Liberal S 1 1H	

GR.FF Laskos 0 1 0	GR.FF Blessas 0 1 0	GR.DD Velos S 1 0	TU.DD Gayret S 1 1H	TU.FF Peyk 0 1 0
TU.FF Berk 0 1 0	TU.PC Tayfun 0 1 0	FR.CV Foch S 4 4H	FR.CL Colbert S 3 0	FR.DD Montcalm S 2 2H

NATO

FR.DD Suffren S 2 0	FR.DD DeGrasse S 2 2H	FR.FF Drogou S 1 0	FR.FF Protet S 1 0	FR.SS Agosta S 1 0
DE.FF P. Skram S 1 0	BE.FF Westdiep S 1 0	NO.FF Oslo S 1 0	NO.FF Narvik S 1 0	NO.FF Bergen S 1 0

SOVIET UNION

SO Y36 1 1 M 2	SO Y36 2 1 M 2	SO Y36 3 1 M 2	CV Vinson	CV Nimitz	CV Saratoga	CV Invincible	CV Foch	CV Kiev	CV Minsk
SO Y36 4 1 M 2	SO M21 5 3 L 4	SO M21 6 3 L 4	Guantmo	Suda Bay	Haifa	Konya	Benghazi	Kingston	Santiago

NEUTRAL

Nskpstdr	Sumbrgh	Malta	SSM A Harpoon 2* 4	SSM B Standard 2 2*	SSM C Sea Dart 1 2*	SSM D Exocet 1 4*	SSM E Otomat 2* 3	SSM F Gabriel 1* 3	SSM G Penguin 1 2
SSM H SSN-7 1* 3	SSM I SSN-3 1* 3	SSM J SSN-12 2* 4	SSM K SAN-3 1 1*	SSM L SSN-14 1 2	SSM M SSN-11 1 4	SSM N SSN-9 1* 4	SSM O SSN-2 1* 2		

UK.CV Invincible S 3 10H*	UK.CG Fife S 2 1H	UK.CG Bristol S 2 0	UK.DD Active S 2 1H	UK.DD Zulu S 1 1H
UK.DD Brazen S 2 2H	UK.DD Juno S 1 1H	UK.DD Ajax S 1 1H	UK.DD Cardiff S 2 1H	UK.DD Rhyl S 1 1H

UK.SSN Superb S 2 0	UK.SS Onyx S 1 0	NE.DD Tromp S 2 1H	NE.FF Piet Heyn S 1 1H	NE.FF Van Nes S 1 1H
IT.CL V. Veneto S 2 9H	IT.CL C. Duilio S 2 4H	IT.DD Audace S 2 2H	IT.FF Euro S 1 2H	IT.FF Orsa S 1 1H

IT.SS Sauro S 1 0	CA.DD Huron S 2 2H*	CA.FF Qu'Appelle S 1 0	CA.FF Yukon S 1 0	WG.DD Rommel S 2 0
WG.DD Bayern S 2 0	WG.FF Koln S 1 0	SP.DD Lauria S 1 0	SP.FF Leon S 1 2H	SP.FF Diana S 1 0

Task Force Counter Section Nr. 2 (140 pieces): Back

[illegible]

US	115	1 AEW	US	112	1 AEW	US	123	1 AEW
US	1	1 RCN	US	3	1 RCN	US	6	1 RCN

ORD EXP	ORD EXP	ORD EXP	ORD EXP	ORD EXP	ORD EXP
FR					
2 RCN 16					
ORD EXP	ORD EXP	ORD EXP	ORD EXP	ORD EXP	ORD EXP

0 2 1D 3 F8	IS.PC	Acco	0 2 1D 3 F8	IS.PC	Haifa	0 2 1D 3 F8	IS.PC	Eilat	0 2 1D 3 F8	IS.PC	Mivtach	0 2 1D 3 F8	IS.PC	Miznach
0 2 1D 3 F8	ME.DD	Misgav	0 1 1C 1 0	Azueta	BR.DD	Uniao	BR.DD	Liberal	1* 2 2B 3 D4	BR.DD	Liberal	0 2 1D 3 F8	ME.DD	Misgav

GR.FF	Laskos	0 1 1C*2 D4	GR.FF	Blessas	0 1 1C*2 D4	GR.DD	Velos	2* 1 2C* 2 0	TU.DD	Gayret	2* 1 2B 1 0	TU.FF	Payk	1* 1 2C 2 0
TU.FF	Berk	1* 1 2C 2 0	TU.PC	Tayfun	0 1 1C 1 A8	FR.CV	Foch	0 1 1D 3 0	FR.CL	Colbert	0 3* 1C 3 0	FR.DD	Montcalm	1* 2* 1C 3 D4

FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
BE.FF	P. Skram	1	2	B*3	A8	1*3	1C	3	D4	NO.FF	Westlep	1*2	2C	3	G6	NO.FF	Narvik	1*2	2C	3	G6	NO.FF	Bergen	1*2	2C	3	G6
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0	0					
FR.DD	Suffren	2*3*1C	3	D4	2*2*1C	3	D6	FR.FF	Drogou	1*1	1C	3	D2	FR.FF	Protet	FR.SS	Agosta	2	0	4	0						

ORD EXP	ORD EXP	ORD EXP
ORD EXP	ORD EXP	ORD EXP

UK.DD	Brzen	1* 2 0 4 D4	UK.DD	Juno	1* 2 0 4 D4	UK.DD	2* 2 0 4 0	UK.DD	1* 2* 1B 4 C4	UK.DD	Cardiff	1 2 2B 4 0	UK.DD	Rhyl
UK.CV	Invincible	0 1* 0 4 C4	UK.CG	Fffe	0 3* 2B 4 D4	UK.CG	1* 2* 1B 4 C4	Bristol	1* 2 1B 4 C4	UK.DD	Active	1 2 2C 4 0	UK.DD	Zulu

IT.CL	V.Veneto	2* 3* 2C 3 0	IT.CL	C.Duilio	1* 2* 2C 3 0	IT.DD	Audace	1* 2 1B 3 0	IT.FF	Euro	1* 2 1B 3 0	IT.FF	Orsa	1* 2 1B 3 EB
UK.SSN	Superb	2 0 5 0 A5	UK.SS	Onyx	1* 3 2C 3 0 0	NE.DD	Tromp	1* 3 1C 3 A8	NE.FF	Piet Heyn	1* 3 1C 3 A8	NE.FF	Van Nes	1* 2 1C 3 D8

WG.DD	Bayern	WG.FF	Köln	SP.DD	Lauria	SP.FF	Leon	SP.FF	Diana
1*1 2C 3 D4		1* 1 1C 2 0		1* 1 4B 2 0		1* 3* 1C 3 A4*		1* 2 1C 2 A8	
IT.SS	Sauro	CA.DD	Huron	CA.FF	Qu'Appelle	CA.FF	Yukon	WG.DD	Rommel
2 0 4 0 0		2* 2 1B 3 0		2* 1 2C 3 0		2* 1 2C 3 0		2* 2* 1B 3 A8	

Task Force Counter Section Nr. 3 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 3.

Task Force 1 Normal	Task Force 2 Normal	Task Force 3 Normal	Task Force 4 Normal	Task Force 5 Normal	Task Force 6 Normal	Task Force 7 Normal	Task Force 8 Normal	Task Force 9 Normal	Task Force 10 Normal
Subron 1	Subron 2	Subron 3	Subron 4	Subron 5	Subron 6	Subron 7	Subron 8	Subron 9	
Shallow	Shallow	Shallow	Shallow	Shallow	Shallow	Shallow	Shallow	Shallow	

GROUP A MARKERS

REAR ADMRL ★+2	REAR ADMRL ★+2	REAR ADMRL ★+2	REAR ADMRL ★+2	COMMO ★+1	COMMO ★+1	COMMO ★+1	COMMO ★+1	COMMO ★+1	COMMO ★+1
COMMO ★+1	COMMO ★+1	CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0
CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0	CAPT 0
CAPT 0	CAPT 0	CAPT 0	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK

TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK
TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK

TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK
TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK

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GROUP B MARKERS

Task Force 1 Normal	Task Force 2 Normal	Task Force 3 Normal	Task Force 4 Normal	Task Force 5 Normal	Task Force 6 Normal	Task Force 7 Normal	Task Force 8 Normal	Task Force 9 Normal	Task Force 10 Normal
Subron 1	Subron 2	Subron 3	Subron 4	Subron 5	Subron 6	Subron 7	Subron 8	Subron 9	
Shallow	Shallow	Shallow	Shallow	Shallow	Shallow	Shallow	Shallow	Shallow	

ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY
ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY
ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY	ENEMY
ENEMY	ENEMY	ENEMY	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK	TRACK

TRACK	TRACK	1	1	1	1	1	1	1	1
1	1	1	1	1	1	3	3	3	3

NEUTRAL

3	3	3	3	3	3	3	3	3	3
SOSUS	SOSUS	SOSUS	SOSUS	SOSUS	SOSUS	Game Turn	Game Turn	Actns Rem	Actns Rem

Task Force Counter Section Nr. 3 (200 pieces): Back									
Subron 1	Deep	Task Force 1 EMCON							
Subron 2	Deep	Task Force 2 EMCON							
Subron 3	Deep	Task Force 3 EMCON							
Subron 4	Deep	Task Force 4 EMCON							
Subron 5	Deep	Task Force 5 EMCON							
Subron 6	Deep	Task Force 6 EMCON							
Subron 7	Deep	Task Force 7 EMCON							
Subron 8	Deep	Task Force 8 EMCON							
Subron 9	Deep	Task Force 9 EMCON							

[illegible]

Subron 1	Deep	Task 1 EMCON
Subron 2	Deep	Task 2 EMCON
Subron 3	Deep	Task 3 EMCON
Subron 4	Deep	Task 4 EMCON
Subron 5	Deep	Task 5 EMCON
Subron 6	Deep	Task 6 EMCON
Subron 8	Deep	Task 8 EMCON
Subron 9	Deep	Task 9 EMCON
		Task 10 EMCON

[illegible]



Terrain Key

- Land
- City
- Airfield
- Border
- Deep Sea
- Shallow Sea

GAME TURN RECORD TRACK

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	

ACTION SEQUENCE TRACK

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	