Table of Contents

COVER PAINTING: The Soviet cruiser, *Riga* (not its official name), launches its SSM's.

1.0 Introduction

7TH FLEET is a simulation of contemporary naval warfare in the western Pacific Ocean. In turns representing eight hours of real time, the players maneuver surface warships, submarines, squadrons or regiments of combat aircraft, amphibious assault vessels, and freighters on a detailed map of the region stretching from the Kamchatka Peninsula to Vietnam. A hexagonal grid has been superimposed over the map and each hex equals about 46 nautical miles. Note that the east side of the central map has distorted hexes; this distortion is used so that Guam may appear. Each distorted hex is considered a normal hex for movement and range purposes.

Sections 4.0 through 12.0 teach players basic movement and combat rules; the nine scenarios in 13.0 allow the players to use the rules in simple, one-map games. Sections 14.0 and later introduce additional rules that are used only in the Advanced Game Scenarios.

Note to Owners of *Sixth* and *2nd Fleets:* 7TH FLEET uses many of the game mechanics from its two older cousins. However, there are some differences among the systems of the three games.

Players who own SIXTH FLEET, but not 2ND FLEET, should read all the rules in 7TH FLEET thoroughly. The major differences in rules between 2ND FLEET and 7TH FLEET are denoted by stars (★). It is suggested that players who own 2ND FLEET should skim through the rules, paying particular attention to any information preceded by a star.

The main modifications to 7TH FLEET from 2ND FLEET are as follows:

- *Sequence of Play:* There is no Invasion Phase. A new phase (P. Air Unit Replacement Phase) has been added.
- *Counters:* There are no submarine tender (ST), ballistic submarine (SB), or cargo (CR) units. Corvette (CO), oiler (OL), maritime prepositioning (MP), slow and fast convoy (SC and FC), and bomber (BMB) units have been added. Tanker (TK) units have a different function. Marine, parachute, and commando markers are not used.
- *CAP:* Air units on CAP missions may be allowed to assist friendly units that are attacked by enemy CAP missions.
- *Combat:* Cruise missile and close defense hex combat have been added. There are subtle modifications to all forms of combat, and Section 10.0 should be studied carefully to note the differences.
- *Submarine Detection:* Submarines are more difficult to detect.
- *Optional Rules:* A number of new optional rules (22.) have been added, and there are important changes to former optional rules.

Other significant changes to rules, in addition to those listed above, are noted by stars.

2.0 Game Equipment

2.1 GAME COMPONENTS

A complete game of 7TH FLEET contains these items:

- One Rules Booklet
- Three 22-inch by 32-inch Mapsheets
- Two sets of 192 ⅝-inch Playing Pieces (Counters)
- One set of 96 ⅝-inch Playing Pieces
- One set of 260 ½-inch Game Markers
- Two Charts and Tables Booklets
- Two Pads of Logistics Rosters/Player Records
- Three Deployment/Reinforcement Cards
- Two Strategic Air Display Cards
- One 10-sided die

Note: The game uses a 10-sided die. When a "0" is rolled, this is considered "0" and not "10" as in many other games. Also, a "0" is always considered an even number.

2.2 GAME QUESTIONS

If you have any questions about the rules to 7TH FLEET, please feel free to send in your questions, written so that they can be answered with a simple one-word response when possible. Be sure to enclose a stamped, self-addressed envelope. Mail your questions to:

7th Fleet Questions
Victory Games, Inc.
43 West 33rd Street
New York, NY 10001

Note: We ask your cooperation in sending a self-addressed, stamped envelope with your game questions; queries without a return envelope will not be answered. Also, we ask that you not call in your game questions.

2.3 PLAYING PIECES

At the start of the game, one person is chosen as the Allied player and the other as the Soviet player. Each player controls playing pieces (counters) from among 11 nations.

The Allied player controls counters from:

- United States
- Japan
- South Korea
- Australia
- Canada
- Philippines
- Taiwan
- China

The Soviet player controls counters from:

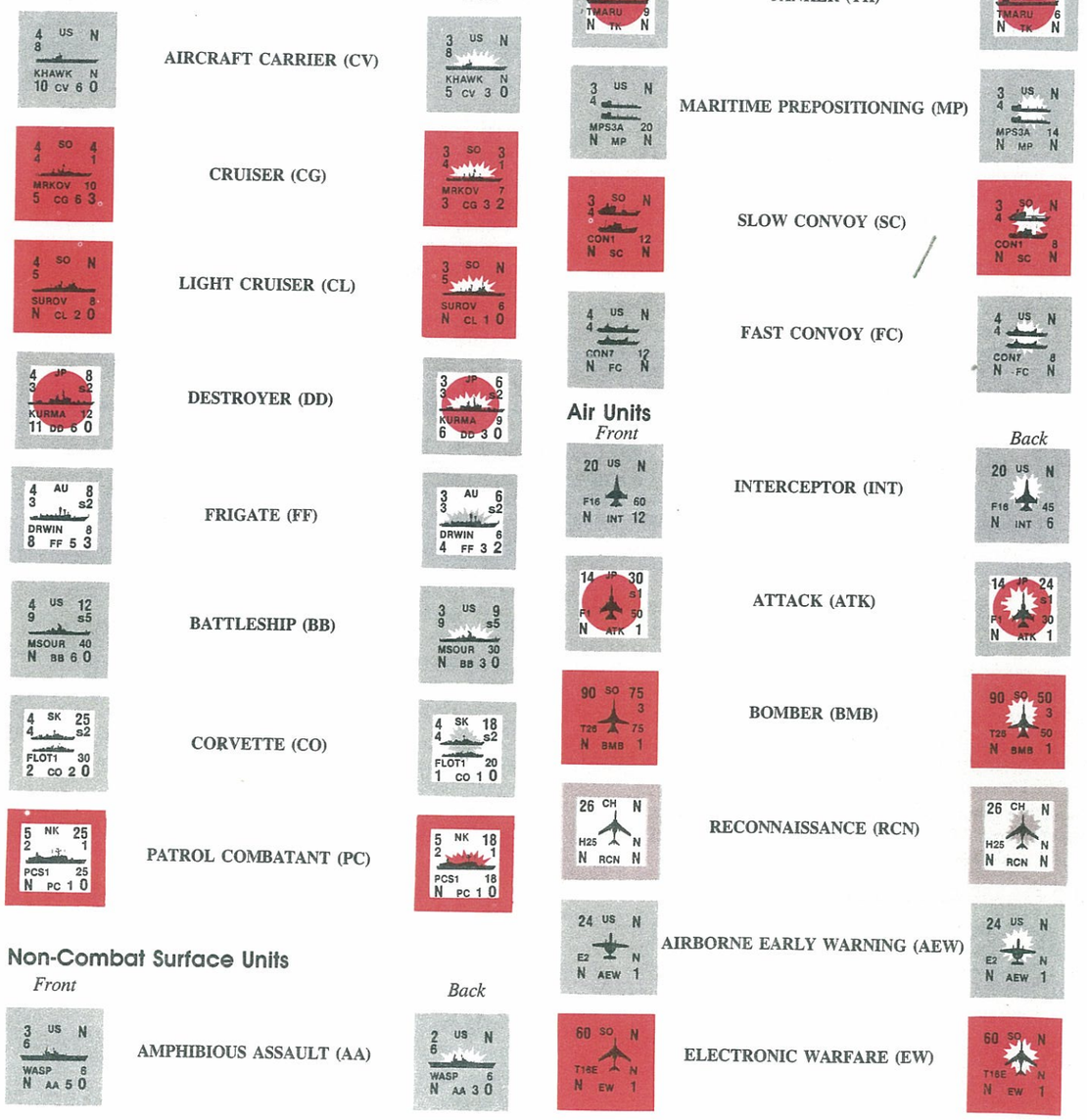
- Soviet Union
- North Korea
- Vietnam

Allied counters (except China and Taiwan) have green borders, but each country has a different interior color. China and Taiwan have tan borders with different interior colors (since one or the other is neutral in many scenarios). Soviet counters have red borders, but each Soviet-controlled country has a specific interior color. In addition to the colors on counters, each nation's forces can be distinguished by the two-letter abbreviation on the counter.

The backs of counters are printed with a starburst design and reduced values, indicating that these units have been damaged. Each player also has a set of half-inch markers that are used to record game information. Some markers are printed in the Allied color, some in the Soviet color, and others in a neutral color.

SUMMARY OF COUNTER TYPES

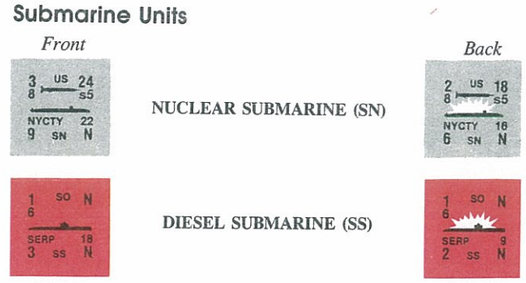
Surface Combat Units



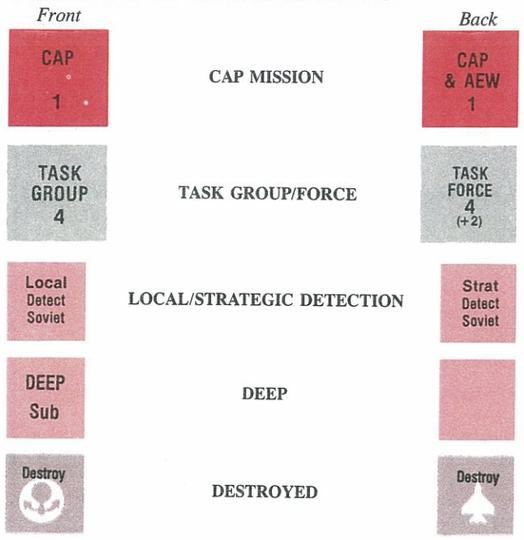
Non-Combat Surface Units

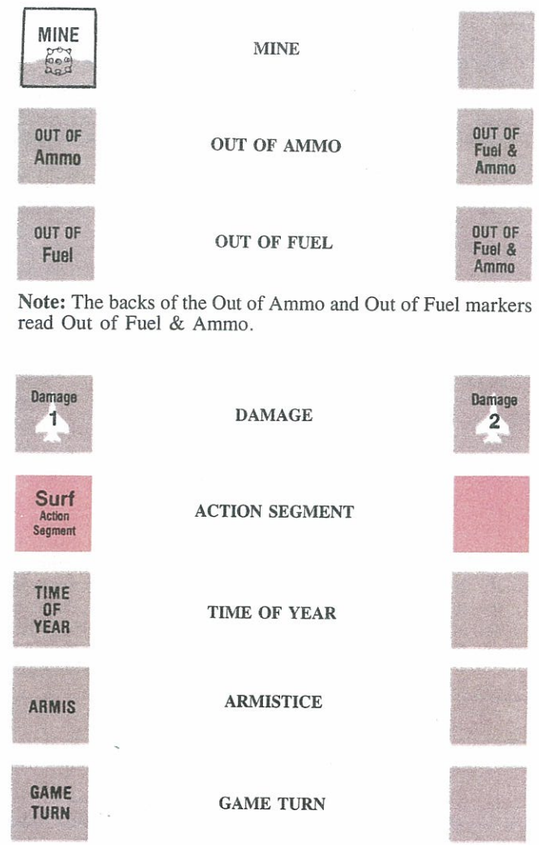
Air Units

Submarine Units



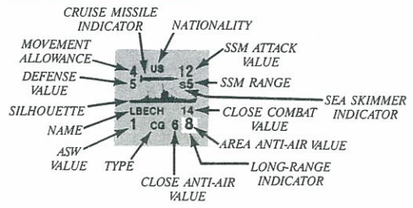
SUMMARY OF GAME MARKERS





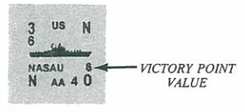
Note: The backs of the Out of Ammo and Out of Fuel markers read Out of Fuel & Ammo.

SAMPLE SURFACE UNIT (Front)



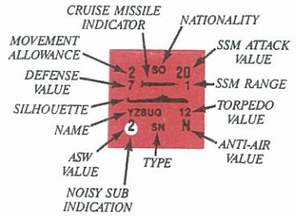
Note: An "N" in place of the SSM, ASW, Anti-Air, or Close Combat values indicates that the unit cannot perform that form of combat. If it has a Close Anti-Air or Area Anti-Air value, but not both, a "0" indicates which value it cannot use.

SAMPLE AMPHIBIOUS ASSAULT, MARITIME PREPOSITIONING, TANKER, SLOW CONVOY, AND FAST CONVOY UNIT (Front)



Note: Aside from the Victory Point value, all other values on these units are identical with surface units. Except for AA units, Victory Point values are lower on the damaged sides of units than they are on their undamaged sides.

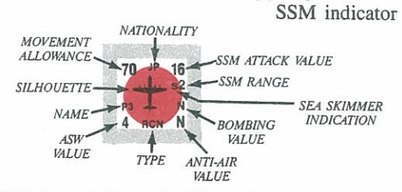
SAMPLE SUBMARINE UNIT (Front)



Note: A submarine unit always has an "N" for its Anti-Air value. Only Soviet and Chinese submarine units have the "Noisy Sub Indicator."

SAMPLE AIR UNIT (Front)

★ = Special SSM indicator



Note: Some US air units have the "Special SSM Indication," which is used in the Advanced Game. Air units do not have Defense values. Their Movement Allowances are either a two- or three-digit number.

2.4 ABBREVIATIONS

The following abbreviations are used in the game:

Surface Units

AA: Amphibious Assault
AM: Ammunition Carrier
BB: Battleship
CG: Missile Cruiser
CL: Light Cruiser
CO: Corvette
CON: Convoy
CS: Combat Support
CV: Aircraft Carrier
DD: Destroyer
FC: Fast Convoy
FF: Frigate
FLOT: Flotilla
MP: Maritime Prepositioning
MPS: Maritime Prepositioning Squadron
OL: Oiler
PC: Patrol Combatant
PCS: Patrol Combatant Squadron
SC: Slow Convoy
TK: Tanker

Submarine Units

H: Han
R: Romeo
SN: Nuclear Submarine
SS: Diesel Submarine

Air Units

AEW: Airborne Early Warning
ATK: Attack
B: Beriev
BMB: Bomber
EW: Electronic Warfare
H: Hongzhaji ("Bomber")
I: Ilyushin
INT: Interceptor
J: Jian ("Fighter")
M: Mikoyan (MiG)
RCN: Reconnaissance
S: Sukhoi
T: Tupolev
Y: Yakolev

Countries:

AU: Australia
CA: Canada
CH: China (People's Republic)
JP: Japan
NK: North Korea
PH: Philippines
SK: South Korea
SO: Soviet Union
TW: Taiwan (Republic of China)
US: United States
VN: Vietnam

Sea Zones

BO: Bonin Islands
CP: Central Pacific
EC: East China Sea
FO: Formosa
HK: Hokkaido
JP: Japan
MR: Marianas
NP: North Pacific
NW: Northwest Pacific
PH: Philippines
SC: South China Sea
SJ: Sea of Japan
SO: Sea of Okhotsk
SP: South Pacific

Miscellaneous

AAA: Area Anti-Air
AP: Ammunition Point
ASW: Anti-Submarine Warfare
CAP: Combat Air Patrol
CM: Cruise Missile
FP: Fuel Point
SSM: Surface-to-Surface Missile
TORP: Torpedo
VP: Victory Points

Ship Names

Only ships whose names have been abbreviated are included on this list:

AUSTRALIA

DRWIN: Darwin

CANADA

KTNAY: Kootenay

CHINA

FQING: Fuqing

JAPAN

Surface Combat Units

AKGMO: Akigumo
ASGMO: Asagumo
ASGRI: Asagiri
ASKZE: Asakaze
AZUKI: Azizuki
HMUKI: Hamayuki
HRSME: Harusame
HRUKI: Haruyuki
HRUNA: Haruna
HTKZE: Hatakaze
HTUKI: Hatsuyuki
KURMA: Kurama
KZUKI: Kizizuki
MNUKI: Mineyuki
MRKMO: Murakumo
MRSME: Murasame
MTUKI: Matsuyuki
NGUKI: Nagatsuki
SHRNE: Shirane
SHUKI: Shirayuki
SWKZE: Sawakaze
SWUKI: Sawayuki
TKNME: Takaname
YUGMO: Yugumo

Submarine Units

AKSHO: Akishio
IOSHO: Isoshio
KRSHO: Kuroshio
MCSHO: Mochishio
MKSHO: Makishio
NDSHO: Nadashio
NRSHO: Narushio
OKSHO: Okishio
STSHO: Setoshio
TKSHO: Takeshio
YASHO: Yaeshio

Non-Combat Surface Units

AMARU: Amato Maru
DMARU: Daietsu Maru
GMARU: Gifu Maru
KMARU: Kongosan Maru
NMARU: Nissan Maru
SGAMI: Sagami
TMARU: Tarakan Maru
TWADA: Towada
TZAWA: Tazawa

NORTH KOREA

Submarines

CHGJN: Chongjin
HGNAM: Hungnam
HMHNG: Hamhung
KLCHU: Kilchu
PGYNG: Pyongyang
SINJU: Sinuiju
WNSAN: Wonsan

TAIWAN

Submarines

JNMEN: Jinmen
MZDAO: Mazu Dao

SOVIET UNION

Surface Combat Units

BODRY: Bodryy
BZHNY: Bezuprechnyy
CHPEV: Vasily Chapaev
DROZD: Vitse Admiral Drozd
DRZHY: Druzhnyy
DRZKY: Derzkiy
DSTNY: Dostoynyy
DZGHI: Dzgutshi
DZVTI: Dzivutshi
FOKIN: Admiral Fokin
GRMHY: Gremyashchiy
MRKOV: Admiral Makarov
NSKMY: Nesokrushimyy
NVRSK: Novorossiysk
ODRNY: Odarennyy
OKBKY: Admiral Oktyabrskiy
PRVTY: Poryvistyy
PTLVY: Pytlivyy
RSHNY: Reshitelnyy
RVNTY: Revnostnyy
RYANY: Ryanyy
RZMNY: Razumnyy
SBRZY: Soobrazitelnyy
SHPKV: Marshal Shaposhnikov
SMELY: Smelyy
SMHNY: Smyshlennyy
SNYVN: Admiral Senyavin
SUROV: Admiral Suvorov
TRBUT: Admiral Tributs
TSKNT: Tashkent
TUBRC: Admiral Tubric
VLDVK: Vladivostok
VLTNY: Vliyatelnyy
VRSHV: Marshal Voroshilov
YMSHV: Admiral Yumashev

Submarine Units

ARKSK: Arkhangelskaya
BNEVA: Bolshaya Neva
DKBST: Dekabrist
DNETS: Donets
GLBUS: Globus
KDLKN: Admiral Y.M. Kudelkin
KHVRN: Admiral N.I. Khovrin
KPTNT: Admiral I.M. Kapitanents
KSBKV: Admiral G.G. Kasumbekov
LPSHN: Admiral B.A. Lapshin
MKHKY: Admiral A.P. Mikhaylovskiy
MLNYA: Molniya
MRNKO: Col. Gen. A.A. Mironenko
NFDOV: Lt. Gen. F.G. Nefedov
SATRN: Saturn
SDORV: Admiral V.V. Sidorov
SHTRM: Shtorm
SORKN: Admiral A.I. Sorokin
SRIUS: Sirius
YGROV: Admiral G.M. Yegorov
YNISY: Yenisey
YPTER: Yupiter
YZBUG: Yuzhnyy Bug
ZRNTA: Zarnitsa

Non-Combat Surface Units

BTOMA: Boris Butoma
GYDAR: Admiral T.A. Gaydar
KLTKY: Vladimir Kolyachitskiy
PCHGA: Pechenga
SVNTA: Sventa
SYSEV: Admiral V.S. Sysayev
USNKO: Admiral N.V. Usenko

UNITED STATES

Surface Combat Units

ANTIE: Antietam
BDLEY: Robert E. Beadley
CHRNE: Cochrane
CRMLN: Crommelin
DWERT: De Wert
GALRY: Gallery
HBRTN: Halyburton
HMOND: Francis Hammond
HPBRN: Hepburn
INGRM: Ingraham
JHALL: John L. Hall
JONES: John Paul Jones
KHAWK: Kitty Hawk
LBECH: Long Beach
LCKWD: Lockwood
LFWCH: Leftwich
MDWAY: Midway
MSOUR: Missouri
OLDRF: Oldendorf
PREBL: Preble
RBRTS: Samuel B. Roberts
REEVS: Reeves
SCFLD: Schofield
STDRT: Benjamin Stoddert
STERT: Sterett
TRXTN: Truxtun
TYLOR: Taylor
VFRGE: Valley Forge
VGRFT: Vandegrift
VNSON: Carl Vinson
YRNEL: Harry E. Yarnell

Submarine Units

BARBL: Barbel
BLBCK: Blueback
BRMTN: Bremerton
BTFSH: Batfish
GFISH: Guardfish
NYCTY: New York City
PUFFR: Puffer
SJUAN: San Juan
SLCTY: Salt Lake City
SPFLD: Springfield
SVSDS: Silversides
TAUTG: Tautog

Non-Combat Surface Units

BRDGE: Blue Ridge
CVLND: Cleveland
FCNTY: Fairfax County
FMHNY: Fort McHenry
HIGNS: Andrew J. Higgins
KLZOO: Kalamazoo
LCNTY: La Moure County
MRMCK: Merrimack
NASAU: Nassau
NSHVL: Nashville
RNOKE: Roanoke
SCNTY: Spartanburg County
SEATL: Seattle
SHRPT: Shreveport
SHSTA: Shasta
SNTDY: Schenectady
STLOU: St. Louis
TRCKE: Truckee
TRNTN: Trenton
TRPLI: Tripoli
VNCVR: Vancouver

3.0 Sequence of Play

All actions that occur in a Game Turn take place in a strict Sequence of Play. The Game Turn is composed of a number of Phases, which in turn can be comprised of a number of Segments, that must be performed in the order listed below.

A day of real time is represented by three Game Turns: AM, PM, and Night, each of which represents eight hours of real time. Some Phases in the Sequence of Play take place only in an AM or Night turn and are ignored in other turns.

STRATEGIC CYCLE (AM Game Turns only)

A. Political Events Phase
(Advanced Game; not on Game Turn 1)

The Allied player rolls a die and the players consult the Armistice Table. The Armistice marker may be advanced or the players may be required to consult the Random Events Table. If the Armistice marker advances, the players may receive Victory Points (see 17.0).

B. Weather Phase *(Advanced Game)*

The Allied player rolls the die and the players consult the Weather Table (see 15.0). If a squall or storm results, the die is rolled again and the Zone Table is consulted to determine which zones are affected.

C. Reinforcement Phase
(Advanced Game; not on Game Turn 1)

Both players roll a die and consult the Reinforcement Table (see 18.0). Any reinforcements made available by these rolls are deployed on the map.

D. Submarine Mode Phase *(Advanced Game; optional)*

The players can place Deep markers on any of their submarines which have a Movement Allowance of two or more. Also, the players can remove Deep markers from their submarines (see 20.0).

E. Strategic Air Phase

1. *Allocation Segment:* Both players secretly assign air units to strategic missions on their Strategic Air Displays (see 7.1).
2. *Interception Segment:* Opposing air units that are on Interception missions within the same zone perform Air-to-Air Combat (see 7.2).
3. *Bounce Segment:* Surviving Interception air units perform Air-to-Air Combat against enemy air units in the same zone on non-Interception missions (see 7.2).
4. *Mine Segment (Optional):* Air units on Mining missions place Mine markers in coastal hexes (see 21.0).
5. *Strategic Detection Segment:* For each Reconnaissance air unit in a zone, the owning player can place a Strategic Detection marker on an enemy surface unit (or stack) or can attempt to place a Strategic Detection marker on an enemy submarine within that zone (see 9.2).

ACTIVITY CYCLE (All Game Turns)

F. CAP Phase

Both players assign air units to CAP (see 8.0).

G. Minesweeping Phase *(Advanced Game; optional)*

A player rolls the die once for each hex containing mines to determine if any Mine markers are removed (see 21.0).

H. Replenishment Phase *(Advanced Game; optional)*

Both players can perform in-port and at-sea replenishment (see 16.0).

I. Local Detection Phase

Local Detection markers may be placed on surface and submarine units occupying enemy Limited or Extended Detection Zones (see 9.2).

J. Action Phase

1. *First Action Segment:* The die is rolled to determine the "first" player. On an even roll, the Allied player is first; on an odd roll, the Soviet player is first. The first player states which type of units he will activate: surface, submarine, or air. After the first player has finished performing all actions with the chosen type, the second player selects a type of unit for activation and carries out all actions with these units (see 4.0).
2. *Second Action Segment:* The die is rolled to determine the first player. This player states the type of units he will activate (he cannot select the unit type chosen in the First Action Segment). After the first player's units have performed their actions, the second player chooses a unit type for activation (he cannot choose the type he selected in the First Action Segment) and carries out all actions with this type.
3. *Third Action Segment:* The die is rolled to determine the first player. This player activates the remaining unit type not activated so far and completes all actions with them. The second player then activates his last type of unit and completes all actions with them.

K. Local Detection Removal Phase

★Surface and submarine units that do not occupy enemy Detection Zones may have their Local Detection markers removed (see 9.5).

L. CAP Landing Phase

All CAP units are returned to the airfield or aircraft carrier from which they started (see 8.4).

TERMINAL CYCLE (Night Game Turns only)

M. Fuel Phase *(Advanced Game; optional)*

Fuel expenditure for surface combat units is recorded on the Logistics Rosters (see 16.0).

N. Repair Phase

Damage 1 markers are removed from ports and airfields. Damage 2 markers are flipped to their Damage 1 side (see 11.0).

O. Strategic Air Mission Termination Phase

Air units on the Strategic Air Display are returned to their parent aircraft carrier or to the airfield from which they began their mission (see 7.5).

★P. Air Unit Replacement Phase
(Advanced Game; Game Turns 9, 18, and 27 only)

Each player rolls the die to determine the number of Air Replacement Points he receives. The players then expend their points to place destroyed air units back on the map and/or flip damaged air units to their full-strength sides (see 14.0).

Q. Strategic Detection Removal Phase

★Strategic Detection markers may be removed from units or they may be flipped to their Local Detection sides (see 9.5).

GAME TURN INDICATION

The Game Turn is now over. The Game Turn marker is advanced one space along the Game Turn Track. Players now go to the Strategic Cycle, if the next turn is an AM turn, or to the Activity Cycle, if the next turn is a PM or Night turn. This process is repeated until the game ends or an Armistice is declared (see 17.0).

Basic Game Rules

4.0 The Action Phase

Most game activities take place during the Action Phase, which is composed of three Action Segments. During each Action Segment, a player moves and performs combat with units of a particular type (surface, submarine, or air). When he has finished activating units of the desired type, he states this fact aloud.

4.1 THE ACTION SEGMENTS

To determine who goes first in each Action Segment, the Allied player rolls the die. If the result is *even* (including 0), the Allied player activates units first in the segment; if the result is *odd*, the Soviet player activates units first. This determination takes place at the beginning of all three Action Segments.

In the First Action Segment, the first player states the type of unit he will activate: surface, submarine, or air. He can then activate any or all of the units of that type. The second player then states which unit type he wishes to activate in the segment; he is not obligated to activate the same unit type as the first player.

In the Second Action Segment, after the first player is determined by die roll, each player activates a second unit type. Neither player can select the unit type he activated in the First Action Segment. In the Third Action Segment, after the first player is determined by die roll, each player activates his last remaining unit type.

A player can elect to "pass" in any Action Segment if he does not want to activate one of his unit types; he *must* pass in an Action Segment if he does not possess all three unit types on the map. (Note that in some Basic Game Scenarios, both players possess only two unit types. In these cases, the Action Phase consists of two Action Segments, not three.) If a player passes, he does not perform any activities in that Action Segment.

4.2 UNIT ACTIVATION

To be eligible for activation, a unit must belong to the unit type selected for the current segment (surface, submarine, or air), and it must *not* have been activated previously in that segment. For example, if a player announces "Air" at the start of an Action Segment, he can activate only air units in that segment. A player must complete the actions of each unit (or stack) before going on to activate another unit (or stack). To keep track of which units have already been activated in a segment, players may wish to rotate units 90 degrees after activation. At the end of the segment, they can be returned to their normal positions.

Air units on aircraft carriers are maintained off-map on the Aircraft Carrier Displays. When such units are activated, they are considered to occupy the same hex as their "parent" carrier. Movement of air units between the map and these Displays occurs only when they are activated in an air Action Segment.

4.3 LIMITATIONS ON ACTIVATION

The activation of units in an Action Segment is completely voluntary. A player is not obligated to activate any units in his surface, submarine, or air Action Segments. Units occupying different hexes cannot be activated together.

Surface Units: A player can activate any or all surface units occupying the same hex at the beginning of an Action Segment. All surface units within a hex do *not* have to be activated at the same time; a player can choose to activate some surface units in a hex at one point in the segment and then activate other units later. However, all units that are activated together must perform their activities together as a stack (see 6.0).

★Soviet and North Korean surface units can activate together without restriction, as can Allied surface units of different nationalities.

Submarines: Submarines must be activated *individually*. A submarine must complete its activities before another submarine is activated.

Air Units: A player can activate up to *four* air units (regardless of type) that are stacked together in the same hex. A player can activate fewer than four air units within a stack if he wishes, but never more.

★Soviet, North Korean, and Vietnamese air units can activate together without restriction, as can Allied air units of different nationalities.

Aircraft carrier air units are considered stacked together. These units can be activated individually or in stacks up to a limit of four units per activation. If two or more aircraft carriers occupy the same hex, air units from different carriers can be activated as part of the same force.

★Chinese Restrictions: Chinese surface and air units can never activate with non-Chinese Allied units of the same type.

4.4 WHAT ACTIVATED UNITS CAN DO

Once a player has stated which unit type he will activate in an Action Segment, he can move and perform combat with each of his units (or stacks) of that type. A unit or stack must complete its activities before any other unit or stack is activated. Also, a unit can be activated only *once* per segment. When a unit is performing actions, no other unit — enemy or friendly — can move or attack, except for enemy CAP units (see 8.2).

Surface or air units that are stacked together and activated as a single force are considered one unit for activation purposes; they cannot split up and they must perform the same types of attacks. If an attack is made, not all the units in the stack must participate in the attack.

Surface Units: A surface unit or stack can move and/or attack in an Action Segment subject to the following restrictions:

1. It can move and not attack;
2. It can move and perform one or two attacks;
3. It can perform one or two attacks and then move;
4. It can perform one or two attacks and not move;
5. It can perform one attack, move, and then perform a second attack.

A surface unit can never perform two attacks of the same type in the same segment. Thus, in a surface Action Segment, a surface unit can perform one or two of the following three types of attacks (but never more than one of each): ASW, SSM, and Cruise Missile (see 10.0).

Example: *A player has a stack of four surface units and decides to activate them together. First, he performs ASW Combat; then he moves the stack; finally, he performs a Cruise Missile attack.*

Submarines: Each submarine is activated individually. A submarine can move and perform one attack, in any order, during an Action Segment.

Air Units: An air unit or stack can move and perform *one* attack at any time *during* its movement. Air units are the only ones that can interrupt their movement to attack. Air units must always begin and end their activation on an eligible airfield (or on an aircraft carrier; see 12.0).

4.5 THE ACTION SEGMENT TRACK

Each player has three Action Segment markers labeled "Air," "Surf" (Surface), and "Sub" (Submarine). In order to remind the players which unit types have been selected for activation in the three segments of the Action Phase, the players should place these markers on their Action Segment Tracks. As each player selects a unit type for activation in an Action Segment (or passes), he should place the appropriate marker in the box corresponding to the current segment. At the end of the Action Phase, the markers are removed from the track.

Example of Activation: *The Allied player has a US F16 unit in Osan, the US surface units* LBech *and* Trxtn *in Sasebo, and the US submarine* NYCty *in Yokosuka. The Soviet player has a T26 air unit in Vladivostok, the surface unit* Minsk *in Pos'yet, and no submarines at all. During the First Action Segment, the Allied player rolls a 2 and so goes first. He states "Surface" and decides to activate* LBech *and* Trxtn *as a stack. He moves these units together but performs no combat. Then, he places the Allied "Surf" marker is the 1st Action Segment box of the Allied Action Segment Track. The Soviet player goes second and states "Air." He activates the T26, moving it from Vladivostok and executing a single attack along the way. At the end of its activation it returns to Vladivostok. The Soviet player places his "Air" marker in his 1st Action Segment Box.*

In the Second Action Segment, on a roll of 3, the Soviet player goes first, announcing "pass" and performing no actions. He places his "Sub" marker in his 2nd Action Segment box. The Allied player goes second and also announces "pass." He decides to place his "Air" marker in his 2nd Action Segment box — meaning that he cannot activate air units for the rest of the Action Phase. In the Third Action Segment, on a roll of 8, the Allied player goes first and states "Submarine." He activates NYCty, *moving it and then performing one Cruise Missile attack. He places the Allied "Sub" marker in his 3rd Action Segment box. The Soviet player goes second and states "Surface." He activates* Minsk, *moving it but making no attack. He places the "Surf" marker in the 3rd Action Segment box. The Action Phase is over.*

In the above example, the Soviet player must pass in at least one of his Action Segments, since he has no submarines. A player can also elect to pass rather than activate a unit type, as the Allied player did. Once a player has passed with one of his unit types, placing an Action Segment marker of that type on his Action Segment Track, he cannot go back and activate that unit type in a later segment of the current Action Phase.

5.0 Movement

★There are several different types of hexes on the map. *Sea* hexes are composed entirely of water. *Land* hexes are composed entirely of land. *Coastal* hexes are composed of a combination of land and sea (including hexes containing islands) and are sub-divided into two types: *restricted water* hexes and *non-restricted water* hexes. There are also two special types of hexes: *drift ice* hexes, which have varying characteristics in the Advanced Game depending on the time of year in which the scenario is taking place; and *shallow* hexes, which can affect detection and combat against submarines. There are also two special areas on the map affecting victory conditions in some scenarios: the *Tsushima Straits* area, between Japan and South Korea; and the *Soviet Bastion* area, within the Sea of Okhotsk. Finally, there are several *coastal defense* hexes on the map, which can be either Soviet or Japanese. See the Terrain Key for a list of all types of hexes.

No unit can ever leave the map in any scenario in the game.

5.1 HOW UNITS MOVE

Each unit's Movement Allowance (printed directly on its counter) is the maximum number of hexes the unit can move when activated. A unit can move less than its printed Movement Allowance, but never more. When a unit moves, the owning player moves it from hex to contiguous hex. Note that some units cannot move into certain types of hexes.

When activated together in a stack, surface or air units can move a number of hexes equal to the *lowest* Movement Allowance of a unit in the stack. A stack of units moved together cannot drop off a unit and continue moving. The stack must move, attack, and stop together.

5.2 SURFACE UNIT MOVEMENT

A surface unit can enter any sea, shallow, coastal, or drift ice hex; it can never enter a land hex. During movement, surface units can move *through* hexes occupied by friendly or enemy units. Similarly, they can move *through* enemy base hexes without restriction. However, surface units can never *end* their active status stacked in the same hex with an enemy unit or base.

A surface unit cannot enter a hex by crossing a hexside composed entirely of a land feature. For example, a surface unit in hex 1217 could not move directly into hex 1317; it would have to move first into hex 1216.

★**Special Restrictions:** Surface units from Taiwan, South Korea, and North Korea cannot enter a hex that is more than ten hexes away from a port hex within their own country.

5.3 SUBMARINE UNIT MOVEMENT

Submarines are subject to the same movement restrictions as surface units. (Remember that submarines must be activated individually.)

★**Full Speed:** At the moment a submarine is activated the owning player may state that his submarine will move at *full speed*. If activated at full speed, a submarine's Movement Allowance is increased by *one*. However, moving at full speed may result in the placement of a Strategic Detection marker on the submarine (see 9.2). A player cannot activate his submarines at full speed if they occupy a restricted water hex. Similarly, a submarine moving at full speed can never enter a restricted water hex.

5.4 AIR UNIT MOVEMENT

Air units can enter and move through any hex on the map, regardless of terrain or the presence of enemy or friendly units or bases. Air units have only one movement restriction: they must begin and end their activation on a friendly airfield or aircraft carrier.

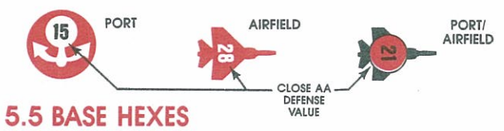
★Soviet, Vietnamese, and North Korean air units can start or end their activation on any of the Soviet player's airfields. US and Australian air units can activate or end their active status on any Allied airfield except those in China and Taiwan. All other Allied air units can only start or end their activation on an airfield within their own country. (Note that the airfields on the islands of Iwo Jima and Okinawa are in Japan.)

★**Changing Airfields:** Subject to the above restrictions, it is not necessary for an air unit to end its activation in the airfield from where it began — it can move to a new airfield within range of its Movement Allowance. However, if it changes airfields, it cannot activate (or perform strategic missions or CAP) for the next *five full Game Turns*. On the sixth turn following the one in which it changed airfields, it can activate again. (To remind players that an air unit at a new airfield cannot activate, they may wish to place it on the Game Turn Track six boxes ahead of the current turn with a note on a piece of scrap paper referring to the airfield from where it was taken. At the beginning of the turn of its availability, it should be placed back on that airfield, ready for activation, CAP, or strategic missions.)

Aircraft Carriers: Air units beginning the game on an aircraft carrier (CV) must remain on the carrier for the duration of the game. Air units assigned to a carrier are destroyed if their parent

carrier is sunk. (Remove the units from the Aircraft Carrier Display; however, the carrier's CAP and strategic air mission units continue their missions until it is time for them to land, at which time they are destroyed.) Air units not originally based on a carrier at the start of the game can never end their activation on a carrier.

★**International Borders:** In Basic Game Scenarios, air units can move through hexes of any country without restriction. In the Advanced Game, there are some restrictions concerning overflight across international borders.



5.5 BASE HEXES

There are three types of base hexes: airfields, ports, and a port/airfield combination. Bases belong to either the Allied or the Soviet player. Each base possesses a Close Anti-Air value, which is used in attacks against that base (see 10.0).

6.0 Stacking

A maximum of 12 friendly surface *combat* units (CV, CG, CL, DD, FF, BB, CO, and PC) can end the surface Action Segment stacked together in a hex. Non-combat surface units do not count towards this maximum. Groups (see 6.2) can end an Action Segment in the same hex as long as the limit of 12 surface combat units per hex is observed.

Any number of friendly submarines can stack together at the end of the submarine Action Segment. Submarines can end their activation stacked in the same hex as friendly surface units (and vice versa) and do not count towards the stacking limit of the surface units.

A maximum of *four* friendly INT, ATK, and/or BMB air units can occupy an airfield hex at any given time in a turn. (Air units can move over an airfield in violation of this restriction.) RCN, EW, and AEW air units do not count against the four unit maximum. Air units on airfields in coastal hexes can occupy the same hex as surface and submarine units.

Friendly units of different nationalities may occupy the same hex. (However, there are restrictions on activation together; see 4.3.) Opposing units can never occupy the same hex at the end of an Action Segment.

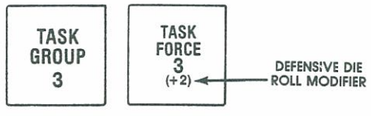
NOTABLE EXCEPTION: *If the Tactical Nuclear rule is being used (see 19.0), players can stack as many surface combat units in a hex as they wish.*

6.1 STACKING RESTRICTIONS

Movement: A player can activate any or all surface units in a hex as a stack except for Groups (see 6.2), which must be activated separately. Up to four air units, regardless of type, can be activated from an airfield or aircraft carrier at one time. Submarines must be activated individually.

Position: The position of surface units in a stack is irrelevant until the opposing player declares a Bombing or SSM Combat against the stack. After the combat resolution starts, he can no longer adjust his ships' positions. The position of air units within a stack is always irrelevant.

If there are several Task Forces and/or Task Groups in a hex, or Groups stacked with other surface units not in a Group, the Groups do not benefit each other or other units with their Close Anti-Air values during defensive combat in SSM and Bombing attacks (see 10.4 and 10.6).



★6.2 GROUPS

Groups are collections of surface units that perform activities together. There are two types of Groups: Task Groups and Task Forces.

Creating Groups: At the beginning of a player's *surface* Action Segment (before the activation of any units) and at the end of this segment (after the activation of all units), a player can create Groups from stacks of eligible surface units and adjust the status of already existing Groups. The creation and maintenance of Groups is voluntary. A player is never obligated to form a Group and can break up his Groups at the beginning or end of his surface Action Segments if he wishes (and *must* break them up if they no longer fulfill size requirements). Units of different nationalities can belong to the same Group.

★NOTABLE EXCEPTION: *Chinese surface units can never be in a Group with other non-Chinese Allied units.*

Each player has several Group markers, labeled "Task Force" on one side and "Task Group" on the other. The creation of Groups is not limited to the number of markers in the game. Should players run out of markers, they can still create Groups by using blank counters to represent them.

To create a Group, a player points to a stack of eligible surface units and declares which units within the stack will comprise the Group. These units are removed from the map and are replaced by a Task Group or Task Force marker of the appropriate side (Allied or Soviet). If *two or three* combat units (CV, CL, CG, DD, FF, BB, CO, PC) plus any number of non-combat units are chosen to comprise a Group, the owning player uses the *Task Group* side of the marker. If *four or more* combat units plus any number of non-combat units are chosen to comprise a Group, the player uses the *Task Force* side of the marker. More than one Group can be formed from a stack of surface units.

When surface units are chosen to form a Group, the owning player places them on his Task Group/Force Display in the boxes corresponding to the numbered Task Group/Task Force marker that replaced them. On the display, one surface unit is placed per box — the order of placement is considered the order in which the units are stacked (Box 1 being considered the top of the stack). If a Group contains more units than there are boxes, place the extra units at the end of the row of boxes.

Enhancement of Groups: At the beginning or the end of a player's surface Action Segment, he can add surface units to existing Groups as long as they are situated in the same hex. Remove the units being added to the Group from the map and place them on the Task Force/Group Display in the boxes corresponding to their new Task Group/Force. If the addition of ships changes a Task Group to a Task Force, the marker on the map should be flipped to its correct side.

Disbanding Groups: At the beginning or the end of a player's surface Action Segment, he can disband any of his Groups. To do so, he removes the Task Group/Force marker and places the surface units that comprise the Group back on the map. If, due to combat losses, a Group falls below minimum size requirements, the owning player *must* adjust this Group (see below).

Combining Groups: At the beginning or the end of a player's surface Action Segment, he can combine any of his Groups that occupy the same hex. The combined Group is represented by a single Group marker (all other Group markers are removed) and the placement of the surface units on the Task Group/Force Display is adjusted to reflect the new Group's structure. If the new Group has four or more combat units, use the Task Force side of the marker.

Groups and Combat Losses: If, due to combat losses, a Task Group falls below two combat units, the owning player must adjust the status of this Group *immediately* by removing the marker and placing the remaining units back on the map. (If a Task Force falls below four combat units, it is adjusted by simply flipping it to its Task Group side, assuming it has two or three combat units.) Task Groups and Task Forces that are adjusted due to combat losses cannot combine with other friendly Groups occupying the same hex until the beginning or the end of the owning player's surface Action Segment.

Movement: A Group marker functions as a surface unit in all respects. It can move a number of hexes equal to the lowest Movement Allowance of any unit within the Group. Groups stacked in the same hex must be activated individually. If a Group is activated, it must move and attack as a stack; no unit can separate from the Group *until the end of the surface Action Segment.* Remember that each time units in a Group perform combat, the participating units must perform the same type of combat. (For example, some units could not perform SSM Combat while others perform ASW Combat at the same time.)

Defense Combat Benefit: Units belonging to a Task Force that are attacked by Torpedo, SSM, or Bombing Combat receive a +2 modifier to Defensive combat die rolls (see 10.0). Units belonging to a Task Group do not receive this benefit.

7.0 Strategic Air Missions

Air units can be assigned to Strategic Air Missions during the Strategic Air Phase, which occurs during AM Game Turns. A unit assigned to a strategic mission cannot be activated during the next three Action Phases (AM, PM, Night). When performing strategic missions, air units are placed on the Strategic Air Display.

★7.1 MISSION ELIGIBILITY

There are three strategic missions to which air units can be assigned in the Basic Game:

1. Interception
2. Reconnaissance
3. Tactical Coordination

Note: A fourth mission, Mining, can be used as an optional rule in the Advanced Game (see 21.0).

Strategic Air Mission Eligibility Chart: This chart indicates the kinds of strategic missions each air unit type can undertake. There are six types of air units: Interceptor (INT), Attack (ATK), Bomber (BMB), Reconnaissance (RCN), Electronic Warfare (EW), and Airborne Early Warning (AEW). Some air types are prohibited from performing certain missions. For example, an INT unit can never be assigned to a Mining mission.

Strategic Air Display: Each player has a Strategic Air Display Card on which air units performing strategic missions are placed. The display is divided into 14 zones, each of which is named. Each zone is also delineated on the map with borders corresponding to the configuration of the Strategic Air Display. Each zone has four "mission" boxes, plus additional "Return to Base" boxes (see 7.5).

During the Allocation Segment of the Strategic Air Phase, each player secretly assigns any or all eligible air units to strategic missions. Such units are placed on the display in the desired mission boxes. To assign an air unit to a strategic mission:

1. Decide the type of mission the unit will perform;
2. Decide the zone in which it will be placed;
3. Pick the unit up from its airfield or aircraft carrier and place it in the desired mission box on the display.

Damaged air units can perform missions normally. Friendly air units of different nationalities can perform missions in the same zone.

False Mission Assignment: During the Allocation Segment, a player is permitted to mislead his opponent by removing one or more of his air units from the map which will not be assigned to strategic missions. (If a player knew exactly how many of his opponent's air units were removed from the map to perform missions — even though the actual mission assignment is secret — it could strongly influence his own allocations.) At the end of the Allocation Segment, air units not assigned to strategic missions are placed back on the airfields from which they were removed.

Zone Range of Air Units: An air unit is considered to occupy the zone in which its airfield or aircraft carrier is situated. Some air units can perform missions at extended ranges. The Movement Allowance of an air unit determines the range (in zones) at which it can perform a mission:

MOVEMENT ALLOWANCE	RANGE
71 or more	3 zones
51-70	2 zones
26-50	1 zone
11-25	Only in zone occupied
10 or less	May not perform strategic missions

Special Soviet Restrictions: The Soviet player is subject to two special restrictions in strategic mission allocation:

1. Soviet and North Korean non-INT air units occupying the Sea of Japan Zone can perform Reconnaissance, Tactical Coordination, and Mining missions only in the Sea of Japan and Hokkaido Zones, regardless of their Movement Allowances. Soviet and North Korean INT air units can perform any strategic missions they are allowed in any zones their Movement Allowances allow them to reach.

2. If two or more Allied INT air units occupy the Philippines Zone at the beginning of an Allocation Segment, Soviet non-INT air units occupying the South China Sea Zone can perform Reconnaissance, Tactical Coordination, and Mining missions only in the South China Sea Zone, regardless of their Movement Allowances. Soviet INT air units can perform any strategic missions they are allowed in any zones their Movement Allowances allow them to reach.

   If less than two Allied INT air units occupy the Philippines Zone at this time, Soviet and Vietnamese air units in the South China Sea Zone are not subject to mission allocation restrictions.

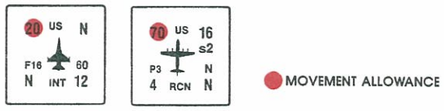
Ending Strategic Air Missions: An air unit remains on its assigned mission until it is destroyed, is forced to "Return to Base" (see 7.5), or until the Strategic Air Mission Termination Phase of the next Night Game Turn.

Solitaire Mission Assignment (Optional): To simulate the uncertainty of mission assignment when playing the game solitaire, a player can use the following rule:

1. Roll the die. On an even roll (not counting 0), the Allied side has initiative; on an odd roll (not counting 9), the Soviet side has initiative.
2. For the side with initiative, the player can either assign one of its air units to a mission or pass. If the player passes, that side cannot have any air units assigned to missions for the remainder of the Allocation Segment.
3. On the first die roll of 0, the player must pass for the Allied side; on the first die roll of 9, the player must pass for the Soviet side. (In either event, the affected side cannot have any of its air units assigned to missions for the rest of the segment.)

> NOTABLE EXCEPTION: *Die rolls of 0 and 9 are ignored in the first four rolls of this routine in Basic Game Scenarios and in the first 10 rolls of this routine in Advanced Game Scenarios.*

4. Continue to roll the die and assign air units to missions in this fashion until a pass has been declared for both sides (or there are no more air units eligible for missions on the map). If there has been a pass declared only for one side, die rolls that would normally give initiative to that side are ignored and the die is rolled again.



Example: *A US F16 unit (Movement Allowance: 20) and a P3 unit (Movement Allowance: 70) occupy the Japan Zone. The F16 can be assigned to a Reconnaissance or Interception mission only in the Japan Zone (since its Movement Allowance is between 11 and 25). The P3 can be assigned to a Reconnaissance, Tactical Coordination, or Mining mission in the Japan Zone or any zone up to two zones away. (This would include every zone on the map except for the South China Sea Zone, which is three zones away.)*

7.2 INTERCEPTION MISSIONS

Air units on Interception missions can attack enemy units on strategic missions in the same zone.

Interception Segment: During this segment of the Strategic Air Phase, opposing air units on Interception missions within the same zone must perform Air-to-Air Combat. First, the players should check each others' Strategic Air Displays, zone by zone. A single Air-to-Air Combat must take place within a given zone if both players have assigned air units to Interception missions within that zone. If only one (or neither) player has assigned air units to Interception within that zone, Air-to-Air Combat does not take place. Thus, from 0 to 14 Air-to-Air Combats may take place in this segment. When performing Air-to-Air Combat in a given zone, a player's air units on Interception must be combined into a single force for combat (even if they are of different nationalities). See 10.8 for an explanation of how to perform Air-to-Air Combat.

After Air-to-Air Combat has taken place, any air units that are allowed to continue their Interception missions (that is, they were not obligated to return to base due to combat) can initiate Air-to-Air Combat in the Bounce Segment. Air units that receive an "r" result in combat are placed in one of the Return to Base boxes on the Strategic Air Display (see 7.5).

Bounce Segment: During this segment, air units still on Interception missions can initiate combat against *all* enemy air units in the same zone on non-Interception missions — Reconnaissance, Tactical Coordination, and Mining (if this optional rule is being used). To perform this combat, the Interception player rolls the die and consults the "Bounce" column of the Air-to-Air Combat Results Table (no ratio is calculated). The result (see 10.8) applies to all enemy air units currently on non-Interception missions in that zone, regardless of quantity or type. The air units on Interception missions initiating this combat can never suffer an adverse result when "bouncing" enemy units. At the end of the Bounce Segment, all units on Interception are placed in one of the Return to Base boxes on the Strategic Air Display (see 7.5).

Example of Interception: *During the Strategic Air Phase, the Allied player assigns two units to an Interception mission in the Japan Zone. In the same zone, the Soviet player assigns one unit to Interception, one to Reconnaissance, and one to Mining. During the Interception Segment, Air-to-Air Combat takes place between the Allied and Soviet units on Interception. Assume the Allied player wins; his two units remain on Interception and the Soviet unit returns to base. In the Bounce Segment, the Allied units attack the Soviet units on Reconnaissance and Mining. The Allied player rolls the die and consults the "Bounce" column of the Air-to-Air Combat Results Table. The result calls for one Soviet unit's elimination, while the other returns to base. At the end of the Bounce Segment, the two Allied units return to base.*

7.3 RECONNAISSANCE MISSIONS

Air units on Reconnaissance missions affect the detection of enemy units in the Strategic Detection Segment of the Strategic Air Phase (see 9.0). At the end of this segment, all air units on Reconnaissance are placed in one of the Return to Base boxes in the zone they occupy (see 7.5).

7.4 TACTICAL COORDINATION MISSIONS

Air units on Tactical Coordination missions are used to enhance attacks made on enemy units during the following three Action Phases (AM, PM, Night). For each air unit assigned to Tactical Coordination, the owning player adds *one* to any combat die roll made during an attack (except Air-to-Air and Cruise Missile Combat) against an enemy unit that occupies the zone in which the Tactical Coordination mission is taking place. Up to three air units can contribute to this bonus in any single attack; thus, a *maximum of three* can be added to an attack die roll for this reason. The owning player must announce that he is using Tactical Coordination *before* the combat die roll is made. After an air unit on Tactical Coordination provides a bonus, it is placed in one of the Return to Base boxes in the zone it occupies (see 7.5).

7.5 RETURNING TO BASE

Air units receiving an "r" result in Air-to-Air Combat during the Strategic Air Phase are placed in one of the Return to Base boxes in the zone they occupy on the Strategic Air Display. A unit in one of these boxes can perform no function.

Return to Base Boxes: There are four Return to Base boxes in each zone on the Strategic Air Display. Each box corresponds to the zone from which an air unit was moved to perform its mission. Units that began a mission in the zone they occupy are placed in the "Occupy" box when forced to return to base; units that moved one zone to perform their mission are placed in the "1 Zone" box when forced to return to base; and units that moved two or three zones are placed in the "2 Zones" or "3 Zones" box, respectively, when forced to return to base. Each of these four boxes includes the initials of the zone which the air unit left to perform its mission. When an air unit is placed in a Return to Base box, turn the counter so that its top points in the direction of the initials of the zone from which it came.

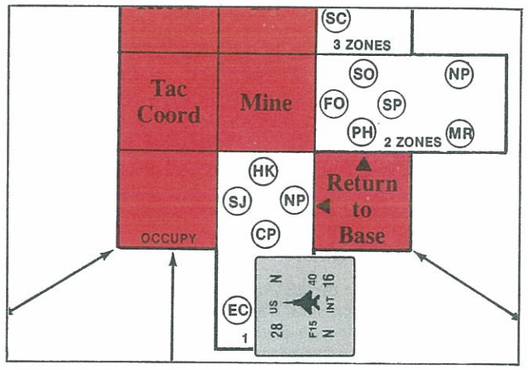
Interception, Reconnaissance, and Mining missions take place in the Strategic Air Phase; players should be able to remember the zones from which their units originated. Tactical Coordination bonuses are used in the Action Phases; players having difficulty remembering the zones from which their units originated may wish to note them down on a piece of paper.

★Strategic Air Mission Termination Phase: During this phase, which takes place during Night Game Turns, all units on the Strategic Air Display are placed back on the airfield or aircraft carrier from where they began their missions. (Players having difficulty remembering the actual airfield to which their air units must return may wish to note these on a piece of paper. Alternatively, the scenario starting set-up should help remind them where to return their air units.)

Non-carrier air units may return to a different airfield than the one from where they started, as long as the new airfield is in the same zone as the original one and stacking restrictions are not violated. However, if air units switch bases at the end of a mission, they cannot activate, perform CAP, or execute another strategic mission for *five* full Game Turns following the current turn (see 5.4). If an airfield from which air units began a mission is destroyed, the units *must* return to a different airfield if possible, subject to the above penalty. If there is no friendly airfield available, the air units are destroyed.

Carrier-based air units must be returned to the same Aircraft Carrier Display after a mission (the carrier may have moved to another zone — this does not affect the return of its air units). If the carrier is destroyed while some of its units are on strategic missions, all of its air units on missions are destroyed in the Strategic Air Mission Termination Phase.

Example of Return to Base Boxes: *A US air unit based in Kadena (in the East China Sea Zone) is assigned to an Interception mission in the Japan Zone. After the mission, the unit is placed in the "1 Zone" Return to Base box of the Japan zone with the top of the counter pointing to the initials "EC" (East China Sea). During the Strategic Air Mission Termination Phase, the unit is returned to the Kadena airfield.*



8.0 Combat Air Patrol (CAP)

CAP is a special role for air units that allows them to "stand guard" over an airfield or aircraft carrier.

★8.1 HOW TO PERFORM CAP

During the CAP Phase, players can assign any or all of their INT, AEW, or EW air units that are not on strategic missions to CAP. The Soviet player declares CAP missions first, followed by the Allied player. (Units of different nationalities can combine in the same CAP mission.) CAP units cannot be activated during the Action Phase.

Each airfield or aircraft carrier can assign *four* air units to a CAP mission. If two or more carriers occupy the same hex, or a carrier is in an airfield hex, all CAP units must be combined into a single CAP mission. As long as each airfield or carrier does not assign more than four units to a CAP mission, each mission can contain an unlimited number of air units. Should carriers providing air units in a combined CAP mission separate (or leave an airfield with which they combined in a CAP mission), the owning player must break up the combined mission and provide a separate CAP marker for each carrier and airfield that provided CAP units.

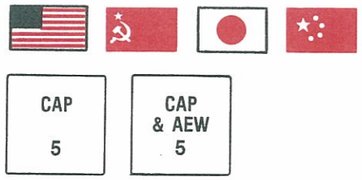
CAP markers on airfields can never be moved. CAP markers on carriers are moved as the carriers are moved.

Special EW and AEW Restriction: EW and AEW units cannot be assigned to a CAP mission unless at least one INT unit is in that mission.

CAP Display: Each player has a CAP Display for maintaining air units on CAP missions. The display consists of a series of numbered boxes; CAP markers are provided to each player corresponding to these boxes. Air units on a CAP mission are removed from the map and are placed in one of the boxes on this display. The CAP marker corresponding to that box is placed on the map in the hex from which the air units were removed. A hex can contain only one CAP marker. The number of CAP boxes on the display is not a limit; a player with more CAP missions than boxes can use blank counters to create new CAP markers.

8.2 CAP AND AIR-TO-AIR COMBAT

A CAP marker allows friendly air units to interfere with the movement of enemy air units during the Action Phase.



★AEW and CAP: If a carrier-based CAP mission does not have an AEW unit in the mission, use the front ("CAP") side of the CAP marker. If the mission contains an AEW unit, use the reverse ("CAP & AEW") side. Always use the "CAP & AEW" side of the marker for CAP missions in airfield hexes.

★Range of CAP Missions: A CAP mission has a range of *four* hexes (exclusive of the hex the CAP marker occupies). When an active enemy air unit or stack moves into a hex that is within range of a CAP mission, the movement of the enemy air unit(s) temporarily ceases. The CAP player has a choice: He can engage the enemy air units in Air-to-Air Combat in their hex, or he can do nothing. In the first instance, Air-to-Air Combat between all the units in the attacking CAP mission and all the defending enemy units is immediately resolved (see 10.8). In the second instance, no combat takes place and the enemy units continue their movement.

A CAP mission can make a maximum of one attack against a given enemy air unit or stack in an Action Segment; however, it can perform other attacks against different air units in that segment. The CAP player can choose to attack enemy units any time they move into a hex or activate within the CAP marker's range. If it did not attack at a range of four hexes, it could attack at a range of three, two, or one. It cannot attack enemy units in the hex occupied by the CAP marker.

An enemy air unit or stack that activates from an airfield or carrier within 4 hexes of a CAP mission can be attacked in the hex where the activation occurs as soon as it occurs.

The range of friendly CAP missions can overlap. If enemy air units enter a hex within range of two or more CAP missions, the CAP player can either combine his CAP missions to attack the enemy units *or* he can attack them separately with each eligible CAP mission. Enemy units can be attacked an unlimited number of times by CAP missions in an Action Phase, but they can be attacked by a given CAP mission only once.

Under some circumstances, a player whose units are being attacked by an enemy CAP mission can use his own CAP missions in the subsequent Air-to-Air Combat; see 10.8. Otherwise, CAP missions affect only enemy air units moving or activating within their range, never enemy CAP missions.

Limitations to CAP Attacks: A CAP mission can initiate an unlimited number of combats against different enemy air units or stacks during the Action Phase as long as the CAP mission does not suffer an "r" (Return to Base) result in combat. Units in the Return to Base box on the CAP Display can never initiate combat.

Air-to-Air Combat between a CAP mission and enemy air units is resolved *before* the enemy air units initiate any combat in the hex into which they have just moved. If the enemy air units survive Air-to-Air Combat, they can initiate an attack from that hex or they can continue moving and then attack.

★CAP Combat Values: Air units on CAP missions over aircraft carriers which include an AEW unit in the mission and all air units on CAP missions over airfields — even without an AEW unit in the mission — employ their full Anti-Air values when initiating Air-to-Air Combat against enemy air units at any range.

Air units on CAP missions over aircraft carriers which do not include an AEW unit in the mission may have their Anti-Air values modified. In this case, air units in CAP missions initiating Air-to-Air Combat at one hex range use their *full* Anti-Air values; the combined Anti-Air value of those initiating Air-to-Air Combat at two or three hex range is *halved* (round fractions up); the combined Anti-Air value of those initiating Air-to-Air Combat at four hex range is multiplied by *one-quarter* (round fractions up).

The Aircraft Carrier CAP Chart summarizes the modifications made to Anti-Air values based on the presence or absence of an AEW unit with the mission.

NOTABLE EXCEPTION: *When an aircraft carrier without an AEW unit and a friendly airfield hex combine in a CAP mission, all CAP units in that mission always use their full Anti-Air values at any range. In this case, the Aircraft Carrier CAP Chart is not consulted.*

★8.3 CAP AND SSM COMBAT

If a CAP mission containing an EW air unit or a US F14 INT unit is in the same hex as a surface unit being attacked by enemy SSM combat, the CAP mission can aid in the defense of that surface unit (see 10.4). This contribution takes place as long as the CAP units have not been forced to return to base.

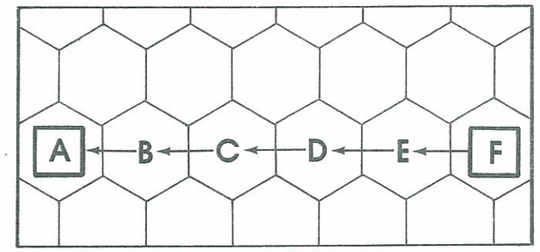
8.4 RETURNING TO BASE

Air units attacked by a CAP mission which suffer an "r" result are immediately picked up and returned to the airfield or Aircraft Carrier Display from where they started. (They cannot be activated for the rest of the Action Phase.) If they have moved more than half their Movement Allowance before suffering an "r," they must be able to reach a friendly airfield that is within range of the remaining Movement Allowance or else they are destroyed.

If CAP units suffer an "r" result in Air-to-Air Combat, all the air units comprising that mission are placed in the Return to Base box on the CAP Display, directly beneath their normal CAP box. Units in the Return to Base box can perform no functions whatsoever during the remainder of the Action Phase.

CAP Landing Phase: During this phase, all units on the CAP Display, including those in Return to Base boxes, are placed back on the airfield or carrier occupied by their CAP markers. The CAP markers are then removed from the map.

CAP units can return to airfields or carriers that are damaged. If an airfield or carrier occupied by a CAP marker has been destroyed in the Action Phase of the current cycle, the air units in that CAP mission are eliminated in the CAP Landing Phase. (They continue to perform CAP throughout the Action Phase in which their airfield or carrier was destroyed.)



Example: *The Allied player has a CAP marker in hex A (an airfield). The Soviet player activates an air unit in hex F and moves into hex E. Since this hex is within range of the CAP mission, the unit's movement is halted and the Allied player has a choice of attacking the Soviet unit or not. The Allied player decides not to attack, so the unit continues to move. The air unit moves into hex D and the Allied player again has the choice to attack — and again decides not to. The Soviet player moves into hex C, and the Allied player still declines to attack. When the Soviet player moves into hex B, the Allied player decides to attack and Air-to-Air Combat is resolved there. After combat resolution, the Soviet player, if his unit survives and is allowed to continue the mission, has the option to continue moving or to initiate an attack.*

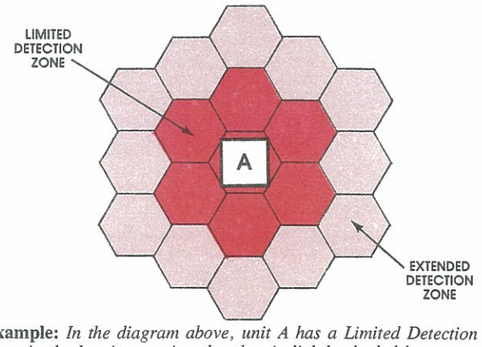
Now assume that hex A is not an airfield but an aircraft carrier containing a CAP marker without an AEW unit. The combined Anti-Air value of the Allied air units in the mission is 19. If the Allied player engages the Soviet unit at four hex range, the modified Anti-Air value of the CAP mission is 5 (19×¼=5, rounding fractions up). At two or three hex range, the CAP mission's modified Anti-Air value would be 10 (19×½=10, rounding up). At one hex range, the CAP mission uses its full Anti-Air value.

9.0 Detection

Detection is a means of pinpointing the location of enemy surface or submarine units so they subsequently can be attacked. A unit or stack that has been detected has a Detection marker placed on it. There are two types of Detection markers: Strategic and Local. Air units and bases do not need to be detected.

9.1 DETECTION ZONES

There are two types of Detection Zones: *Limited Detection Zones*, consisting of the hex occupied by a unit plus the six hexes immediately surrounding it; and *Extended Detection Zones*, consisting of the twelve additional hexes surrounding the Limited Detection Zone. Only surface and submarine units have Detection Zones; air units and bases do not.



Example: *In the diagram above, unit A has a Limited Detection Zone in the hex it occupies plus the six lightly shaded hexes around it. It has an Extended Detection Zone in the twelve darker-shaded hexes around them.*

Determining Detection Zones: All submarines exert Limited Detection Zones. All surface units or stacks have both a Limited Detection Zone and an Extended Detection Zone.

9.2 PLACEMENT OF DETECTION MARKERS

When a Soviet unit is detected, place a "Soviet" Detection marker on it; when an Allied unit is detected, place an "Allied" Detection marker on it. When a Detection marker is placed on a unit, it remains with that unit and *moves with it* wherever it goes until the Strategic or Local Detection Removal Phase, at which time it may be removed. Each submarine or surface unit or stack can possess only one Detection marker (Strategic or Local) at any given time.

Strategic Detection Segment: This segment occurs in the Strategic Detection Phase of AM Game Turns. For each air unit currently on a Reconnaissance mission in a given zone (see 7.3), the owning player has a choice during the Strategic Detection Segment (Soviet player first, Allied second):

1. He can place a Strategic ("Strat") Detection marker on any enemy surface unit or stack occupying the zone in which the Reconnaissance mission is taking place. (If the unit or stack already has a Local Detection marker, flip it to its Strategic Detection side.)
2. He can *attempt* to place a Strategic Detection marker on any enemy submarine occupying the zone in which the Reconnaissance mission is taking place.

To attempt to place a Strategic Detection marker on an enemy submarine, the player points to the submarine he wishes to detect and determines its owner (Allied or Soviet) and type (SS, SN, or Noisy SN). He consults the Submarine Detection Table and rolls the die, cross-referencing the die result with the column corresponding to the submarine's owner and type. (This roll may be modified; see below.) On a result of "D," a Strategic Detection marker is placed on the submarine (if it already has a Local Detection marker, flip it to its Strategic Detection side). On a result of "–," the attempt has failed and no marker is placed. If an attempt to detect a submarine fails, other air units on Reconnaissance can attempt to detect the submarine again in the same segment.

> NOTABLE EXCEPTIONS: *An INT, ATK, or BMB air unit on Reconnaissance can never attempt to detect a submarine. Soviet T16D and T95D RCN air units cannot attempt to detect submarines.*

Once an air unit on Reconnaissance has placed (or attempted to place) a Strategic Detection marker on an enemy unit, it is placed in one of the Return to Base boxes in the zone it occupies on the Strategic Air Display (see 7.5).

★**Local Detection Phase:** This phase occurs in all Game Turns. Only Local Detection markers are placed in this phase — never Strategic Detection markers.

1. In this phase, a Local Detection marker is placed on each enemy surface unit or stack that occupies the Limited or Extended Detection Zone of a friendly surface unit or stack, or the Limited Detection Zone of a friendly submarine.
2. If an enemy submarine occupies a Limited Detection Zone during this phase and the friendly surface unit(s) and/or submarine(s) exerting this Limited Detection Zone have a combined ASW value of *6 or more*, the player owning the submarine must roll the die and consult the Submarine Detection Table to determine if his submarine is detected. Cross-reference the die roll with the column corresponding to the submarine's owner and type. (This die roll may be modified; see below.) On a result of "D," a Local Detection marker is placed on the submarine. On a result of "–," the attempt has failed and no marker is placed. A maximum of one detection attempt can be made against a given submarine per Local Detection Phase — even if the submarine occupies the Limited Detection Zone of several enemy units.

Units already possessing Local or Strategic Detection markers cannot be further affected in this phase, even if they meet the requirements of local detection. Their current detection status remains unaltered.

★**Action Phase:** There are four ways Detection markers can be placed on units during the Action Phase:

1. If a surface unit or stack executes an SSM, Cruise Missile, or ASW attack and it is situated in an enemy unit's Limited Detection Zone *after* the attack has been resolved, place a Local Detection marker on that surface unit or stack. If a submarine executes a Torpedo, Cruise Missile, ASW, or SSM attack and it is situated in an enemy unit's Limited Detection Zone *after* the attack has been resolved, the submarine player must roll the die and consult the Submarine Detection Table to determine if his submarine is detected. (This is performed exactly as in the Local Detection Phase; see above. There is also an automatic modifier to this die roll; see below.) On a "D" result, a *Local Detection* marker is placed on the submarine; on a "–" result, no marker is placed.
2. At the moment an enemy surface unit or stack moves directly from one Limited or Extended Detection Zone exerted by a friendly unit(s) into another Limited or Extended Detection Zone exerted by the same unit(s), a Local Detection marker is placed on the enemy unit or stack. If an enemy submarine moves from one Limited Detection Zone exerted by friendly units with a combined ASW value of 6 or more to another Limited Detection Zone *exerted by the same units*, the submarine player must roll the die and consult the Submarine Detection Table to determine if his submarine is detected. (This is performed exactly as in the Local Detection Phase; see above.) On a "D" result, a *Local Detection* marker is placed on the submarine; on a "–" result, no marker is placed. A maximum of one detection attempt per submarine is permitted each Action Phase for this reason, even if a submarine moves from more than one Limited Detection Zone to another.
3. A *Strategic Detection* marker is placed on a submarine that is moving at full speed (see 5.3) if it starts its movement or enters any hex during its movement that is within *five* hexes of an enemy surface unit, submarine, or coastal defense hex.
4. At the moment a surface unit or stack enters an enemy close defense or base hex, place a *Strategic Detection* marker on it. (Japanese close defense hexes are considered Allied unless otherwise noted.) At the moment a submarine enters an enemy close defense hex, the submarine player must temporarily halt the movement of his submarine and roll the die, consulting the Submarine Detection Table to see if his submarine is detected. (This is performed exactly as in the Local Detection Phase; see above.) On a "D" result, a Strategic Detection marker is placed on the submarine. On a "–" result, no marker is placed. If a submarine enters an enemy close defense hex and also moves directly from one enemy Limited Detection Zone to another in the same move, consult the Submarine Detection Table twice. (Note that units may be attacked upon entering an enemy close defense hex; see 10.9.)

If a unit already has a Strategic Detection marker, it cannot be further detected during the Action Phase. If it possesses a Local Detection marker, it is not further detected unless it fulfills the requirements of Strategic Detection, in which case its Local Detection marker is flipped over to its Strategic side.

★**Submarine Detection Table Modifiers:** There are several modifiers to Submarine Detection Table die rolls (all modifiers are cumulative):

–3: All detection attempts against SN or Noisy SN in shallow hex.

–3: All detection attempts against SN or Noisy SN in enemy close defense hex.

–3: All detection attempts against any type of submarine in restricted water hex.

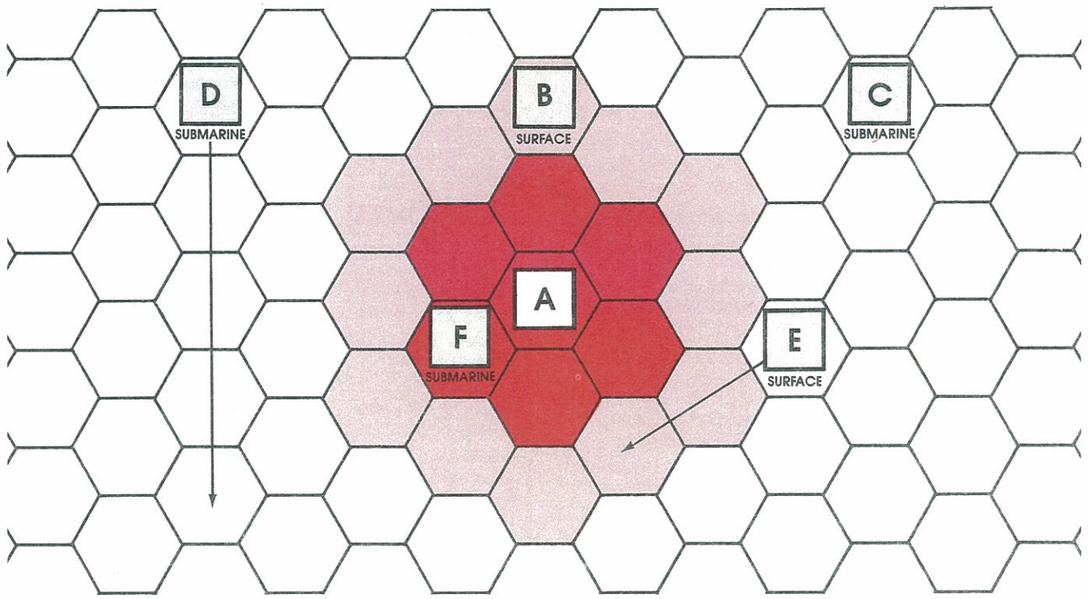
–2: In the detection attempt made against any type of submarine immediately following the submarine's execution of Torpedo, SSM, Cruise Missile, or ASW Combat.

+2: All detection attempts made against any type of submarine in Deep mode (Advanced Game only; see 20.0).

9.3 DETECTION RESTRICTIONS

Submarines: The detection status of submarines is determined individually. If several submarines within the same hex are detected, each must be assigned its own Detection marker. Undetected submarines entering a hex with a detected submarine remain undetected. Thus, it is possible for a hex to contain both detected and undetected submarines. A submarine can never have more than one Detection marker.

Surface Units: The detection of surface units is determined by hex. When a Detection marker is placed on a surface unit, all surface units in the hex are immediately detected. If a surface unit or stack that is not detected ends an Action Segment in the same hex as a detected surface unit or stack, the undetected unit or stack is immediately detected. (Similarly, if a surface unit



Example of Detection: *Unit A is an Allied surface unit with an ASW value of 4, exerting a Limited and Extended Detection Zone as shown. Assume the Allied unit already possesses a Strategic Detection marker, so it cannot be further affected. Units B and E are Soviet surface units; units C, D, and F are Soviet submarines.*

In the Strategic Detection Segment of the AM Game Turn, assume the Allied player has one Allied air unit on a Reconnaissance mission in this zone. It attempts to detect submarine C and succeeds. Thus, a Strategic Detection marker is placed on this unit. In the Local Detection Phase of the AM Game Turn, a Local Detection marker is placed on surface unit B because it occupies an Extended Detection Zone of an Allied unit. The Allied player cannot attempt to detect submarine F because it is not situated in a Limited Detection Zone exerted by an Allied unit(s) with a combined ASW value of 6 or more.

In the Action Phase, Soviet submarine D moves in the path shown at full speed, thereby gaining a Strategic Detection marker because it moved at full speed within five hexes of an Allied unit. Surface unit E moves in the indicated path, thereby gaining a Local Detection marker because it moved directly from one Allied Extended Detection Zone to another. Finally, submarine F executes a Torpedo attack against the Allied unit. Assuming the Allied unit survives the attack, the players must immediately consult the Submarine Detection Table to see if submarine F is detected. If it is, a Local Detection marker is placed on it.

or stack that has a Local Detection marker ends an Action Segment in a hex with a surface unit or stack possessing a Strategic Detection marker, the Local marker is removed and all units in the hex are detected strategically.) The reverse is also true: A detected surface unit or stack ending an Action Segment in the same hex as an undetected surface unit or stack immediately causes that unit or stack to be detected. If a stack of detected surface units is activated into separate forces, all the separating units are detected and Detection markers are placed in all hexes in which these units end their movement.

Undetected surface units that end an Action Segment in the same hex with a detected submarine are not detected and vice versa. Submarine detection status does not affect surface detection status.

If a Group is detected, all units comprising it (and any other surface units in that hex) are detected. A surface unit or stack can never have more than one Detection marker.

Bases: Bases are automatically detected at all times. However, submarine and surface units occupying bases must be detected to be attacked.

9.4 EFFECTS OF DETECTION

Surface or submarine units must have a Detection marker (either Local or Strategic) to be attacked. Should a detected submarine occupy a hex with an undetected submarine, only the detected unit can be attacked. All surface units in a hex containing a Detection marker can be attacked.

9.5 REMOVING DETECTION MARKERS

Detection markers can be removed at two different times in the Game Turn.

★**Strategic Detection Removal Phase:** This phase occurs during Night Game Turns only. In this phase, Strategic Detection markers are removed from surface and submarine units with the following exceptions:

1. If a surface unit with a Strategic Detection marker is situated in an enemy Limited or Extended Detection Zone at this time, flip the Strategic Detection marker to its Local Detection side.
2. If a submarine with a Strategic Detection marker is situated in an enemy Limited Detection Zone exerted by enemy units with a combined ASW value of 6 or more at this time, flip the Strategic Detection marker to its Local Detection side. (Do not consult the Submarine Detection Table.)
3. If a surface unit or submarine with a Strategic Detection marker is situated in or within three hexes of an enemy close defense hex, the Strategic Detection marker remains in place.

★**Local Detection Removal Phase:** This phase occurs in all Game Turns. In this phase, Local Detection markers are removed from surface and submarine units with the following exceptions:

1. If a surface unit with a Local Detection marker is situated in an enemy Limited or Extended Detection Zone at this time, the Local marker remains in place.
2. If a submarine with a Local Detection marker is situated in an enemy Limited Detection Zone exerted by enemy units with a combined ASW value of 6 or more at this time, the Local marker remains in place. (Do not consult the Submarine Detection Table.)
3. If a surface unit or submarine with a Local Detection marker is situated in or within three hexes of an enemy close defense hex, the Local marker remains in place.

10.0 Combat

There are six kinds of combat:

1. Torpedo
2. Surface-to-Surface Missile (SSM)
3. ★Cruise Missile
4. Bombing
5. Anti-Submarine Warfare (ASW)
6. Air-to-Air

The first five kinds of combat are resolved using the Combat Results Table and the last type on the Air-to-Air Combat Results Table.

10.1 INITIATING COMBAT

Only an active unit or stack can initiate combat. To do so, the owning player states the type of attack and the target.

Surface Units: Enemy surface units must possess Detection markers before they can be attacked. A surface unit can perform up to two attacks during its activation, each of which must be a different type. Surface units activated together are considered a single unit for combat purposes — regardless of how many units comprise the stack, it is still limited to two attacks per activation. Units of different nationalities can perform combat together.

> ★NOTABLE EXCEPTION: *Chinese units can never perform an attack with non-Chinese Allied units.*

Submarines: An enemy submarine must possess a Detection marker before it can be attacked. Each submarine attacks and is attacked separately.

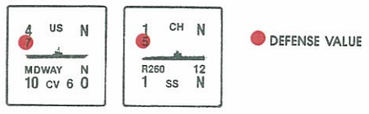
Air Units: Air units never possess Detection markers. They can be attacked by Defensive fire in Bombing Combat and by enemy air units on CAP.

★**Bases:** Bases never possess Detection markers. They can be attacked by Bombing and Cruise Missile Combat. Surface units and submarines in a base must be detected before they can be attacked.

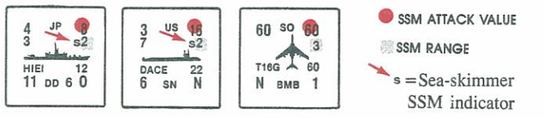
★10.2 COMBAT VALUES

The values printed on surface, submarine, and air units are described below:

Movement Allowance: The maximum number of hexes a unit can move during its activation.

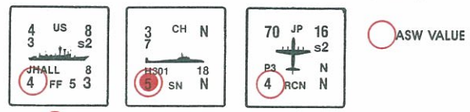


Defense Value: A measure of a unit's ability to withstand damage. Air units do not have a Defense value.



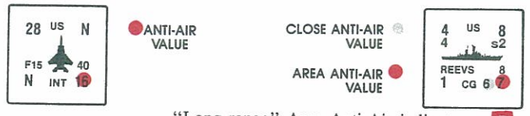
SSM Value: A quantification of a unit's SSM capability. Units also have an SSM Range, which is the maximum distance in hexes it can be from its target to launch an SSM attack (do not count the hex occupied by the attacking unit). An SSM attack must take the most direct route to the target (it cannot zig-zag).

Some units have an "S" preceding their SSM Range, indicating that their SSM's are "sea-skimmers." Some air units have a special symbol (a colored star) instead of SSM values, indicating that they have a limited SSM capability (see 16.4).



=Noisy submarine indicator

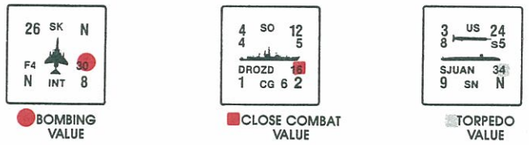
ASW Value: A quantification of a unit's ASW capability. Some Soviet and Chinese submarines have a special "Noisy" indicator (a colored circle) around their ASW values.



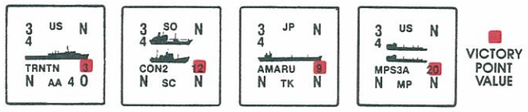
"Long-range" Area Anti-Air indicator = 7

Anti-Air Value: A quantification of a unit's anti-aircraft capability. An air unit has a single Anti-Air value. A surface unit has two values: Close and Area.

Some US and Soviet surface units have a special symbol (a colored box) over their Area Anti-Air value, indicating that they have a "long-range" capability.



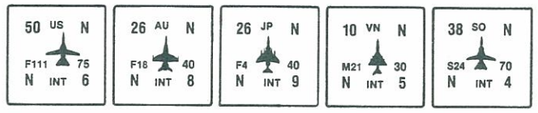
Special Value: A quantification of a combat unit's capabilities in a kind of warfare unique to its type. Air units have a Bombing value; surface combat units have a Close Combat value (see 22.0); and submarines have a Torpedo value.



Victory Point Value: AA, SC, FC, TK, and MP units have a Victory Point value. This value is never used in combat.

=Cruise missile indicator

Cruise Missile Indicator: Some surface units and submarines have a silhouette of a cruise missile above the unit silhouette. This indicates that the unit can perform Cruise Missile Combat.



Interceptor Air Units: Prior to activating INT air units, the owning player specifies the role he wishes his INT units to perform during their activation. This declaration affects the INT unit's combat values. (Non-INT units always use their printed values.) There are three choices:

1. *Fighter:* The INT unit uses its printed Anti-Air value, but its Bombing and SSM values are 0. (If a player does not specify a role for his INT units prior to activation, they automatically assume a fighter role.)
2. *Bomber:* The INT unit uses its printed Bombing and SSM values, but its Anti-Air value is 1.
3. *Fighter-Bomber:* The INT unit's Anti-Air value is equal to half its printed value (round fractions down); its Bombing and SSM values are reduced by 20 (its SSM Range is unaffected).

10.3 TORPEDO COMBAT

Torpedo Combat can be performed under the following circumstances:

1. The attacking unit is an active submarine;
2. The target must be a detected enemy surface unit or stack;
3. The attacking submarine must be adjacent to the target;
4. The attacking submarine can attack only one hex, even if it is adjacent to several enemy-occupied hexes.

> NOTABLE EXCEPTION: *A surface unit cannot be attacked if it is separated from the attacking submarine by a full land hexside.*

★**Resolving Torpedo Combat:** Follow the procedure below to resolve Torpedo Combat.

PREPARING FOR ATTACK

1. The attacker determines the Torpedo value of his attacking submarine.
2. The attacker can choose *one or two* surface units in the hex as targets. A surface unit can be a target a maximum of once per Torpedo Combat.
3. The attacker can split up his Torpedo value in any way he desires. He tells the defender how many points of the value will be applied against each target. If only one unit is the target, the whole value is applied against it.

DEFENSE DIE ROLL

4. The defender selects up to *three* units in the target hex (including submarines, if any) and adds their ASW values together.
5. The defender rolls the die and consults the Combat Results Table, cross-referencing the result in the "Defense" column with the "Combat Value" column corresponding to the ASW value calculated in step 4. The following die roll modifiers are applied (all are cumulative):

- If at least one (not necessarily both) of the targets chosen in step 2 belongs to a Task Force, the defender *adds 2* to his Defensive die roll.
- If *all* targets chosen in step 2 do not belong to a Task Force or Task Group, the defender *subtracts 2* from his Defensive die roll.
- If the attacking submarine occupies a restricted water hex (or is an SN situated in a shallow hex), the defender *adds 2* to his Defensive die roll.
- If the attacking submarine possesses a Local or Strategic Detection marker, the defender *adds 1* to his Defensive die roll.

A result from 0 to 11 will be found, This is the Defense modifier and should be noted for later use.

> NOTABLE EXCEPTION: *If all units in the target hex have ASW values of "N," no Defense die roll takes place. Skip steps 4 and 5.*

RESOLVING ATTACKS

6. The attacker states a target unit and the number of points from the Torpedo value applied against it as declared in step 3. He rolls the die and subtracts the Defense modifier (calculated in step 5) from the roll. (Note that this modifier is applicable to each of the attacker's die rolls, not just to the first attack.) The following modifiers are applied to the die roll:

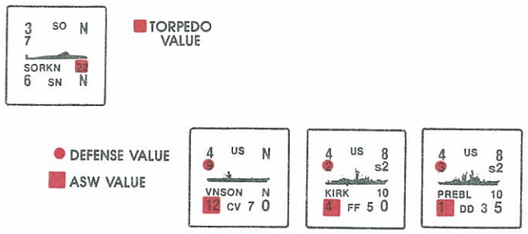
- If the attacker wishes, he can *add from 1 to 3* to the roll for Tactical Coordination air units in that zone (see 7.4).
- If the target occupies a port hex, *3 is subtracted* from this roll.

The attacker cross-references the modified die roll in the "Attack" column with the "Combat Value" column corresponding to the number of points applied to the attack. The combat result will be a number from 0 to 11.

7. The combat result is compared with the Defense value of the target unit. Damage or destruction is applied immediately (see 11.0).

The attacker performs steps 6 and 7 for each target declared in step 2.

8. After all targets declared in step 2 have been attacked, the combat is over. If necessary, the players consult the Submarine Detection Table to see if the attacking submarine is detected (see 9.2).



Example of Torpedo Combat: *The detected Soviet SN* Sorkn *(Torpedo value: 22) uses Torpedo Combat against a detected US stack consisting of* Vnson *(Defense value: 9; ASW value: 12),* Kirk *(Defense: 2; ASW: 4), and* Prebl *(Defense: 3; ASW: 1). None of the US units are in a Group.* Vnson *and* Kirk *are selected as targets, with 1 point allocated against* Kirk *and 21 against* Vnson *(1+21=22, the Torpedo value of* Sorkn*).*

The Allied player adds up the ASW value of his three units (17) and rolls the die, obtaining a 4. Since none of the targets are in a Task Group or Force, 2 is subtracted from this roll. Also, Sorkn *is currently detected, so 1 is added, yielding a final die roll of 3 (4−2+1=3). Cross-referencing 3 in the Defense column with the "15 to 20" Combat Value column yields a Defense modifier of 3.* Sorkn *now attacks* Kirk *with 1 point. The Soviet player rolls a 0. Subtracting the Defense modifier of 3, a final die roll of −3 is the result. Cross-referencing −3 in the Attack column with the "1 to 2" Combat Value column yields a result of 0. Thus,* Kirk *is not damaged.*

Vnson *is now attacked with 21 points. The Soviet player rolls a 4, which is reduced to 1 due to the Defense modifier (−3). Before he rolled the die, however, the Soviet player declared that he would use two Tactical Coordination air units in the attack (+1 each), yielding a final modified roll of 3. Cross-referencing 3 in the Attack column with the "21 to 27" Combat Value column produces a final result of 3.* Vnson *suffers no damage and the combat is over.*

10.4 SURFACE-TO-SURFACE MISSILE (SSM) COMBAT

SSM Combat can be performed under these circumstances:

1. ★The initiating force is an active surface, submarine, or air unit (or stack of surface or air units). Close defense hexes can also perform SSM attacks (see 10.9).
2. ★The target of the attack is a detected enemy surface unit or stack. Bases cannot be attacked by SSM Combat.
3. The target must be within the SSM Range (in hexes) of the attacking unit.
4. Submarine and surface units cannot attack across a full land hexside. Air units are exempt from this restriction.
5. The unit (or stack) performing SSM Combat can attack targets in one hex only. If a stack of units performs SSM Combat, not all the units within the stack need participate.

Positioning of Defending Units: Immediately before SSM Combat is resolved, the defender can adjust the positions of his units within the defending stack as he wishes. Units in different Groups must remain separate from each other and from other units in the same hex. Once combat resolution begins, the defender can no longer reposition his units.

★Resolving SSM Combat: The SSM Combat procedure is outlined below:

PREPARING FOR ATTACK

1. The attacker determines the combined SSM value of all units participating in the attack and announces the target hex.

If more than half of the units contributing their SSM values to the attack have "sea-skimmer" SSM's, the attack is considered a sea skimmer attack. If only one unit is attacking, it is a sea skimmer attack if that unit has sea-skimmer SSM's.

2. The defender can reposition the units in the target hex.

3. The attacker rolls the die to determine which units can be selected as targets. On an *even* roll (including 0), only units in the *top* half of the defending stack can be chosen as targets; on an *odd* roll, only units in the *bottom* half of the stack can be chosen as targets. In stacks containing an odd number of units, the "top" of the stack includes the unit directly in the middle. (For example, in a stack of three units, the second unit from the top is considered in the top of the stack.) If there is only one unit in a defending stack, it can always be chosen as a target and there is no need to roll the die. The attacker can choose *any or all* of the units in the eligible half of the defending stack as targets.

4. The attacker splits up the SSM value as he wishes and tells the defender how many SSM points will be directed against each target. If there is only one target, the entire value is applied against it. A given target can be attacked only once per SSM Combat, but it can be attacked several times by different enemy active units in the same Action Segment.

DEFENSE DIE ROLL

5. The defender combines the Anti-Air values of his units as follows:

A. Add together the Area Anti-Air values of all surface units in the hex. If the attack is *not* a sea skimmer attack, the Area Anti-Air values of all surface units are *multiplied by two.* If air units are performing the SSM attack and they execute their attack in a hex adjacent to the target hex, all surface units in the target hex with a long-range Area Anti-Air capability (denoted by a colored square) have their values *multiplied by six.* (Six is the maximum amount by which a unit's Area Anti-Air value can be multiplied, even when the above two conditions are in effect simultaneously.)

> NOTABLE EXCEPTION: *Skip step A if the target is in a restricted water hex or if the attack is being executed by a close defense hex (see 10.9).*

B. Add together the Close Anti-Air values of all surface units that are targets of the SSM attack (as determined in step 3).

C. Add the Close Anti-Air values of the units stacked directly beneath the target units.

> NOTABLE EXCEPTIONS: *If a unit beneath a target is also a target, do not add in its Close Anti-Air value. A unit's Close Anti-Air value can only be added in* once *per SSM Combat. Also, a unit on the top of a stack is considered stacked "beneath" the unit on the bottom of the stack. Thus, all units in a stack have a unit stacked "beneath" them. If there are several Groups in a hex, they cannot assist each other as described in step C. Finally, if a unit stacked directly beneath a target has an Anti-Air value of "N," it contributes nothing to the defense of the target.*

D. If the target hex is situated in a friendly port (not airfield) hex, the port's Close Anti-Air value (printed directly in its hex) is added to the defender's Anti-Air sum.

E. Add in the Area Anti-Air values of any friendly surface units in hexes the enemy SSM attack transited on its way to the target hex. In addition, if an enemy SSM attack passed through any hex within *two* hexes of friendly surface units with a long-range Area Anti-Air capability, add in these values. A unit can contribute its Area Anti-Air value in this step only if it does not occupy the target hex and only if the SSM attack is initiated at a range of greater than one hex. Eligible units can contribute their values a maximum of once per SSM attack.

6. The defender combines the values from step 5. He rolls the die and consults the Combat Results Table, cross-referencing the die roll in the "Defense" column with the "Combat Value" column corresponding to the sum from step 5. (If the step 5 sum is 0, no Defense die roll takes place.)

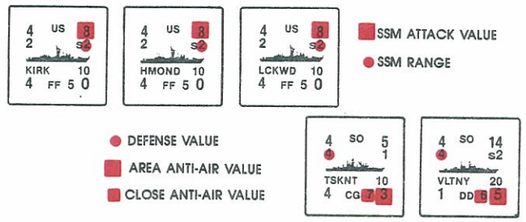
The following die roll modifiers are applied (all are cumulative):

- If at least one (not necessarily all) of the targets chosen in step 3 belongs to a Task Force, the defender *adds 2* to his Defense die roll.
- If *all* targets chosen in step 3 do not belong to a Task Group or Task Force, the defender *subtracts 2* from his Defense die roll.
- If the Allied player has a CAP mission over the target hex containing at least two F14 INT units and one E2 AEW unit, he *adds 1* to his Defense die roll.
- If there is a CAP mission over the target hex containing at least one friendly EW air unit, the defender *adds 2* to his Defense die roll.
- If the attacker has at least one EW air unit in a stack of attacking air units, the defender *subtracts 2* from his Defense die roll.

The result on the Combat Results Table is the Defense modifier, which should be noted for future use.

RESOLVING ATTACKS

7. The attacker now resolves his SSM attacks one at a time (as declared in step 4). For each attack, he rolls the die and immediately subtracts the Defense modifier from the result. (The modifier is subtracted from every attack die roll made during the combat, not just the first one.) He consults the Combat Results Table, cross-referencing the modified die roll in the "Attack" column with the "Combat Value" column corresponding to the number of points from the SSM value applied to the attack. The combat result will be a number from 0 to 11.



Example of SSM Combat: *The US FF's* Kirk, Hmond, *and* Lckwd *(each SSM Attack: 8; SSM Range: 2; all sea-skimmers) are situated two hexes away from a detected Soviet Task Group consisting of the CG* Tsknt *(Area Anti-Air: 3; Close Anti-Air: 7) and the DD* Vltny *(Area Anti-Air: 5; Close Anti-Air: 6; Defense: 4). The Allied player declares an SSM attack. The combined US SSM value is 24. The Allied player rolls the die and obtains a 1, indicating that he can attack* Vltny *only (the unit at the bottom of the stack). Thus, all 24 SSM points are applied against* Vltny.

The combined Area Anti-Air values of the Soviet units is 8. (Since the combat is a sea skimming attack, this number is not modified.) The Soviet Close Anti-Air value sum is 13. (Even though Vltny *is at the bottom of the stack, the Soviet player can contribute* Tsknt's *Close Anti-Air value because it is on the top of the stack.) Thus, the Soviet player's Defense sum is 21 (8+13=21). The Soviet player rolls a die and gets a 0. Cross-referencing 0 on the Defense column with the "21 to 27" Combat Value column gives a Defense modifier of 2.*

The Allied player now attacks Vltny *with 24 points. He rolls the die and gets a 9. The Defense modifier (2) is subtracted from this result, and an additional 3 is subtracted because the attack is being initiated at two hex range and there are no Allied units currently adjacent to the target hex. The final die result is 4 (9−2−3=4). Cross-referencing 4 on the Attack column with the "21 to 27" Combat Value column yields a result of 3.* Vltny *is therefore damaged (see 11.0). The combat is now over.*

8. There are three possible modifiers to the step 7 die roll (in addition to the Defense modifier):

- The attacker can *add from 1 to 3* to his die roll for Tactical Coordination air units in this zone (see 7.4).
- If the target units occupy a restricted water hex, the attacker *subtracts 4* from his die roll.
- If an SSM attack is initiated at a range of two or more hexes against a target and, at the moment of combat, there are no surface or submarine units owned by the attacker in a hex adjacent to the target hex, *3 is subtracted* from the attacker's die rolls. This modifier is never applied in SSM attacks initiated at a range of one hex, even in SSM attacks by air units.

9. Compare the Combat Results Table result with the Defense value of the target unit. Damage or sinking is immediately inflicted (see 11.0).

10. The attacker performs steps 7, 8, and 9 once for each target declared in step 3. After each target has been attacked, the combat is over. If necessary, a Local Detection marker is placed on the attacking units. (If a submarine executed the attack, the players may be required to consult the Submarine Detection Table; see 9.2.)

★10.5 CRUISE MISSILE COMBAT

Cruise Missile Combat can be performed under the following circumstances:

1. The initiating force is an active surface unit (or stack) containing at least one unit with a cruise missile capability (that is, possessing a cruise missile indicator on its counter). The initiating force can also be a submarine with a cruise missile capability. Air units never execute Cruise Missile Combat.
2. The target of the attack is an enemy airfield or port. (Enemy surface or submarine units cannot be attacked by Cruise Missile Combat.) If a player attacks a hex with port/airfield combination, he must specify whether he is attacking the port or the airfield.
3. The attacking unit or stack must be within *25 hexes* of the enemy base to be attacked. The path between the attacker and the base does not have to be as straight as possible and it can transit any type of hex or hexside.
4. The attacking unit or stack can initiate Cruise Missile Combat against one enemy base only, even if it is within range of more than one base. Not all cruise missile-equipped units in a stack need participate in an attack.

Cruise Missile Attack Values: The attack value of a cruise missile unit is equal to its printed SSM Attack value. If the unit is damaged, its Cruise Missile Attack value is its *damaged* SSM Attack value. For example, the Cruise Missile Attack value of the US CG *LBech* is 12 when it is undamaged and 9 when it is damaged. If a stack of surface units is executing Cruise Missile Combat, any or all of the cruise missile-equipped units within that stack can combine their Cruise Missile Attack values into a single sum to perform the attack.

> NOTABLE EXCEPTION: *The Cruise Missile Attack value of the US BB* Msour *is equal to* twice *its printed SSM Attack values. (That is, 24 when undamaged and 18 when damaged.)*

Resolving Cruise Missile Combat: The Cruise Missile Combat procedure is outlined below:

PREPARING FOR ATTACK

1. The attacker determines the combined Cruise Missile Attack value of all units participating in the attack and announces the enemy base (within 25 hexes) that he will attack.

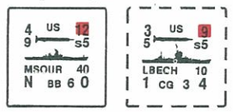
DEFENSE DIE ROLL

There is *no* Defense die roll in Cruise Missile Combat.

RESOLVING ATTACKS

2. The attacker rolls the die and consults the Combat Results Table, cross-referencing the die roll in the "Attack" column with the "Combat Value" column corresponding to the combined Cruise Missile Attack value determined in step 1. (No modifiers are applied to the roll.) The result will be a number from 0 to 11. Damage or destruction of the base is immediately inflicted (see 11.0). The attack is now over. If necessary, a Local Detection marker is placed on the attacking unit. (If the attacking unit was a submarine, the players may be required to consult the Submarine Detection Table; see 9.2.)

Cruise Missile Ammunition: In all scenarios, the quantity of ammunition available to cruise missile units is limited. In Basic Game Scenarios, this information is provided in each game's special rules. In the Advanced Game, players must record cruise missile expenditure *even if not using the Logistics option.* The number of Cruise Missile attacks a unit can perform is listed on the player's Logistics Roster. Each time a unit participates in a Cruise Missile attack, the owning player should check off one of its circles under the "CM" (Cruise Missile) heading. When all of its CM circles have been checked off, it no longer can participate in Cruise Missile Combat for the rest of the game.



Example of Cruise Missile Combat: *A stack of US surface units consisting of the BB* Msour *and the CG* LBech *is performing a Cruise Missile attack.* LBech *is damaged, so the combined Cruise Missile Attack value of the stack is 33 (9+24=33). (Remember that* Msour's *value is equal to its SSM Attack value multiplied by two.) The Allied player decides to attack the Soviet port of Pos'yet, which is situated 24 hexes away from the stack. The Allied player rolls the die and obtains a 0. Cross-referencing 0 on the "Attack" column with the "28 to 35" Combat Value column yields a result of 2. Thus, Pos'yet is not damaged and the attack is over.*

10.6 BOMBING COMBAT

Bombing Combat can be performed under the following circumstances:

1. The initiating force is an active air unit or stack.
2. The target of the attack is an enemy airfield or port hex or a detected enemy surface unit (or stack).
3. The attacking air unit must be in the same hex as the target.
4. The attacking unit can initiate Bombing Combat against one hex only. It cannot split its Bombing value to attack different hexes. If a stack initiates Bombing Combat, not all units in the stack need participate.
5. Once an air unit has completed a Bombing attack, it must continue moving back to a friendly airfield or aircraft carrier. If it does not have the Movement Allowance to do so, it is destroyed.

★BMB Attack Restrictions: BMB air units cannot perform Bombing Combat against enemy surface units. They can make a Bombing attack only against an enemy base. (If they possess SSM values, they can perform SSM Combat against enemy surface units.) INT and ATK air units can make Bombing attacks against enemy bases or surface units.

★Attacks Against Bases: A Bombing attack against an enemy base cannot be combined with an attack against enemy surface units situated in that base (and vice versa). The attack must be made against the base *or* the surface units, not both. If a player attacks a hex with a port/airfield combination, he must specify whether he is attacking the port or the airfield.

Positioning Defending Units: Immediately before a Bombing attack against surface units is resolved, the defender can adjust the position of his units within the defending stack as he wishes. Units in different Groups must remain separate from one another and from other units in the hex. Once the combat begins, the defender can no longer reposition his units.

★Resolving Bombing Combat: The Bombing Combat procedure is outlined below:

PREPARING FOR ATTACK

1. The attacker determines the combined Bombing value of all participating units and announces the hex he will attack.

2. If the attack is against surface units, the defender can reposition his units within a stack.

3. The attacker can choose *any or all* surface units in a hex as targets. If the attack is against a base, only the base can be the target.

4. The attacker splits up his Bombing value as he wishes, telling the defender how many points will be applied to each target. If there is only one target, the whole value is applied against it. A given target can be attacked only once per Bombing Combat.

DEFENSE DIE ROLL

5. The defender combines the Anti-Air values of his units as follows:

A. Add together the Area Anti-Air values of all units in the hex.

> NOTABLE EXCEPTIONS: *If the target units occupy a restricted water hex, skip step A. Also, if the target is an enemy base, enemy surface units situated in that base cannot contribute their Area Anti-Air values to the defense.*

B. Add together the Close Anti-Air values of all surface units that are the targets of the Bombing attack (as declared in step 3). If the target is a base, use the base's Close Anti-Air value (printed directly within the hex) only; surface units situated in that base cannot contribute their Close Anti-Air values to the defense.

C. Add the Close Anti-Air values of the units stacked directly beneath the target units.

> NOTABLE EXCEPTIONS: *If a unit beneath another target is also a target, do not add in its Close Anti-Air value. A unit's Close Anti-Air value can be added in only once per Bombing attack. A unit on the top of a stack is considered stacked "beneath" the unit on the bottom of the stack. Thus, all units in a stack have a unit stacked "beneath" them. Note that Groups in the same hex cannot assist each other in step C. Finally, if a unit stacked directly beneath a target has an Anti-Air value of "N," it contributes nothing to the defense of the target.*

D. If the target is a surface unit (or stack) situated in a base hex, the base's Close Anti-Air value is added to the Defense sum, even though the base itself is not being attacked.

E. Add in the Area Anti-Air values of any friendly surface units in hexes through which the attacking enemy air units passed on their way to the target. Also, if the attacking enemy air units passed through any hex within *two* hexes of friendly surface units with "long-range" Area Anti-Air capability, add in the values of these units. A unit can contribute its Area Anti-Air value in this step only if it does not occupy the target hex. Eligible units can contribute their values a maximum of once per Bombing attack.

6. The defender combines the values from step 5. He rolls the die and consults the Combat Results Table, cross-referencing the die roll in the "Defense" column with the "Combat Value" column corresponding to the step 5 sum. (If the Step 5 sum is 0, no defense die roll takes place.) The following modifiers apply to this die roll (all modifiers are cumulative):

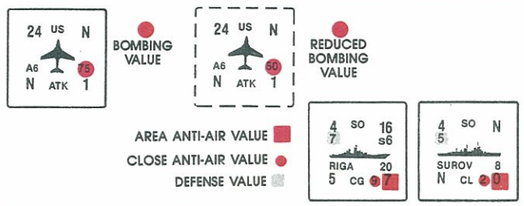
- If at least one (not necessarily all) of the target units chosen in step 3 belongs to a Task Force, the defender *adds 2* to his Defense die roll. (This modifier is not applicable in attacks against bases.)
- If *all* targets chosen in step 3 do not belong to a Task Group or Task Force, the defender *subtracts 2* from his Defense die roll. (This modifier is not applicable in attacks against bases.)
- If the stack of attacking air units has at least one EW unit, the defender *subtracts 2* from his Defense die roll.

The resulting number is the Defense modifier, which is applied to each Bombing attack in step 7. Also, the Defense modifier may damage the attacking air units:

- If the number is between 0 and 3 (inclusive), the attacking air units are unaffected.
- If the number is between 4 and 6 (inclusive), the player controlling the air units rolls the die. On an *even* roll (including 0), one air unit of the enemy player's choice within the attacking stack is immediately damaged. Flip it to its damaged side; if it is already damaged, it is destroyed instead. On an *odd* roll, the attacking air units are unaffected.
- If the number is 7 or more, the player controlling the air units rolls the die *twice.* Even and odd results on each die roll affect the attacking air units as described above. For each even result, the enemy player flips an air unit to its damaged side (and may eliminate an air unit by assigning two losses to it).

RESOLVING ATTACKS

7. The attacker now resolves the Bombing attacks declared in step 4 one at a time. For each attack, he rolls the die and subtracts the Defense modifier from the result. The following modifiers may also apply:



Example of Bombing Combat: *A US A6 air unit (Bombing value: 75) is performing a Bombing attack against a detected Soviet Task Group consisting of the CG* Riga *(Area Anti-Air value: 7; Close Anti-Air value: 9) and the CL* Surov *(Area Anti-Air: 0; Close Anti-Air: 2; Defense: 5). The Allied player states that he will attack* Surov, *which is at the bottom of the stack, with his full Bombing value. The combined Area Anti-Air value of the Soviet units is 7. The Close Anti-Air value of* Surov *(2) is augmented by* Riga's *Close Anti-Air value (9) because the top unit of the stack is considered "beneath" the bottom unit.*

The combined Anti-Air value of the Soviet force is 18 (7+2+9=18). The Soviet player rolls a die and gets a 9, which is cross-referenced in the Defense column with the "15 to 20" Combat Value column, yielding a Defense modifier of 6. To determine if the A6 unit is damaged, the Allied player rolls a die, obtaining a 0. Because this is an even number, the A6 unit is damaged (flipped over), revealing a reduced Bombing value of 50 (had more than one US air unit been in the stack, the Soviet player would have been given the choice as to which unit to damage).

In the attack on Surov, *now reduced to 50 points, the Allied player rolls a die and obtains a 2. The Defense modifier of 6 is subtracted, yielding −4. Cross-referencing −4 in the Attack column with the "46 to 57" Combat value column gives a result of 1. Thus,* Surov *is undamaged and the attack is over.*

- The attacker can *add from 1 to 3* to his die roll for Tactical Coordination air units in this zone (see 7.4).
- If the attack is against surface units (not a base) in a restricted water hex, the attacker *adds 3* to his die roll.

The attacker consults the Combat Results Table, cross-referencing the modified die roll in the "Attack" column with the "Combat Value" column corresponding to the number of points from the Bombing value applied to each attack. The result will be a number from 0 to 11.

> NOTABLE EXCEPTION: *If an attacking air unit is damaged due to the Defense die roll in step 6, the attacker must adjust the number of points applied against each target in step 4 to reflect his Bombing value reduction. The attacker can reallocate the surviving Bombing points as he wishes as long as only the same units declared in step 3 are chosen as targets again (he must attack the same number of units he declared). If the units damaged in step 6 are not participating in the attack, no adjustment is necessary.*

8. The result from the Combat Results Table may damage or destroy the target surface unit or base (see 11.0).

9. The attacker performs steps 7 and 8 for each target declared in step 3, after which the combat is over.

10.7 ANTI-SUBMARINE WARFARE (ASW) COMBAT

ASW Combat can be performed under these circumstances:

1. ★The initiating force is an active surface, submarine, or air unit (or stack of air or surface units). Close defense hexes can also perform ASW combat (see 10.9).
2. The target is a detected submarine unit. (The submarine can occupy a base.)
3. An attacking surface or submarine unit must be in a hex adjacent to the submarine, although the attacker and defender cannot be separated by a full land hexside. An attacking air unit must be in the same hex as the submarine.
4. A unit performing an ASW attack can attack one hex at a time.
5. A submarine can be attacked only once by ASW Combat in the enemy player's *surface* Action Segment and once in the enemy player's *air* Action Segment. Once attacked by surface or air units, it cannot be attacked again in that segment. However, it can be attacked an unlimited number of times in the enemy player's *submarine* Action Segment.

★Resolving ASW Combat: The ASW Combat procedure is outlined below:

PREPARING FOR ATTACK

1. The attacker can select up to *three* active surface units, *four* active air units, or a *single* active submarine to attack. He determines the combined ASW value of the participating units.

2. The attacker can choose only *one* detected submarine in a hex as a target.

DEFENSE DIE ROLL

There is *no* Defense die roll in ASW Combat.

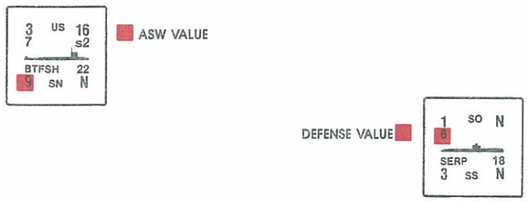
RESOLVING ATTACKS

3. The attacker rolls a die and consults the Combat Results Table, cross-referencing the die roll in the "Attack" column with the "Combat Value" column corresponding to the step 1 ASW value sum. The following modifiers may be applied to this roll (all modifiers are cumulative):

- The attacker can *add from 1 to 3* to his die roll for Tactical Coordination air units in this zone (see 7.4).
- If the target submarine is in a restricted water hex, the attacker *adds 3* to his die roll.

- If the target submarine is an SN (not SS) which occupies a shallow water hex, the attacker *adds 3* to his die roll.

4. The combat result, which will be a number from 0 to 11, is compared to the Defense value of the target. Damage or sinking is immediately inflicted (see 11.0). The combat is over. If necessary, a Local Detection marker is placed on the attacking units. If the attacking unit was a submarine, the players may be required to consult the Submarine Detection Table (see 9.2).



Example of ASW Combat: *The US SN* Btfsh *(ASW value: 9) initiates an ASW attack against the detected Soviet SS* Serp *(Defense value: 6). The Allied player has three Tactical Coordination units in this zone which are allocated to this attack. The Allied player rolls a die and obtains a 9. Three is added due to the air units, giving a modified result of 12. Cross-referencing 12 in the Attack column with the "9 to 14" Combat value column gives a result of 6.* Serp *is sunk and the attack is over. The three air units are placed in Return to Base boxes of this zone.*

10.8 AIR-TO-AIR COMBAT

Air-to-Air Combat is performed between opposing air units and is resolved on the Air-to-Air Combat Results Table. It can occur at three times during a Game Turn.

Interception Segment: In this segment, which occurs only in the Strategic Air Phase, Air-to-Air Combat must take place between opposing air units on Interception missions in the same zone (see 7.2). To determine who is the attacker, roll the die once for each zone in which combat occurs. On an even roll (including 0), the Allied player is the attacker; on an odd roll, the Soviet player is the attacker.

Bounce Segment: In this segment, surviving units on Interception missions can initiate combat against *all* enemy air units in the same zone that are on non-Interception missions — Reconnaissance, Tactical Coordination, and Mining. To perform this combat, the Interception player rolls the die and consults the "Bounce" column of the Air-to-Air Combat Results Table (no combat ratio is calculated). The Interception player is the attacker. In a Bounce Segment, a maximum of one "Bounce" combat can be performed per player in each zone, regardless of the number of surviving units on Interception a player has in that zone.

Action Phase: CAP units from one or more CAP missions can interrupt the movement of enemy air units within range to initiate Air-to-Air Combat (see 8.2). CAP units interrupting enemy air unit movement are always considered the attackers.

★If a CAP mission attacks active enemy air units, enemy CAP missions may sometimes participate in this combat (see below).

★Defender's CAP: If a CAP mission interrupts the movement of active enemy air units to attack them during the Action Phase, any of *the enemy player's air units on CAP* within range of the hex in which the Air-to-Air Combat takes place can contribute their Anti-Air values to this combat. If the enemy CAP mission is over a carrier and does not contain an AEW unit, the enemy air units' Anti-Air values are modified depending on the range from their CAP marker at which the combat is taking place (see 8.2). Unless it is destroyed or suffers a Return to Base result in combat, a CAP mission can contribute its Anti-Air value in this manner an unlimited number of times, even in the same Action Segment, without affecting its ability to attack active enemy air units in the enemy player's air Action Segment.

★Resolving Air-to-Air Combat: The Air-to-Air Combat procedure is outlined below:

1. Combine the Anti-Air values of the attacker's air units. No units can be withheld.

2. Combine the Anti-Air values of all the defender's air units. No units can be withheld. If a CAP mission is attacking active air units, the defender (that is, the player controlling the active units) can contribute the Anti-Air values of friendly air units on CAP missions within range to this sum (see above).

3. Compare the step 1 sum to the step 2 sum and express this as a ratio: attacker's Anti-Air value to defender's Anti-Air value. Round this ratio down in favor of the defender to conform to one of the ratio columns on the Air-to-Air Combat Results Table. There are two rows of ratios; the Interception row is used in combat taking place in the Interception Segment, and the CAP row is used in combat initiated by CAP units. The "Bounce" column is used in the Bounce Segment.

4. The attacker rolls the die and modifies the die roll if any of the following conditions are in effect (all modifiers are cumulative):

- If the attacker has at least one EW unit in his force, he *adds 2* to his die roll.
- If the defender has at least one EW unit in his force, the attacker *subtracts 2* from his die roll.

5. The modified die roll is cross-referenced with the ratio (or "Bounce") column determined in step 3. The combat result is divided by a slash. Results to the *left* of the slash apply to the attacker; results to the *right* of the slash apply to the defender. Each result has a number and some also have an "r."

6. Numbered results indicate the number of "steps" of damage suffered by the affected player's units. For each step, one air unit is damaged (flipped over; see 11.0). A unit that is already damaged is destroyed if it suffers another step loss. Undamaged units are destroyed if they take two step losses. (In the Advanced Game, destroyed air units are sometimes allowed to return to play; see 14.0.)

In Air-to-Air Combat, the enemy player always applies damage to air units as he wishes, but he must always apply damage first to *INT units* (if any) in the affected force.

7. If the combat result contains an "r," the affected player's units must "Return to Base." If the result has no "r," they continue their mission (see below).

> NOTABLE EXCEPTION: *If no INT unit is present with enemy units being attacked by a CAP mission, the CAP mission ignores all step losses and "r" results in the combat result.*

8. After combat results are applied, the combat is over.

★RCN Air Units: All RCN air units have Anti-Air values of "N" (0). If an air unit or stack with a combined Anti-Air value of 0 is attacked by an enemy CAP mission during an Action Phase, all of the active air units are automatically destroyed. There is no need to refer to the Air-to-Air Combat Results Table.

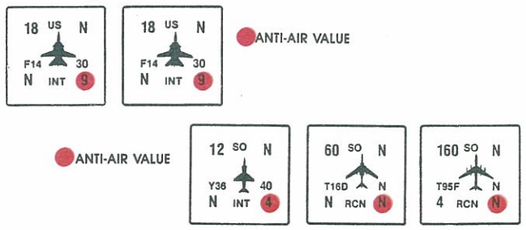
Returning to Base: An "r" result means that the air unit or stack must "Return to Base." This result can have several meanings depending on when the combat took place.

- *Interception Segment:* Air units on Interception missions in the zone in which combat is taking place which suffer an "r" are placed in one of the "Return to Base" boxes in the zone they occupy on the Strategic Air Display. Place the unit in the box corresponding to the zone where it began, with the top of the counter pointing to the initials of the correct zone.
- *Bounce Segment:* An "r" result applies to *all* the defender's air units on non-Interception missions in the zone in which the combat is taking place. Remove the air units from their mission boxes and place them in one of the "Return to Base" boxes in the zone they occupy.

- *Action Phase:* All CAP units receiving an "r" result are placed in their Return to Base box on the CAP Display. An active unit or stack whose movement was interrupted by a CAP mission and which receives an "r" result must immediately be returned to the airfield or carrier where it began, assuming it has expended half its Movement Allowance or less (see 8.4).

Air units occupying a Return to Base box can perform no function for the remainder of the Game Turn.

Continuing a Mission: Results on the Air-to-Air Combat Results Table that do not have an "r" mean that the air units can continue their mission. If the combat occurred in the Interception or Bounce Segments, the units remain on their assigned strategic missions. If the combat took place in the Action Phase, CAP units remain on their mission and can initiate combat again; units whose movement was interrupted by CAP units can continue their movement from the point of interruption (and cannot be attacked by the same CAP mission(s) for the rest of the Action Segment).



Example of Air-to-Air Combat: *The Allied player has two F14 units (each Anti-Air value: 9) in the Interception box of the Japan Zone. In the same zone of his display, the Soviet player has a Y36 unit (Anti-Air: 4) based on* Minsk *also on Interception. He also has a T16D on a Reconnaissance mission and a T95F on Tactical Coordination in the same zone.*

During the Interception Segment, Air-to-Air Combat must take place between the F14's and the Y36. A 3 is rolled, indicating that the Soviet player is the attacker. The ratio is 4 to 18, or 1 to 5. The Soviet player rolls a die and obtains a 7. Cross-referencing this roll with the "1-5" ratio column of the "Interception" line, a "1r/0" result is obtained. The F14's suffer no loss and remain on Interception. The Y36 loses one step and returns to base. It is flipped over and is placed in the "Return to Base" box corresponding to the zone currently occupied by Minsk.

In the Bounce Segment, the Allied player attacks the two Soviet air units on non-Interception missions in the Japan Zone. No ratio is calculated; the Allied player rolls the die and consults the "Bounce" column. The Allied player rolls a 9 and a result of "0/3r" is obtained. The Allied player suffers no loss, but the Soviet units lose three steps (the Allied player decides how) and must be placed in one of the "Return to Base" boxes in the Japan Zone. At the end of the Bounce Segment, the F14's are placed in a "Return to Base" box because their mission is over.

★10.9 CLOSE DEFENSE HEX COMBAT

Surface or submarine units can be attacked if they enter an enemy close defense hex. (Unless otherwise noted, Japanese close defense hexes are controlled by the Allied player.) Close defense hexes can never be destroyed. They can conduct an unlimited number of attacks, but they cannot attack the same enemy unit or stack more than once per Action Segment.

Surface Units: At the moment a surface unit or stack enters an enemy close defense hex, its movement temporarily ceases while it undergoes an SSM attack. (It is also automatically detected; see 9.2.) This SSM attack is resolved normally, but the active surface unit or stack does not use any of its Area Anti-Air values in the defense (see 10.4). After the attack is resolved, the surface unit(s) can resume movement from the point of interruption. The SSM Attack values of close defense hexes vary:

- Japanese close defense hexes attack Soviet surface units or stacks with an SSM Attack value of *50*.
- Soviet close defense hexes attack Allied surface units or stacks with an SSM Attack value of *20*.

Submarines: At the moment a submarine enters an enemy close defense hex, its movement temporarily ceases to see if it is detected (see 9.2). If it is not detected, it can resume movement and no attack takes place. If it is detected (or was already detected upon entering the hex), it must undergo an ASW attack. This ASW attack is resolved normally (see 10.7). After the attack is resolved, the submarine resumes movement from the point of interruption.

The ASW values of close defense hexes vary:

- Japanese close defense hexes attack Soviet submarines with an ASW value of *20*.
- Soviet close defense hexes attack Allied submarines with an ASW value of *10*.

Damage: If a close defense attack damages a surface or submarine unit, thereby reducing its Movement Allowance, its new Movement Allowance is not functional until the beginning of the next Game Turn. In the turn in which it is attacked, it continues to move with the Movement Allowance it had at the beginning of its activation.

Restriction: Surface and submarine units are attacked by close defense hexes only *at the moment* they enter such hexes. They are not attacked if they activate in or leave a close defense hex.

★11.0 Damage

Damage may occur to units or bases in combat. Units always begin the game undamaged. The damaged side of a unit is indicated by a starburst design and, in most cases, reduced values.

11.1 HOW DAMAGE OCCURS

Damage Against Surface and Submarine Units: Numbered combat results obtained in attacks are compared with the Defense value of the target unit. There are three possible results:

- *No Effect:* If the combat result is *less than one-half* the target's Defense value, the attack is unsuccessful. The target is unaffected.
- *Damage:* If the combat result is *equal to or greater than one-half* the target's Defense value, but less than its full Defense value, the target is damaged (see 11.2).
- *Sunk (Destroyed):* If the combat result is *equal to or greater than* the target's Defense value, the target is sunk (eliminated).

Damage Against Air Units: Air units suffer damage in terms of "steps." Air units take damage in Bombing Combat (see 10.6) and in Air-to-Air Combat (see 10.8). In the Advanced Game, destroyed air units are placed in the Destroyed Air Units box, and they may be allowed to return to play (see 14.0).

Damage Against Bases: A combat result against a base in Cruise Missile or Bombing Combat may cause damage or destruction of the base:

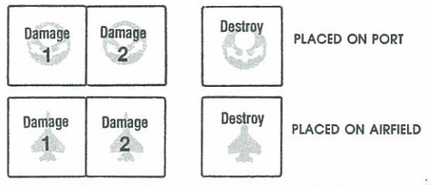
COMBAT RESULT	EFFECT	COMBAT RESULT	EFFECT
3 or less	None	9 to 10	Damage 2
4 to 8	Damage 1	11	Destroyed

11.2 EFFECTS OF DAMAGE

Unit Damage: When a unit is damaged, it is flipped to its starburst side. If a damaged unit is damaged again, it is sunk or destroyed and is removed from the map.

Base Damage: If a base is damaged, place a marker of the appropriate type (Damage 1, Damage 2, Destroyed) in the hex. Damage is cumulative. If a base at Damage 1 receives another Damage 1 result, flip the marker to its Damage 2 side. Any base reaching a cumulative damage level above Damage 2 is destroyed.

In hexes with port/airfield combinations, damage affects only the port or airfield that was specified as the target. Damage markers contain port or airfield symbols; if a port is damaged,



place a "port" Damage marker in the hex, and if an airfield is damaged, place an "airfield" Damage marker in the hex. If necessary, players can make additional Damage markers from blank counters.

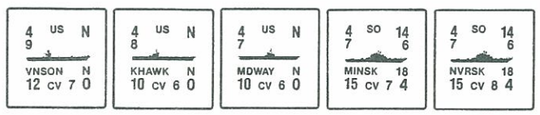
Destroyed markers are printed on one side with a port symbol and on the other with an airfield symbol. When a base is destroyed, place a "Destroyed" marker in the hex with the appropriate symbol showing. If necessary, player can make additional Destroyed markers from blank counters.

Damage to Units: Units in a base that is damaged are not damaged themselves. However, air units on a damaged airfield cannot activate or perform strategic missions or CAP. Air units already on a strategic mission or CAP when their airfield is damaged continue their mission. They return to the airfield in the Strategic Mission Termination Phase or the CAP Landing Phase, respectively. The Close Anti-Air value of a damaged base is functional.

Air units in a airfield that is destroyed are also destroyed. (Surface and submarine units in a destroyed port are *not* destroyed.) Units on CAP over a destroyed airfield continue their mission but are destroyed in the CAP Landing Phase. Units on a strategic mission cannot return to a destroyed airfield, but they may return to a different airfield in the Strategic Mission Termination Phase (see 7.5). A destroyed base is not functional for the rest of the game and cannot be attacked again. Its Close Anti-Air value can no longer be used.

Damaged surface and submarine units cannot be repaired. In the Advanced Game, damaged or destroyed air units can be repaired or return to play (see 14.0). Damaged bases can be repaired. In the Repair Phase of the Terminal Cycle (which occurs in Night Game Turns only), all Damage 1 markers are removed from the map; all Damage 2 markers are reduced to Damage 1. Destroyed bases cannot be repaired.

12.0 Aircraft Carriers

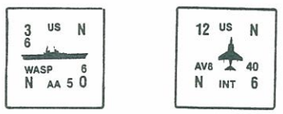


Aircraft carriers (CV) are mobile airfields from which air units operate as the carrier moves. Air units assigned to a carrier at the start of a game cannot be assigned to an airfield or a different carrier (or vice versa).

Deployment of Air Units: Air units assigned to a carrier are deployed on off-map Aircraft Carrier Displays. The air units are considered to occupy the same hex as their parent carrier. Air units on a carrier can be activated individually or in stacks of up to four units. If a carrier is damaged, its air units are subject to the following restrictions:

1. A maximum of *two* of its units can be assigned to CAP.
2. ★A maximum of *two* of its units can be assigned to strategic missions.
3. A maximum of *two* of its units can activate during the air Action Segment. (They can be activated together or individually.)

If a carrier is destroyed, all its air units are destroyed. (Units on CAP or strategic missions are destroyed in the CAP Landing Phase or Strategic Mission Termination Phase, respectively.)



★**USS Wasp:** The US AA unit *Wasp* is considered an aircraft carrier even though it is not labeled as such. (It also functions as an AA unit.) It can operate one AV8 air unit in the same manner as a carrier.

13.0 Basic Game Scenarios

There are nine Basic Game scenarios, each of which uses only one map and a handful of units. Each scenario is indicated as Low, Medium, or High complexity. In Basic Game scenarios, all Game Turns are considered day (all scenarios begin on the AM turn). Also, drift ice hexes are ignored. Do not use any optional rules. In set-up instructions of all scenarios, the names of units are provided followed (in parentheses) by their nationality and type. Units deploying on the map fulfilling size requirements for Task Groups or Task Forces may be deployed in Task Groups or Task Forces before the start of the game.

Note: In all Basic Game Scenarios, no unit can ever enter a half or partial hex on the north and/or south edge of a map. Players should ignore such partial hexes during play. Also, players can assign air units to strategic missions in zones that are not fully complete; for example, in a scenario played on the south map, air units can be assigned to strategic missions in the Marianas and East China Sea Zones.

13.1 SCENARIO 1: Civil War in the Philippines

BACKGROUND: Following the downfall of the Aquino government and the harsh ten-month rule of the military junta, civil war has erupted in the Philippines. Due to the excesses of the Manila dictatorship, a partisan movement has been gathering tens of thousands of recruits, including many former Aquino supporters who have turned to insurgency to seek salvation from Filipino fascism. The rebels are extremely diverse politically. Most seem to seek a conventional military campaign with broad-based popular support and, hopefully, international recognition — particularly from the United States. Several disenchanted military officers have gone over to the rebellion and have provided the military expertise required to take the insurgency to the battlefield. In fact, the rebels have inflicted two serious defeats on the Filipino Army in the past week: On the island of Mindoro, an entire government battalion surrendered after a sharp engagement near the town of Paluan; also, on the island of Negros, an Army base was completely overrun and 5,000 small arms fell into rebel hands.

A tiny rebel faction, violently anti-Western in outlook, has been exerting undue influence on the insurgency. This group, labeled the Philippines Liberation Army (PLA), has called for the complete transformation of Filipino society and the eradication of all Western influences. It has openly sought aid from Vietnam, North Korea, and Libya and has been gaining frequent press attention in the United States. Recently, the PLA targeted American military bases in the Philippines for attack. Six days ago, four US Navy aviators in an Olongapo bar, situated directly outside the Subic Bay naval base, were gunned down. One week earlier, a bomb exploded in a barracks at the Cubi Point Naval Air Station. Fifty-seven Americans were killed.

Meeting in emergency session at the request of the President, the National Security Council has decided to undertake several military options to ensure the safety of the American bases in the Philippines. The Chairman of the Joint Chiefs of Staff has wired the Commander-in-Chief of the Pacific Command (CINCPAC) to prevent the passage of any seaborne supplies to the Filipino rebels. In addition, a Marine battalion from Okinawa (1st Battalion, 8th Marines) and the 13th Marine Amphibious Unit (MAU), currently afloat in the Indian Ocean, have been ordered to the Philippines to garrison Subic Bay, Clark Field, and Cubi Point.

CINCPAC has only scratch forces with which to enforce the Filipino blockade. The US Navy's Task Group 70.3, a surface action group (SAG) centered on the battleship *Missouri* (BB-63), has been diverted from a port visit to Darwin, Australia, and has been ordered to the South China Sea at flank speed. The USS *Sterett* (CG-31), the only US Navy warship home-ported in the Philippines, departed Subic Bay two days ago to patrol the western approaches to Luzon and Mindoro as instructed by the Commander-in-Chief, 7th Fleet. The only air units supporting the blockade are the US Air Force's 3rd and 90th Tactical Fighter Squadrons, based at Clark Field, consisting of 48 F-4E Phantoms and a detachment of F-4G Wild Weasel electronic warfare aircraft. A single US Navy patrol squadron of nine P-3C Orions (VP-40 "Fighting Marlins") is also operating from Cubi Point.

After leaving Subic Bay, *Sterett* spotted two suspicious Vietnamese freighters sailing towards Mindoro. Upon stopping the vessels, American boarders discovered a cache of 5,000 rifles and machine-guns. *Sterett's* captain took control of the freighters and ordered them back to Subic Bay, amid vociferous objections from the Vietnamese crews. On the return voyage to Subic, *Sterett* was met by two escorting frigates, *Gallery* (FFG-26) and *John L. Hall* (FFG-32), which were rushed to the scene following a port visit to Phatthaya, Thailand.

Calling the American action "piracy on the high seas," the Vietnamese promptly retaliated by shooting down two American P-3C's on a patrol mission over the Dangerous Ground Reef in the South China Sea. The crews were seen to eject and it is reported that at least 20 aviators have sought refuge on a tiny islet with the name of Northeast Cay. Meanwhile, the Soviet Union has declared that any future attempts to interfere with Vietnamese shipping will be met with force. To emphasize this policy, the Soviet 7th Eskadra, operating from the former American base at Cam Ranh Bay in Vietnam, has provided four escorts to a Vietnamese convoy sailing from Haiphong. These escorts are the powerful *Kresta-I* cruisers *Vladivostok* and *Vitse Admiral Drozd*, a *Kresta-II* cruiser, *Marshal Voroshilov*, and *Bezuprechnyy*, a new *Sovremennyy* destroyer. In addition, a regiment of T-16G Badger bombers and another of MiG-23 Floggers, operating from the Tuy Hoa airfield near Cam Ranh, have been ordered to support the convoy. A flotilla of Soviet frigates and corvettes in Cam Ranh is also putting to sea to pick up the downed American aviators.

Transiting the Sulu Sea at over 30 knots, TG 70.3 has been ordered to rescue the Orion crews before they fall into Vietnamese hands. In addition, they are to prevent the passage of Vietnamese shipping to the Philippines. In addition to *Missouri*, the task group consists of the cruiser *Harry E. Yarnell* (CG-17) and the destroyers *Oldendorf* (DD-972), *Thorn* (DD-988), and *Preble* (DDG-46). *Missouri* is equipped with the strategic version of the Tomahawk cruise missile, which can be used at long-range to attack Vietnamese airfields.

COMPLEXITY LEVEL

Low

MAP

Use only the south map

DEPLOYMENT

Allied

1567: SUBIC BAY
Stert (US/CG)
JHall (US/FF)
Galry (US/FF)

1666: CLARK FIELD
F4 (US/INT)×2
F4G (US/EW)

1667: CUBI POINT
P3 (US/RCN)

Together in any sea hex within 5 hexes of El Nido (1772)
Msour (US/BB)
Yrnel (US/CG)
Oldrf (US/DD)
Prebl (US/DD)
Thorn (US/DD)

Soviet

0378: CAM RANH
Drzhy (SO/FF)
Flot1 (SO/CO)

0276: TUY HOA
T16G (SO/BMB)
M23 (SO/INT)
T16D (SO/RCN)
T16E (SO/EW)

0377: NHA TRANG
M21 (VN/INT)×2

0665
Vrshv (SO/CG)
Vldvk (SO/CG)
Drozd (SO/CG)
Bzhny (SO/DD)
Con1 (SO/SC)
Con2 (SO/SC)

SPECIAL RULES

1. Place any blank counter in Northeast Cay (0874). This represents downed US aviators. Any player with surface units in this hex at the beginning of a Local Detection Phase can roll the die to attempt to pick up the aviators. On an even roll (including 0), the aviators have been picked up and the marker is removed. On an odd roll, the aviators are not picked up and

the marker remains. A player can attempt to pick up the aviators a maximum of once per turn.

2. The US BB *Msour* can perform two Cruise Missile attacks during the game. Remember that *Msour's* Cruise Missile Attack value equals its printed SSM Attack value multiplied by two.

3. US surface units can never enter Paluan (1769).

4. As soon as a Soviet SC unit reaches Paluan (1769), it is removed from the map and the Soviet player receives Victory Points. Once removed, a unit cannot be attacked nor may it return to play.

GAME LENGTH

4 Game Turns

VICTORY CONDITIONS

The Soviet player gains and loses Victory Points (VP) as follows:

VICTORY POINTS	CONDITION
+15	US BB *Msour* sunk
+6	US CG *LBech* sunk
+6	For each undamaged Soviet SC that reaches Paluan
+4	For each damaged Soviet SC that reaches Paluan
+4	For each US DD sunk
+3	For each US FF sunk
+3	Soviet player picks up aviators
+2	For each US INT unit destroyed
−3	For each Soviet DD or CG sunk
−1	For each Soviet or Vietnamese CO, FF, BMB, or INT unit sunk or destroyed

At the end of the game, the Soviet player determines his VP total and consults the following chart to determine the winner:

SOVIET VP	VICTORY LEVEL
+15 or more	Decisive Soviet Victory
+9 to +14	Substantive Soviet Victory
+3 to +8	Marginal Soviet Victory
−3 to +2	Marginal Allied Victory
−9 to −4	Substantive Allied Victory
−10 or less	Decisive Allied Victory

13.2 SCENARIO 2: Blockading the Philippines

BACKGROUND: After the successful American campaign in the South China Sea and the destruction of most Soviet naval aviation aircraft operating from Vietnam, Stavka (the Soviet General Staff) has decided it is too risky to engage 7th Fleet surface forces around the Philippines. However, the commander of the Red Banner Pacific Fleet has decided to let loose his eager submariners in a determined effort to exert a Soviet blockade of the Philippine Islands. Due to its vast size (over 100 attack submarines), the Soviet undersea force has always been considered the trump card of the Pacific Fleet. Now, with only four days warning, the chief Soviet submariner has been able to deploy six boats into the South China Sea to prevent American shipping from resupplying the Philippines. This force consists of three *Victor*-class nuclear submarines, two *Tango*-class diesel boats, and an elderly *Foxtrot*.

Salt Lake City (SSN-716), an American submarine on patrol in the South China Sea, has perceived the Soviet build-up and reported it to CINCPAC. Three American convoys en route to the Philippines have been hastily reinforced with escorting frigates. In addition, with only 24 hour's notice, VP-40, a patrol squadron operating from Cubi Point NAS, has been reinforced with a second squadron of P-3C Orions (VP-1 "Fleet's Finest") from Barbers Point, Hawaii.

CINCPAC's primary objective in the current crisis is to protect US naval and air bases in the Philippines from insurgent and terrorist activities. Two battalions of Marines, plus supporting units, have been directed to Subic Bay to garrison the American installations. One battalion (1st, 8th Marines) has been embarked at Naha, Okinawa, in PhibRon 5, consisting of the 15,000-ton helicopter landing ship *Tripoli* (LPH-10) and the assault ships *Vancouver* (LPD-2), *Cleveland* (LPD-7), *La Moure County* (LST-1194), and *Spartanburg County* (LST-1192). Three frigates have been dispatched to Okinawa to escort this group to Subic. These vessels, all of the new *Oliver Hazard Perry* class, are *Gallery* (FFG-26), *John L. Hall* (FFG-32), and *Robert E. Beadley* (FFG-49).

The second Marine unit en route to the Philippines is the 13th Marine Amphibious Unit (MAU), consisting of the 2nd Battalion, 1st Marines and the helicopter squadron HMM-161. The Leathernecks are being carried in Amphibious Ready Group 6-91, with the assault ships *Nassau* (LHA-4), *Trenton* (LPD-14), *Fairfax County* (LST-1193), and *Schenectady* (LST-1185). The 13th MAU, which had been on assignment in the Indian Ocean, had been returning to Hawaii unescorted. However, upon rerouting to Subic, it picked up the Australian frigate HMAS *Darwin* (F-04) for submarine defense while transiting the Malacca Strait.

PACOM logisticians have dispatched six heavily-laden cargo vessels from Agana, Guam to Subic Bay. The supplies carried on these freighters are considered indispensable for the American bases in the Philippines. This convoy, labeled SC-9, has been joined by four frigates from Pearl Harbor: *Francis Hammond* (FF-1067), *De Wert* (FFG-45), *Samuel B. Roberts* (FFG-58), and *Halyburton* (FFG-40). Also, the cruiser *Sterett* (CG-31) and the destroyers *Oldendorf* (DD-972) and *Leftwich* (DD-984), all of which are replenishing at Subic Bay, have been formed into an ad hoc hunter-killer ASW group to support the passage of the convoys to the Philippines.

Unbeknownst to the Americans, Soviet intelligence officers have broken the major US Navy codes, helped in large part by the enormous amount of vital information passed to Soviet agents in the American spy scandals of the late 1980's. As a result, Soviet Fleet headquarters in Vladivostok is fully aware of the movement of the American convoys and, determined to halt them, is in the process of vectoring their submarines on courses of interception.

COMPLEXITY LEVEL

Medium

MAP

Use only the south map

DEPLOYMENT

Soviet (set up first)

Any sea or shallow hex within 1 hex of Bombay Reef (0571)
Kptnt (SO/SN)

Any sea or shallow hex within 1 hex of Helen Shoal (0565)
Nfdov (SO/SN)

Any sea or shallow hex within 1 hex of Pratas (0662)
Sorkn (SO/SN)

Any sea or shallow hex within 1 hex of Scarborough Shoal (1268)
Zrnta (SO/SS)

Any sea or shallow hex within 1 hex of Stewart Bank (1164)
Mlnya (SO/SS)

Any sea hex within 1 hex of Camiguin (1460), but not in Aparri (1461)
Ypter (SO/SS)

0378: CAM RANH
I38 (SO/RCN)

Allied (set up second)

1667: CUBI POINT
P3 (US/RCN)×2

1567: SUBIC BAY
Stert (US/CG)
Oldrf (US/DD)
Lfwch (US/DD)

1158
Bdley (US/FF)
Galry (US/FF)
JHall (US/FF)
Trpli (US/AA)
Vncvr (US/AA)
Cvlnd (US/AA)
LCnty (US/AA)
SCnty (US/AA)

1177: DISCOVERY REEF
Drwin (AU/FF)
Nasau (US/AA)
Trntn (US/AA)
FCnty (US/AA)
Sntdy (US/AA)

2158
Hbrtn (US/FF)
Hmond (US/FF)
DWert (US/FF)
Rbrts (US/FF)
Con1 (US/SC)
Con2 (US/SC)

Any sea or shallow hex on map, not in same hex or adjacent to Allied or Soviet unit
SLCty (US/SN)

SPECIAL RULES

1. The Soviet SN's *Nfdov* and *Kptnt* are carrying mines. (Both can conduct ASW and Torpedo attacks normally.) If *Nfdov* is activated in any hex adjacent to Cubi Point (1667) or Subic Bay (1567) and it neither moves nor performs combat during this activation, a Mine marker is placed in either Cubi Point or Subic Bay (even if occupied by US units). If *Kptnt* is activated in Paluan (1769) or any adjacent hex and it neither moves nor performs combat during this activation, a Mine marker is placed in Paluan (even if occupied by US units). Mine markers have no effect except for Victory Point purposes. Each submarine can place a maximum of one Mine marker.

2. All Allied surface units are automatically detected throughout the game. Soviet and Allied submarines must be detected normally.

3. Soviet submarines cannot end an activation in Aparri (1461), Laoag (1363), or Dagupan (1465). They can attack units in these hexes.

4. US AA and SC units that end an activation in Aparri, Laoag, Dagupan, or Subic Bay (1567) can be removed from the map by the Allied player. If so, the Allied player receives Victory Points, but the units can no longer return to play nor be attacked.

5. The US SN *SLCty* cannot perform Cruise Missile attacks.

GAME LENGTH

5 Game Turns

VICTORY CONDITIONS

The Allied player gains Victory Points (VP) for having US AA and SC units reach certain hexes on the map and be removed. Depending on the hex from which the US unit is removed, the Allied player multiplies the Victory Point value of the US AA/SC unit as follows:

HEX AA/SC REACHED	VICTORY POINT VALUE MULTIPLE
Aparri (1461)	×1
Laoag (1364)	×1½ (round fractions up)
Dagupan (1465)	×2
Subic Bay (1567)	×5

Note: The number of VP received by the Allied player depends on whether the AA/SC unit reaches the hex damaged or undamaged. Damaged SC units have a lower Victory Point value. For example, if the US SC *Con1* reaches Dagupan undamaged, its Victory Point value of 12 would be multiplied by two, for a total of 24 VP; if the unit is damaged when it reaches the hex, its VP total would be 16 (8×2=16).

The Allied player gains VP for sinking Soviet submarines, as follows:

VICTORY POINTS	CONDITION
+9	For each Soviet SN sunk
+6	For each Soviet SS sunk

The Allied player also loses Victory Points. For each US *AA unit* eliminated, the Allied player loses a number of VP equal to the Victory Point value of the unit. In addition, he also loses VP for the following reasons:

VICTORY POINTS	CONDITIONS
−25	A Mine marker ends the game in Cubi Point or Subic Bay
−20	A Mine marker ends the game in Paluan
−10	If US SN *SLCty* is sunk
−8	For each US DD or CG sunk
−5	For each US or Australian FF sunk
−1	For each US SC sunk

At the end of the game, the Allied player determines his VP total and consults the following chart to determine the winner:

ALLIED VP	VICTORY LEVEL
230 or more	Decisive Allied Victory
185 to 229	Substantive Allied Victory
140 to 184	Marginal Allied Victory
95 to 139	Marginal Soviet Victory
40 to 94	Substantive Soviet Victory
39 or less	Decisive Soviet Victory

13.3 SCENARIO 3: Battle of the South China Sea

BACKGROUND: Six days ago, a Soviet naval infantry battalion seized the Filipino island of Batan, situated mid-way between the Philippines and Taiwan. This attack, in which no casualties were suffered, came as a complete surprise to Western intelligence. The object of the attack was the small airfield at the town of Basco which, in Soviet hands, could pose a significant threat to the northern and eastern approaches to the Philippine Islands. The Soviets intend to operate ASW helicopters from the island at first; after engineers lengthen the runway, they plan to deploy both fighters and long-range reconnaissance aircraft.

Coming in the midst of the Philippine Civil War, the Filipino leaders were in no position to take military action in response to the Soviet invasion. In fact, many Filipino insurgents welcomed the Soviet action as an indication of direct support for their rebellion. However, after strong appeals by Filipino loyalists to the United States, the President, with the full approval of the Joint Chiefs of Staff and the National Security Council, has initiated a full military response to the Soviet invasion. Three days ago, the "ready" battalion of the 82nd Airborne Division (1st Battalion, 504th Infantry), stationed at Fort Bragg, North Carolina, and the 1st Battalion, 75th Infantry (Ranger), from Fort Lewis, Washington, were parachuted into Batan to wrest control of the Basco airfield from the Soviet marines. Within 48 hours, this mission was accomplished, although at heavy cost. The few hundred Soviet naval infantrymen managing to disengage have withdrawn to the northern tip of the island and have formed a defensive perimeter.

The Soviet Union has angrily responded to the American action by deploying all of its available naval forces from the Red Banner Pacific Fleet. *Pravda* has sworn that "no Yankee ships will get near to Batan," and the "forces of Imperialism on the island will be left to wither on the vine." To conduct a sustained campaign against American naval forces in the South China Sea, the Soviets are conducting a major sealift operation from Vladivostok to its bases in Vietnam. The supplies carried in this lift will enable Soviet forces in Vietnam to conduct continuous operations for six weeks. To ensure the convoys' safe arrival at Cam Ranh, the Soviets have allocated most of their Pacific surface forces for their protection. One convoy of nine merchantmen is already nearing the Paracel Islands, only a little over 400 miles from Cam Ranh. This group is protected by the cruiser *Vasily Chapaev*, the destroyers *Marshal Shaposhnikov* and *Bezuprechnyy*, and a flotilla of *Petya* and *Grisha* corvettes. Another convoy of twelve merchantmen, situated about 100 miles south of Hong Kong, is protected by the cruiser *Admiral Yumashev*, the destroyer *Admiral Tributs*, and several frigates. Also, a task force centered around the carrier *Novorossiysk* has been deployed to provide local air protection for the convoys with the carrier's Yak-36 Forgers. Accompanying this group are the cruisers *Riga* and *Vitse Admiral Drozd* and the destroyer *Admiral Tubric*.

Eight Soviet submarines have been deployed to the area with instructions to interdict American shipping heading towards Batan. Three of these submarine are nuclear-powered, including *Admiral Sidorov*, an ultra-modern *Mike*-class boat which is faster and deeper-diving than any US Navy submarine. In Vietnam, the Soviets also have two regiments of T-16G Badger bombers, a regiment of MiG-23 Floggers, and two regiments of Vietnamese MiG-21 Fishbeds.

Pacific Command (PACOM) has deployed the *Midway* carrier battle group (Task Group 70.1) to the South China Sea with orders to support the movement of the 13th Marine Amphibious Unit (MAU) from Subic Bay to Batan and, should the opportunity arise, to conduct air strikes against the Soviet convoys en route to Cam Ranh. In addition to *Midway* (CV-41), TG 70.1 consists of the cruisers *Reeves* (CG-24) and *Sterett* (CG-31) and the destroyers *Cochrane* (DDG-21), *Benjamin Stoddert* (DDG-22), and *Oldendorf* (DD-972). Embarked on *Midway* is Carrier Air Wing 5, consisting of three squadrons flying the F/A-18A

Hornet (VFA-195 "Dam Busters," VFA-192 "Golden Dragons," and VFA-151 "Vigilantes"), one A-6E Intruder squadron (VA-115 "Eagles"), one EA-6B Prowler squadron (VAQ-136 "Gauntlets"), and one E-2C Hawkeye squadron (VAW-115 "Sentinels"). *Midway* is the oldest carrier in the fleet and it cannot accommodate F-14 Tomcats.

The 13th MAU at Subic Bay consists of the 2nd Battalion, 9th Marines and helicopter squadron HMM-364. It is deployed in an amphibious ready group (ARG) of five vessels centered around the helicopter landing ship *Tripoli* (LPH-10) and protected by the escorts HMAS *Darwin* (F-04), *Francis Hammond* (FF-1067), *Lockwood* (FF-1064), and *John L. Hall* (FFG-32). The group has been instructed to land its Marines at Batan to support the Army troops that are already deployed there.

Maritime Prepositioning Squadron 3, home-ported in Guam, has also been ordered at all possible speed to Batan. This squadron consists of four roll-on/roll-off (RO/RO) cargo vessels, each of which remains on perpetual alert, fully loaded and ready to move to a crisis zone at a moment's notice. After the arrival of MPS-3 at Batan, Marines from the 1st Marine Amphibious Brigade (MAB), stationed in Hawaii, will be airlifted to the Basco airfield where they will join up with the off-loaded heavy equipment and supplies from MPS-3. The squadron is protected by the frigates *Samuel B. Roberts* (FFG-58), *Halyburton* (FFG-40), *Taylor* (FFG-50), and *Hepburn* (FF-1055).

In response to disturbing reports from the Commander-in-Chief, 7th Fleet that Subic Bay and Cubi Point NAS will run out of ammunition and spare parts after only about a week of sustained conflict, PACOM has also dispatched a fast convoy of three SL-7 super-freighters from San Diego to the Philippines. This convoy, labeled FC-6, is escorted by the frigates *De Wert* (FFG-45) and *Robert E. Beadley* (FFG-49). The SL-7's, which are capable of faster speeds than their escorts, are already only about 600 miles northeast of Luzon.

Caught up in the conflict are three Japanese super-tankers which the Soviets have threatened to sink due to Japan's support of the United States in the crisis. These tankers are returning to Japan with full loads of oil from the Middle East. Sailing unescorted but in contact with US Navy ships, they have been instructed to steer a wide course around the Philippine Islands as a safety precaution.

Two American submarines have been deployed to the South China Sea with the mission of harassing the Soviet convoys heading to Cam Ranh. These are *New York City* (SSN-696) and *San Juan* (SSN-751), both of which are equipped with the strategic version of the Tomahawk missile. The President has given CINCPAC full approval to use the Tomahawks against Soviet runways in Vietnam so long as there is little chance of civilian casualties. *San Juan* is the first US Navy submarine with the Submarine Advanced Combat System (SUBACS) and is considered the most sophisticated submarine in the fleet. A third submarine, *Batfish* (SSN-681), has been ordered to conduct ASW operations in support of the Philippines-bound convoys.

Air units at PACOM's disposal include two squadrons of P-3C Orions (VP-19 "Big Red" and VP-26 "Tridents"), stationed at Cubi Point NAS, plus the 3rd and 90th Tactical Fighter Squadrons of the US Air Force, flying F-4E Phantoms from Clark Field. The Orions are equipped to fire Harpoon anti-ship missiles and have been ordered to strike the Soviet convoys should the situation permit.

COMPLEXITY LEVEL
High

MAP
Use only the south map

DEPLOYMENT

Allied (set up first)

1567: SUBIC BAY
Drwin (AU/FF)
Hmond (US/FF)
JHall (US/FF)
Lckwd (US/FF)
Trpli (US/AA)
Vncvr (US/AA)
Trntn (US/AA)
LCnty (US/AA)
FCnty (US/AA)

Together in any sea or shallow hex within 5 hexes of Templer Bank (1574)
Mdway (US/CV)
Reevs (US/CG)
Stert (US/CG)
Oldrf (US/DD)
Chrnr (US/DD)
Stdrt (US/DD)

On *Mdway*
F18 (US/INT)×3
A6 (US/ATK)
EA6 (US/EW)
E2 (US/AEW)

2252
Bdley (US/FF)
DWert (US/FF)
Con7 (US/FC)

2956
Hpbrn (US/FF)
Rbrts (US/FF)
Hbrtn (US/FF)
Tylor (US/FF)
MPS3A (US/MP)
MPS3B (US/MP)

2862
AMaru (JP/TK)

3164
TMaru (JP/TK)

3465
DMaru (JP/TK)

1667: CUBI POINT
P3 (US/RCN)×2

1666: CLARK FIELD
F4 (US/INT)×2
F4G (US/EW)

Any sea or shallow hex within 2 hexes of Truro Shoal (1068)
NYCty (US/SN)

Any sea or shallow hex within 1 hex of Bombay Reef (0571)
SJuan (US/SN)

Any sea hex within 3 hexes of 2754 (may be stacked with other US units)
Btfsh (US/SN)

Soviet (set up second)

Together in an sea or shallow hex within two hexes of 0666
Nvrsk (SO/CV)
Riga (SO/CG)
Drozd (SO/CG)
Tubrc (SO/DD)

On *Nvrsk*
Y36 (SO/INT)

0369
Chpev (SO/CG)
Shpkv (SO/DD)
Bzhny (SO/DD)
Flot1 (SO/CO)
Con1 (SO/SC)
Con2 (SO/SC)
Con3 (SO/SC)

0463
Ymshv (SO/CG)
Trbut (SO/DD)
Dzvti (SO/FF)
Flot2 (SO/CO)
Con4 (SO/SC)
Con5 (SO/SC)
Con6 (SO/SC)

Any sea or shallow hex within 2 hexes of Stewart Bank (1164)
Srius (SO/SS)

Any sea or shallow hex in Formosa Zone, not stacked together, not in or adjacent to Batan (1359) or any hex with a US or Soviet unit
Mlnya (SO/SS)
Zrnta (SO/SS)

Any sea or shallow hex in South China Sea Zone, not in or adjacent to hex with a US or Soviet unit
Ypter (SO/SS)

Any sea hex within 4 hexes of 2159, not stacked together
Sdorv (SO/SN)
Ygrov (SO/SN)
Nfdov (SO/SN)

Any sea hex within 2 hexes of 2560, not in hex with Soviet unit
Glbus (SO/SS)

0377: NHA TRANG
T16G (SO/BMB)×2
M23 (SO/INT)
T16E (SO/EW)
T16D (SO/RCN)
I38 (SO/RCN)

0276: TUY HOA
M21 (VN/INT)×2

SPECIAL RULES

1. The Allied player can make a total of three SSM attacks with his F18 and A6 units (not three each). As each attack is made, the Allied player should note this fact on a piece of paper. The same unit can make all three attacks (assuming the attacks are in different turns) or different units can make separate attacks — as long as no more than three attacks are made per game. All three attacks can be made in the same turn (assuming different units make each attack); if so, the attacks can be combined. The Attack/Range values of an SSM attack by F18 or A6 units are 50/2 (even if the attacking unit is damaged).

2. At a cost of 1 Movement Point, Japanese TK units can exit the map from a full hex (never from a half hex) between hexes 2052 and 2852 (inclusive). Once exited, they can neither return to play nor be attacked.

3. Soviet surface and submarine units cannot end an activation in Batan (1359), Aparri (1461), Laoag (1363), or Dagupan (1465). (They can attack Allied units in these hexes.) Allied AA, FC, and MP units ending an activation in any of these hexes can be immediately removed from the map by the Allied player. Once removed, they can neither return to play nor be attacked.

4. The US SN units *NYCty* and *SJuan* can each make one Cruise Missile attack per game. No other units can make such attacks.

5. Soviet SC units ending an activation in Cam Ranh (0378) are immediately removed from the map. Once removed, they can neither return to play nor be attacked.

GAME LENGTH
6 Game Turns

VICTORY CONDITIONS

The Allied player gains Victory Points (VP) for having US AA, FC and MP units reach certain hexes on the map and be removed. In addition, he receives VP for Japanese TK units that exit the map. Depending on the hex from which the Allied unit is removed, the Allied player consults the following schedule to determine how many VP he receives:

HEX UNIT REACHED	VICTORY POINTS RECEIVED
Laoag (1364)	3 VP per US FC (2 VP if damaged)
Aparri (1461)	3 VP per US FC (2 VP if damaged)
Dagupan (1465)	6 VP per US FC (4 VP if damaged)
Subic Bay (1567)	12 VP per US FC (8 VP if damaged)
Batan (1359)	20 VP per US MP (14 VP if damaged); 2×Victory Point value per US AA unit
Exiting map	9 VP per Japanese TK (6 VP if damaged)

In addition, the Allied player receives VP for eliminating Soviet units, as follows:

VICTORY POINTS	CONDITION
+6	For each Soviet SN or CV sunk
+5	For each Soviet DD or CG sunk
+4	For each Soviet SS sunk
+2	For each Soviet FF or CO sunk or INT or BMB unit destroyed (including Vietnamese)
+1	For each Soviet SC sunk

The Allied player also loses VP for Allied units eliminated and for Soviet SC units that reach Cam Ranh (0378). For each US *AA unit* sunk, the Allied player loses the printed Victory Point value of that unit. For each undamaged Soviet *SC unit* that reaches Cam Ranh, he loses 12 VP (he loses 8 VP if the unit is damaged). He also loses VP for the following reasons:

VICTORY POINTS	CONDITION
−15	If US CV *Mdway* is sunk
−8	For each US SN sunk
−6	For each US DD or CG sunk
−4	For each Allied FF sunk
−2	For each US INT or ATK unit destroyed
−1	For each Allied FC, MP, or TK unit sunk

At the end of the game, the Allied player determines his VP total and consults the following chart to determine the winner:

ALLIED VP	VICTORY LEVEL
+80 or more	Decisive Allied Victory
+55 to +79	Substantive Allied Victory
+30 to +54	Marginal Allied Victory
+5 to +29	Marginal Soviet Victory
−20 to +4	Substantive Soviet Victory
−21 or less	Decisive Soviet Victory

13.4 SCENARIO 4: Soviet Bastion

BACKGROUND: Mikhail S. Gorbachev has been deposed as the General Secretary of the Soviet Communist Party. Following a violent one-day insurrection, a group of high-ranking military officers and KGB officials, disenchanted with Gorbachev's liberalization policy and the phased withdrawal of Soviet troops from Afghanistan, have seized power in the Kremlin with the full support of the armed forces. Soviet troops, on full alert throughout Europe and Asia, are edgy. In an incident reminiscent of the Korean Airlines tragedy in 1983, a Soviet MiG-31 Foxhound fighter has recently shot down a Royal Thai Airlines 747 en route to Bangkok that the Soviets say strayed too close to the Kamchatka Peninsula and, in particular, to the Soviet submarine base at Petropavlovsk. All passengers and the crew were lost.

The new Soviet regime has reinitiated the war in Afghanistan with a vengeance. Reports reaching the West, although sketchy at best, indicate that the Soviets have embarked on a course of total extermination in the war against the Afghan partisans. The United States and its Western allies have reacted angrily to these reports, vowing to support the guerrilla movement with as much materiel as possible. In response, the Soviets have torpedoed a French merchantman off the mouth of the Indus near the Pakistani port of Karachi. Western satellite photos and intelligence reports show that the Soviets have mobilized their Category II and III divisions and are in the process of building up enormous stockpiles of military equipment in their forward bases throughout Europe and Asia.

In the Pacific, the Soviet build-up has been focused on the port of Petropavlovsk in Kamchatka. This port, which is one of the only Soviet naval bases with unrestricted access to the open ocean, is normally a submarine base, but recently large numbers of surface warships and combat aircraft have been deploying there from Siberia. In addition, heavily-laden convoys with military supplies have been arriving daily from Vladivostok and Sovetskaya Gavan. Also, in the *Okhotskoye More* (Sea of Okhotsk), the Soviets appear to be putting their "bastion" theory, so vigorously debated in the Western press, into actual practice. Using submarines and surface forces to seal off the Sea of Okhotsk, the Soviets hope to make it an impenetrable lake in which ballistic missile submarines can safely hide while convoys sail with impunity between Siberia and Kamchatka.

The United States has demanded that the military build-up at Petropavlovsk be halted, vowing to send nuclear attack submarines into the Sea of Okhotsk to assure compliance. The Soviets, reacting with indignation to this threat, have stated openly that the entry of American submarines into the Sea of Okhotsk will be considered an act of war and will be resisted to the fullest. Seven Soviet submarines have been hastily deployed from Petropavlovsk in a picket line around the Kurile Islands and Sakhalin with orders to prevent the movement of American boats into the Soviet bastion. This force includes *Admiral Sidorov*, an ultra-modern design of the *Mike* class, five nuclear-powered *Victor* boats, and a single diesel submarine of the *Kilo* class. Also, the large naval aviation base at Alexandrovsk Sakhalinskiy will support the operation with 50 Tu-95F Bear, Il-38 May, and Be-12 Mail ASW aircraft. Several smaller bases throughout the Kuriles have received detachments of Ka-25 Hormone and Ka-27 Helix ASW helicopters, with orders to maintain constant patrols in the straits between the Pacific and the Sea of Okhotsk.

The Commander-in-Chief, 7th Fleet has deployed all the submarines at his disposal to the northwest Pacific, These are the *Los Angeles*-class submarines *Springfield* (SSN-752) and *Bremerton* (SSN-698), a *Sturgeon*-class boat, *Silversides* (SSN-679), and two *Permit*-class submarines, *Dace* (SSN-607) and *Guardfish* (SSN-612). This force has received orders from the Commander, Task Force 74 (Submarine Force, 7th Fleet) to penetrate the Sea of Okhotsk and report on the movement of Soviet convoys and ballistic missile submarines. If attacked, they are permitted to respond.

Three squadrons of P-3C Orion patrol aircraft are supporting the operation: VP-4 ("Skinny Dragons") and VP-26 ("Tridents"), flying from the US Air Force base at Misawa in northern Japan; and VP-48 ("Boomerangers"), operating from Adak NAS in the Aleutians. (Note: Since Adak is not on the map, VP-48 is deployed at Misawa in this scenario.)

COMPLEXITY LEVEL
Low

MAP
Use only the north map

DEPLOYMENT	
Soviet (set up first)	
0313: ALEXANDROVSK	
I38	(SO/RCN)
T95F	(SO/RCN)
B12	(SO/RCN)×2
Any sea, coastal, or drift ice hex within 3 hexes of any Soviet close defense hexes, not stacked	
Sdorv	(SO/SN)
Khvrn	(SO/SN)
Mrnko	(SO/SN)
Ygrov	(SO/SN)
Kptnt	(SO/SN)
Mkhky	(SO/SN)
Shtrm	(SO/SS)
Allied (set up second)	
1323: MISAWA	
P3	(US/RCN)×3
Any sea, coastal, or drift ice hex (see special rules), not adjacent to any Soviet unit and 4 or more hexes from the nearest US SN	
Spfld	(US/SN)
Brmtn	(US/SN)
Svsds	(US/SN)
Dace	(US/SN)
Gfish	(US/SN)

SPECIAL RULES

1. Each of the five US SN units sets up in a hex whose first two digits number 20 or more (that is, hex rows 20xx through 45xx) *or* whose last two digits number 22 or higher (that is, hexes 0322-0326 through 4522-4526). A submarine can never set up in a partial hex.

2. No Cruise Missile attacks are permitted.

3. Only Soviet close defense hexes are functional. Japanese close defense hexes are ignored.

4. If playing solitaire, do not use the solitaire strategic air mission assignment system. The player can assign US and Soviet air units to any eligible mission in a full or partial north map zone with no restrictions.

GAME LENGTH

4 Game Turns

VICTORY CONDITIONS

The Allied player gains and loses Victory Points (VP) according to the following schedule:

VICTORY POINTS	CONDITION
+6	For each US SN (even if damaged) that ends the game within the Soviet bastion area in the Sea of Okhotsk Zone
+2	For each Soviet SN sunk
+1	Soviet SS *Shtrm* sunk
−3	For each US SN sunk

At the end of the game, the Allied player determines his VP total and consults the following chart to determine the winner:

ALLIED VP	VICTORY LEVEL
32 or more	Decisive Allied Victory
26 to 31	Substantive Allied Victory
21 to 25	Marginal Allied Victory
15 to 20	Marginal Soviet Victory
8 to 14	Substantive Soviet Victory
7 or less	Decisive Soviet Victory

13.5 SCENARIO 5: Return of the Dreadnought

BACKGROUND: While participating in the Varsity Player 91 exercise in the northwest Pacific, the aircraft carrier *Enterprise* (CVN-65) has suffered significant bow damage as the result of an accidental collision with the Soviet intelligence-gathering vessel *Semyen Chelyushkin*. As per the standard practice of Soviet "tattletales," *Chelyushkin* was dogging *Enterprise* at close range when the American carrier made an unexpected turn into the wind to initiate flight operations. In the ensuing collision, *Chelyushkin* was cut in two and 98 of the 105 Soviet crew members were lost.

The Soviet government has declared that the collision was purposeful and has further accused the US Navy of failing to attempt rescue of Soviet seamen in distress. An East German news agency has even reported that the Americans machinegunned Soviet sailors as *Enterprise* departed the scene. In retaliation, two regiments of Soviet Tu-16G Badger bombers have attacked Adak NAS in the Aleutians, destroying five P-3C Orions and killing 17 American servicemen. Furthermore, Stavka has ordered a Soviet task force on exercise in the north Pacific to execute retaliatory attacks against American merchant shipping heading to Japan. The Soviet force consists of the cruiser *Riga* and the destroyers *Bezuprechnyy, Vliyatelnyy,* and *Admiral Tributs*. Also, over 20 coastal patrol boats of the *Tarantul, Nanuchka, Osa,* and *Matka* classes, all belonging to the KGB Border Guard service, have sortied from their bases in the Kurile Islands to harass American shipping. Already, dozens of Tu-16D Badger reconnaissance aircraft are scouring the north Pacific in search of prospective targets.

Well aware of Soviet plans, CINCPAC has organized American merchant ships into an ad hoc convoy with protection provided by the frigates *De Wert* (FFG-45), *Samuel B. Roberts* (FFG-58), *Robert E. Beadley* (FFG-49), and *Kirk* (FF-1087). Most of the vessels in this convoy were en route from Seattle to Tokyo when the current crisis exploded.

The Commander-in-Chief, 3rd Fleet has hastily deployed a surface action group from San Francisco centered around the battleship *Missouri* (BB-63). Labeled Task Group 30.3, this force includes the nuclear-powered cruiser *Truxtun* (CGN-35), the cruiser *Harry E. Yarnell* (CG-17), and the destroyers *Thorn* (DD-988) and *Oldendorf* (DD-972). The task group commodore has been ordered to strike Soviet military bases in the Kuriles in retaliation for the attack against Adak. *Missouri* has been provided with a full load of 32 Tomahawk missiles, almost all of which are of a conventional anti-runway variant, possessing a range of 1,300 miles. In addition to using his Tomahawks, the commodore is considering a high-speed run to the Kuriles during which *Missouri's* nine 16-inch guns will be able to bombard Soviet military targets directly. TG 30.3 will also be on the lookout for Soviet surface combatants which have been reported in the area.

Supporting TG 30.3 and the Japan-bound convoys will be a squadron of US Navy P-3C Orion patrol aircraft (VP-6 "Blue Sharks") operating from Misawa in northern Honshu. VP-6 crews are fully trained in the use of Harpoon anti-ship missiles and have been provided with a large stockpile of these weapons.

COMPLEXITY LEVEL

Low

MAP

Use only the north map

DEPLOYMENT	
Allied	
1323: MISAWA	
P3	(US/RCN)
2111	
DWert	(US/FF)
Rbrts	(US/FF)
Bdley	(US/FF)
Kirk	(US/FF)
Con1	(US/SC)
Con2	(US/SC)
Con3	(US/SC)
2619	
Msour	(US/BB)
Trxtn	(US/CG)
Yrnel	(US/CG)
Oldrf	(US/DD)
Thorn	(US/DD)
Soviet	
0716: YUZHNO-SAKHALINSK	
T16D	(SO/RCN)×3
1406: SHIASHKOTAN	
PCS1	(SO/PC)
1316: YUZHNO-KURILISK	
PCS2	(SO/PC)
1100: PETROPAVLOVSK	
PCS3	(SO/PC)
2714	
Riga	(SO/CG)
Bzhny	(SO/DD)
Vltny	(SO/DD)
Trbut	(SO/DD)

SPECIAL RULES

1. Japanese close defense hexes have no effect whatsoever in the game.

2. The US BB *Msour* can perform three Cruise Missile attacks. Remember that *Msour's* Cruise Missile Attack value is equal to its printed SSM Attack value multiplied by two.

3. Skip the Repair Phase of the Terminal Cycle. Damaged bases cannot be repaired.

4. If the US BB *Msour* begins an activation in a Soviet close defense hex and does not leave the hex for the duration of its activation, the close defense hex is considered "bombarded." Place a blank marker in a close defense hex each time it is bombarded. (The same hex may be bombarded more than once.) *Msour* can conduct other forms of combat in the segment of its bombardment activation. (Bombardment does not count as combat.) Remember that US units can be attacked upon entering Soviet close defense hexes (see 10.9).

5. If playing solitaire, do not use the solitaire strategic air mission assignment system. Instead, the player can assign US and Soviet units to any eligible missions in a full or partial north map zone with no restrictions.

6. US SC units that end an activation in Ominato (1223) or Misawa (1323) are immediately removed from the map, as are Soviet DD and CG units that end an activation in Petropavlovsk (1100) or Zaliv Aniva (0816). Removed units can neither return to play nor be attacked.

GAME LENGTH

6 Game Turns

VICTORY CONDITIONS

The Allied player gains and loses Victory Points (VP) according to the following schedule:

VICTORY POINTS	CONDITION
+5	Soviet CG *Riga* sunk
+4	For each undamaged US SC unit that reaches Ominato or Misawa
+3	For each Soviet DD sunk
+3	For each Destroyed marker on a Soviet base at the end of the game
+2	For each damaged US SC unit that reaches Ominato or Misawa
+2	For each "bombardment" of a Soviet close defense hex by the US BB *Msour*
+2	For each Damage-2 marker on a Soviet base at the end of the game
+1	For each Damage-1 marker on a Soviet base at the end of the game
+1	For each Soviet PC sunk
−15	If US BB *Msour* is sunk
−4	For each US CG sunk
−3	For each US DD sunk
−2	For each US FF sunk
−2	For each Soviet DD or CG that reaches Zaliv Aniva or Petropavlovsk
0	For each US SC sunk

At the end of the game, the Allied player determines his VP total and consults the following chart to determine the winner:

ALLIED VP	VICTORY LEVEL
+22 or more	Decisive Allied Victory
+16 to +21	Substantive Allied Victory
+10 to +15	Marginal Allied Victory
+4 to +9	Marginal Soviet Victory
−2 to +3	Substantive Soviet Victory
−3 or less	Decisive Soviet Victory

13.6 SCENARIO 6: Invasion of Hokkaido

BACKGROUND: In the midst of a virulent Japanese-Soviet dispute over the Habomai Islands, occupied by the Soviets since the end of World War Two, the Soviet intelligence-collection vessel *Khariton Laptev* has been hit and sunk with heavy loss of life by a Japanese SSM-1 missile fired by a coast defense battery along the Nemuro Strait, separating the Japanese island of Hokkaido from the Soviet Kuriles. The Soviets have responded by paradropping the 6th Guards Airborne Division into northern Hokkaido near Wakkanai, on the southern shore of the La Perouse Strait; and then landing elements of the 3rd and 342nd Motor Rifle Divisions in northeast Hokkaido with the mission of securing the Nemuro passage into the Pacific. Soviet units in the Far East Military District have been placed on full alert; ships of the Red Banner Pacific Fleet have put to sea in large numbers to prevent the resupply or reinforcement of Hokkaido by sea, particularly by United States forces should they choose to intervene.

The Japanese Self-Defense Forces have been caught unprepared by the invasion. However, they have been ordered to commence offensive operations with the object of driving the Soviets out of Hokkaido. The 1st ASW Hunting Group of the Maritime Self-Defense Forces, based at Yokosuka, has been rushed northwards and is currently refueling in Ominato. This group consists of two destroyer divisions: the 41st Division, with *Shirane* (DDH-143, flagship), *Hatsuyuki* (DDK-122), and *Shirayuki* (DDK-123); and the 61st Division, comprising *Hatakaze* (DDG-171) and *Asakaze* (DDG-169). The group has been ordered to hunt Soviet submarines and to support merchant shipping around Hokkaido. Two Japanese submarines on patrol in the north Pacific, *Setoshio* (SS-575) and *Takeshio* (SS-580), are searching for Soviet ships which have been reported in the area. The 2nd Air Wing of the Japanese Air Self-Defense Forces (201st and 203rd Squadrons, both with F-15 Eagles) are operating from Chitose in southwestern Hokkaido, while the 3rd Squadron, with Mitsubishi F-1 attack aircraft, is flying patrols from Misawa. Fleet Air Wing 4, consisting of the 1st, 11th, and 31st Squadrons (all with P-3C Orions), is deployed at Hachinohe, just to the south of Misawa.

The US government has pledged its full support to Japan in the conflict. Major units of the 7th Fleet have deployed to the northwest Pacific and have been ordered to fire upon Soviet forces within a 1,500 mile radius of Hokkaido. Meanwhile, CINCPAC is calling for warships from the 3rd Fleet, based in west coast ports and Hawaii, as well as from the Indian Ocean.

A powerful carrier battle group, which had been returning to San Diego from Subic Bay, will arrive off Hokkaido shortly. This force, labeled Task Group 70.1, is centered around the nuclear-powered flattop *Carl Vinson* (CVN-70). It also contains the new Aegis cruiser *Antietam* (CG-54), the nuclear-powered *Long Beach* (CGN-9), and the destroyers *Thorn* (DD-988), *Cochrane* (DDG-21), and *Preble* (DDG-46). *Antietam* and *Long Beach* are equipped with Tomahawks, which can be used against Soviet airfields. Onboard *Vinson* is Carrier Air Wing 14, consisting of two F-14 Tomcat squadrons (VF-21 "Freelancers" and VF-154 "Black Knights"), two F/A-18 Hornet squadrons (VFA-25 "Fist of the Fleet" and VFA-113 "Stingers"), one A-6E Intruder squadron (VA-196 "Main Battery"), one E-2C Hawkeye squadron (VAW-113 "Black Eagles"), one EA-6B Prowler squadron (VAQ-130 "Zappers"), and one S-3 Viking squadron (VS-38 "Red Griffins"). The *Vinson* group has been assigned the mission of controlling the sea lanes between northern Japan and the US, specifically to facilitate the movement of troops and supplies to Hokkaido.

An American convoy of ten mechantmen en route from Seattle to the Japanese naval base at Ominato in northern Honshu has been picked up by a Pearl Harbor-based escort group, headed by the destroyer *Benjamin Stoddert* (DDG-22), and including the frigates *De Wert* (FFG-45), *Robert E. Beadley* (FFG-49), and *Samuel B. Roberts* (FFG-58). Maritime Prepositioning Squadron 3, consisting of four Military Sealift Command vessels stationed at Guam for use in just such an emergency, has also been directed to Ominato. Once supplies from these ships have been off-loaded in Japan, three battalions of Marines from the 1st Marine Amphibious Brigade, based in Hawaii, will be airlifted to Misawa to "marry up" with their equipment; they will eventually deploy to Hokkaido to assist Japanese forces there. MPS-3 is protected by an escort group home-ported at Yokosuka, including the destroyer *Oldendorf* (DD-972) and the frigates *Halyburton* (FFG-40), *Taylor* (FFG-50), and *Schofield* (FFG-3).

USS *Springfield* (SSN-752), a nuclear-powered submarine of the *Los Angeles* class, has been assigned to TG 70.1 for ASW protection. In addition to her normal complement of torpedoes and Harpoons, *Springfield* is armed with 12 vertical launch tubes for Tomahawks. At least half of the Tomahawks are of the long-range strategic variant and can be used against Soviet airfields. Another submarine, USS *Batfish*

(SSN-681), is on patrol near the Kuriles in good position to enter the vaunted Soviet "bastion."

Two squadrons of US Air Force F-16 Falcons in Misawa are under CINCPAC control. These two outfits (13th and 14th Tactical Fighter Squadrons) are supported by a small detachment of F-4G Wild Weasels dispatched from Clark Field in the Philippines.

On the Soviet side, two major surface action groups have put to sea from Vladivostok, each of which is centered around one of the two carriers, *Minsk* and *Novorossiysk*, belonging to the Pacific Fleet. Each carrier has one squadron of Yak-36 Forger fighters and over a dozen Hormone-A ASW helicopters. The *Novorossiysk* group, already operating in the northwest Pacific, is protected by the cruisers *Riga* and *Tashkent* and the destroyers *Vliyatelnyy* and *Bezuprechnyy*. The *Minsk* group, situated near the island of Kunashir in the Kuriles, is protected by the cruisers *Vladivostok* and *Admiral Fokin*, the destroyer *Marshal Shaposhnikov*, and the frigate *Dzgutshi*. Each group is an extremely formidable ASW and anti-surface force; should they join, they will be even more potent.

Six Soviet submarines have hastily deployed from Petropavlovsk, including three nuclear-powered *Victors*, a *Kilo* diesel boat, an elderly *Foxtrot*, and an ultra-modern *Oscar*. The *Oscar* is named *Yenisey;* it is one of the largest submarines in the world (14,500 tons) and is armed with 24 SS-N-19 anti-ship missiles, 10 SS-N-21 cruise missiles (similar in design to Tomahawks), and standard torpedoes. At a speed of 35 knots submerged, it can also outrun most US Navy submarines.

A Soviet convoy of 12 freighters with several naval escorts is currently sailing from Vladivostok to Petropavlovsk. Because Petropavlovsk is so isolated from other Soviet bases in the Far East — it has no connecting railroads or highways — it must be resupplied by sea. The safe and regular arrival of the Vladivostok convoys is deemed vital because of the importance of the Kamchatka bases to the Red Banner Pacific Fleet. Petropavlovsk is the only Soviet naval base in the Pacific with unrestricted access to the open ocean.

Soviet naval aviation assets on the Pacific coast are on full alert, including one regiment of Tu-26 Backfires situated at Sovetskaya Gavan and another of Tu-16G Badgers at Petropavlovsk. The Backfires have an operational radius of well over 2,000 miles; they can strike at enemy forces virtually anywhere in the northwest Pacific with air-to-surface missiles such as the AS-4 Kitchen (packing a massive 2,000 pound warhead) or the AS-6 Kingfish.

The Soviet 30th Air Army, belonging to the Far East TVD (Theater), has seven regiments of interceptors in coastal airfields, including some from the Voyska PVO (National Air Defense). A powerful regiment of Su-24 Fencers, modeled after the American F-111, is stationed at Olga, in good position to attack Japanese airfields. Two regiments of MiG-23 Floggers have been deployed in forward bases, one at Korsakov on Sakhalin island and another at Yuzhno-Kurilisk on Kunashir island in the Kuriles.

COMPLEXITY LEVEL
High

MAP
Use only the north map

DEPLOYMENT

Allied (set up first)

Together in any sea hex in Japan Zone
Vnson (US/CV)
Antie (US/CG)
LBech (US/CG)
Chrne (US/DD)
Thorn (US/DD)
Prebl (US/DD)

On Vnson
F14 (US/INT)×2
F18 (US/INT)×2
A6 (US/ATK)
EA6 (US/EW)
S3 (US/RCN)
E2 (US/AEW)

2615
Stdrt (US/DD)
Rbrts (US/FF)
Bdley (US/FF)
DWert (US/FF)
Con1 (US/SC)
Con2 (US/SC)
Con3 (US/SC)

2726
Oldrf (US/DD)
Tylor (US/FF)
Hbrtn (US/FF)
Scfld (US/FF)
MPS3A (US/MP)
MPS3B (US/MP)

1223: OMINATO
Shrne (JP/DD)
Askze (JP/DD)
Htuki (JP/DD)
Htkze (JP/DD)
Shuki (JP/DD)

Any sea hex in Japan Zone, not stacked with US unit
Spfld (US/SN)

Any sea hex within 3 hexes of 2008, not stacked together
Btfsh (US/SN)
Tksho (JP/SS)

Any sea or drift ice hex within 4 hexes of Ominato (1223)
Stsho (JP/SS)

1323: MISAWA
F16 (US/INT)×2
F4G (US/EW)
F1 (JP/ATK)

1423: HACHINOHE
P3 (JP/RCN)×3

1021: CHITOSE
F15 (JP/INT)×2

Soviet

1017
Ymshv (SO/CG)
Trbut (SO/DD)
Odrny (SO/DD)
Flot1 (SO/CO)
Con1 (SO/SC)
Con2 (SO/SC)
Con3 (SO/SC)
Con4 (SO/SC)

Together in an sea hex within 2 hexes of 2113, not stacked with or adjacent to Allied unit
Nvrsk (SO/CV)
Riga (SO/CG)
Tsknt (SO/CG)
Vltny (SO/DD)
Bzhny (SO/DD)

On *Nvrsk*
Y36 (SO/INT)

Together in any sea, coastal, or drift ice hex within 1 hex of Yuzhno-Kurilisk (1316)
Minsk (SO/CV)
Vldvk (SO/CG)
Fokin (SO/CG)
Shpkv (SO/DD)
Dzghi (SO/FF)

Any sea hex in Northwest Pacific Zone, not stacked together, not stacked with or adjacent to Soviet or Allied units
Kdlkn (SO/SN)
Shtrm (SO/SS)

Any sea or drift ice hex in Hokkaido Zone, not stacked together, not stacked with or adjacent to Soviet or Allied units
Ygrov (SO/SS)
Srius (SO/SS)

Any sea or drift ice hex in Sea of Okhotsk Zone, not stacked together, not stacked with or adjacent to Soviet or Allied units
Sorkn (SO/SN)

Any sea hex on map, not stacked with or adjacent to Allied or Soviet units
Ynisy (SO/SN)

0425: OLGA
M29 (SO/INT)
S24 (SO/INT)

0816: KORSAKOV
M23 (SO/INT)

0716: YUZHNO-SAKHALINSK
B12 (SO/RCN)×2

0316: SOVETSKAYA GAVAN
T26 (SO/BMB)
S27 (SO/INT)
M25 (SO/INT)
T16E (SO/EW)

0313: ALEXANDROVSK
T16D (SO/RCN)
I38 (SO/RCN)

1316: YUZHNO-KURILISK
M23 (SO/INT)

1100: PETROPAVLOVSK
T16G (SO/BMB)
M31 (SO/INT)
T16E (SO/EW)
T95F (SO/RCN)

On *Minsk*
Y36 (SO/INT)

SPECIAL RULES

1. The Allied player can make a total of three SSM attacks with his F18, S3, and A6 units (not three each). As each attack is made, the Allied player should note this fact on a piece of paper. The same unit can make all three attacks (assuming the attacks are in different turns) or different units can make separate attacks — as long as no more than three attacks are made per game. All three attacks can be made in the same turn (assuming that different units make each attack); if so, the attacks can be combined. The Attack/Range values of an SSM attack by F18, S3, or A6 units are 50/2 (even if the attacking unit is damaged).

2. The Japanese close defense hexes in 0817, 0818, and 1317 are ignored. They have no effect in the game.

3. The US units *Antie*, *LBech*, and *Spfld* can each make one Cruise Missile attack per game. The Soviet SN *Ynisy* can also make one Cruise Missile attack.

4. At the moment a US MP or SC unit enters Ominato (1223) or Hakodate (1123), it is removed from the map. At the moment a Soviet SC unit enters Oktyabrskiy (1001), it is removed from the map. Removed units can neither return to play nor be attacked.

GAME LENGTH
6 Game Turns

VICTORY CONDITIONS

The Soviet player gains and loses Victory Points (VP) according to the following schedule:

VICTORY POINTS	CONDITION
+9	US CV *Vnson* sunk
+3	For each US CG or SN sunk
+3	For each undamaged Soviet SC unit that reaches Oktyabrskiy
+2	For each US DD sunk
+2	For each damaged Soviet SC unit that reaches Oktyabrskiy
+2	For each Soviet SN, SS, or Task Force (not Task Group) that ends the game in any hex whose first two digits are numbered *15 or more* in the Hokkaido or Northwest Pacific Zones
+1	For each US FF or Japanese DD or SS sunk, or US/Japanese INT or ATK unit destroyed
0	For each US SC or MP sunk, or Soviet SC sunk
−5	For each undamaged US MP that reaches Ominato or Hakodate
−3	For each damaged US MP or undamaged US SC that reaches Ominato or Hakodate
−3	If Soviet CG *Riga* is sunk
−2	For each damaged US SC that reaches Ominato or Hakodate
−2	For each Soviet DD, SN, or CG (except *Riga*) sunk
−1	For each Soviet FF, CO, SS, INT, or BMB unit sunk or destroyed

At the end of the game, the Soviet player determines his VP total and consults the following chart to determine the winner:

SOVIET VP	VICTORY LEVEL
+15 or more	Decisive Soviet Victory
+8 to +14	Substantive Soviet Victory
+1 to +7	Marginal Soviet Victory
−6 to 0	Marginal Allied Victory
−13 to −7	Substantive Allied Victory
−14 or less	Decisive Allied Victory

13.7 SCENARIO 7: Tsushima Again

BACKGROUND: Eight days after the Soviet invasion of Hokkaido, a fierce naval battle is developing off the island of Urup in the Kuriles. Most of the Japanese Maritime Self-Defense Forces are on the scene as well as two US Navy carrier battle groups. A large Soviet fleet from Vladivostok has transited the La Perouse Strait into the Sea of Okhotsk and is initiating attacks against Allied shipping northeast of Hokkaido.

Both sides are seeking to reinforce their fleets in the North Pacific. Two more American flattops are rushing to the scene, one from the Indian Ocean and the other from the US west coast. Meanwhile, the powerful Soviet cruiser squadron stationed at Cam Ranh in Vietnam has been directed to sail with all possible speed to Vladivostok via the Tsushima Strait, separating Korea from Japan. After replenishing in Vladivostok, they are to proceed northwards into the Sea of Okhotsk to assist in the blockade of Hokkaido. The Cam Ranh cruisers form a powerful squadron which could have significant effect on the Battle for the Kuriles. *Riga*, a nuclear-powered cruiser of the *Kirov* class, is the squadron flagship; also included are *Admiral Fokin*, *Vladivostok*, *Vitse Admiral Drozd*, and *Vasily Chapaev*.

Photos from Soviet RORSAT satellites indicate that a large force of Japanese tankers is preparing to sail for Pusan to deliver fuel to the South Korean armed forces. After passing through the Tsushima Strait, the Soviet squadron has been ordered to destroy these tankers as they move to Korea. But first the Soviets must transit the straits themselves, the name of which must have an ominous sound for Russian seamen. In May 1905, Tsushima was the site of the disastrous Russian defeat at the hands of Admiral Heihachiro Togo's Japanese fleet during the Russo-Japanese War.

To support operations against Japan, the commander of the Red Banner Pacific Fleet has received permission from the government of North Korea to establish a Tu-26 Backfire base at Wonsan. With long-range bombers operating from the Korean east coast, the offensive range of the Pacific Fleet's aviation assets would be significantly enhanced. A Soviet convoy of some ten freighters will shortly sail from Nakhodka to Wonsan to provide supplies for this base and will be escorted by a handful of small corvettes. Also, a Soviet fast destroyer squadron consisting of four 36-knot *Kashin* destroyers (*Smelyy, Odarennyy, Soobrazitelnyy,* and *Smyshlennyy*) will be available for operations in the Sea of Japan.

With most of the Maritime Self-Defense Forces in the North Pacific, there is only a small Japanese naval force available to prevent a Soviet incursion into the Sea of Japan. The 2nd ASW IIunting Group, which was held in reserve to guard the Pusan-Kyushu shipping lane, is currently in Sasebo. This group consists of the 42nd Destroyer Division, with *Kurama* (DDH-144, flagship) and *Takaname* (DDG-172); and the 62nd Destroyer Division, with *Hamayuki* (DDK-126) and *Asakaze* (DDG-169). This force has been instructed to attack Soviet surface forces attempting to transit the Tsushima Strait.

The Japanese 4th ASW Hunting Group, battered from their initial engagements off the Kuriles is replenishing at Maizuru on the west coast. It has been hastily prepared for sea upon receiving intelligence concerning the movement of the Soviet Nakhodka-Wonsan convoy. As the establishment of a Soviet Backfire base at Wonsan will be considered grievous to their cause, the Japanese high command is awarding high priority to the destruction of this convoy. This group consists of the 1st Destroyer Division, with *Hiei* (DDH-142, flagship) and *Shirayuki* (DDK-123), and the 23rd Destroyer Division, including *Matsuyuki* (DDK-130) and *Mineyuki* (DDK-124).

A convoy of eight Japanese Marus, also situated in Maizuru, is about to sail to Pusan with full loads of oil. The prompt arrival of this convoy in Pusan is considered vital to the South Korean military in the event of a North Korean attack, an occurrence which has appeared imminent for the past several days. The tankers are being escorted by the destroyer *Nagatsuki* (DD-167) and several *Yubari* and *Chikugo*-class frigates. Also, a small South Korean flotilla will shortly sortie from Pusan to support operations in the Sea of Japan. The South Korean force consists of two World War Two-vintage destroyers of the US-built *Gearing* class as well as two modern Korean designs of the *Ulsan* and *An Yang Ho* type. Although there are reports of Soviet naval movements in the East China Sea, the South Koreans have insisted that the movement of the Japanese tankers to Pusan can be made safely. However, several Japanese intelligence officers have recommended that the departure of the tankers be delayed for two or three days.

COMPLEXITY LEVEL
Low

MAP
Use only the central map

DEPLOYMENT

Allied

1333: MAIZURU
Nguki (JP/DD)
Flot1 (JP/CO)
Flot2 (JP/CO)
DMaru (JP/TK)
GMaru (JP/TK)
TMaru (JP/TK)

1234: TOTTORI
Hiei (JP/DD)
Shuki (JP/DD)
Mtuki (JP/DD)
Mnuki (JP/DD)

0940: SASEBO
Kurma (JP/DD)
Tknme (JP/DD)
Hmuki (JP/DD)
Askze (JP/DD)

0737: POHANG
Flot1 (SK/CO)

Soviet

0327: NAKHODKA
Flot1 (SO/CO)
Flot2 (SO/CO)
Flot3 (SO/CO)
Con1 (SO/SC)
Con2 (SO/SC)
Con3 (SO/SC)

0745
Riga (SO/CG)
Fokin (SO/CG)
Drozd (SO/CG)
Vldvk (SO/CG)
Chpev (SO/CG)

0135: WONSAN
Smely (SO/DD)
Odrny (SO/DD)
Sbrzy (SO/DD)
Smhny (SO/DD)

SPECIAL RULES

1. All units are automatically detected throughout the scenario.

2. At the moment a Japanese TK unit enters Pusan (0738), it is removed from the map. At the moment a Soviet SC unit enters Wonsan (0135), it is removed from the map. Removed units can neither return to play nor be attacked.

GAME LENGTH

6 Game Turns

VICTORY CONDITIONS

The Soviet player gains and loses Victory Points as follows:

VICTORY POINTS	CONDITION
+3	For each undamaged Soviet SC that reaches Wonsan
+3	For each undamaged Soviet CG (not DD) that ends the game in Vladivostok, Nakhodka, or Pos'yet
+2	For each damaged Soviet SC that reaches Wonsan
+2	For each damaged Soviet CG (not DD) that ends the game in Vladivostok, Nakhodka, or Pos'yet
+1	For each Allied DD or CO sunk
0	For each Japanese TK sunk, or each Soviet SC sunk
−3	For each undamaged Japanese TK that reaches Pusan
−2	For each damaged Japanese TK that reaches Pusan
−1	For each Soviet CO, DD, or CG sunk

At the end of the game, the Soviet player determines his VP total and consults the following chart to determine the winner:

SOVIET VP	VICTORY LEVEL
22 or more	Decisive Soviet Victory
16 to 21	Substantive Soviet Victory
11 to 15	Marginal Soviet Victory
6 to 10	Marginal Allied Victory
2 to 5	Substantive Allied Victory
1 or less	Decisive Allied Victory

13.8 SCENARIO 8: Korean War

BACKGROUND: A new Korean War has broken out. Taking advantage of extreme domestic turmoil within South Korea, the North Korean People's Army has smashed through the DMZ in several sectors and is attacking southwards. It is reported that South Korean President Chun Doo Hwan is being held at gunpoint by a leftist student faction in Seoul. With some alarm, US intelligence officers have described a desperate command paralysis among the South Korean armed forces. With no one apparently in charge, key mobilization orders have not been issued to the ROK reserves. Indeed, US 8th Army headquarters in Seoul has only a very sketchy picture of the situation at the front. To make matters worse, communications have been severely disrupted by North Korean commandos.

The major North Korean thrust appears to be in the western sector of the DMZ. Evidently, several North Korean armored columns have broken through the frontal defenses and are moving rapidly down the traditional invasion corridors north of Seoul. There are rumors that an entire US artillery battalion from the 2nd Infantry Division (1st Battalion, 15th Field Artillery) has surrendered at Camp Stanley, near Uijongbu, and that executions of American prisoners have taken place.

The American public is crying for retribution; the President has vowed to take vigorous military action. The Joint Chiefs of Staff has recommended the immediate reinforcement of South Korea by US ground forces and has called for heavy air strikes against North Korean industrial targets. Unfortunately, the Pacific Command (PACOM) was caught relatively unprepared by the invasion. Only a single carrier battle group is currently available in the western Pacific: this force, labeled Task Group 70.2, has been directed by CINCPAC to move from Subic Bay to the Sea of Japan with all possible speed. TG 70.2 consists of the carrier *Kitty Hawk* (CV-63), the cruisers *Sterett* (CG-31) and *Reeves* (CG-24), and the destroyers *Oldendorf* (DD-972) and *Benjamin Stoddert* (DDG-22). Off Okinawa, the group is to pick up the 13th Marine Amphibious Unit (MAU), consisting of the 1st Battalion, 7th Marines, and escort it into the Sea of Japan. The 13th MAU is carried by the landing ships *Nassau* (LHA-4), *Vancouver* (LPD-2), *Fort McHenry* (LSD-43), *Blue Ridge* (LCC-19, 7th Fleet flagship), and *Fairfax County* (LST-1193), and is accompanied by the frigate *Vandegrift* (FFG-48).

Upon transiting the Tsushima Strait into the Sea of Japan, Carrier Air Wing 2, deployed onboard *Kitty Hawk*, is to begin a major air offensive against North Korean military airfields. This wing consists of 86 aircraft, including two squadrons of F-14 Tomcats (VF-1 "Wolfpack" and VF-2 "Bounty Hunters"); two F-18 Hornet squadrons (VFA-146 "Blue Diamonds" and VFA-147 "Argonauts"); one A-6 Intruder squadron (VA-145 "Swordsmen"); one E-2C Hawkeye squadron (VAW-116 "Sun Kings"); one EA-6B Prowler squadron (VAQ-132 "Scorpions"); and one S-3 Viking squadron (VS-38 "Red Griffins"). These attacks are not expected to be easy, as the North Korean airfields are heavily defended by sophisticated SAM batteries — some reportedly manned by Soviet personnel. The North Korean Air Force is also expected to offer strong resistance against any American sorties over its territory.

While launching air strikes, the *Kitty Hawk* group is to escort the 13th MAU to Ullung-do island in the southwest corner of the Sea of Japan, where NK commandos have seized a critical radar station. With this transmitter in North Korean hands, US air strikes will be detected early enough to allow the full weight of North Korean air defense assets to be deployed against them. Although the commandos are small in number, it is expected that they will resist to the last man. The 7th Fleet commander has awarded the seizure of Ullung-do top priority.

Two US Navy submarines will support the movement of TG 70.2 into the Sea of Japan. These are the *Los Angeles*-class boats *Salt Lake City* (SSN-716) and *Bremerton* (SSN-698). Their primary mission is to provide ASW protection for their surface cousins, but both have been issued orders to use their Tomahawks against North Korean airfields. Each boat has only eight missiles, so their attacks will have to be selective.

To reinforce the Seoul sector as rapidly as possible, three battalions of Marines from the 1st Marine Amphibious Brigade in Hawaii are being airlifted to Pusan, where they will pick up enough heavy equipment and ammunition to enable them to enter battle in a matter of days. These supplies will be provided by the cargo vessels of Maritime Prepositioning Squadron 3, which had been stocked to capacity and deployed in Guam for use in just such an emergency. Leaving Guam a few days ago, they picked up four escorts off Iwo Jima and are headed expeditiously to Pusan. The force is currently situated near the island of Amami O-Shima in the Ryukyus. The loss of even one MPS-3 freighter will severly restrict the deployment of the Marines to the front.

The air blitz against North Korea is to be undertaken only by American aircraft because the South Korean Air Force suffered heavy losses in the first days of the invasion; most of its survivors are involved in front-line ground support.

The US 5th Air Force, with headquarters at Yokota, Japan, is preparing most of its combat aircraft for the offensive. The 314th Air Division at Osan, South Korea, is shouldering much of this burden with six squadrons operating from South Korean airfields. Two F-16 Falcon squadrons (35th and 80th), plus a detachment of F-4G Wild Weasel SAM suppression aircraft, are stationed at Kunsan. The 36th Tactical Fighter Squadron, consisting of F-4E Phantoms, is deployed at Osan, along with an F-15 Eagle squadron (44th), which was sent over from Okinawa, and two Marine F-18 Hornet squadrons (VMFA-232 and VMFA-451), which came from Iwakuni airfield in Japan. A Marine A-6 Intruder squadron (VMA-224) remained at Iwakuni, from where it can attack North Korea directly. The 25th and 67th Tactical Fighter Squadrons of the US Air Force, flying F-15's, have deployed to Iwakuni to provide fighter support for the Marine pilots. A single squadron of US Navy P-3C Orions (VP-40 "Fighting Marlins") will remain in Okinawa to provide ASW patrol for the fleet.

With information provided by Soviet intelligence vessels in the western Pacific, the North Koreans have a clear picture of American intentions. Ten of North Korea's 21 *Romeo* and *Whiskey* diesel submarines have deployed with orders to sink American merchant and military shipping on sight. About half of these boats have transited the Tsushima Strait into the East China Sea; the other half have remained on patrol in the Sea of Japan. Recognizing the importance of the port of Pusan to American efforts in Korea, the North Korean submarines have been instructed to close the Tsushima Strait to merchantmen attempting passage from Japan. About 20 North Korean patrol boats have put to sea from Wonsan to aid in this endeavor. These craft are mostly of the Soviet *Komar* or *Osa* classes and are each armed with at least two SS-N-2 Styx SSM's.

Over 300 North Korean combat aircraft are preparing to engage the Americans over the Sea of Japan. These include large numbers of MiG-19 Farmers and MiG-21 Fishbeds, as well as two regiments of more sophisticated MiG-23 Floggers. There are also three regiments of Il-28 Beagle bombers and a single regiment of Su-7 Fitters, all of which are suitable for use against shipping.

COMPLEXITY LEVEL

Medium

MAP

Use only the central map

DEPLOYMENT

Allied (set up first)

1041
KHawk (US/CV)
Stert (US/CG)
Reevs (US/CG)
Stdrt (US/DD)
Oldrf (US/DD)
Vgrft (US/FF)
Nasau (US/AA)
Vncvr (US/AA)
FMhny (US/AA)
BRdge (US/AA)
FCnty (US/AA)

On *KHawk*
F14 (US/INT)×2
F18 (US/INT)×2
A6 (US/ATK)
EA6 (US/EW)
E2 (US/AEW)
S3 (US/RCN)

1445: AMAMI O-SHIMA
Drwin (AU/FF)
Bdley (US/FF)
Tylor (US/FF)
Kirk (US/FF)
MPS3A (US/MP)
MPS3B (US/MP)

1738
Ktnay (CA/FF)
Hbrtn (US/FF)
Klzoo (US/CS)
Pyro (US/AM)
Trcke (US/OL)

0337: OSAN
F18 (US/INT)×2
F15 (US/INT)
F4 (US/INT)

0438: KUNSAN
F16 (US/INT)×2
F4G (US/EW)

1137: IWAKUNI
F15 (US/INT)×2
A6 (US/ATK)

1448: KADENA
P3 (US/RCN)

Any sea, shallow, or coastal hex, not stacked together, not stacked with or adjacent to a US unit, not in or adjacent to a Soviet (including North Korean) base
SLCty (US/SN)
Brmtn (US/SN)

Soviet (set up second)

0130: CHONGJIN
M21 (NK/INT)×3
M19 (NK/INT)

0133: CHA-HO
I28 (NK/ATK)×3
M23 (NK/INT)

0136: SARIWON
S7 (NK/ATK)
M21 (NK/INT)
M19 (NK/INT)
M23 (NK/INT)

0135: WONSAN
PCS1 (NK/PC)
PCS2 (NK/PC)
PCS3 (NK/PC)

Any sea, shallow, or coastal hex in Sea of Japan Zone, not stacked together, not stacked with or adjacent to a US unit, not in a Japanese close defense hex, Allied base, or Ullung-do (0634)
Haeju (NK/SS)
Hgnam (NK/SS)
Anju (NK/SS)
Hmhng (NK/SS)
Wnsan (NK/SS)

Any sea, shallow, or coastal hex in East China Sea or Japan Zone, not stacked together, not stacked with or adjacent to a US unit, not in an Allied base or Japanese close defense hex
Chgjn (NK/SS)
Unggi (NK/SS)
Klchu (NK/SS)
Pgyng (NK/SS)
Sinju (NK/SS)

SPECIAL RULES

1. The US SN units *SLCty* and *Brmtn* can each make one Cruise Missile attack during the game.

2. North Korean surface and submarine units can neither enter Japanese close defense hexes (they can attack into them) nor end an activation in Ullung-do (0634).

3. Even though North Korean units are not allowed to enter Japanese close defense hexes, the close defense hexes themselves have no effect on the retention of Detection markers by North Korean units.

4. At the moment a US MP unit enters Pusan (0738) or a US AA unit enters Ullung-do (0634), it is removed from the map. Removed units can neither return to play nor be attacked.

5. US surface units are automatically detected throughout the scenario. All other units must be detected normally.

GAME LENGTH

4 Game Turns

VICTORY CONDITIONS

For each US *AA unit* that reaches Ullung-do (0634), the Allied player receives a number of VP equal to the unit's Victory Point value. In addition, he gains and loses Victory Points (VP) according to the following schedule:

VICTORY POINTS	CONDITION
+10	For each undamaged US MP that reaches Pusan
+7	For each damaged US MP that reaches Pusan
+4	For each Damage-2 result against a North Korean airfield (even if the airfield is unoccupied)
+3	For each US CS, AM, or OL unit that ends the game in the same hex as the CV *KHawk*
+2	For each Damage-1 result against a North Korean airfield
0	For each North Korean unit destroyed, or for each US MP, CS, AM, OL, or AA sunk
−10	US CV *KHawk* sunk
−3	For each NK SS or PC ending the game within the Tsushima Strait area
−3	For each US DD, CG, or SN sunk
−2	For each Allied FF or US INT/ATK unit sunk or destroyed

Note: VP for damaging North Korean airfields are awarded for each damage result achieved, even if that damage is repaired.

At the end of the game, the Allied player determines his VP total and consults the following chart to determine the winner:

ALLIED VP	VICTORY LEVEL
69 or more	Decisive Allied Victory
57 to 68	Substantive Allied Victory
45 to 56	Marginal Allied Victory
32 to 44	Marginal Soviet Victory
19 to 31	Substantive Soviet Victory
18 or less	Decisive Soviet Victory

13.9 SCENARIO 9: Blockading Japan

BACKGROUND: The Soviet Union has invaded Iran. Amid violent domestic turmoil which followed the death of the Ayatollah Ruhollah Khomeini and Iran's defeat in the 11-Year's War, the Soviets are rapidly occupying the country against minimal opposition. Meanwhile, at the request of a military faction within Iran, the United States has hastily airlifted the 7th Marine Amphibious Brigade from Twentynine Palms, California, to the Iranian port of Bandar 'Abbas on the north shore of the Strait of Hormuz. No confrontation between Soviet and American troops has taken place, but Moscow has stated that the US military intrusion into a "Soviet sphere of influence" is regarded as an act of war.

With large amounts of American shipping headed into the Indian Ocean from both the Atlantic and the Pacific, the Soviet Stavka has brought its naval forces to full alert and has warned the United States to cease the reinforcement of the Persian Gulf. In the Pacific, the Soviets have demanded overflight over Japanese airspace to permit their long-range bombers to strike American shipping should a shooting war develop; they have cautioned the Japanese that failure to comply will result in the full-scale blockade of the Japanese islands. After an angry refusal by the Japanese government, the Soviets have ordered their Pacific Fleet to sink Japanese and American merchantmen leaving and entering Japanese waters. Knowing that, on the average, about a dozen super-tankers from the Middle East arrive in Japanese ports daily, the Soviets fully expect the Japanese government to change its mind and yield to their demands.

There are currently eight Soviet submarines in the western Pacific in a position to implement the blockade. Five of these are modern nuclear-powered boats, including a 14,500-ton *Oscar*, three *Victors*, and a *Charlie*. Also, there is a large Soviet surface task force undertaking a major naval exercise near the Bonin Islands, about 900 miles south of Tokyo. This force includes both of the Red Banner Pacific Fleet's aircraft carriers, *Minsk* and *Novorossiysk*, plus the cruiser *Riga* and the destroyers *Vliyatelnyy, Bezuprechnyy, Marshal Shaposhnikov*, and *Admiral Tubric*. About 25 Yak-36 Forger VSTOL aircraft are embarked on the two flattops.

In airfields around Vladivostok, a large naval aviation force is preparing to force its way over Japanese airspace if necessary to attack American shipping. There are reportedly over 60 Tu-16G Badger bombers stationed at these airfields, supported by several regiments of fighters from Voyska PVO (National Air Defense). Should the Japanese Air Defense Forces offer resistance, the long-range bombers have been ordered to attack airfields in western and southern Japan.

The Director General of the Japanese Defense Agency has received full warning of the impending Soviet moves from American intelligence officers; the Prime Minister has directed him to prepare to defend Japanese territory. Three squadrons of Japanese F-15 Eagles have been placed on alert and are currently conducting continuous patrols along Japan's west coast. These units are the 304th Squadron, 8th Wing, at Tsuiki; the 303rd Squadron, 6th Wing, at Komatsu; and the 301st Squadron, 7th Wing, at Hyakuri. Also, the 11th Squadron of Fleet Air Wing 21, flying P-3C Orion patrol aircraft, is conducting reconnaissance missions over the western Pacific from its base at Kanoya, on Kyushu.

Twelve Japanese Marus, filled to capacity with oil from the Middle East, are en route to Kagoshima and have been instructed to form two convoys so as to be more easily protected by escorting warships. One convoy is about 100 miles east of Okinawa; it is being escorted by the 2nd ASW Group, hastily-deployed to the scene from its base at Sasebo. This group consists of the destroyers *Kurama* (DDH-144, flagship), *Sawakaze* (DDG-170), *Hamayuki* (DDK-126), and *Mineyuki* (DDK-124). The other convoy is about 300 miles directly south of the first and is escorted by eight *Yubari* and *Chikugo* ASW frigates. The government considers the safe arrival of both convoys at Kagoshima vital to both the Japanese economy and the prestige of the Self-Defense Forces.

A US Navy carrier battle group which was replenishing at Yokosuka has been ordered to sea to help defend the Japanese sea lanes. This group, named Task Group 70.2, consists of the nuclear-powered flattop *Carl Vinson* (CV-70), the Aegis cruiser *Valley Forge* (CG-50), the nuclear cruiser *Truxtun* (CGN-35), the anti-aircraft cruiser *Sterett* (CG-31), and the destroyer *Thorn* (DD-988). Deployed onboard *Vinson* is Carrier Air Wing 9, with two F-14 Tomcat squadrons (VF-24 "Fighting Red Checkertails" and VF-211 "Checkmates"); two F-18 Hornet squadrons (VFA-192 "Golden Dragons" and VFA-195 "Dam Busters"); one A-6 Intruder squadron (VA-165 "Boomers"); one EA-6B Prowler squadron (VAQ-138 "Yellowjackets"); one E-2C Hawkeye squadron (VAW-112 "Golden Hawks"); and one S-3 Viking squadron (VS-29 "Dragonfires"). The task group has been ordered to protect Japanese tankers arriving from the Middle East as well as American merchantmen en route to Japan.

A large American convoy from Hawaii to Japan is about 600 miles due east of Yokosuka, sailing at maximum speed with four escorts: *Halyburton* (FFG-40), *Robert E. Beadley* (FFG-49), *Taylor* (FFG-50), and *Schofield* (FFG-3). The supplies carried by this convoy are considered vital to American military forces that are stationed in Japan and South Korea.

One Japanese and three American submarines are currently on station in the western Pacific in suitable position to support the sea control campaign. These are *Setoshio* (SS-575), *Springfield* (SSN-752), *Batfish* (SSN-681), and *Dace* (SSN-607). *Springfield* is armed with 16 Tomahawks and has been ordered to attack Soviet airfields in the Vladivostok area with anti-runway versions of this missile should hostilities erupt.

Several 5th Air Force fighter squadrons have deployed from the Far East to the Middle East, leaving only a handful of US combat aircraft to participate in the defense of the Japanese islands. The 44th Tactical Fighter Squadron, flying F-15 Eagles, has deployed from Kadena, Okinawa, to Osan in South Korea and has been given the mission of flying continuous patrols along the 38th Parallel and the southern portion of the Sea of Japan to prevent the passage of Soviet long-range bombers into the western Pacific. A second F-15 squadron, the 25th, has remained at Kadena to provide air cover for the Japanese tankers heading for Kagoshima and to support the Navy's two P-3C Orion squadrons at the same airfield. These patrol squadrons are VP-45 "Pelicans" and VP-24 "Batmen." Their missions are to search for Soviet submarines in the area between Okinawa and Iwo Jima and to attack Soviet surface ships with air-launched Harpoon missiles.

COMPLEXITY LEVEL
High

MAP
Use only the central map

DEPLOYMENT

Allied (set up first)

0337: OSAN
F15 (US/INT)

1138: TSUIKI
F15 (JP/INT)

1341: KANOYA
P3 (JP/RCN)

1331: KOMATSU
F15 (JP/INT)

1729: HYAKURI
F15 (JP/INT)

1448: KADENA
F15 (US/INT)
P3 (US/RCN)×2

1646
Kurma (JP/DD)
Swkze (JP/DD)
Hmuki (JP/DD)
Mnuki (JP/DD)
GMaru (JP/TK)
NMaru (JP/TK)

2249
Flot1 (JP/CO)
Flot2 (JP/CO)
AMaru (JP/TK)
DMaru (JP/TK)

1830: YOKOSUKA
Shrne (JP/DD)
Askze (JP/DD)
Htuki (JP/DD)
Shuki (JP/DD)

3127
Tylor (US/FF)
Hbrtn (US/FF)
Bdley (US/FF)
Scfld (US/FF)
Con1 (US/SC)
Con2 (US/SC)
Con3 (US/SC)

Together in any sea or coastal hex in Japan Zone
Vnson (US/CV)
Trxtn (US/CG)
VFrge (US/CG)
Stert (US/CG)
Thorn (US/DD)

On *Vnson*
F14 (US/INT)×2
F18 (US/INT)×2
A6 (US/ATK)
EA6 (US/EW)
E2 (US/AEW)
S3 (US/RCN)

Any sea hex in Japan Zone, not stacked with or adjacent to Allied unit
Dace (US/SN)
Stsho (JP/SS)

Any sea hex on map, not stacked with or adjacent to Allied unit
Spfld (US/SN)
Btfsh (US/SN)

Soviet (set up second)

0226: USSURIYSK
T16G (SO/BMB)
M31 (SO/INT)
M23 (SO/INT)
T16E (SO/EW)

0227: VLADIVOSTOK
T16G (SO/BMB)
S24 (SO/INT)
M25 (SO/INT)
M23 (SO/INT)
T16E (SO/EW)

Together in any sea or coastal hex within 4 hexes of Iwo Jima (3039), not in Iwo Jima itself, not stacked with nor adjacent to Allied unit
Nvrsk (SO/CV)
Minsk (SO/CV)
Riga (SO/CG)
Vltny (SO/CG)
Bzhny (SO/DD)
Shpkv (SO/DD)
Tubrc (SO/DD)

On *Nvrsk*
Y36 (SO/INT)

On *Minsk*
Y36 (SO/INT)

Any sea, shallow, or coastal hex in Sea of Japan Zone, not stacked with or adjacent to Allied or Soviet unit, not in Allied base or Japanese close defense hex
Srius (SO/SS)
Regul (SO/SS)

Any sea, shallow, or coastal hex in East China Sea Zone, not stacked with or adjacent to Allied or Soviet unit
Mlnya (SO/SS)
Kptnt (SO/SN)

Any sea or coastal hex in Japan Zone, not stacked with or adjacent to Allied or Soviet unit, not in Allied base or Japanese close defense hex
Nfdov (SO/SN)
Sura (SO/SN)

Any sea or coastal hex in Bonin Islands Zone, not stacked with or adjacent to Allied or Soviet unit
BNeva (SO/SN)
Sorkn (SO/SN)

SPECIAL RULES

1. The Allied player can make a total of two SSM attacks with his F18, S3, and A6 units (not two each). As each attack is made, the Allied player should note this fact on a piece of paper. The same unit can make both attacks (assuming the attacks are in different turns) or different units can make separate attacks — as long as no more than two attacks are made per game. Both attacks can be made in the same turn (assuming that different units make each attack); if so, the attacks can be combined. The Attack/Range values of an SSM attack by F18, S3, or A6 units are 50/2 (even if the attacking unit is damaged).

2. The Soviet SN *BNeva* and the US SN *Spfld* can each make two Cruise Missile attacks per game. The Soviet SN *Sura* can make one Cruise Missile attack.

3. At the moment a US SC unit enters Yokosuka (1830) or a Japanese TK unit enters Kagoshima (1240), it is removed from the map. Removed units can neither return to play nor be attacked.

4. Both players' surface units are automatically detected throughout the scenario. Submarines must be detected normally.

5. If playing solitaire, do not use the solitaire strategic air mission assignment system. Instead, Allied air units can be assigned to strategic missions in any zone except the Sea of Japan. Soviet air units can be assigned to strategic missions only in the Sea of Japan.

GAME LENGTH

5 Game Turns

VICTORY CONDITIONS

The Allied player gains and loses Victory Points (VP) according to the following schedule:

VICTORY POINTS	CONDITION
+3	For each Soviet CV sunk, or CG *Riga* sunk
+3	For each undamaged US SC that reaches Yokosuka
+2	For each damaged US SC that reaches Yokosuka or each undamaged Japanese TK that reaches Kagoshima
+1	For each damaged Japanese TK that reaches Kagoshima
+1	For each Soviet SS, SN, DD, CG (except *Riga*), INT, or BMB unit sunk or destroyed
0	For each Allied SC or TK sunk
−8	US CV *Vnson* is sunk
−2	For each Allied INT/ATK or US DD, CG, or SN sunk or destroyed
−1	For each US FF or Japanese DD, CO, or SS sunk

At the end of the game, the Allied player determines his VP total and consults the following chart to determine the winner:

ALLIED VP	VICTORY LEVEL
+23 or more	Decisive Allied Victory
+18 to +22	Substantive Allied Victory
+12 to +17	Marginal Allied Victory
+6 to +11	Marginal Soviet Victory
0 to +5	Substantive Soviet Victory
−1 or less	Decisive Soviet Victory

Advanced Game Rules

★14.0 Air Unit Replacement

When an air unit is destroyed, the owning player places it in his Destroyed Air Units box. During the Air Unit Replacement Phase, which occurs during the Terminal Cycle of Game Turns 9, 18, and 27 only, both players can repair damaged air units and redeploy destroyed air units to the map.

Air Unit Replacement Phase: During this phase, in Game Turns 9, 18, and 27 only, each player rolls the die once. The result is the number of Air Replacement Points available to him. (On a result of 0, he receives no points.) After rolling the die, players can expend Air Replacement Points in any of the following ways (Soviet player first, followed by the Allied player):

- For the expenditure of 1 Air Replacement Point, a player can flip a single air unit on the map or Aircraft Carrier Display from its damaged to its undamaged side.
- For the expenditure of 1 Air Replacement Point, a player can remove a single air unit from the Destroyed Air Units box and place it back on the map on it *damaged side.*
- For the expenditure of 2 Air Replacement Points, a player can remove a single air unit from the Destroyed Air Units box and place it back on the map on its *undamaged side.*

Repaired air units do not count towards Victory Points at the end of a game (see 23.1).

Deployment of Replacement Air Units: Air units removed from the Destroyed Air Units box for redeployment to the map can be placed on any airfield on the map from which they are normally permitted to operate (see 5.4). For example, Japanese air units can be placed in an Allied airfield only in Japan.

Repaired air units from the Destroyed Air Units can be activated, starting with the turn after they are placed on the map. This is not considered changing airfields, so the restrictions in 5.4 do not apply.

Restrictions: The following restrictions apply to expending Air Replacement Points and deploying replacement air units:

- Air Replacement Points cannot be saved from turn to turn. If not used in the phase in which they are made available, they are lost.
- The Allied player can never spend Air Replacement Points on the US B52 BMB air unit.
- The Soviet player can spend a maximum of *one* Air Replacement Point per phase on a Soviet BMB air unit.
- If all airfields of a nationality are destroyed, the owning player cannot use Air Replacement Points for any air units of that nationality.
- US carrier-based aircraft (F14, F18, A6, EA6, E2, S3) can be redeployed at any eligible Allied airfield or on a US CV (but not on the AA unit *Wasp*). Redeployed carrier-based aircraft can never be placed on carriers in excess of the original complement of units assigned to that carrier. For example, an F14 could never be assigned to *Mdway*, nor could more than two F14's or F18's be assigned to *Vnson* or *KHawk*.
- The US AV8 air unit can be redeployed on the AA unit *Wasp* or at any eligible Allied airfield.
- A Soviet Y36 can be redeployed only on a Soviet CV (one per CV).

★15.0 Time of Year

At the beginning of any Advanced Game Scenario, the players must agree on the time of year in which the scenario will take place. The time of year determines the limit of drift ice and the weather. There are three time of year periods: 1 (March-April or November-December), 2 (May-June or September-October), and 3 (July-August). (The January-February period cannot be chosen because widespread pack ice, particularly on the north map, would inhibit the players to the degree of making the game uninteresting.) After choosing a period, the players place the Time of Year marker in the corresponding box on the Time of Year Track.

15.1 DARKNESS

In Advanced Game Scenarios, there are two types of Game Turns: day and darkness. Regardless of the time of year in which the scenario is taking place, AM and PM Game Turns are *day* and Night Game Turns are *dark*.

> NOTABLE EXCEPTIONS: *In Period 3 (July-August), Night Game Turns are considered day in the Sea of Okhotsk, Hokkaido, and Northwest Pacific Zones. In Period 1 (March-April, November-December), PM Game Turns are considered dark in these three zones.*

Effects of Day: All normal rules are in effect during day turns.

Effects of Darkness: The following limitations are applied to air units in dark Game Turns:

- *Air Unit Activation:* All air units can activate normally in dark turns except for Soviet Y36 carrier-based units, which cannot activate at all. Darkness does not affect CAP and strategic missions.
- *Bombing:* US air units can perform Bombing Combat normally during darkness. Non-US Allied and all Soviet-controlled air units have their Bombing values multiplied by *one-half* (round fractions down) in darkness. Air unit SSM and ASW Combats are unaffected by darkness.
- *Air-to-Air Combat:* All Soviet-controlled air units have their Anti-Air values *reduced by two* (to a minimum of 1) in darkness. Allied units are unaffected.

15.2 DRIFT ICE

Drift ice hexes are affected by the period in which the scenario takes place. In Periods 1 and 2, drift ice rules are in effect; in Period 3, drift ice hexes are considered sea hexes instead.

Effects of Drift Ice: Drift ice hexes do not affect combat in any way, but they have the following effects on movement:

- *Surface Units:* Surface units must spend *two* Movement Points to enter a drift ice hex. They can exit a drift ice hex with no penalty. (Note that surface units are always permitted to move at least one hex in their activation, even if they do not possess the requisite Movement Points.)

- *Submarines:* Submarines can enter drift ice hexes with no penalty. However, a submarine moving at full speed (see 5.3) cannot enter a drift ice hex. A submarine occupying a drift ice hex cannot be activated at full speed.

15.3 WEATHER

During the Weather Phase, which occurs in the Strategic Cycle of AM Game Turns only, the Allied player rolls the die and consults the Weather Table. The die roll is cross-referenced with the column corresponding to the period in which the scenario is taking place (see 15.1). There are three possible results: clear, squall, or storm.

If the result is clear, nothing further is done; the weather has no effect on the next three Game Turns. If the result is squall or storm, the die is rolled again, the Zone Table is consulted, and the zones affected by the squall or storm are determined. Players should note down the names of the zones — all hexes within these zones are affected by the result for the next three Game Turns.

Squalls: Squalls have the following effects:

1. A surface unit must spend *two* Movement Points to enter a hex in a squall zone. If the hex is also a drift ice hex, it must spend *four* Movement Points. (Remember that surface units can always move at least one hex in their activation.)
2. Surface units in a squall zone have Limited Detection Zones only.
3. A submarine unit's Movement Allowance is unaffected by squalls.
4. Air units on airfields in a squall zone can activate normally. However, carrier-based air units cannot activate or perform strategic missions/CAP in a squall zone.
5. Air units can move through a squall zone normally.
6. At-sea replenishment cannot take place in a squall zone (see 16.0).

Storms: Storms have the following effects:

1. A surface unit must spend *four* Movement Points to enter any type of hex in a storm zone. (Remember that surface units can always move at least one hex in their activation.)
2. A submarine unit's Movement Allowance is unaffected by storms.
3. Air units in a storm zone cannot be activated or perform strategic missions/CAP.
4. A strategic mission cannot be performed in a storm zone, even by air units that begin in another zone.
5. Air units can move through a storm zone normally.
6. Detection markers are removed from all units occupying or entering a storm zone. Thus, units in a storm zone cannot be attacked.
7. Attacks cannot be made by a unit in a storm zone.
8. Units in a storm zone do not exert Detection Zones, nor do Detection Zones extend into storm zones.
9. At-sea and in-port replenishment cannot take place in a storm zone (see 16.0).

Note: A surface unit starting its movement in a squall or storm zone can move into an adjacent hex within a clear zone with no detrimental effect. Also, air units on strategic missions are not affected by squalls or storms in zones between where they begin their mission and where they perform it. Thus, an air unit in the Japan Zone that performs a strategic mission in the Philippines Zone is not affected by a storm or squall in the Central Pacific Zone..

Example of Time of Year: *Assume a scenario is being played in Period 3 (July-August). During the Weather Phase of Game Turn 1, the Soviet player rolls the die and gets an 8. Checking this roll under the "July-August" column of the Weather Table, the players find a "Squall" result. The Soviet player rolls the die again and obtains a 6. Checking this result on the Zone Table, the players find that the squall result applies to four zones — Formosa, South China Sea, Sea of Okhotsk, and North Pacific. The players should also note that drift ice hexes are sea hexes in the scenario and that Night Games Turns in the Sea of Okhotsk, Hokkaido, and Northwest Pacific Zones are day.*

16.0 Logistics (Optional)

The logistics option makes the game more realistic, but lengthens playing time and requires record-keeping. Logistics should be used only in the Advanced Game.

16.1 THE LOGISTICS ROSTERS

Each player has a Logistics Roster (which also includes his Player Record for Advanced Game Scenarios). Victory Games, Inc., grants players permission to make reproductions of the rosters for personal use.

Units on the rosters are listed by country and are subdivided into four categories: Surface, Carrier, Submarine, and Replenishment. Each unit has a number of boxes on which ammunition and fuel expenditure are recorded. A unit can never have more boxes than those provided on the roster. Marks on the rosters should be made in pencil, since information will change as the game progresses. Several types of units are not listed on the rosters (such as AA, PC, TK, SC) because logistics information is not kept for these units. Roster information is open to both players at all times.

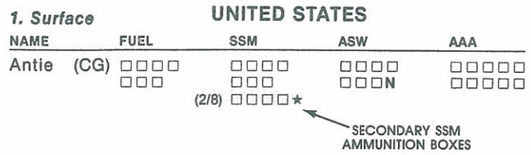
16.2 SURFACE UNITS AND AMMUNITION EXPENDITURE

Surface units (except for carriers) have three types of ammunition boxes: Surface-to-Surface Missile (SSM), Anti-Submarine Warfare (ASW), and Area Anti-Air (AAA). If a unit has no boxes for one of these types, it can never perform that kind of combat. Also, when a unit has no more *unchecked* boxes in any of these categories, it can no longer employ the value corresponding to that ammunition type (it can, however, be replenished; see 16.6).

SSM Ammunition: When a unit participates in SSM Combat, one of its SSM boxes is checked off. If several units perform SSM Combat, each participating unit has a box checked off. Some surface units have a star (★) next to their SSM boxes. This means the unit can replenish its SSM's only in-port, never at-sea (see 16.6).

Intensive and Maximum SSM Attacks: When surface units make an SSM attack, the owning player can state that any or all of his participating units are making an "intensive" or "maximum" attack. In an intensive attack, the SSM Attack value of the participating units is multiplied by 1½ (round fractions down), but *two* SSM boxes are checked off for each participating unit; in a maximum attack, the SSM Attack value of the participating units is multiplied by 2, but *three* SSM boxes are checked off for each participating unit. In an attacking stack, some units may perform one type of SSM attack while other units make different kinds of SSM attacks.

★PC units are not allowed to make intensive and maximum SSM attacks.



Secondary SSM Ammunition: Some US surface units have two series of SSM boxes. This means the unit is armed with two kinds of SSM's: one kind is represented by the SSM values printed on the counter and the other is represented by the parenthesized values on the Logistics Roster (this second kind also has a gray band over it). The number to the left of the slash in this value is the SSM Range of the second SSM type; the number to the right is its SSM Attack value.

If a unit with two SSM types participates in an SSM attack, the owning player must indicate which SSM is being used (both types cannot be used in the same attack). The player checks off a box of the appropriate SSM type after the attack. Upon replenishment (see 16.6), both SSM types return to full capacity.

It should be noted that SSM's with a range of 2 are Harpoons and those with a range of 5 are Tomahawks.

ASW Ammunition: If a surface unit participates in ASW Combat, the owning player checks off one of the unit's ASW boxes. A unit using its ASW value in defensive combat against a Torpedo attack does not have an ASW box checked off.

★Once the unit has all its ASW boxes checked off, it can no longer use its ASW value in either ASW Combat *or* defensive combat against Torpedo attacks. Lack of ASW ammunition does not affect a unit's detection capabilities.

AAA Ammunition: When a unit employs its Area AA value in defensive combat against an enemy SSM or Bombing attack, the owning player checks off one of the unit's AAA boxes.

★Cruise Missile Ammunition: Cruise missile equipped units (those with the silhouette of a cruise missile on their counters) have one or more circles under the "CM" column on the Logistics Rosters. In a Cruise Missile attack, each participating unit has a circle crossed out. When a unit has no more circles left, it can no longer participate in Cruise Missile Combat. Cruise missiles can never be replenished.

★Patrol Combatants (PC): PC units are not listed on the Logistics Rosters and do not record ammunition (or fuel) expenditure. They can make an unlimited number of SSM attacks and never need to be replenished (but they cannot make intensive and maximum SSM attacks). However, if a PC unit is not situated *in a port hex within its own country* during the Fuel Phase of the Terminal Cycle (which occurs in Night Game Turns only), it is automatically eliminated (sunk); the opposing player receives Victory Points for PC units lost in this manner. If a PC unit is situated in a port hex of a country different than its own nationality during the Fuel Phase, it is still lost.

Aircraft Carriers: If an aircraft carrier uses its SSM, ASW, or AAA values in combat, this expenditure is recorded in the same manner as other surface units.

16.3 SUBMARINES AND AMMUNITION EXPENDITURE

Submarines have two types of ammunition boxes: SSM and Torpedo (TORP). All submarines have torpedoes, but many do not have SSM's. When all boxes of a given type are checked off, a submarine can no longer use the value corresponding to that ammunition type until it is replenished (see 16.6).

SSM Ammunition: When a submarine performs SSM Combat, one of its SSM boxes is checked off. Submarines can perform intensive and maximum SSM attacks like surface units (see 16.2). Also, some US submarines possess two kinds of SSM's, which are used in the same way as surface units.

Torpedo Ammunition: When a submarine participates in Torpedo *or* ASW Combat, the owning player checks off one of its TORP boxes on the roster. Submarines using their ASW value in defensive combat against a Torpedo attack do *not* expend TORP boxes, although once all its TORP boxes have been checked off, it can no longer use its ASW value in defensive combat against a Torpedo attack. Lack of Torpedo ammunition does not affect a submarine's detection capabilities.

★Cruise Missile Ammunition: Cruise missile-equipped submarines expend cruise missile ammunition in exactly the same way as surface units (see 16.2).

Intensive and Maximum Torpedo Attacks: When a submarine is making a Torpedo attack, the owning player can state that the attack is "intensive" or "maximum." These attacks expend ammunition and enhance the Torpedo value in the same way as intensive and maximum SSM attacks (see 16.2).

16.4 AIR UNITS AND AMMUNITION EXPENDITURE

For each air unit based on an aircraft carrier that performs Bombing Combat, the owning player must check off one BOMB box belonging to the parent carrier. After all of a carrier's BOMB boxes have been checked off, air units based on that carrier can no longer perform Bombing Combat until the carrier is replenished (see 16.6).

Air units based on airfields which perform Bombing or SSM Combat do not expend ammunition — the base is considered to possess an unlimited supply of both types. Air units performing ASW or Air-to-Air Combat never expend ammunition. Air units can always perform strategic missions and CAP regardless of ammunition.

★SPECIAL SSM INDICATOR

★Aircraft SSM's: Some US carriers have a special series of boxes labeled "AIR SSM." Air units based on these carriers possessing a Special SSM Indicator (F18, A6, S3) can perform SSM attacks. For each air unit performing an SSM attack, one AIR SSM box is checked off. The SSM Attack/Range values of such an attack are 50/2 (even if the unit is damaged). The SSM's are considered sea-skimmers. When all of a carrier's AIR SSM boxes are checked off, air units on that carrier can no longer perform SSM attacks until it is replenished (see 16.6).

US F18 and A6 air units based on airfields cannot perform SSM attacks.

16.5 MOVEMENT AND LOGISTICS

Units on the Logistics Roster with Fuel boxes must record fuel expenditure. Those without Fuel boxes, such as submarines, replenishment ships, and all aircraft carriers do not expend fuel. (Note that nuclear-powered ships and the US BB *Msour* also do not expend fuel. These are listed as "UNLIM" [unlimited] in the Fuel column.)

Fuel Expenditure: During the Fuel Phase of the Terminal Cycle (which takes place in Night Game Turns), all surface units on the map possessing Fuel boxes have one of these boxes checked off. This mark is made regardless of how far the unit moved in the previous turns (it may not have moved at all).

Optional Fuel Expenditure: If players wish to keep more realistic records of fuel expenditure, they can agree not to check off Fuel boxes for units that do not move or that move no more than one hex during each of the AM, PM, and Night Game Turns. To keep track of which units moved how far, put a slash (/) in a Fuel box if the unit moves more than one hex in any of the three Action Phases of the AM, PM, and Night Game Turns. If the unit does not move or moves only one hex, do not put a slash. During the Fuel Phase, a unit with a slash has this box checked off. Units without a slash do not have a box checked off.

Out of Fuel: When all of a unit's Fuel boxes have been checked off, the unit has run out of fuel. Place an "Out of Fuel" marker on it. A unit running out of fuel faces the following restrictions:

1. Its Movement Allowance is one.
2. Its Defense value is reduced by one (to a minimum of one).

16.6 REPLENISHMENT

In order to regain full ammunition and fuel capacities, a unit must replenish. There are two types of replenishment: *in-port* and *at-sea*. A unit can replenish before all its fuel and ammunition boxes have been checked off.

A unit that replenishes cannot activate in the Action Phase immediately following the Replenishment Phase. Units stacked in the same hex that are not replenishing can activate. Players should turn a replenishing counter 180 degrees to remind them that the unit cannot be activated. Air units assigned to a replenishing carrier cannot be activated, but they can perform CAP and strategic missions. At the end of the Action Phase, players should flip replenishing units back to their normal alignment.

★If a unit is attacked while it is replenishing (that is, it is rotated 180 degrees), its Defense value is reduced by *one* (to a minimum of one). This reduction is *not* in addition to running out of fuel (see 16.5). In a stack, only those units actually replenishing suffer this penalty.

★Replenishment Units: There are three types of replenishment units: combat support (CS), oiler (OL), and ammunition (AM). Japanese TK (tanker) units are not replenishment units. Replenishment units have two sets of boxes on the roster: Ammunition Points (AP) and Fuel Points (FP).

US CV units (but not *Wasp*) and the BB *Msour* also have FP boxes on the Allied Logistics Roster. These boxes are used only when optional rule 22.8 is being employed.

In-Port Replenishment: To replenish in-port, a unit must occupy a friendly port hex at the beginning of the Replenishment Phase. In-port replenishment cannot take place in a damaged or destroyed port or a port situated in a storm zone. No more than *four* units (only one of which can be a replenishment unit or an aircraft carrier) may replenish in each port per Replenishment Phase. A player performs the following actions for each unit replenishing in-port:

- If the unit is a non-carrier surface combat unit, he erases all check marks in the unit's SSM, ASW, AAA, and Fuel boxes.
- If the unit is a submarine, he erases all check marks in the unit's TORP and SSM boxes.
- If the unit is an aircraft carrier, he erases all check marks in the unit's SSM, ASW, AAA, BOMB, and AIR SSM boxes.
- If the unit is a replenishment unit, he erases all check marks in the unit's AP and FP boxes.

★Cruise missile (CM) and nuclear weapon (N) check marks for surface and submarine units can never be erased.

Ports possess unlimited supply and do not expend any points or boxes to replenish friendly units.

> ★NOTABLE EXCEPTION: *Allied ports in the Philippines and the Soviet ports Oktyabrskiy (1001), Petropavlovsk (1100) and Cam Ranh (0378) are sometimes prohibited from in-port replenishment (see 16.8).*

★In-Port Replenishment Restrictions: Allied units are subject to special restrictions when replenishing in-port:

1. Chinese, Taiwanese, Japanese, and South Korean units can replenish only in ports within their own countries.
2. US, Canadian, and Australian units can replenish fully only in Yokosuka (1830), Pusan (0738), Sasebo (0940), Naha (1549), Guam (4850), and Subic Bay (1567). If they replenish in any other Allied port, only check marks in their Fuel boxes can be erased; SSM, ASW, AAA, TORP, BOMB, and AIR SSM marks *cannot* be erased.

> NOTABLE EXCEPTION: *US, Canadian, and Australian units can never replenish in Chinese ports.*

Example of In-Port Replenishment: *During the Replenishment Phase, the US units* DWert *(FF),* Kirk *(FF),* Fife *(DD),* Mrmck *(OL), and* Seatl *(CS) occupy Naha. Because* Mrmck *and* Seatl *are both replenishment units, the Allied player could not replenish both at the same time in a given port. Thus, he decides to replenish* DWert, Kirk, Fife, *and* Seatl. *All boxes checked off in these units' logistics boxes are erased (except for any cruise missile or nuclear weapon marks).*

At-Sea Replenishment: To replenish at sea, a surface unit must occupy the same hex as a friendly replenishment unit (CS, AM, OL) at the start of a Replenishment Phase. Subject to the following restrictions, for each Ammunition Point (AP) box of a replenishment unit checked off, the owning player can do one of *four* things for friendly surface units in the same hex:

- He can erase all SSM, ASW, and AAA (but not cruise missile or nuclear weapon) check marks from a single non-carrier surface unit.
- He can erase all SSM, ASW, AAA, and AIR SSM check marks from an aircraft carrier.
- He can erase a single BOMB box from an aircraft carrier.
- He can erase a single AP box from another replenishment unit.

Subject to the restrictions listed below, for each Fuel Point (FP) box of a replenishment unit checked off, the owning player can do one of two things for friendly surface units in the same hex:

- He can erase all Fuel check marks from a single surface combat unit.
- He can erase a single FP box from another replenishment unit.

★At-Sea Replenishment Restrictions: At-sea replenishment is subject to the following restrictions:

1. Submarines can never replenished at-sea.
2. Surface units whose SSM boxes are followed by a star (★) cannot have their SSM check marks erased if they replenish at-sea. They can have their SSM boxes erased only if they replenish in-port.
3. A replenishment unit can check off no more than *six* AP's and/or FP's per Replenishment Phase.
4. At-sea replenishment cannot take place in hexes situated in squall or storm zones.

★Allied At-Sea Replenishment Restrictions: Taiwanese units can never replenish at-sea. Chinese units can replenish at-sea only from *Fqing*, the Chinese oiler. Non-Chinese units can never

replenish from *Fqing*. Otherwise, Allied units can replenish at-sea from Allied replenishment units regardless of their nationalities.

Example of At-Sea Replenishment: *During the Replenishment Phase, the US units* KHawk *(CV),* Stert *(CG), and* Klzoo *(CS) are stacked in the same hex. The Allied player checks off five AP and one FP boxes from* Klzoo *(the maximum he is allowed to check off for a replenishment unit per phase). He decides to erase the Fuel check marks from* Stert*(expending the FP), the SSM, ASW, and AAA check marks from* Stert *(expending one AP), three BOMB check marks from* KHawk *(expending three more AP's), and, finally, all the ASW and AIR SSM check marks from* KHawk *(expending the fifth AP).*

16.7 OUT OF FUEL/AMMO MARKERS

Both players should check the Logistics Rosters when a unit uses an applicable combat value. If a unit runs out of some kind of supply, the owning player should place an "Out of Fuel" or an "Out of Ammo" marker on it. If it runs out of both fuel and ammo, flip the marker to its "Out of Fuel & Ammo" side. Note that an Out of Ammo marker is placed on a unit if it runs out of one kind of ammunition; it does not necessarily mean it has run out of all types of ammunition. The unit can still use the combat values corresponding to the types of ammunition it has left. Remove Out of Fuel/Out of Ammo markers when a unit replenishes.

★16.8 BASES AND SUPPLY

Some Allied and Soviet bases may run out of supply.

Soviet Bases: If, by the Fuel Phase of the Terminal Cycle of Game Turn 21, no Soviet SC units have "unloaded" (see 23.2) in Oktyabrskiy (1001) or Cam Ranh (0378), that base is considered out of supply. After Game Turn 21, the base comes back into supply (and remains so for the rest of the game) at the moment at least one Soviet SC unit unloads there.

Allied Bases: If, by the Fuel Phase of the Terminal Cycle of Game Turn 21, no US SC or FC units have "unloaded" (see 23.2) in Subic Bay (1567), that base is considered out of supply. After Game Turn 21, the base comes back into supply at the moment at least one US SC or FC unit unloads there.

Out of Supply Bases: Bases that are out of supply cause the following restrictions:

- If Cam Ranh is out of supply, in-port replenishment cannot take place there. Also, Soviet-controlled air units cannot activate from airfields in Vietnam (they can perform strategic missions and CAP).
- If Oktyabrskiy is out of supply, in-port replenishment cannot take place there, nor can it take place in Petropavlovsk (1100). Also, Soviet air units cannot activate from airfields in the Kamchatka Peninsula and in the Kurile Islands (they can perform strategic missions and CAP).
- If Subic Bay is out of supply, in-port replenishment cannot take place there, nor can it take place in Manila (1767). Also, Allied air units cannot activate from airfields in the Philippines (they can perform strategic missions and CAP).

SC and FC units are allowed to unload in damaged and destroyed ports.

★17.0 Political and Random Events

Advanced Game Scenarios last until an armistice or until the end of the 36th Game Turn, whichever comes first.

17.1 ARMISTICE

At the beginning of the game, the Armistice marker is placed in the "Start" box on the Armistice Track. It may be moved along the track during the Political Events Phase. When it reaches the Armistice box, the game immediately ends.

Armistice Table: During the Political Events Phase of the Strategic Cycle, the Allied player rolls a die and both players consult the Armistice Table. If the result calls for the Armistice marker to be advanced one space, this should be done immediately. The table may call for the players to consult the Random Events Table (see 17.2).

Depending on the length of the scenario (short, medium, or long; see 24.0), the Armistice Table die roll may be modified. In games of short length, *add 1* to the die roll; in games of long length, *subtract 1* from the die roll. Players do not consult the Armistice Table on Game Turn 1.

Victory Points: When the Armistice marker advances, the players may receive Victory Points (see 23.0).

17.2 RANDOM EVENTS

If the Armistice Table calls for the players to consult the Random Events Table, the Allied player rolls the die and the players determine a result. There are six possible results, which are explained below:

UN Talks Collapse: Subtract 1 from all Armistice Table die rolls for the rest of the game. Ignore this result if it occurred earlier in the game.

UN Breakthrough: Add 1 to all Armistice Table die rolls for the rest of the game. (This is cumulative with other modifiers.) Ignore this result if it occurred earlier in the game.

Command Failure: Roll the die again. On an odd roll, the command failure applies to the Soviet player; on an even roll (including "0"), command failure applies to the Allied player. The affected player rolls a die and consults the Zone Table. In the ensuing Strategic Air Phase, he cannot perform any strategic missions in the indicated zones and air units situated on airfields or carriers in these zones perform *no strategic missions at all.*

Reinforcements Enhanced: The die is rolled to determine the affected player as described above. This player adds 3 to his Reinforcement Table die rolls for the remainder of the game (see 18.0). Ignore this result if it occurred to the same player earlier in the game.

Reinforcements Delayed: The die is rolled to determine the affected player as described above. This player does not roll for reinforcements in the Reinforcement Phase of the current Strategic Cycle *and* the Reinforcement Phase of the next Strategic Cycle (three turns in the future). This event can happen any number of times per game to the same player.

South Korean Bases Fall: The Allied bases in Seoul (0236), Inchon (0237), Osan (0337), and Kangnung (0435) are captured by North Korean ground attack. Place a Destroyed marker on each of these bases. Allied air units situated in them are destroyed. Surface and submarine units are unaffected. This result is ignored in Scenario 10 or if it occurred earlier in the game.

18.0 Reinforcements

Each player has a Reinforcement Track which records the status of his reinforcements. Depending on a scenario's Preparedness Level, a player's Reinforcement marker starts the game in different boxes on his Reinforcement Track.

18.1 AVAILABILITY OF REINFORCEMENTS

During the Reinforcement Phase of the Strategic Cycle, starting with Game Turn 4, both players roll a die and consult the Reinforcement Table. Each player's die roll is cross-referenced with his column. The result will be a number; this is the number of boxes the player's Reinforcement marker advances on his Reinforcement Track. For example, if a player's Reinforcement marker occupies the 13 box and a 7 result is obtained, the marker advances to the 20 box. On a result of 0, the marker does not advance.

Reinforcement Charts: Each player has a Reinforcement Chart. The chart consists of a series of consecutively numbered groups, each group corresponding to a box on the player's Reinforcement Track. When the Reinforcement marker advances, a player receives the reinforcement groups corresponding to the boxes through which the Reinforcement marker moved and including the box in which it ends. For example, if the Reinforcement marker advanced from box 23 to box 30, the player receives reinforcement groups 24 through 30.

★Reinforcements belonging to countries that do not participate in a scenario are never used (see 24.0). When advancing the Reinforcement marker on the Reinforcement Track, do not skip boxes corresponding to reinforcement groups consisting entirely of non-participating units; instead, consider such a box to have no effect on a player's reinforcement availability.

Replenishment Units: On the Reinforcement Charts, replenishment units (CS, AM, OL) are printed in italics. These units are not received as reinforcements unless the logistics option is used (see 16.0).

★Random Events: The Random Events Table may call for an addition to a player's Reinforcement Table rolls. Also, it may prohibit a player from consulting the table for a certain period (see 17.0).

18.2 PLACEMENT OF REINFORCEMENTS

When reinforcements are made available to a player, he consults his Reinforcement Chart to determine the units he receives. Each reinforcement group consists of one or more units, specified by name, type, and nationality. Each group also has an indicated placement hex or locale. Subject to the limitations listed below, reinforcements are immediately placed on the map.

★Placement Restrictions: If an arrival hex is enemy-occupied, reinforcements can be placed in any empty or friendly-occupied mapedge hex within *five* hexes of the original arrival hex. If an airfield at which an air unit reinforcement arrives is destroyed, the unit can be placed in any airfield on the map from which it is permitted to activate (see 5.4). Surface and submarine reinforcements arriving at a destroyed port are unaffected. Reinforcements can be placed on the map in violation of stacking restrictions, but they must adhere to these restrictions at the end of the Action Phase of the current turn.

19.0 Tactical Nuclear Warfare (Optional)

The game assumes that only conventional weapons are being used. However, upon mutual consent, the players may employ nuclear weapons, but only if the Logistics option is being used (see 16.0). When using these rules, ignore the surface unit stacking limit listed in Section 6.0. Any number of friendly surface units can be stacked together at the end of the surface Action Segment.

19.1 AVAILABILITY OF NUCLEAR WEAPONS

Only US and Soviet units can use nuclear weapons. There are four kinds of nuclear weapons: SSM, Bomb, ASW, and Area Anti-Air. (Cruise Missile attacks cannot be nuclear.) If a surface or submarine unit possesses nuclear weapons in one or more of these categories, it has an "N" (**N**) printed next to the appropriate ammunition boxes on the Logistics Roster. (Submarines with nuclear ASW weapons have an "N" next to their TORP boxes.) Air units can also make nuclear attacks (see below).

19.2 USE OF NUCLEAR WEAPONS

When a player initiates combat and one or more of the participating units have nuclear weapons for that type of combat, he can declare that any or all of these units are using nuclear weapons. For each unit using nuclear weapons, the owning player crosses out its "N" (or checks off a box in the case of air units) in the appropriate area of the Logistics Roster. If a surface or submarine unit's "N" has been crossed off, it cannot use that type of nuclear weaponry for the rest of the game. Nuclear weapons can never be replenished.

Note: It should be stressed that the "N" is crossed off when a nuclear weapon is used, not one of the boxes. Nuclear weapons availability is above and beyond the number of boxes for other weapons systems.

Air units can continue to make nuclear attacks as long as there are unchecked boxes on the owning player's Air Unit Nuclear Attack section of his Logistics Roster.

Combat with nuclear weapons is resolved normally with the following exceptions:

SSM: A unit using nuclear SSM's has its SSM Attack value increased. Multiply the attacking unit's SSM Attack value by the following factors, which vary depending on the number of enemy surface ships (of any type) in a target hex:

NUMBER OF SURFACE UNITS IN HEX	SSM ATTACK VALUE MULTIPLE
13 or more	×5
5 to 12	×4
4 or less	×3

A unit using nuclear SSM's cannot make intensive and maximum attacks.

★Soviet (but not Allied) air units with SSM values can make nuclear SSM attacks. For each Soviet air unit making such an attack, the Soviet player checks off one SSM box in the Air Unit Nuclear Attacks section of his Logistics Roster.

★Bombing: All US INT and ATK air units plus Soviet S24 air units can make nuclear Bombing attacks. Such attacks can be made only against *enemy surface units* — not against bases.

The Bombing value of units performing nuclear Bombing attacks is enhanced in the same manner as SSM's (see above). For each unit making such an attack, the owning player checks off one BOMB box in the Air Unit Nuclear Attacks section of his Logistics Roster.

ASW: Surface, submarine, and air units making nuclear ASW attacks have their ASW values multiplied by *five*. This enhancement is not used in defensive combat against Torpedo attack. Among air units, only US and Soviet RCN air units can make nuclear ASW attacks; if they do, the owning player checks off one ASW box for each attacking unit in the Air Unit Nuclear Attacks section of the Logistics Roster.

A nuclear ASW attack cannot be made against a submarine occupying a base hex.

Area Anti-Air: If a surface unit uses nuclear Anti-Air (including "long-range") weapons in defensive combat against SSM or Bombing attacks, its Area Anti-Air value is multiplied by *five*.

19.3 FIRST USE OF NUCLEAR WEAPONS

The player who first uses nuclear weapons is penalized (see 23.0). Once a player has used nuclear weapons, both players can use them without penalty for the rest of the game. However, the first use of nuclear weapons is limited:

1. Neither player can use them for the first three Game Turns of the game.
2. If neither player has used nuclear weapons and the Armistice marker has advanced into the "Negotiations Progress" box on the Armistice Track, neither player can use them for the rest of the game. If a player has used nuclear weapons before the Armistice marker reaches this box, both players can freely use them for the rest of the game.

★20.0 Deep Mode (Optional)

If players agree to use this option, submarines can enter a special mode called "deep mode."

20.1 HOW TO ENTER DEEP MODE

During the Submarine Mode Phase of the Strategic Cycle, first the Soviet player and then the Allied player can place Deep markers on any or all of their submarines whose Movement Allowance is two or more. During this phase, players can also remove Deep markers from their submarines. When a submarine enters Deep mode, it must remain in this mode for the next three Game Turns (AM, PM, and Night).

NOTABLE EXCEPTION: *A submarine cannot enter Deep mode in a shallow or restricted water hex.*

20.2 EFFECTS OF DEEP MODE

Submarines in Deep mode operate normally with the following exceptions:

Movement: The Movement Allowance of all submarines in Deep mode is *one*. Submarines in Deep mode cannot move at full speed and cannot enter shallow or restricted water hexes.

Combat: If a submarine in Deep mode is attacked by ASW Combat, the attacker subtracts *one* from his die roll. Submarines in Deep mode can perform ASW Combat normally, but they cannot conduct Cruise Missile or SSM attacks. Submarines in Deep mode can perform Torpedo Combat, but their Torpedo values are *halved* (round fractions down).

Detection: When resolving a detection attempt against a submarine in Deep mode on the Submarine Detection Table, *two* is added to the die roll (see 9.2).

21.0 Mines (Optional)

If players agree to this option, they can add Mining to the other strategic missions air units can perform (see 7.0).

21.1 MINE PLACEMENT

There are two methods of mine placement:

Mining Missions: Each air unit on a strategic Mining mission can place a single Mine marker in any *coastal* hex (not including hexes containing only islands) within the zone in which the mission is taking place. This placement takes place in the Mine Segment of the Strategic Air Phase (Soviet player first, Allied player next). Once an air unit places mines, it is placed in the appropriate "Return to Base" box on the Strategic Air Display (see 7.5).

Soviet Submarines: Soviet (not North Korean) submarines have the capability to lay mines, but only when using the Logistics option (see 16.0). During the Mine Segment of the Strategic Cycle, the Soviet player can place a single Mine marker in any coastal hex (not including hexes containing only islands) adjacent to a Soviet submarine. To do so, the Soviet player checks off *three* TORP boxes for that submarine. (If it has less than three boxes remaining, it cannot lay mines.)

Mine Limitations: The number of Mine markers provided in the game (25) is a strict limit. If all Mine markers are on the map, no more can be placed. However, as mines are removed (see 21.3), they again become available for use. A maximum of *four* Mine markers can be placed per hex.

21.2 EFFECTS OF MINES

Mine markers are neutral; they affect both players no matter who placed them. Units can enter mine hexes with no detrimental effect. However, at the moment an active surface unit (or stack) or submarine *exits* a mine hex, the movement of that unit is temporarily halted while the mine effects are resolved.

The player controlling the active force rolls a die and compares the result with the number of Mine markers in the hex. If the die roll is *greater* than the number of Mine markers, the mines have no effect and the active force resumes its movement. If the die roll is *less than or equal to* the number of Mine markers, one or more of the active units is damaged.

Damage: If damage results from mines, determine the difference between the die roll and the number of Mine markers in the hex: this is the number of active units damaged by mines (if the die roll is *equal* to the number of Mine markers, one unit is damaged). If the difference between the die roll and the number of mines is greater than the number of active units in the force, each unit in the force is damaged and the extra damage is ignored. (Units already damaged which are damaged by mines are sunk.) If a hex contains damaged and undamaged units, the undamaged units must take damage from mines before any damaged units are affected. A unit can be damaged a maximum of once per Action Segment by mines.

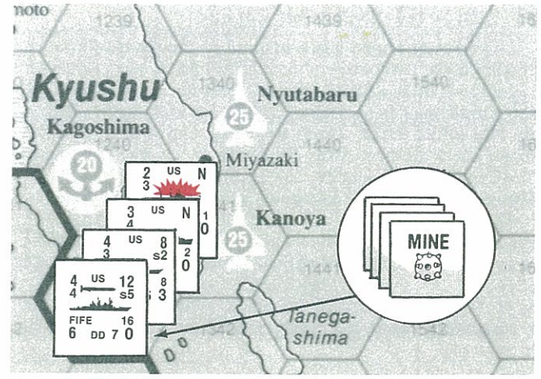
★If the active player's mine die roll was odd, he applies damage to his force as he wishes. If the die roll was even (including 0), the enemy player decides which units will suffer damage.

★21.3 MINESWEEPING

Mines stay in a hex until removed by minesweeping. During the Minesweeping Phase, either player rolls the die once for each hex on the map containing mines. Depending on the location of the mine hex, a single Mine marker is removed as per the instructions of the following chart:

LOCATION OF MINE HEX	DIE ROLL NEEDED TO REMOVE A SINGLE MINE MARKER
Soviet Union, Japan	0, 1, 2
Any other hex	0

US Aerial Minesweeping: If a US aircraft carrier or one of these AA units (*Wasp, Nasau, Trpli*) is situated within *five* hexes of a mine hex, the Allied player can attempt aerial minesweeping against that hex. If so, a single Mine marker is removed on a die roll of 0 or 1. A maximum of one aerial minesweeping attempt can be made per Minesweeping Phase. The Allied player can make both an aerial minesweeping *and* a regular minesweeping attempt against the same hex in this phase, but only one Mine marker can be removed from a hex per phase.



Example of Mine Damage: *An Allied force consisting of the undamaged US* Fife *(DD),* Crmln *(FF), and* Cvlnd *(AA), and the damaged* StLou *(AA) occupies hex 1241, which also contains four Mine markers (the maximum allowed in a hex). The Allied player activates the stack and moves it out of the hex; he must immediately roll the die to see if any damage is inflicted. He rolls a "2," which is two less than the number of Mine markers in the hex. Two of his units suffer damage. Since his die roll was even, the Soviet player has his choice of which units will be damaged. The Soviet player selects* Fife *and* Crmln, *and these units are flipped to their damaged side. The Soviet player cannot select* StLou *because undamaged units must be selected first.*

If the Allied player had rolled a "0", which is four less than the number of mines in the hex, each of the US units would have been damaged. In this case, StLou *would have been sunk upon receiving its second damage result.*

★22.0 Optional Rules

The following optional rules may be used selectively upon mutual consent of the players.

22.1 INCREASED MOVEMENT FOR AIR UNITS

Extended Range: An active air unit can operate at "extended range" (that is, adding extra fuel in lieu of ordnance). If so, the Movement Allowance of the unit is increased by *six*, but its Bombing, Anti-Air, and SSM Attack values are *halved* (round fractions down).

Mid-Air Refueling: Soviet air units activating in Petropavlovsk (1100) or Vladivostok (0227) and US air units activating from a carrier (not counting *Wasp*) or Clark Field (1666), Kadena (1448), or Kunsan (0438) can use mid-air refueling. A maximum of *one* Soviet air unit can use mid-air refueling per Game Turn; a maximum of *one* US air unit activating from a carrier and *one* US air unit activating from one of the three eligible airfields can use mid-air refueling per Game Turn. A unit can use mid-air refueling only if there is no enemy INT unit within *four* hexes of the airfield or carrier from which it activates. The Movement Allowance of units using mid-air refueling is increased by *eight*.

High Mission Profile: Any INT, ATK, BMB, or EW air unit can activate with a "high mission profile" (that is, fly at the highest possible altitude to conserve fuel). If so, the Movement Allowance of the unit is increased by *four,* but if it executes Bombing or SSM Combat during this activation, the enemy player *adds two* to his defensive combat die roll.

Note: Eligible air units can combine all of the above Movement Allowance bonuses for a maximum movement increase of 18 hexes.

22.2 ALTERNATE AIR WINGS ON US AIRCRAFT CARRIERS

The US Navy is in the process of reorganzing its carrier air wings to provide more long-range striking power at the expense of shorter-ranged interceptors. To simulate this, the US CV's *KHawk* and *Vnson* (not *Mdway* and *Wasp*) should each have one more A6 ATK unit added to their aircraft complement while one F18 INT unit should be removed. Two extra US A6 air units are included in the countermix.

22.3 SOVIET "TATTLETALES"

In peacetime, the Soviet Navy keeps a sharp watch on Allied warships with "tattletales" (small intelligence vessels). To reflect this tactic, all Allied surface units *not in ports* are automatically detected throughout the first three Game Turns of the game.

22.4 HIGH SPEEDS

During the Action Phase of AM Game Turns, players can declare that any or all of their surface combat units (except for FF, CO, and PC units) will move at high speed. If so, the owning player must immediately check off one Fuel box on the Logistics Roster for each unit moving at high speed. (This mark is in addition to the one placed in the Fuel Phase.) Units moving at high speed have their Movement Allowances increased by *one* in each of the three Game Turns (AM, PM, and Night) of the day.

22.5 SOVIET SS-22 MISSILES

The Soviet Union has a number of ground-based SS-22 missiles under the control of their Army. The Soviet player can make a total of *four* SS-22 missile attacks during the game (but never more than one per turn). On the Soviet Logistics Roster are four SS-22 boxes, and as the Soviet player uses them, he should check off these boxes. SS-22 attacks are resolved exactly like Cruise Missile attacks (see 10.5). However, they can be directed only against Allied bases situated within 11 hexes of Nakhodka (0327) from where they are launched. An SS-22 attack has a Cruise Missile Attack value of 30. SS-22 attacks cannot be combined with normal Cruise Missile attacks. An SS-22 attack can never cause more than a Damage 2 result against an Allied base (if an SS-22 attack would result in a cumulative destroyed result against the base, this result is ignored).

Note: The SS-22 missile can use chemical weapons (which are not otherwise used in the game) and the damage caused is a result of lingering chemicals, not of actual physical damage to the base.

22.6 CLOSE COMBAT

If a player declares an SSM attack at one-hex range, he can use the Close Combat option. If so, the SSM attack will be enhanced, but enemy units are allowed to respond, even though they are inactive.

Restrictions: Only an active surface unit (or stack) can use Close Combat. Enemy targets must be in an adjacent hex, not separated by a land hexside. A unit cannot use Close Combat and then make a different SSM attack in the same segment.

CLOSE COMBAT VALUE

Executing Close Combat: All surface combat units have a Close Combat value, which is simply an enhanced SSM value taking close-range weapons, such as guns and helicopters into account. If Close Combat is used, two SSM Combats are subsequently resolved: one for the active player and one for the inactive player. With the following exceptions, these attacks are resolved normally:

1. Participating units use their Close Combat (not their SSM) values.
2. The attacker is permitted to choose his targets freely; he does not have to roll a die to determine whether the targets must be chosen from the top or the bottom of the stack.
3. When performing defensive combat, the defender does not take the Area Anti-Air values of any of his units into account. They are simply ignored.
4. F14 units in CAP missions and EW units (either the attacker's or the defender's) do not modify defensive combat die rolls.
5. Restricted water hexes do not modify the attacker's combat die roll.

When Close Combat is declared, the attacker rolls a die. If the roll is *odd,* the active player executes his attack first; if the roll is *even,* the inactive player goes first. After a player resolves the first attack, the opposing player can make his attack, assuming any of his units survived. Damage inflicted in Close Combat is applied immediately. Close Combat expends SSM ammunition normally for both players. A player can use intensive and maximum attacks in Close Combat (see 16.2); if so, his Close Combat values are enhanced, not his SSM values.

Surface combat units with no SSM Attack values and surface combat units with no more unchecked SSM boxes may perform Close Combat, but they cannot use intensive and maximum attacks. A unit with no unchecked SSM boxes has a Close Combat value equal to its printed Close Combat value *minus* its SSM Attack value.

Terminating Close Combat: As soon as the second attack in Close Combat occurs, the combat is over and the active force can resume its activities. The status of inactive units participating in Close Combat is unaffected. As long as they did not activate earlier in the phase, they can activate normally — even though they participated in this combat.

22.7 SOVIET TYPE 65 ATTACKS

If a Soviet submarine with a Torpedo value of 22 participates in a Torpedo attack, the Soviet player can declare this as a *Type 65* attack. (The Type 65 torpedo is an extremely long-range, wake-following weapon.) Type 65 attacks expend Torpedo ammunition normally.

A Type 65 Torpedo attack is resolved normally with the following exceptions:

1. The Soviet player rolls a die prior to combat resolution. If the die roll is *even,* only Allied units in the *top* of the defending stack can be chosen as targets. If the roll is *odd,* only units in the *bottom* of the stack can be chosen as targets.
2. The Allied player does not perform a Defensive die roll.
3. The Soviet player automatically *subtracts three* from his attack die roll.
4. Two is not subtracted from a detection attempt die roll following a Type 65 attack (see 9.2).

22.8 US AIRCRAFT CARRIERS AS OILERS

All US aircraft carriers (not counting *Wasp*) and the BB *Msour* can also act as OL (oiler) replenishment units without affecting their normal capabilities. Each of these units has *five* Fuel Point (FP) boxes on the Logistics Roster which are used only when this option is employed. The FP boxes can be used to replenish friendly surface units at-sea (see 16.6). If one of these units replenishes in-port, all check marks in the FP boxes are erased along with the ammunition boxes. These units can also be replenished at-sea by any US replenishment unit with FP boxes; for each box checked off on the replenishment unit, one box is erased on the CV or BB up to a maximum of five (see 16.6). US CV and BB units cannot replenish other units in squall and storm zones.

22.9 COORDINATED AIR STRIKES

If an active air unit or stack enters a hex with an airfield or a carrier containing friendly air units that have not yet activated in the current segment, the air units on the airfield/carrier can join the active force and move and attack with it as long as the addition of these units does not enlarge the active force to more than four units. The new Movement Allowance of this force is either the lowest Movement Allowance among the air units just added to the force or the remaining Movement Allowance of the original active force — whichever is lower.

When returning to an airfield, an active stack of air units can "drop off" some units in eligible airfields and then continue moving back to another airfield. However, air units returning to an airfield different than the one in which they started the segment suffer penalties (see 5.4). After returning to base, the air units that participated in a coordinated strike are not allowed to activate for the rest of the segment.

★23.0 VICTORY POINTS

Players gain Victory Points (VP) during a scenario. On the back of the Logistics Rosters are the players' Record Sheets which are used to keep track of VP. Victory Games, Inc., grants players permission to reproduce these records for personal use.

23.1 VICTORY POINT AWARDS

Both players gain Victory Points (VP) at various times during the game. There are ten methods of gaining VP.

Destroying Enemy Units: Players receive VP for eliminating enemy units according to the following schedule:

AIR UNITS	VP RECEIVED
INT, ATK, BMB	3 VP per unit
SUBMARINES	**VP RECEIVED**
SS	½ × Defense value of unit (round fractions up)
SN	1 × Defense value of unit
SURFACE UNITS	**VP RECEIVED**
US CV (not *Wasp*)	2 × Defense value of unit
US BB *Msour*	2 × Defense value of unit
SC, FC, MP, TK	No VP received
All other units	1 × Defense value of unit

NOTABLE EXCEPTION: *In some Advanced Game Scenarios, the VP for eliminated units may be enhanced; see 23.3 and 24.0.*

For each enemy INT, ATK, or BMB unit in the Destroyed Air Units box *at the end of the game,* a player receives 3 VP. (Air units removed from the Destroyed Air Unit box as replacements do not count for VP; see 14.0.) Note that only the Soviet player receives VP for sinking US CV and BB units.

Unloading AA, SC, FC, MP, and TK Units: If a player "unloads" (see 23.2) any of his AA, SC, FC, MP, or TK units in "Objective Hexes" — specified in Advanced Game Scenario instructions — he receives a number of VP equal to the Victory Point value of the unloaded units at the end of the game. (Victory Point values are printed directly on these units.) Except for AA units, the Victory Point values of damaged units are less than their values on their undamaged sides. If a damaged unit unloads in an Objective Hex, the owning player receives the Victory Point value on the *damaged side* of the unit.

Soviet Sea Denial: The Soviet player receives a variable number of VP *each* time the Armistice marker advances (or at the end of Game Turn 36) for *each* Soviet or North Korean SS, SN, or Task Force (not Task Group) occupying any of the following zones:

SOVIET VP GAIN	OCCUPIED ZONES
2	Japan
1	Hokkaido, Northwest Pacific, North Pacific, Bonin Islands, Central Pacific, Philippines, Formosa, South China Sea
0	Sea of Okhotsk, Sea of Japan, East China Sea, South Pacific, Marianas

Boundary Penetration: The Soviet player receives *4 VP* each time the Armistice marker advances (or at the end of Game Turn 36) for *each* Soviet or North Korean SS, SN, or Task Force (not Task Group) situated in a hex within the Tsushima Strait area in the Sea of Japan Zone. If it occupies a hex in the Sea of Japan Zone that is not in the Tsushima Strait area, the Soviet player receives no VP.

The Allied player receives *3 VP* each time the Armistice marker advances (or at the end of Game Turn 36) for *each* US or Japanese SS or SN unit situated within the Soviet Bastion area within the Sea of Okhotsk Zone.

First Use of Nuclear Weapons: If nuclear weapons are used, the player who did *not* use them first is awarded 80 VP at the end of the game.

Overflight Violation: If an air unit violates overflight restrictions — listed in each Advanced Game Scenario — the opposing player gains VP at the end of the Game Turn in which the violation takes place. The VP gain for this occurrence varies in each scenario (see 24.0).

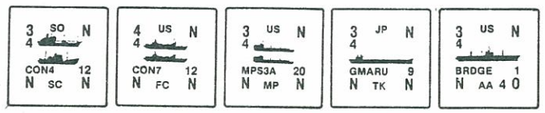
Japanese Close Defense Hex Violation *(Scenarios 10 and 11 only):* If a Soviet surface or submarine unit enters some Japanese close defense hexes in Scenarios 10 and 11, the Allied player gains VP at the end of the Game Turn in which the violation takes place (see 24.0).

Base Attack Violation *(Scenarios 10 and 11 only):* If a player attacks some of his opponent's bases in Scenarios 10 and 11, the opposing player gains VP at the conclusion of each attack. The VP gain for this occurrence varies in each scenario (see 24.0).

Air Superiority Over Hokkaido *(Scenarios 12 and 13 only):* Each time the Armistice marker advances (or at the end of Game Turn 36), the player with "air superiority" over the Japanese island of Hokkaido gains 15 VP. (This award is never granted in Scenarios 10 and 11.)

To calculate air superiority, determine the combined Anti-Air values of each player's INT air units situated on airfields or carriers within 8 hexes of hex 1119. If one player's Anti-Air value total is at least *twice* as much as his opponent's, he has air superiority. If neither player has air superiority when the Armistice marker advances or the game ends, no VP are awarded at that time.

Soviet Scenario Bonus *(Scenarios 12 and 13 only):* The Soviet player receives a VP bonus at the end of Scenarios 12 and 13 (see 24.0).



23.2 UNLOADING

At the moment one or more of a player's SC, FC, MP, TK, or AA units enter one of his Objective Hexes — listed in Advanced Game Scenario instructions — they may be removed from the map and be placed in the player's Unloaded Units box. Once removed, unloaded units can neither return to play nor be attacked. Unloading is voluntary — an eligible unit can enter an Objective Hex without being unloaded. At the end of the game, a player receives a number of VP equal to the VP values of all his unloaded units. Note that the number of VP received may depend upon whether the unit is damaged or undamaged when it unloads.

A unit can always unload in a damaged or destroyed port.

23.3 VICTORY POINT MULTIPLES

Some Advanced Game Scenarios specify that some of the players' VP totals be enhanced by a variable multiple. For example, in Scenario 10, each player's VP figure for destroying enemy units is multiplied by two (see 24.0).

23.4 RECORDING VICTORY POINTS

Players should record their VP gains on their Player Record. At the end of the game, after applying all VP multiples (see 23.3), each player should determine his final VP sum. The Soviet sum is then subtracted from the Allied sum and the result is applied to the chart below to determine a winner

FINAL ALLIED VP TOTAL	VICTORY LEVEL
+201 or more	Allied Decisive Victory
+101 to +200	Allied Substantive Victory
+1 to +100	Allied Marginal Victory
−99 to 0	Soviet Marginal Victory
−199 to −100	Soviet Substantive Victory
−200 or less	Soviet Decisive Victory

24.0 Advanced Game Scenarios

There are four Advanced Game Scenarios, each of which can be played in many different ways. To begin one of the four Advanced Game Scenarios, follow this procedure:

1. *Choose Sides:* One side must be Allied and the other Soviet.
2. *Time of Year:* The players must agree to the time of year in which the scenario will take place (see 15.0).
3. *Game-Length:* The players can make the scenario short, medium, or long. The length of the game may modify Armistice Table die rolls (see 17.1). The game lasts until the Armistice marker reaches the "Armistice" box or until the end of Game Turn 36, whichever comes first.
4. *Preparedness Level:* The players must agree upon one of three Preparedness Levels: Low, Moderate, or High. This level determines the number of units available to a player at the start of the game.
5. *Set up Maps:* The three maps are set up. Note that the north and south maps overlap the central map.
6. *Deploy:* The players deploy their units on the map (see 24.1). Also, the players' Reinforcement markers are placed in the appropriate boxes on their Reinforcement Tracks.
7. *Begin Game:* Place the Game Turn marker in the first space on the Game Turn Track. Place the Armistice marker in the "At Start" box on the Armistice Track. Begin Game Turn 1.

24.1 DEPLOYMENT

After selecting a Preparedness Level, the players deploy their units on the map as per the instructions of their Deployment Cards. At Preparedness Level Moderate, the players deploy the units listed under this heading in addition to Preparedness Level Low units; at Preparedness Level High, all units at all Preparedness Levels are deployed. Deployment is performed as follows:

1. Each player deploys his rigid set-up units.
2. The players perform the free set-up procedure (see below).

Replenishment Units: Replenishment units are printed in *italics* on the Deployment Cards. Do not use these units unless the Logistics option (see 16.0) is being used.

Free Set-up Procedure: At all Preparedness Levels, each player has "free set-up" units. These are either individual submarines or numbered *groups* of surface units. Free set-up units are provided with specific deployment instructions, although when they are placed on the map they must adhere to free set-up restrictions (see below). The free set-up procedure is performed as follows:

1. The Allied player rolls a die. On an *even* roll, the Allied player can deploy either one of his free set-up submarines or one surface group. On an *odd* roll, the Soviet player deploys one free set-up submarine or one surface group.
2. This die roll continues indefinitely to determine the player who deploys a free set-up submarine or surface group. When one player has no more free set-up units, no more die rolls are made and the player with remaining free set-up units deploys them all on the map.

Free Set-up Restrictions: When free set-up units are deployed on the map, they are subject to these placement restrictions:

- They cannot be deployed in or adjacent to a base hex or an enemy close defense hex.
- They cannot be deployed in or adjacent to any hex containing enemy units.
- They cannot be deployed in the same hex as any friendly units. However, all units in a surface group must be deployed in the same hex.

US F18 Unit on Iwakuni: One of the US F18's on Iwakuni (1137) can begin a scenario either assigned to *Mdway* or based on the airfield. Once the Allied player has made his decision, he cannot reverse it. The F18 must remain on the carrier or the airfield. However, if the F18 is eliminated, it can be brought back as a replacement unit and can then be assigned to *Mdway* or to any other eligible US airfield.

Group Markers: Once all units are deployed on the map, both players can place Task Group/Force markers on their eligible stacks of surface units (see 6.2).

Optional Deployment: In order to facilitate set-up and to allow players to experiment with the capabilities of their units, the players may decide to ignore the names of units in deployment instructions and instead select any units of the same type and nationality for set-up in the indicated location.

24.2 SCENARIO 10: Pacific Sideshow

BACKGROUND: World War Three has broken out in Europe. There is heavy fighting in Germany and northern Scandinavia; Soviet submarines are making vigorous attacks against NATO shipping in the North Atlantic and Mediterranean. With troops and supplies urgently needed in Europe, the Joint Chiefs of Staff have directed the Commander-in-Chief, Atlantic Command (CINCLANT) to concentrate all available naval forces in the North Atlantic to assure the safe passage of military convoys from North America to the central front. At the same time, the Commander-in-Chief, Pacific Command (CINCPAC) is to reinforce CINCLANT by shifting two carrier battle groups through the Panama Canal.

In the western Pacific, no hostilities between the superpowers have yet occurred. Both the Red Banner Pacific Fleet and the 7th Fleet, however, have assumed a wartime posture. Much to the disappointment of the United States, its Asian allies have declared strict neutrality in the crisis, although American bases in South Korea, Japan, and the Philippines will be permitted to operate at full capacity. Surprisingly, all East Asian communist governments have also declared neutrality, but the Vietnamese are allowing the Soviet base complex at Cam Ranh Bay to function without restriction.

Following a severe naval defeat in the Norwegian Sea, Stavka has ordered the Red Banner Pacific Fleet to tie down the US 7th Fleet with the objective of preventing American reinforcement of the North Atlantic. With negotiations commencing at the United Nations in New York to end the conflict, both sides are expected to make major efforts in the Atlantic and Pacific to gain the upper hand militarily and strengthen their positions at the bargaining table.

PARTICIPANTS

Allied: Only US units are deployed at the start of the game and as reinforcements. Non-US Allied units are never used.

Soviet: Only Soviet units are deployed at the start of the game and as reinforcements. Non-Soviet units are never used.

OVERFLIGHT

Allied: At the end of each Game Turn in which one or more US air units entered a hex by crossing a *full* land hexside in one of the following countries, the Soviet player receives 7 VP:

- North Korea
- China
- Taiwan

Soviet: At the end of each Game Turn in which one or more Soviet air units entered a hex by crossing a *full* land hexside in one of the following countries, the Allied player receives 10 VP. (The Allied player also gains 10 VP if a Soviet air unit enters a Japanese close defense hex.)

- Taiwan
- China
- North Korea
- Japan
- Philippines
- South Korea

Note: The maximum a player can receive due to an overflight violation is 10 VP (Allied) or 7 VP (Soviet) *per Game Turn,* even if enemy air units violate overflight restrictions more than once per turn.

CLOSE DEFENSE HEXES

Allied: US surface and submarine units are detected and attacked normally by Soviet close defense hexes.

Soviet: At the end of *each Game Turn* in which one or more Soviet surface or submarine units entered a Japanese close defense hex, the Allied player receives 10 VP.

In this scenario, Japanese close defense hexes can neither attack nor detect Soviet units and they do not affect the retention of Detection markers by Soviet units. The maximum award to the Allied player due to Soviet entry into a Japanese close defense hex is 10 VP per Game Turn, even if more than one close defense hex is violated.

> NOTABLE EXCEPTION: *The entry of Soviet surface and submarine units into Japanese close defense hexes 0817, 0818, and 1317 does not trigger this VP award.*

BASES

Allied: Only Allied bases in South Korea, the Philippines, Guam, and Japan (including Iwo Jima and Okinawa) can be used by US units.

Soviet: Only Soviet bases in Vietnam and the Soviet Union (including all bases on Sakhalin and in the Kurile Islands) can be used by Soviet units.

Neutrals: Bases in North Korea, China, and Taiwan are ignored in this scenario. They can never be attacked and they provide no close defense to units situated in them. Either player's surface and submarine units can end their movement in a neutral port hex; they cannot replenish there and are not considered in the port if attacked.

ATTACKING BASES

The Soviet player can attack Allied bases in South Korea, the Philippines, Guam, and Japan, but for each attack the Allied player receives 10 VP. The Allied player can attack Soviet bases in the Soviet Union or Vietnam, but for each attack, the Soviet player receives 10 VP.

If an air unit violates overflight restrictions before making a Bombing attack against a base, the VP awarded due to the attack against the base are added to those received for the overflight violation.

OBJECTIVE HEXES

Allied: Allied Objective Hexes for *AA units* are any coastal hexes of South Korea (not including hexes containing only islands). Allied Objective Hexes for *SC, FC, and MP units* are any port hexes in the Philippines, South Korea, or Japan (including Okinawa).

Soviet: Soviet Objective Hexes for *SC units* are Petropavlovsk (1100), Oktyabrskiy (1001), and Cam Ranh (0378).

VICTORY POINT MULTIPLES

1. At the end of the game, both players' VP totals for destroying enemy air, surface, and submarine units are *doubled.*
2. The Victory Point value of each US MP unit unloading in a port hex in South Korea (not in a Japanese or Filipino port hex) is *doubled.*

24.3 SCENARIO 11: The Korean War

BACKGROUND: North Korea has launched a surprise attack against South Korea. Reports from the 38th Parallel are sketchy, but it appears as if the communists are making a massive effort to break through the extensive South Korean fortifications along the DMZ. Should that line rupture, the capital city of Seoul will be threatened and with it the whole South Korean military machine. Fighting is reported to be particularly heavy in the invasion corridors north of Seoul.

Following American retaliatory air strikes against rail lines and industrial sites near Pyongyang and Wonsan, the Soviet Union has made vitriolic diplomatic attacks on the United States in the United Nations. Claiming that several dozen Soviet sailors whose ships were on a port visit to Wonsan were killed in the American air attacks, Moscow has indicated that any further attack will be considered an act of war against the Soviet state. The President of the United States has quickly replied that the air strikes will continue at an even greater tempo should North Korea persist in its invasion. Indeed, he has stated that any vessel providing the North Koreans with war materials will be considered a target.

The US 7th Fleet, with assistance from the South Korean and Royal Australian Navies, is deploying to protect the shipping lanes between South Korea and the United States. US Marines from the 1st Marine Amphibious Brigade (MAB) in Hawaii and the 9th MAB on Okinawa are being hastily air and sealifted to South Korea to help turn the tide of the land war.

Meanwhile, the Red Banner Pacific Fleet has received orders to isolate South Korea, thereby preventing reinforcement of the battle zone by troops and supplies from the United States.

PARTICIPANTS

Allied: Only US, South Korean, and Australian units are deployed at the start of the game and as reinforcements. Other Allied units are not used.

Soviet: Soviet, Vietnamese, and North Korean units are deployed at the start of the game and as reinforcements.

OVERFLIGHT

Allied: At the end of each Game Turn in which one or more Allied air units entered a hex by crossing a *full* land hexside in China or Taiwan, the Soviet player gains 7 VP.

Soviet: At the end of each Game Turn in which one or more Soviet-controlled air units entered a hex by crossing a *full* land hexside in China, Taiwan, Japan, or the Philippines, the Allied player gains 10 VP. (The Allied player also gains 10 VP if a Soviet air unit enters a Japanese close defense hex.)

Note: The maximum a player gains due to an overflight violation is 10 VP (Allied) or 7 VP (Soviet) *per Game Turn,* even if air units violate overflight restrictions more than once per turn.

CLOSE DEFENSE HEXES

Allied: Allied units are detected and attacked normally by Soviet close defense hexes.

Soviet: At the end of each Game Turn in which one or more Soviet surface or submarine units entered a Japanese close defense hex, the Allied player gains 10 VP. Japanese close defense hexes neither attack nor detect Soviet units and they do not affect the retention of Detection markers by Soviet units. The maximum award to the Allied player due to Soviet entry into a Japanese close defense hex is 10 VP *per Game Turn,* even if more than one close defense hex is entered.

> NOTABLE EXCEPTION: *The entry of Soviet surface and submarine units into Japanese close defense hexes 0817, 0818, and 1317 does not trigger a VP award.*

BASES

Allied: Only Allied bases in South Korea, the Philippines, Guam, and Japan (including Iwo Jima and Okinawa) can be used by Allied units.

Soviet: All Soviet bases can be used by the Soviet player.

Neutrals: Allied bases in China and Taiwan are ignored in this scenario. They cannot be attacked and they provide no close defense to units situated in them. Either player's surface and submarine units can end their movement in a neutral port hex; they cannot replenish there and are not considered in the port if attacked.

ATTACKING BASES

The Allied player gains 5 VP for each Soviet attack against an Allied base in Japan or the Philippines. The Soviet player gains 5 VP for each Allied attack against a base in the Soviet Union (including bases on Sakhalin and in the Kurile Islands).

OBJECTIVE HEXES

Allied: Allied Objective Hexes for *AA units* are any coastal hexes of South Korea (not including hexes containing only islands). Allied Objective hexes for *SC, FC, and MP units* arc any port hexes in the Philippines, South Korea, or Japan (including Okinawa).

Soviet: Soviet Objective Hexes for *SC units* are Petropavlovsk (1100), Oktyabrskiy (1001), and Cam Ranh (0378).

VICTORY POINT MULTIPLES

1. At the end of the game, both players' VP totals for destroying enemy air, surface, and submarine units are multiplied by 1½ (round fractions up).
2. The Victory Point value of each US MP unit unloading in a port hex in South Korea (not in a Japanese or Filipino port hex) is *doubled.*

24.4 SCENARIO 12: Invasion of Japan

BACKGROUND: The Soviet Union has invaded Hokkaido, the northernmost of the four major islands comprising Japan. Simultaneously, severe fighting along the 38th Parallel in Korea has erupted, while in Southeast Asia a Vietnamese force has crossed into Thailand. "The time is ripe for a people's revolution throughout Asia," a *Pravda* headline proclaimed. With American forces already in action in Korea, the United States is hastily developing a Pacific strategy to respond militarily to the communist offensive. Several dozen warships from the Atlantic Fleet are shifting to the Pacific, although they will not arrive for at least three weeks. Ready Reserve Force (RRF) merchantmen are being taken out of mothballs and are gathering in West Coast ports for eventual duty in convoys bound for the Far East. The Reserves and National Guard have been mobilized and are preparing for overseas deployment. Several other countries have pledged military support to the Japanese and South Koreans, including the Philippines, Taiwan, Australia, New Zealand, Canada, and Thailand.

Meanwhile, units of the Red Banner Pacific Fleet are deploying throughout the western Pacific to prevent capitalist reinforcement of the Far East. In New York, the Security Council is meeting in a round-the-clock session to bring an end to the conflagration.

PARTICIPANTS

Allied: All Allied units except Chinese units are deployed at the start of the game and as reinforcements.

Soviet: Soviet, Vietnamese, and North Korean units are deployed at the start of the game and as reinforcements.

OVERFLIGHT

Allied: At the end of each Game Turn in which one or more Allied air units entered a hex by crossing a *full* land hexside in China, the Soviet player gains 10 VP.

Soviet: At the end of each Game Turn in which one or more Soviet air units entered a hex by crossing a *full* land hexside in China, the Allied player gains 10 VP.

Note: The maximum a player can receive due to an overflight violation is 10 VP *per Game Turn,* even if enemy air units violate overflight restrictions more than once per turn.

CLOSE DEFENSE HEXES

All close defense hexes are functional except for the Japanese close defense hexes 0817, 0818, and 1317. Soviet units can enter these three hexes without being attacked, and they have no effect on detection.

BASES

Allied: All Allied bases are functional except those in China.

Soviet: All Soviet bases are functional.

Neutrals: All bases in China are ignored in this scenario. They cannot be attacked and provide no close defense to units situated in them. Either player's surface and submarine units can end their movement in a Chinese port hex; they cannot replenish there and are not considered in the port if attacked.

ATTACKING BASES

Each player can attack any of his opponent's bases without restriction and with no VP awards.

OBJECTIVE HEXES

Allied: Allied Objective Hexes for *AA units* are any coastal hexes of South Korea or Hokkaido (not including hexes containing only islands) or the port of Ominato (1223). Allied Objective Hexes for *SC, FC, and MP* units are any port hexes in the Philippines, South Korea, or Japan (including Okinawa). Allied Objective Hexes for Japanese *TK units* are any port hexes in Japan (not counting Okinawa).

Soviet: Soviet Objective Hexes for *SC units* are Petropavlovsk (1100), Oktyabrskiy (1001), and Cam Ranh (0378).

AIR SUPERIORITY OVER HOKKAIDO

Each time the Armistice marker advances (or at the end of Game Turn 36), either player may receive VP for having air superiority over Hokkaido (see 23.1).

VICTORY POINT MULTIPLES

1. Each time the Armistice marker advances (or at the end of Game Turn 36), the Soviet player's VP's for sea denial (see 23.1) are *doubled.*
2. Each time the Armistice marker advances (or at the end of Game Turn 36), the Allied player's VP's for Soviet bastion penetration and the Soviet player's VP's for the Tsushima Strait area penetration are *doubled.*
3. The Victory Point value of each US MP unit unloading in a port hex in South Korea or the Japanese port of Ominato (1223) is *doubled.*

SOVIET VICTORY POINT BONUS

The Soviet player receives a bonus of 25 VP at the end of Scenario 12.

24.5 SCENARIO 13: World War Three

BACKGROUND: World War Three has broken out over much of the globe. There is heavy fighting in Germany, Scandinavia, the Mediterranean, most of the Middle East, and along the Sino-Soviet border in Manchuria. In the Pacific, the Soviets have invaded the Japanese island of Hokkaido, while North Korea has made a massive assault across the 38th Parallel. Hoping to avoid nuclear catastrophe, the United Nations is meeting in emergency session to bring the conflict to a hasty conclusion. However, several nations, including West Germany, China, and Japan, have declared that they will not accept a negotiated settlement unless Soviet troops immediately leave their soil. Meanwhile, Soviet leaders have stated that they will not even participate in peace talks unless the west "halts its intolerable subversion of socialist movements throughout the world, now and forever."

The conflict has so far been limited to conventional weapons. However, due to fears of a general nuclear exchange, several near-panics have been reported in European and American cities. In the West, there is extreme pressure — even from within military circles — to keep the war limited and to negotiate a peace as soon as possible. But while the negotiators talk, both sides are willing to make strong efforts to gain the upper hand militarily so they can deal from a position of strength at the peace table.

PARTICIPANTS

Allied: All Allied units except Taiwanese units are deployed at the start of the game and as reinforcements.

Soviet: Soviet, Vietnamese, and North Korean units are deployed at the start of the game and as reinforcements.

OVERFLIGHT

There are no overflight restrictions in this scenario for both players' air units (even over Taiwan, which is neutral).

CLOSE DEFENSE HEXES

All close defense hexes are functional except for the Japanese close defense hexes 0817, 0818, and 1317. Soviet units can enter these three hexes without being attacked, and they have no effect on detection.

BASES

Allied: All Allied bases are functional except those in Taiwan.

Soviet: All Soviet bases are functional.

Neutrals: All bases in Taiwan are ignored in this scenario. They cannot be attacked and provide no close defense to units situated in them. Either player's surface and submarine units can end their movement in a Taiwanese port hex; they cannot replenish there and are not considered in the port if attacked.

ATTACKING BASES

Each player can attack any of his opponent's bases without restriction and with no VP awards.

OBJECTIVE HEXES

Allied: Allied Objective Hexes for *AA units* are any coastal hexes of South Korea or Hokkaido (not including hexes containing only islands) or the port of Ominato (1223). Allied Objective Hexes for *SC, FC, and MP units* are any port hexes in the Philippines, South Korea, or Japan (including Okinawa). Allied Objective Hexes for Japanese *TK units* are any port hexes in Japan (not counting Okinawa).

Soviet: Soviet Objective Hexes for *SC units* are Petropavlovsk (1100), Oktyabrskiy (1001), and Cam Ranh (0378).

AIR SUPERIORITY OVER HOKKAIDO

Each time the Armistice marker advances (or at the end of Game Turn 36), either player may receive VP for having air superiority over Hokkaido (see 23.1).

VICTORY POINT MULTIPLES

1. Each time the Armistice marker advances (or at the end of Game Turn 36), the Soviet player's VP's for sea denial (see 23.1) are *doubled.*
2. Each time the Armistice marker advances (or at the end of Game Turn 36), the Allied player's VP's for Soviet bastion penetration and the Soviet player's VP's for the Tsushima Strait area penetration are *doubled.*
3. The Victory Point value of each US MP unit unloading in a port hex in South Korea or the Japanese port of Ominato (1224) is *doubled.*

SOVIET VICTORY POINT BONUS

The Soviet player receives a bonus of 50 VP at the end of Scenario 13.

24.6 CREATING SCENARIOS

Experienced players may wish to experiment with scenarios of their own creation, dealing with political and military variables not covered in this game. For instance, the game assumes that China will either remain neutral or side with the United States in a hypothetical conflict. Players may wish to create a scenario in which China takes sides with the Soviet Union.

***7nd Fleet* Design Credits:**

Game Design and Development: Joseph M. Balkoski
Editorial Development: Michael E. Moore
Graphic Design: Ted Koller
Research Assistance: Charles T. Kamps, Jr.
Cover Painting: James Talbot
Graphic Production: Rosaria Baldari
Playtesting: Michael Craighead, Mark Herman, Charles T. Kamps, Jr., Michael Moore, Leonard Quam
Prep Dept. Co-ordinator: Elaine M. Adkins
Production: Rosaria Baldari, Ted Koller, Michael Moore, James Talbot, Colonial Composition, Monarch Services, Inc.
Project Oversight: W. Bill

Situation Analysis

by Joseph M. Balkoski

There has never been a fleet in the history of the world with the global responsibilities of the contemporary US Navy. The continuous projection of sea power in remote areas of the world is unparalleled in naval history. Even at the height of the British Empire, when Royal Navy warships sailed the Seven Seas with impunity, the British were never forced to maintain a major portion of their battle fleet on foreign stations, tens of thousands of miles from home. The fundamental threat to British security was generally in European waters; and it was there that the vast majority of their battleships were deployed. When Royal Navy vessels were dispatched "east of Suez," they ran virtually no chance of encountering an enemy with a formidable navy.

Since the establishment of the "Great White Fleet" in the early 20th century, US naval strategy significantly diverged from the British model, for threats to American security have rarely, if ever, been in home waters. Instead, they have been in foreign seas at enormous distances from American shores, usually in regions totally unfamiliar to Americans. On 1 May 1898, the US Navy's first modern fleet action was fought in Manila Bay in the Philippines when Admiral George Dewey defeated the Spanish Pacific flotilla in a locale that virtually no Americans had ever seen. Eighteen years later, the Royal Navy's most significant engagement of the 20th century was fought at Jutland, almost within earshot of the British east coast. In contrast, the US Navy waged the Battle of Leyte Gulf — probably the largest naval battle in history — 7,500 miles from home.

Extended Diplomacy

As the United States established naval preeminence after the Second World War, the US Navy assumed a broad diplomatic role around the globe. The collapse of the British Empire and drastic British military cutbacks left power vacuums in several remote areas of the world, particularly in the Mediterranean and the Far East, and the US Navy shortly found itself with an expanded mission. Also, the outbreak of the Korean War in 1950 focused American diplomacy and military strategy on the Asian mainland, a fixation that lasted throughout the 1960's and Vietnam and which is continuing in the present day. Moreover, the growing European and North American dependence on Middle East oil after the Second World War, accompanied by increasing Arab dissatisfaction with the West, has led the United States to use its Navy as a political tool in this region with increasing frequency. Finally, the dramatic expansion of the Soviet Navy since 1960 has forced an increased tempo of US Navy operations in all corners of the world — a state of peacetime vigilance unparalleled in American history.

In addition to its traditional spheres of influence in the Atlantic and Pacific, the American fleet has assumed significant roles in the Mediterranean, Far East, and the Indian Ocean since the end of the Second World War — regions that had heretofore witnessed only a rare American presence. The Iraqi attack on the US frigate *Stark* in the Persian Gulf during May 1987 focused intense public scrutiny on these ambitious policies. Even though the Navy has maintained a presence in this region (labeled the "Middle East Force") since the late 1940's, the death of 37 sailors and the near loss of the ship painfully demonstrated that the strategy of forward deployment has its price, especially in an area so few Americans understand.

Weak Links

The role demanded of the Navy in American diplomacy places enormous strain on the fleet. The most significant problem is the retention of a large pool of skilled manpower, for morale difficulties are great among sailors facing six-month separations from homes and families. Also, the logistical demands of ships operating in far-flung corners of the world necessitates a continuous, intense effort to keep them supplied. Since many of the Navy's regular patrol areas are about as far from the United States as one can get, this logistical effort is no easy task; in wartime, it would be infinitely more difficult.

A strategy of forward deployment also necessitates the establishment of bases in foreign countries, the use of which is usually a sensitive political issue both at home and abroad. The US military bases in the Philippines, for example, are the linchpins of American Pacific strategy. They face an uncertain future; their closing would force an overhaul of US diplomacy in the region. Where bases have not been available, the United States has had to build them. Fifteen years ago, Diego Garcia was a tiny reef in the Indian Ocean, virtually uninhabited; today, it is a major American military base, about as isolated from the United States as one can imagine.

Bases on foreign soil are likely to be vulnerable to attack or sabotage, but any effort to enhance their defensive capabilities adds significantly to the logistical effort required to maintain them. Moreover, the more permanent the bases appear to be, the more sensitive the use of those bases may be to the host country. There was a storm of protest from our closest ally, Great Britain, when a squadron of American F-111's stationed at a British airfield was used in the April 1986 air strike against Libya. Another ally, France, refused to allow passage of the aircraft over its airspace. Reaction to the use of combat aircraft from bases in Japan or the Philippines would probably be much more severe.

US Strategy

The US Navy is a fighting force above all. The implementation of a real military strategy, however, has been significantly affected by the Navy's peacetime role as a tool of American diplomacy. The problem is one of concentration of force. The US Navy is, without doubt, the most powerful fleet in the world, and it will be for years to come; but its worldwide responsibilities are more encompassing than all other Western nations combined. The only question of importance in a military sense is: How many ships can the Navy get to a crisis point and how fast can it get them there? It does no good to have a 600-ship Navy if it must fight a decisive first battle of some future war with only five ships.

The United States actually has two different Navies: one for the Atlantic and one for the Pacific. The two are of roughly equal size, but the ability of one to reinforce the other on short notice is not good. If the Panama Canal is not available — it is now a *Panamanian* canal — this problem will become considerably worse. Both the Atlantic and Pacific Fleets rotate their warships on forward deployments: Atlantic units go to the Mediterranean while Pacific units operate in the Far East. Both fleets contribute vessels to Indian Ocean and Persian Gulf patrols. Because of the great distance between the Far East and the United States, the 7th Fleet maintains the aircraft carrier *Midway*, plus a handful of accompanying destroyers and cruisers, in Yokosuka, Japan — the only US carrier battle group home-ported in a foreign country.

The Navy's vast strength is significantly diffused by its peacetime role in American diplomacy. Should a war erupt, the concentration of American naval power at a crisis point will be the Navy's greatest problem. Some regions deemed vital to United States interests by American diplomats, and where the US Navy has been assigned a major peacetime role, are so far from the United States that, in the event of war, it will be extremely difficult for the Navy to fulfill the famous American military dictum, "Get thar fustest with the mostest."

Because the US Navy cannot be everywhere and do everything at once, it is heavily dependent on support from Allied countries. In the Far East, for example, the Japanese Maritime Self-Defense Force, with no naval responsibility whatsoever outside the western Pacific, is able to concentrate its entire fleet of some 20 submarines and 60 destroyers and frigates in the waters surrounding the Japanese islands. Despite severe criticism in recent years from Western defense officials concerning Japanese military spending deficiencies — they do not spend more than one percent of their GNP on defense — the ships of the Japanese fleet are sophisticated and powerful. They are also far more numerous in western Pacific waters than US Navy ships could possibly be for the first two or three weeks of a future conflict. Obviously, should the Japanese choose to remain neutral in a future war, American military efforts in the western Pacific would be severely restricted.

Soviet Limitations

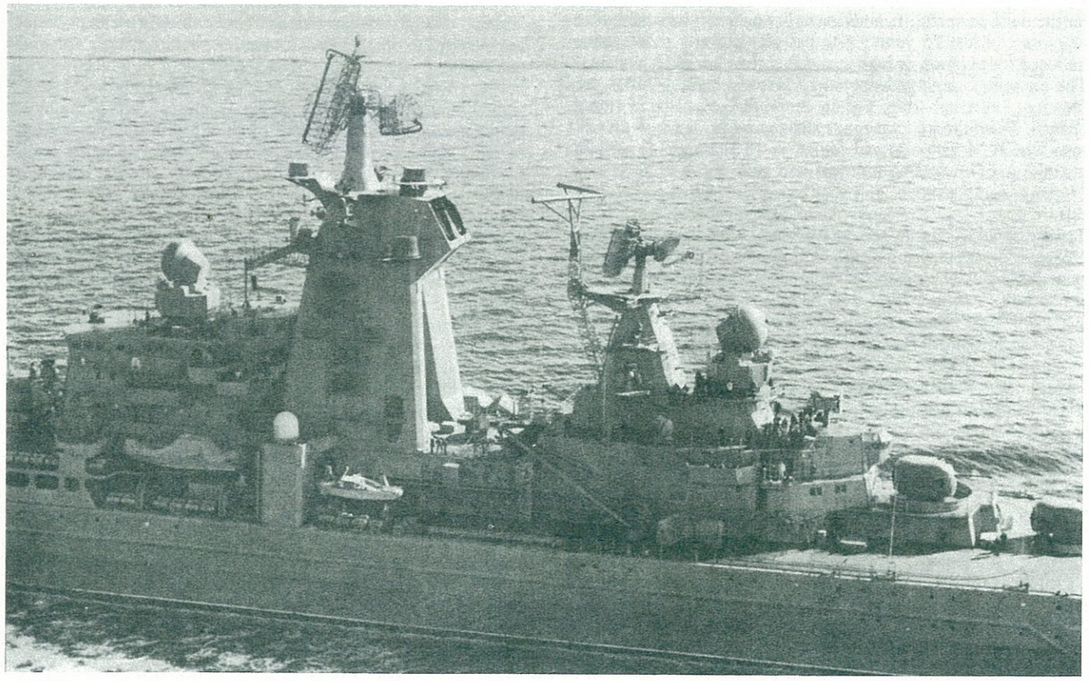
Of course, whatever problems are faced by the US Navy in concentrating its forces, the Soviet Navy must deal with far more inhibiting strategic factors. Of their four regional fleets — Black Sea, Baltic, Northern, and Pacific — none will be able to reinforce another in wartime. The Red Banner Pacific Fleet is their largest force, but its employment would no doubt be restricted if shooting starts, for most of its bases have only limited access to the open ocean. Moreover, it will be extremely difficult to keep Soviet Far East bases supplied because they are situated far from Soviet production centers.

However difficult it may be for the Soviet Navy to maintain a high tempo of operations in war, it does not have anywhere near the global duties of the US Navy in peacetime. The Soviet Navy is far less ambitious than the American fleet concerning what it expects to do and where it expects to fight in the event of war. For one thing, the areas in which the Soviet Navy is prepared to fight are far closer to the Soviet Union than American potential battlegrounds are to the United States. As a result, the Soviets are far less dependent on foreign bases and logistical support. They do not expect to project naval power at great distances from the Soviet Union and, in fact, may not even attempt to fight an offensive naval war. Their controversial "bastion" theory, which has received much attention in the Western press in recent years (but which is not recognized as a definitive, "official" Soviet strategy), may demand nothing more of the Soviet Navy except the defense of the waters surrounding the Soviet Union.

In the Pacific, both American and Soviet naval strategies are put to their most severe tests. For the US Navy, the expanse of the Pacific leaves the 3rd and 7th Fleets with vast operating areas. There are a great many regions to be patrolled, all of which are very far from the United States. In turn, the strain of logisitcal support of ships on distant stations is great. In the western Pacific, there is an almost complete dependence on bases in foreign countries, some of which are ambivalent in their attitudes towards the United States. If the bases cannot be used, the Navy's Pacific strategy is not functional.

For the Soviets, geographical considerations dominate strategic thought. Although their Pacific Fleet is powerful, it could end up the equivalent of the German High Sea Fleet in the First World War — a "fleet in being," the simple existence of which implies a threat, thereby tying down enemy naval forces that might be better employed elsewhere. In the Far East, the Soviets also face a daunting political situation. With the exception of North Korea and Vietnam, most of the region is hostile to them.

The cruiser,* Kirov, *shown amidship. [PHOTO COURTESY: MoD(N)]



Military Forces

UNITED STATES

Aircraft Carriers

NAME	CLASS	YEAR
Carl Vinson	Nimitz	1982
Kitty Hawk	Kitty Hawk	1961
Midway	Midway	1945

Notes: The Pacific Fleet has seven of the Navy's fifteen aircraft carriers. However, one or two (and sometimes more) of the seven carriers are unavailable for deployment at any given time due to long-term overhaul or "selected restricted availability" (SRA) shipyard work. In mid-1988, *Kitty Hawk* will enter Philadelphia Naval Shipyard for a two and one-half year service life extension program (SLEP), which will extend her commissioning well into the 21st century. At least two of the Pacific Fleet's flattops are deployed with the 7th Fleet in the western Pacific, although one of these may make a two to four-month patrol in the Indian Ocean and the Arabian Sea. *Midway* is home-ported in Yokosuka, Japan, and is permanently attached to the 7th Fleet. When another carrier is available, it generally operates in the southwest Pacific, where the American naval base at Subic Bay in the Philippines can be used for repair, replenishment, and liberty calls. (The north Pacific, including the Aleutian Islands and the Bering Sea, is an area of 3rd Fleet responsibility. Occasionally, a 3rd Fleet carrier will deploy to this region.)

Of the three carriers represented in the game, *Vinson* is by far the most powerful. In addition to her nuclear propulsion (her reactors can last 15 years), she has significantly more space onboard for aviation ordnance and fuel than her older cousins. The air wings deployed onboard *Vinson* and *Kitty Hawk* are identical, although they are in the midst of organizational change. To add more long-range striking power, each wing will lose four F-14 Tomcats and four F/A-18 Hornets (as well as all its KA-6D refueling aircraft) and gain ten A-6 Intruders. *Midway,* being an older and smaller carrier, has a completely different air wing. She cannot handle the large and heavy F-14 Tomcat and, as a result, she deploys three squadrons of F/A-18 Hornets for interception or attack missions (a fourth squadron may be added), plus the normal A-6 and support aircraft squadrons. (*Midway* does not, however, operate S-3 Viking ASW aircraft.) Each of the carriers in the game deploys a squadron of SH-3G Sea King helicopters for close ASW protection. (The SH-3's are soon to be replaced by the SH-60F variant of the Seahawk helicopter, which differs from the normal SH-60B by the addition of a dipping sonar.)

Battleship

NAME	CLASS	YEAR
Missouri	Iowa	1944

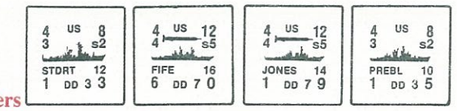
Notes: *Missouri* is the third of four *Iowa*-class battleships to be renovated since 1981, highlighting the Reagan Administration's committment to a naval renaissance. (The fourth battleship, *Wisconsin,* will re-enter service in 1989.) The 16-inch guns of the battleships are no longer their most potent weapons (although they still attract a great deal of attention). Instead, their complement of 32 Tomahawk cruise missiles apiece — four times as many as any other US Navy surface warship (except for those with vertical missile launching systems) — is their primary strength. Although the exact mixture of the Tomahawks onboard each ship is unknown, some are undoubtedly of the long-range strategic variant, while others are anti-shipping versions with a 250-mile range. On occasion, battleships have taken the place of carriers on long-range patrols, especially in areas where air cover can be provided from land or where potential threats from the air are non-existent. The battleships, however, guzzle fuel at an alarming rate and require very large crews: their complement of more than 1,500 men apiece is four times the size of an Aegis cruiser's crew, although the cruiser is essentially a more valuable warship.

Cruisers

NAME	CLASS	YEAR
Antietam	Ticonderoga	1987
Harry E. Yarnell	Leahy	1963
Long Beach	Long Beach	1961
Reeves	Leahy	1964
Sterett	Belknap	1967
Truxtun	Truxtun	1967
Valley Forge	Ticonderoga	1986

Notes: American cruisers are primarily air defense ships which are intended to operate as part of carrier battle groups. *Antietam* and *Valley Forge* are of the vaunted Aegis type, which is probably the most sophisticated air defense system in the world. Each ship's SPY-1A radar is supposedly capable of controlling more than a dozen missiles in flight, three to four times the capacity of older anti-aircraft cruisers and destroyers. *Antietam* is the third ship of the class to be equipped with vertical launchers below decks for its missiles. This launch system speeds up the firing procedure, protects the missiles from fragmentation and water damage, and enables far larger quantities of weapons to be carried. (So far, only Tomahawks and Standard SAM's may be fired from these launchers; ASROC ASW missiles may not, although this capability is planned for the early 1990's.)

Although not nearly as efficient as the Aegis cruisers in detection and tracking techniques, some of the non-Aegis cruisers in the game are actually equipped with a more powerful anti-aircraft weapon than their more modern cousins, the Extended Range (ER)-2 version of the Standard missile — which has a range (90 miles) three times as great as the Medium Range (MR) models. *Long Beach* was the first nuclear surface warship in the US Navy. She and *Antietam* are the only cruisers in the game equipped with Tomahawk cruise missiles (the rest have the far-shorter ranged Harpoon). *Truxtun* is also nuclear-powered. The two *Leahy* cruisers, plus *Long Beach,* do not carry ASW helicopters (although they may be resupplied at sea by choppers using "vertical replenishment"). The other cruisers have one Sea Sprite ASW helicopter apiece, except for the Aegis ships, which can handle two of the more efficient Seahawk choppers. *Sterett* is the only US Navy ship home-ported at Subic Bay.



Destroyers

NAME	CLASS	YEAR
Benjamin Stoddert	C.F. Adams	1964
Cochrane	C.F. Adams	1964
Fife	Spruance	1980
John Paul Jones	Burke	1992
Leftwich	Spruance	1979
Oldendorf	Spruance	1978
Preble	Coontz	1960
Thorn	Spruance	1980

Notes: The *Spruance* ships are primarily ASW vessels, each of which carries one or two ASW helicopters. All the other destroyers are air defense ships without any helicopter facilities. *John Paul Jones* is representative of the new *Arleigh Burke* class, which is not expected to enter service until the early 1990's. Although the design of these new destroyers is not final, they are expected to be mini-Aegis ships. Unlike their older *Ticonderoga*-class cousins, however, they will supposedly lack helicopter hangers, thereby significantly limiting their usefulness in ASW.

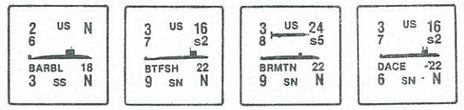
The *Charles F. Adams* and *Coontz*-class destroyers are some of the oldest warships in the US Navy, dating back to the early 1960's. They are, however, important components of the fleet; at least one will generally be found in a carrier battle group for area air defense purposes. The *Coontz* ships are armed with the Standard-1 Extended Range SAM, which makes them more potent than some newer and larger ships. Neither class of older destroyers is armed with Phalanx close defense guns and therefore they may have some difficulty defending themselves. In recent overhauls, several *Spruance* ships have been significantly modified. *Fife* has been reconstructed with the vertical launch missile system, although the ship will not be able to fire SAM's due to the lack of appropriate fire control radars. Instead, the launch boxes will be filled with Tomahawk cruise missiles and, by the early 1990's, ASROC ASW missiles. *Leftwich* has also been provided with Tomahawks, but these have been placed in box launchers on deck rather than in vertical launch tubes. *Oldendorf* and *Thorn* have been modified to accept the Seahawk ASW helicopter. Unmodified *Spruances* must still operate the smaller and lighter Sea Sprites. Each of the destroyers in the game has received Harpoon SSM's during overhauls in the 1980's.

Frigates

NAME	CLASS	YEAR
Crommelin	O.H. Perry	1983
De Wert	O.H. Perry	1983
Francis Hammond	Knox	1970
Gallery	O.H. Perry	1981
Halyburton	O.H. Perry	1984
Hepburn	Knox	1969
Ingraham	O.H. Perry	1988
John L. Hall	O.H. Perry	1982
Kirk	Knox	1972
Lockwood	Knox	1970
Robert E. Beadley	O.H. Perry	1984
Samuel B. Roberts	O.H. Perry	1986
Schofield	Brooke	1968
Taylor	O.H. Perry	1984
Vandegrift	O.H. Perry	1984

Notes: American frigates are small, low-cost vessels intended for use as escorts for non-combatant ships. Occasionally, however, frigates are assigned to carrier battle groups. The basic mission of all frigate classes is ASW, but the *Perry* and *Brooke*-class ships also have a modest area air defense capability. All frigates in the game, except for *Schofield,* are also armed with Harpoon SSM's. There are more *Perry* ships in the Navy than any other surface warship class. A large proportion of the class, however, cannot handle the new Seahawk ASW helicopter and will retain the less-capable Sea Sprite (16 of these ships have been transferred to the Naval Reserve Force). In the game, *Gallery* and *John L. Hall* are equipped with Sea Sprites; all the other *Perry*-class ships use the Seahawk.

A great deal of public attention was focused on the *Perry* class when the USS *Stark* (FFG-31) was critically damaged by two Iraqi Exocets in May 1987. The ship had no chance to defend itself, but was saved by a 24-hour damage control effort. Its weapons and sensors, however, were almost useless following the attack because the ship's Combat Information Center (CIC) was completely destroyed.

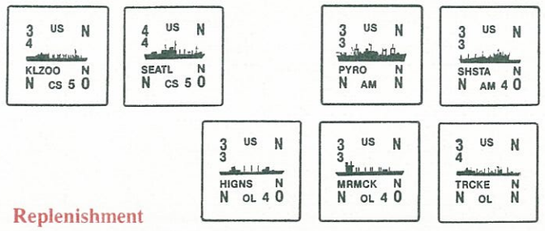


Submarines

NAME	CLASS	YEAR
Barbel	Barbel	1959
Batfish	Sturgeon	1972
Blueback	Barbel	1959
Bremerton	Los Angeles	1981
Dace	Permit	1964
Guardfish	Permit	1966
New York City	Los Angeles	1979
Puffer	Sturgeon	1969
Salt Lake City	Los Angeles	1984
San Juan	Los Angeles	1987
Silversides	Sturgeon	1972
Springfield	Los Angeles	1988
Tautog	Sturgeon	1968

Notes: *Barbel* and *Blueback* are two of only four diesel submarines in commission in the US Navy. They are the only American submarines in the game not armed with Harpoon SSM's. Almost 60 *Los Angeles* boats will be in service by the mid-1990's, the most numerous class in the US Navy. All the *Los Angeles*-class submarines in the game are armed with Tomahawk cruise missiles. Instead of launching their Tomahawks from torpedo tubes, *San Juan* and *Springfield* have more efficient vertical launch tubes for their missiles in the forward section of the boat, which also enables them to carry far more ammunition than earlier submarines of the class. These two submarines are also equipped with the new Submarine Advanced Combat System (SUBACS), a highly automated fire control computer system.

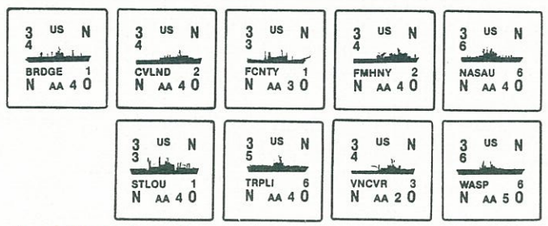
The primary mission of all American submarines is ASW, and all boats, including those of the older *Sturgeon* and *Permit* classes, are very good at it. The highly-sophisticated BQQ-5 active-passive sonar system is standard equipment on all *Los Angeles* boats and is being backfitted into the *Sturgeon* and *Permit* classes. (In the game, however, only *Silversides* and *Batfish* are considered equipped with it.) As powerful as American submarines are — and they are *very* powerful — the dramatic advances in Soviet submarine design in recent years have sparked a controversy concerning the state of US underwater technology. Many military analysts have criticized the Navy's new *Seawolf* submarine design, which is expected to enter service in 1995, as only a modest improvement over the *Los Angeles* class. They point out that some Soviet submarines already in commission are able to dive deeper and sail faster than the prospective *Seawolf* and are calling for a more radical new design.



Replenishment

NAME	CLASS	YEAR
Andrew J. Higgins	Kaiser	1987
Kalamazoo	Wichita	1973
Merrimack	Cimarron	1981
Pyro	Nitro	1959
Roanoke	Wichita	1976
Seattle	Sacramento	1969
Shasta	Kilauea	1972
Truckee	Neosho	1955

Notes: The US Navy has the most numerous and sophisticated fleet of supply ships in the world. The simple fact that continuous operations can be maintained at distances up to 10,000 miles away from home is a testament to their capabilities. The support of worldwide naval operations is, however, a constant strain. In wartime, the strain would be infinitely worse. American supply ships generally sail together in packs called "Underway Replenishment Groups" (URG's). An URG usually consists of one oiler, one ammunition carrier, and one stores ship (the stores ship, carrying spare parts and food, is not simulated in the game), plus one or more frigates as an escort. Sometimes, a fast combat support ship (AOE), which is capable of dispensing fuel, ammunition, spare parts, and food at the same time, is assigned directly to a carrier battle group, sailing with the group wherever it goes. There are, however, only a handful of these fast supply ships in the Navy, although more are being built. Because they are expected to operate in a battle zone, they are provided with their own self-defense weapons. American replenishment ships are well-practiced in resupplying warships at sea. Liquid and solid supplies can be transferred while sailing alongside warships or by "vertical replenishment," using large UH-46 helicopters.

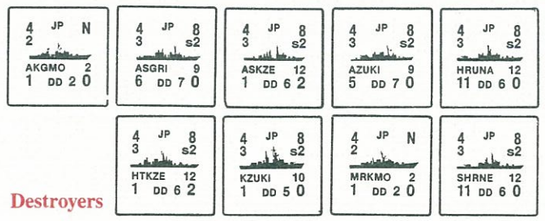


Amphibious Assault

NAME	CLASS	YEAR
Blue Ridge	Blue Ridge	1970
Cleveland	Austin	1967
Fairfax County	Newport	1971
Fort McHenry	Whidbey Island	1987
La Moure County	Newport	1971
Nashville	Austin	1970
Nassau	Tarawa	1979
Saint Louis	Charleston	1969
Schenectady	Newport	1970
Shreveport	Austin	1970
Spartanburg County	Newport	1971
Trenton	Austin	1971
Tripoli	Iwo Jima	1966
Vancouver	Raleigh	1963
Wasp	Wasp	1989

Notes: The US Navy's fleet of amphibious assault ships is larger than most navies of the world. The "amphibs" are used to transport Marines and, if need be, land them on a hostile shore. They operate in "PhibRons" of from three to five ships, one of which is generally a large helicopter carrier of the *Iwo Jima, Tarawa,* or *Wasp* class. Each PhibRon carries a Marine Amphibious Unit (MAU, or reinforced battalion), one of which is usually on a six-month tour in the western Pacific or Indian Ocean at any given time. The Marines in the MAU are usually deployed from Camp Pendleton, California. A Marine Amphibious Brigade (MAB) of some 16,000 men would probably require at least 15 amphibious assault vessels for sea transport. The Marines have a MAB on Okinawa (the 9th) and another, smaller one in Hawaii (the 1st). In concert with the Navy's maritime prepositioning ships, the MAB's are prepared to fly to a secure airfield and join up with heavy equipment transported to the site by the cargo ships. *Blue Ridge* is the flagship of the 7th Fleet. The large *Wasp* and *Tarawa*-class helicopter carriers are also capable of operating as mini-aircraft carriers since their flight decks can handle Marine Corps AV-8 Harrier VSTOL aircraft.

JAPAN



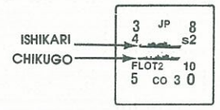
Destroyers

NAME	CLASS	YEAR
Akigumo	Yamagumo	1974
Asagiri	Asagiri	1988
Asagumo	Yamagumo	1967
Asakaze	Tachikaze	1979
Azizuki	Hatsuyuki	1987
Hamayuki	Hatsuyuki	1983
Haruna	Haruna	1973
Harusame	Asagiri	1989
Haruyuki	Hatsuyuki	1985
Hatakaze	Hatakaze	1986
Hatsuyuki	Hatsuyuki	1982
Hiei	Haruna	1974
Kizizuki	Takatsuki	1968
Kurama	Shirane	1981
Matsuyuki	Hatsuyuki	1986
Mineyuki	Hatsuyuki	1984
Murakamo	Minegumo	1970
Murasame	Asagiri	1989
Nagatsuki	Takatsuki	1970
Sawakaze	Tachikaze	1983
Sawayuki	Hatsuyuki	1984
Shirane	Shirane	1980
Shirayuki	Hatsuyuki	1983
Takaname	Hatakaze	1988
Yugumo	Yamagumo	1978

Notes: The Japanese Maritime Self-Defense Forces have undergone a remarkable modernization program in recent years. By 1990, over half of its combatants will be only ten years old or less. Over one-quarter of its destroyers will be less than three years old. And virtually none of its combatants will date back to the 1960's. In contrast, a major portion of the US surface fleet in the early 1990's will have seen service for almost 30 years. The Japanese have armed most of their destroyers with modern US weapons, particularly the Harpoon SSM and the Phalanx close defense gun. Japanese destroyers are primarily oriented

to ASW. Although far smaller than US *Spruance* destroyers, the four Japanese vessels of the *Shirane* and *Haruna* classes can each carry three large Sea King helicopters — an extremely efficient submarine hunter. Each of these four destroyers is the flagship of an ASW group: two groups are stationed at Yokosuka, one group at Maizuru on the west coast, and another at Sasebo, on the southern island of Kyushu.

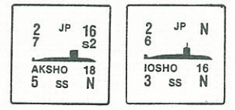
The gravest weakness of the Japanese fleet is its poor air defense. By 1990, only six of its surface ships will have a long-range SAM, although there are plans to build US-style Aegis vessels. It may prove very difficult to repel air attacks from nearby Soviet Far Eastern airfields without plentiful air defense ships.



Corvettes

NAME	CLASS	YEAR
Flotillas 1-3	See below	1970-1984

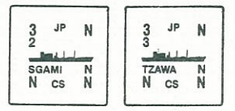
Notes: Each Japanese flotilla consists of one *Yubari* or *Ishikari*-class frigate and three *Chikugo*-class frigates. These are very small ships, all under 1,500 tons. None are equipped with helicopters, but the *Chikugo*-class ships have ASROC launchers (the smallest ships in the world carrying ASROC) and the *Yubari* and *Ishikari* vessels have Harpoon SSM's.



Submarines

NAME	CLASS	YEAR
Akishio	Yushio	1986
Isoshio	Uzoshio	1972
Kuroshio	Uzoshio	1974
Makishio	Uzoshio	1972
Mochishio	Yushio	1981
Nadashio	Yushio	1984
Narushio	Uzoshio	1973
Okishio	Yushio	1983
Setoshio	Yushio	1982
Takeshio	Yushio	1987
Yaeshio	Uzoshio	1978

Notes: *Akishio, Nadashio,* and *Takeshio* are equipped with Harpoon missiles and torpedoes. All other submarines are armed with torpedoes only. Japanese submarines are about one-third the tonnage and three-quarters the length of a US *Los Angeles*-class submarine.

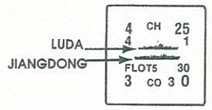


Replenishment

NAME	CLASS	YEAR
Sagami	Sagami	1979
Towada	Towada	1987
Tazawa	Towada	1989

Notes: Until very recently, the Japanese Maritime Self-Defense Forces had very few plans to operate far from Japanese shores. As a result, their replenishment capabilities were minimal. In the mid-1980's, however, the United States urged the Japanese to expand their naval mission in the Far East to include convoy protection and close cooperation with US Navy battle groups operating in the western Pacific. In order to fulfill such a strategy, the Japanese were forced to enhance their replenishment-at-sea capabilities. The *Sagami* and *Towada* classes of supply ships are the result. Like the large American fast combat support ships, the Japanese vessels can transfer fuel, ammunition, and stores. They are, however, less than one-half the size of their American counterparts.

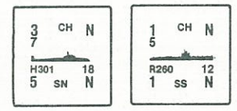
CHINA



Corvettes

NAME	CLASS	YEAR
Flotillas 1-5	See below	1972-1984

Notes: Each Chinese flotilla consists of two *Luda*-class destroyers, and four *Jianghu* or *Jiangdong* frigates. All are equipped with Styx SSM's and 1950's vintage ASW weapons, such as depth charges and short-ranged rocket launchers. None are equipped with helicopters.



Submarines

NAME	CLASS	YEAR
H301-H303	Han	1974-1984
R260-R279	Romeo	1960-1982

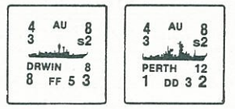
Notes: The *Han* class is a Chinese nuclear design of some 4,500 tons. Little is known about it even though it has been on the drawing boards for 14 years. The *Romeo* boats, all of which were built in China, are copies of Soviet submarines of the same class. Each *Romeo* can carry up to 14 torpedoes.

Replenishment

NAME	CLASS	YEAR
Fuqing	Fuqing	1980

Notes: This class of oiler uses a fuel transfer system similar to US Navy systems. It contains a helicopter deck but no hangar.

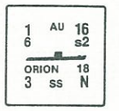
AUSTRALIA



Destroyer/Frigate

NAME	CLASS	YEAR
Darwin	O.H. Perry	1984
Perth	C.F. Adams	1965

Notes: Both Australian ships in the game are of US construction. *Perth* is a *Charles F. Adams*-class destroyer with little difference from its American counterpart except for its use of the Ikara ASW missile instead of the ASROC. *Darwin* is essentially identical to the US *Perry* frigates, although it will use a variant of the American Seahawk helicopter. Four frigates of this class were built for Australia at the Todd shipyards in Seattle; two more are being built in Australia.

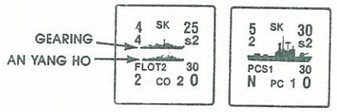


Submarine

NAME	CLASS	YEAR
Orion	Oberon	1977

Notes: The Royal Australian Navy operates six British-built submarines of the *Oberon* class. Each submarine, however, is armed with American Mark 48 torpedoes and Harpoon SSM's. Up to 18 torpedoes/missiles may be carried.

SOUTH KOREA



Corvettes

NAME	CLASS	YEAR
Flotillas 1-4	See below	1944-1984
Patrol Squadron 1	See below	1975-1978

Notes: Each South Korean flotilla consists of two US-built *Gearing* or *Sumner*-class destroyers of World War Two vintage, plus two more modern corvettes of the *Ulsan* and *An Yang Ho* classes. All ships, including the elderly American destroyers, are equipped with Harpoon SSM's. The patrol squadron consists of six tiny (240 tons) *Paek Ku*-class boats, each of which are armed with four Harpoons.

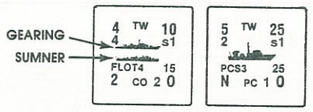
CANADA

Frigate

NAME	CLASS	YEAR
Kootenay	Restigouche	1959

Notes: A large proportion of the Canadian fleet is deployed in the Atlantic. Only eight frigates are assigned to the Pacific, none of which is capable of carrying ASW helicopters or firing SSM's. Furthermore, no submarines are deployed in the Pacific. *Kootenay* is expected to remain in service until 1996.

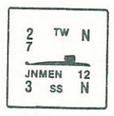
TAIWAN



Corvettes

NAME	CLASS	YEAR
Flotillas 1-4	See below	1943-1946
Patrol Squadrons 1-4	See below	1980-1985

Notes: Each flotilla consists of four US-built destroyers of the *Gearing*, *Sumner*, or *Fletcher* classes. Each patrol squadron contains nine *Hai Ou* patrol boats. The Taiwanese Navy employs the Hsuing Feng SSM, a copy of the Israeli Gabriel II missile. Although most surface ships in the fleet are over 40 years old, they are reportedly carefully maintained in peak condition through frequent upgrades.

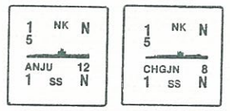


Submarines

NAME	CLASS	YEAR
Jinmen	Zwaardvis	1986
Mazu Dao	Zwaardvis	1986

Notes: These are large diesel submarines built in Dutch shipyards. Additional boats of the same type were requested by Taiwan; the government of the Netherlands, however, turned down the request because of Chinese protests. Each submarine carries 28 torpedoes.

NORTH KOREA



Submarines

NAME	CLASS	YEAR
Anju	Romeo	1973
Chongjin	Whiskey	1960
Haeju	Romeo	1973
Hungnam	Romeo	1975
Hamhung	Romeo	1974
Kilchu	Romeo	1975
Pyongyang	Romeo	1975
Sinuiju	Romeo	1974
Unggi	Whiskey	1961
Wonsan	Romeo	1975

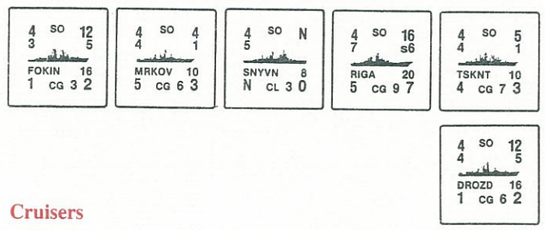
Notes: The two North Korean *Whiskey* submarines were transferred from the Soviet Union in the early 1960's. Most of the *Romeo* boats were transferred from China, although a few were built in North Korea with Chinese assistance.

SOVIET UNION

Aircraft Carriers

NAME	CLASS	YEAR
Minsk	Kiev	1978
Novorossiysk	Kiev	1982

Notes: These are very large ships — at 40,000 tons, they are five times the size of a US Aegis cruiser. They are heavily armed with very diverse weapons and aircraft. Each carrier has a standard complement of 17 helicopters, making them very powerful ASW vessels (they are offically designated as *Bolshoy Protolovadochnyy Kreyser* — Large ASW Cruiser). They also carry a squadron of 12 Yak-36 VSTOL fighters, two batteries of long-range SAM's, and eight long-range SS-N-12 SSM's. Four have entered service since 1975.



Cruisers

NAME	CLASS	YEAR
Admiral Fokin	Kynda	1963
Admiral Makarov	Kresta II	1972
Admiral Oktyabrskiy	Kresta II	1973
Admiral Senyavin	Sverdlov	1954
Admiral Suvorov	Sverdlov	1953
Admiral Yumashev	Kresta II	1978
Marshal Voroshilov	Kresta II	1973
Riga	Kirov	1988
Tashkent	Kara	1979
Vasily Chapaev	Kresta II	1976
Vitse Admiral Drozd	Kresta I	1968
Vladivostok	Kresta I	1968

Notes: *Riga* is the third cruiser of the *Kirov* class, the only nuclear-powered surface ships in the Soviet Navy. It is twice

as large as any US Navy cruiser except for *Long Beach*. *Admiral Senyavin* and *Admiral Suvorov* are old light cruisers that are retained for gunfire support and their command facilities. With the exception of these two vessels, all Soviet cruisers in the game are armed with long-range SAM's. The *Kresta I* and *Kynda* classes are primarily anti-surface ships; the *Kresta II* and *Kara* ships are largely devoted to ASW. The *Kara*-class ships are actually smaller than many US destroyers.

Destroyers

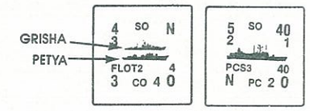
NAME	CLASS	YEAR
Admiral Tributs	Udaloy	1985
Admiral Tubric	Udaloy	1987
Bezuprechnyy ("Irreproachable")	Sovremennyy	1985
Derzkiy ("Audacious")	Kanin	1961
Gremyashchiy ("Thunderous")	Kanin	1959
Marshal Shaposhnikov	Udaloy	1985
Nesokrushimyy ("Invincible")	Kotlin SAM	1956
Odarennyy ("Gifted")	Kashin	1965
Reshitelnyy ("Decisive")	Kashin	1968
Smelyy ("Daring")	Kashin	1970
Smyshlennyy ("Clever")	Kashin	1968
Soobrazitelnyy ("Bright")	Kashin	1963
Vliyatelnyy ("Influential")	Sovremennyy	1986

Notes: With the exception of the *Udaloy* class, Soviet destroyers are primarily air defense ships. The *Kotlin* and *Kanin* classes, however, are obsolete. The *Sovremennyy* destroyers are the Soviets' newest and most powerful class of tin cans. In fact, they are larger than many Soviet cruisers. They carry the newest Soviet SSM, the SS-N-22, which reportedly flies at Mach 2.5 — significantly faster than comparable American SSM's. It probably also has a nuclear warhead. The *Udaloy* destroyers are ASW ships. They are the only class of Soviet destroyers to be equipped with ASW helicopters. *Sovremennyy* and *Udaloy* destroyers are still building at a rate of about one per year apiece.

Frigates

NAME	CLASS	YEAR
Bodryy ("Brave")	Krivak I	1971
Dostoynyy ("Dignified")	Krivak I	1970
Druzhnyy ("Amicable")	Krivak I	1975
Dzgutshi	Krivak III	1987
Dzivutshi	Krivak III	1988
Poryvistyy ("Impetuous")	Krivak I	1982
Pytlivyy ("Curious")	Krivak II	1982
Razumnyy ("Sensible")	Krivak I	1973
Revnostnyy ("Roaring")	Krivak II	1980
Ryanyy ("Spirited")	Krivak II	1980

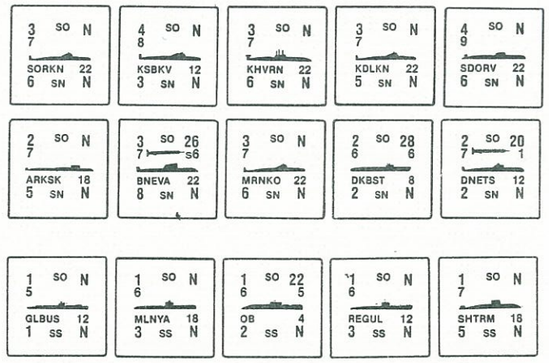
Notes: The *Krivak* frigates are larger than the American *Perry* ships, but they are far less powerful. They are primarily coastal defense vessels and, in fact, many are operated not by the Navy but by the KGB Maritime Border Guards. The *Krivak I/II* ships are simple ASW vessels whose primary weapon is the SS-N-14 anti-submarine rocket. The *Krivak III* class lacks the SS-N-14's, but is provided with a helicopter hanger — the only Soviet frigate class so equipped.



Corvettes

NAME	CLASS	YEAR
Flotillas 1-4	See below	1964-1987
Patrol Squadrons 1-4	See below	1959-1987

Notes: Each Soviet flotilla consists of three *Grisha* and one *Petya* or *Mirka* corvettes. (These classes are commonly labeled frigates, but they are one-quarter the tonnage of *Krivak* ships.) They are pure ASW vessels, many of which are operated by the KGB Maritime service. Each Soviet patrol squadron consists of one *Tarantul*, two *Nanuchka*, and four *Osa* or *Matka* patrol boats. Each class is designed for a single purpose: to attack enemy surface ships with their SSM's. The patrol boats are small and have limited endurance. The *Osa* boats, for example, cannot sail much more than 300 miles from a friendly base without refueling.



Submarines

NAME	CLASS	YEAR
Admiral A.I. Sorokin	Victor III	1985
Admiral G.M. Yegorov	Victor III	1985
Admiral Kapitanents	Victor III	1985
Admiral Kasumbekov	Alfa	1983
Admiral Khovrin	Sierra	1987
Admiral Kudelkin	Victor I	1973
Admiral Lapshin	Victor I	1972
Amiral Mikhaylovskiy	Victor III	1983
Admiral Sidorov	Mike	1989
Arkhangelskaya	Yankee	1972
Bolshaya Neva	Oscar	1987
Col. Gen. Mironenko	Victor II	1977
Dekabrist	Echo II	1966
Donets	Charlie I	1971
Globus	Whiskey	1956
Lt. Gen. Nefedov	Victor I	1971
Molniya	Tango	1974
Ob	Juliett	1961
Regul	Foxtrot	1963
Saturn	Whiskey	1957
Serp	Tango	1976
Shtorm	Kilo	1987
Sirius	Foxtrot	1967
Sura	Charlie I	1968
Yenisey	Oscar	1986
Yupiter	Foxtrot	1965
Yuzhnyy Bug	Charlie I	1969
Zarnitsa	Tango	1978

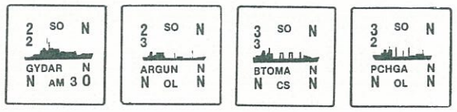
Notes: There have been so many new and varied Soviet submarine designs in recent years that Western military observers

are having a great deal of difficulty keeping them all straight. The Soviets are currently building seven different kinds of submarines. In contrast, the United States has had only two different designs for the past 12 years. Soviet submarines are more specialized than their American counterparts. There are three basic types: ballistic missile submarines (which are not simulated in the game), cruise missile submarines, and standard attack submarines. Cruise missile boats are designed to attack enemy shipping, particularly American carriers, at long range. The most modern class, the mammoth *Oscar,* is twice as big as the US *Los Angeles* class and is armed with three major weapons systems: SS-N-21 cruise missiles for land attack, SS-N-19 SSM's (with a 300 mile range) for strikes against enemy warships, and torpedoes. At a speed of 35 knots while submerged, it is faster underwater than most of the world's warships are on the surface — an incalculable tactical advantage. Older Soviet cruise missile submarines, such as the *Charlie, Echo,* and *Juliett* classes, are far slower and less formidably armed. The *Oscar* boats, however, are building at a slow rate — perhaps one every two years.

Soviet attack submarines are armed exclusively with torpedoes (and, perhaps, short-ranged ASW missiles such as the SS-N-15 and SS-N-16). With over 200 such submarines in its inventory, these represent the Soviet Navy's most powerful arm. Three new nuclear-powered models appeared on the scene in the last four years and there is some confusion concerning their functions and capabilities. The *Mike* class may be a follow-on to the super-fast (45 knot) *Alfas.* If so, we can expect the *Mike* boats to be built with titanium (thereby making them difficult to spot with magnetic detectors), to have a submerged speed of close to 40 knots, and to have a very deep-diving capability (perhaps 900 meters). Such a submarine would be extremely difficult to seek out and destroy. The *Sierra* and *Akula* classes may be successors to the *Victor III's.*

Unlike the US Navy, whose submarines are primarily intended for ASW, Soviet boats are mainly designed to sink enemy surface ships with torpedoes. The 37 nuclear submarines of the *Victor* class are the most effective components of the attack submarine force. In addition, there are over 100 diesel submarines of the *Whiskey, Foxtrot, Tango,* and *Kilo* classes in service. (The *Whiskey* model dates back to the late 1940's, however.) Large Soviet submarines are reportedly being armed with the new "Type 65" torpedo. This weapon has a range of over 50 miles, homing in on the wakes of surface warships. Soviet submarines using this weapon may have a significant advantage inasmuch as the area that must be patrolled by enemy surface ships is dramatically enlarged. Also, as American carriers will have the most noticeable wakes, they may be the easiest targets for the Type 65.

There is no question that the Soviet submarine force is the strongest arm of the Soviet Navy. In sheer quantity, it outnumbers US Navy submarines by three to one. A large number of these submarines, however, are obsolete. As the Soviets have begun to significantly modernize their submarines in recent years, they have clearly opted for sophisticated, expensive models that rival, or may even exceed, the very best of American submarines. By adopting this policy, however, their submarine construction program has slowed considerably. As elderly submarines, such as the *Whiskey, Foxtrot,* and *Echo* classes, pass out of service, US-Soviet submarine force levels will come much closer to parity. Even if it is true that some of the most recent Soviet submarine designs are superior to American models, the Soviets have discovered — as the US did long ago — that the production of high-technology equipment is a slow and laborious process. The United States has been building these kind of boats for 25 years; each and every one of them is superior to the vast majority of Soviet submarines. It will take a very long time for the Soviet Navy to build up a large force of submarines that is on a par with or superior to the American undersea fleet. By that time, the United States will no doubt have advanced the art of its own submarine design.



Replenishment

NAME	CLASS	YEAR
Admiral Gaydar	Lama	1966
Admiral Sysayev	Lama	1977
Admiral Usenko	Lama	1978
Argun	Kalingrad	1983
Boris Butoma	Boris Chilikin	1976
Pechenga	Dubna	1978
Sventa	Dubna	1979
Vladimir Kolyachitskiy	Boris Chilikin	1975

Notes: Compared to the US fleet, the Soviet Navy's ability to replenish warships at sea is limited. This is a function of naval policy, for the Soviets do not expect to support sustained operations at great distances from the homeland. Instead, their surface fleet will probably operate in waters adjacent to the Soviet Union where it can be provided with supplies from nearby bases. Nevertheless, the Soviets have a large number of supply ships. Almost without exception, however, they are far more modest in design and intent than their American counterparts. For one thing, they are generally one-half the size of US replenishment ships; they are also slower and, for the most part, unarmed. Only one ship in the Soviet Navy, *Berezina,* is comparable in size and purpose to the US fast combat support ships that occasionally accompany carrier battle groups. *Berezina,* however, has not seen active service for many years, indicating that the Soviets do not place as much emphasis on replenishment at sea as do the Americans.

NOTES ON AIRCRAFT

The number of aircraft in each air unit in the game is variable. Carrier-based interceptor and attack air units represent about 9-12 aircraft. Land-based fighter/bomber units depict about 18-25 aircraft (for US, Japanese, and other Allied air units) or 20-30 aircraft (for Soviet, North Korean, and Vietnamese units). Reconnaissance units represent from 8-12 planes; electronic warfare and early warning pieces about 3-6 aircraft. The US B-52 piece represents 14 B-52H bombers of the 60th Bomb Squadron. Although the Soviet Blackjack bomber has not been assigned an official numerical designation, it is called the "T30" in the game.

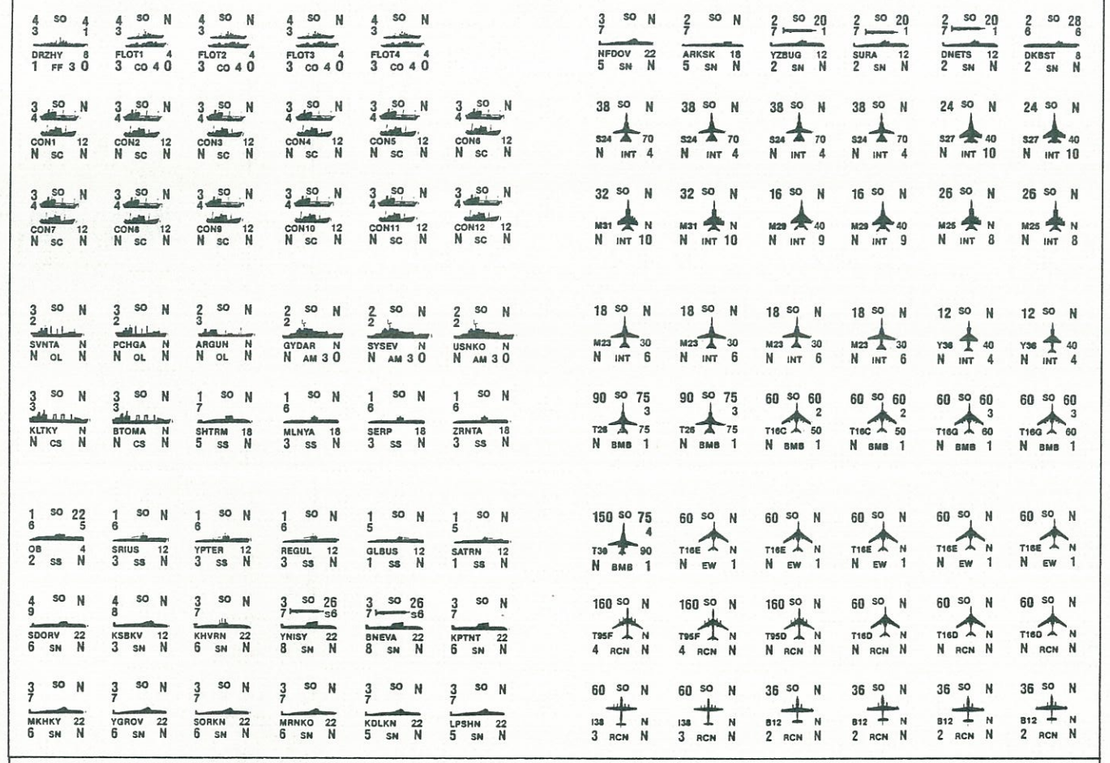
The US AV8 air unit deployed on the AA ship *Wasp* is a Marine Corps squadron (VMA-311), as are the air units deployed at the Iwakuni airfield in Japan: VMA-224 (A-6), VMFA-232 (F-18), and VMFA-451 (F-18). Marine Corps units sometimes perform tours of duty onboard aircraft carriers.

US P-3C Orion patrol aircraft usually do three-to-six month tours at Far East airfields, deploying from bases on the West Coast and Hawaii. These deployments vary, but there will usually be two squadrons of nine aircraft each divided among Kadena, Misawa, and Cubi Point airfields. All of these squadrons are equipped to fire Harpoon SSM's.

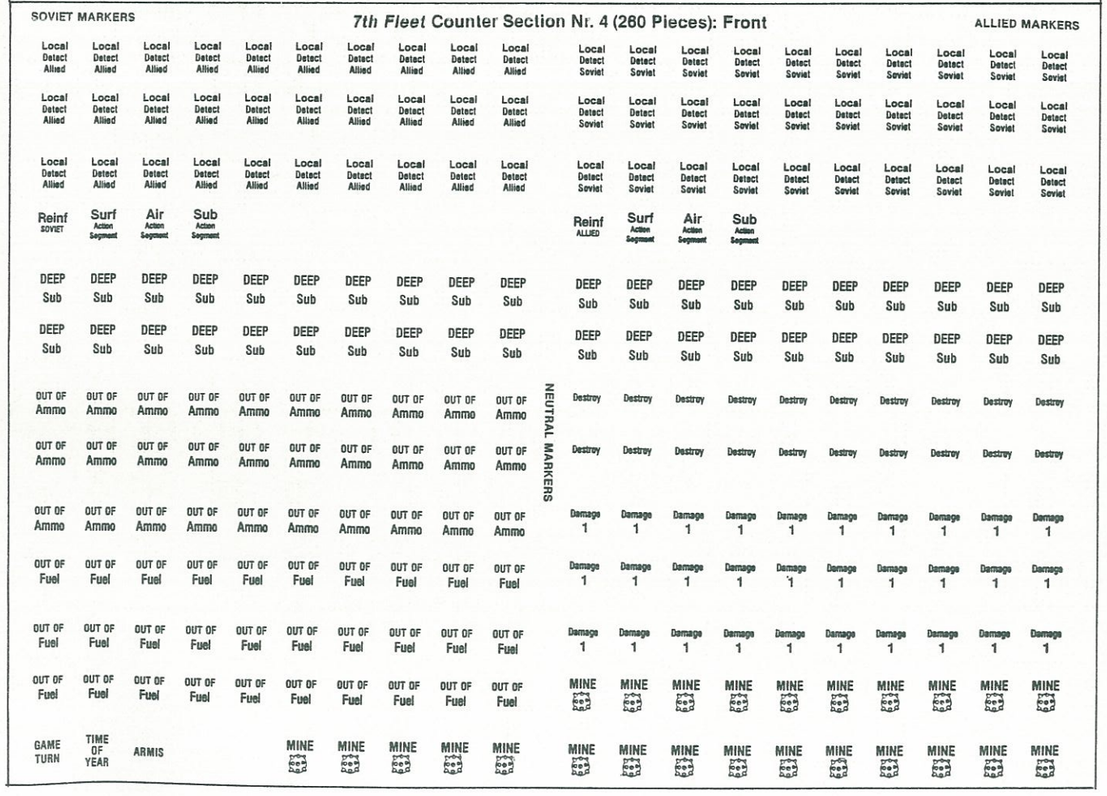
There is a US Air Force F-15 wing of three squadrons permanently assigned to the Kadena airfield on Okinawa. In the event of a crisis, however, it is expected that one or two (and perhaps all three) squadrons will deploy to forward bases — most likely to South Korea, but also, perhaps, to Japan or the Philippines.

The Australians are replacing their older Mirage III interceptors with US F-18's. The aircraft are normally deployed in Singapore, which is off the map.

7th Fleet Counter Section Nr. 3 (96 Pieces): Front



7th Fleet Counter Section Nr. 4 (260 Pieces): Front



SUBMARINE DETECTION TABLE

DIE	Allied SS	Allied SN	Soviet/NK SS	Soviet SN	Noisy Soviet SN
	DETECTION ATTEMPT AGAINST				
2 or less	D	D	D	D	D
3	D	–	D	D	D
4	D	–	D	–	D
5	–	–	D	–	D
6	–	–	–	–	D
7 or more	–	–	–	–	–

–: No effect. **D:** Detected; place Strategic Detection marker on submarine if in Strategic Detection Segment; place Local Detection marker if in Local Detection Phase.

Modifiers:

+2: Detection attempt against submarine in Deep mode.

–3: Detection attempt against submarine in restricted water hex.

–3: Detection attempt against SN in shallow hex

–3: Detection attempt against SN in enemy close defense hex.

–2: Detection attempt against submarine that just executed Torpedo, SSM, Cruise Missile, or ASW Combat (but not after Soviet Type 65 attacks).

AIRCRAFT CARRIER CAP CHART

DISTANCE FROM AIRCRAFT CARRIER	MODIFICATION TO ANTI-AIR VALUES OF UNITS ON CAP: AEW UNIT IN CAP MISSION	NO AEW UNIT IN CAP MISSION
1 hex	×1	×1
2 hexes	×1	×½
3 hexes	×1	×½
4 hexes	×1	×¼

How to Use: Determine how many hexes the air units on the CAP mission are from their carrier when they engage in air-to-air combat. The combined Anti-Air values of all units on CAP are modified (round fractions up; a minimum of 1) as shown on the chart.

WEATHER TABLE

DIE	Period 1 MAR-APR NOV-DEC	2 MAY-JUNE SEPT-OCT	3 JULY-AUG
0-4	Clear	Clear	Clear
5	Squall	Clear	Clear
6	Squall	Squall	Clear
7	Squall	Squall	Squall
8	Storm	Storm	Squall
9	Storm	Storm	Storm

REINFORCEMENT TABLE

DIE	Allied	Soviet
0	1	0
1	2	0
2	3	1
3	4	2
4	5	3
5	6	4
6	7	5
7	8	6
8	9	7
9 or more	10	8

Modifier:

+3: If player has received a Reinforcements Enhanced result on the Random Events Table.

ZONE TABLE

DIE	Zones Affected
0	SO/NW/NP
1	SO/NW/HK
2	SJ/HK/SO
3	JP/NW/NP
4	BO/MR/SP
5	EC/CP/PH/BO
6	FO/SC/SO/NP
7	NW/HK/SJ/JP
8	SO/HK/NW/SJ/JP/BO/NP
9	SC/PH/SP/CP/FO/EC/MR

Key:

BO: Bonin Islands
CP: Central Pacific
EC: East China Sea
FO: Formosa
HK: Hokkaido
JP: Japan
MR: Marianas
NP: North Pacific
NW: Northwest Pacific
PH: Philippines
SC: South China Sea
SJ: Sea of Japan
SO: Sea of Okhotsk
SP: South Pacific

ARMISTICE TABLE

DIE	RESULT
0-4	No effect
5-7	Consult Random Events Table
8-11	Advance Armistice marker one box

Modifiers (cumulative):

+1: Games of Short length
+1: UN Breakthrough (see 17.2)
–1: Games of Long length
–1: UN Talks Collapse (see 17.2)

RANDOM EVENTS TABLE

DIE	RESULT
0	UN Talks Collapse
1	UN Breakthrough
2-4	Command Failure
5-7	South Korean Bases Fall
8	Reinforcements Enhanced
9	Reinforcements Delayed

Note: See 17.2 for explanation of Random Events.

Allied Player Charts and Tables

7th Fleet

ABBREVIATED SEQUENCE OF PLAY

Strategic Cycle (AM Game Turns only)

A. Political Events Phase
(Advanced Game; not on GT 1)
B. Weather Phase (Advanced Game)
C. Reinforcement Phase
(Advanced Game; not on GT 1)
D. Submarine Mode Phase (Advanced Game)
E. Strategic Air Phase
1. Allocation Segment
2. Interception Segment
3. Bounce Segment
4. Mine Segment
5. Strategic Detection Segment

Activity Cycle (All Game Turns)

F. CAP Phase
G. Minesweeping Phase (Advanced Game)
H. Replenishment Phase (Advanced Game)
I. Local Detection Phase
J. Action Phase
1. 1st Action Segment
2. 2nd Action Segment
3. 3rd Action Segment
K. Local Detection Removal Phase
L. CAP Landing Phase

Terminal Cycle (Night Game Turns only)

M. Fuel Phase (Advanced Game)
N. Repair Phase
O. Strategic Air Mission Termination Phase
P. Air Unit Replacement Phase
(Advanced Game; GT 9, 18, 27 only)
Q. Strategic Detection Removal Phase

Game Turn Indication

TERRAIN CHART

Coastal Hex:

1. Surface and submarine units can never move or attack across all-land hexsides.
2. Mine markers can be placed only in coastal hexes (not hexes containing only islands). Minesweeping attempts in Japanese and Soviet Union coastal hexes succeed on a roll of 0, 1, or 2; attempts in any other coastal hexes succeed on a roll of 0.

Restricted Water Hex:

1. Submarines cannot enter Deep mode in this hex, nor can submarines in Deep mode enter such a hex.
2. Submarines moving at full speed cannot enter, nor can submarines activate at full speed in such a hex.
3. –3 to all detection attempts against submarines in such a hex.
4. +2 to the Defense die roll when submarine in this hex performs Torpedo attack.
5. If target of SSM or Bombing attack occupies this hex, do not add in Area Anti-Air values of surface units in hex. Attacker subtracts 4 from SSM attack die roll.
6. +3 to attacker's die roll if target submarine of ASW attack occupies this hex.
7. There is no modifier to attacker's die roll during Close Combat when either attacking or defending units occupy this kind of hex.

Shallow Hex:

1. Submarines cannot enter Deep mode in this hex, nor can submarines in Deep mode enter such a hex.
2. –3 to all detection attempts against SN or Noisy SN in such a hex.
3. +2 to the Defense die roll when SN in this hex performs Torpedo attack.
4. +3 to attacker's die roll if target of ASW attack is SN (not SS) in this hex.

Drift Ice Hex:

1. In Basic Game Scenarios and Period 3 Advanced Game Scenarios, drift ice hexes are ignored.
2. A surface unit must spend 2 Movement Points to enter this hex; there is no extra cost to exit. A surface unit can always move one hex.
3. A submarine cannot enter this hex at full speed, nor can a submarine be activated at full speed in this hex.

Bases (all kinds):

1. Surface and submarine units in this hex must be detected before they can be attacked. Bases do not have to be detected to be attacked.
2. Bases can be attacked by Cruise Missile and Bombing Combat only. If a base is attacked, friendly surface units in the base cannot contribute their Area or Close Anti-Air values to the combat. (A Bombing attack cannot be made against both a port and surface units in the hex; nuclear Bombing attacks cannot be made against bases.)
3. If surface units in a friendly port (not airfield) are attacked by enemy SSM or Bombing Combat, the port contributes its Close Anti-Air value to the combat.
4. At the moment an enemy surface unit or stack enters a friendly base hex, place a Strategic Detection marker on it.
5. –3 to attacker's die roll in Torpedo Combat if target surface unit(s) occupies a port.
6. In Cruise Missile and Bombing Combat, a combat result of 3 or less has no effect on base; a result of 4 to 8 causes Damage 1; a result of 9 or 10 causes Damage 2; a result of 11 destroys base.
7. A Damage result to a base does not damage units in hex (air units at damaged airfield cannot activate or perform strategic missions/CAP). If airfield is destroyed, air units in hex are also destroyed. Air unit reinforcements due to arrive at a destroyed airfield can be placed in any other eligible airfield.
8. Air units can activate normally from airfields in squall zones (not in storm zones).
9. A PC unit that does not occupy a port hex in its home country during the Fuel Phase is eliminated.
10. Oktyabrskiy and Cam Ranh are out of supply if no Soviet SC unit unloads in the hex before Game Turn 21 (the hex becomes supplied as soon as Soviet SC unit does unload in the hex). Subic Bay is out of supply if no US SC or FC unloads in the hex before Game Turn 21 (the hex becomes supplied as soon as US SC/FC unit does unload).
11. Soviet SS-22 missile attacks can be made against Allied bases within 11 hexes of Nakhodka.

Allied Ports:

1. Chinese, Japanese, South Korean, and Taiwanese units can replenish only in ports within their own countries.
2. Australian, Canadian, and US units fully replenish only in Yokosuka, Pusan, Sasebo, Naha, Guam, and Subic Bay. They can have only FUEL checkmarks erased when they replenish in other Allied ports (they can never replenish in Chinese ports).

Allied Airfields:

1. Australian and US air units can activate and end their activation in any Allied airfields except in China and Taiwan.
2. All other Allied air units must activate and end their activation at an airfield within their own country.

Soviet Airfields:

1. Soviet, North Korean, and Vietnamese air units can activate and end their activation at any of the Soviet player's airfields.

Japanese Close Defense Hex:

1. At the moment a Soviet surface unit enters such a hex, place a Strategic Detection marker on it. At the moment a Soviet submarine enters such a hex, consult the Submarine Detection Table (–3 to the die roll if it is a Soviet SN or Noisy SN).
2. If the close defense hex is functional according to scenario instructions, the Allied player can attack detected Soviet surface and submarine units when they enter such a hex. The SSM value of the hex is 50; the ASW value of the hex is 20.
3. If target of SSM attack occupies this hex, do not add in Area Anti-Air values of surface units in hex.

Soviet Close Defense Hex:

1. At the moment an Allied surface unit enters such a hex, place a Strategic Detection marker on it. At the moment an Allied submarine enters such a hex, consult the Submarine Detection Table (–3 to the die roll if the Allied sub is an SN).
2. The Soviet player can attack detected Allied surface and submarine units when they enter such a hex. The SSM value of the hex is 20; the ASW value of the hex is 10.

COMBAT SUMMARY

Torpedo Combat

ATTACKER

1. Active submarine may attack one or two adjacent detected surface units in same hex with Torpedo value.
2. May not attack base hex.
3. +1 to die roll for each Tactical Coordination (up to 3).
4. −3 if target unit in port hex.

Optional Rules

5. In "intensive" attack, Torpedo value is multiplied by 1½; in "maximum" attack, value is multiplied by 2.
6. Submarine in Deep mode has Torpedo value halved (round fractions down).
7. In Soviet Type 65 attack, roll die. On even result, targets are chosen from top half of stack; on odd result, targets are chosen from bottom half. There is no Defense die roll. −3 to attack die roll.

DEFENDER

1. Combine ASW values of up to 3 units (including submarines) in target hex.
2. +2 to Defense die roll if at least one target in hex belongs to Task Force.
3. −2 to Defense die roll if all targets in hex not in Task Force/Group.
4. +1 to Defense die roll if attacking submarine has a Local or Strategic Detection marker.
5. +2 to Defense die roll if attacking submarine is in restricted water hex or is an SN in shallow hex.

Optional Rules

6. Surface unit with no unchecked ASW boxes and submarine with no unchecked TORP boxes cannot contribute ASW value.

SSM Combat

ATTACKER

1. Active submarine, surface units, or air units may attack any or all detected surface units in target hex with SSM value. Eligible close defense hexes can perform SSM Combat.
2. May not attack bases.
3. Targets must be within SSM range. Except for air units, attacks may not be made across all-land hexside.
4. Prior to the attack, roll the die. On even result, targets must be chosen from top half of stack; on odd result, targets must be chosen from bottom half.
5. If greater than one-half of the attacking units have sea skimmer SSM's, it is a sea-skimming attack.
6. +1 to die roll for each Tactical Coordination (up to 3).
7. −3 if SSM attack is made at a range of two or more hexes and no friendly surface or submarine units are adjacent to target hex at moment of attack.
8. −4 if target is in restricted water hex.

Optional Rules

9. In "intensive" attack, submarine or surface unit SSM Attack value is multiplied by 1½; in "maximum" attack, value is multiplied by 2.
10. US carrier F18, A6, and S3 air units using "AIR SSM" have SSM Attack/Range values of 50/2 (even if damaged).
11. In nuclear attack, eligible unit's SSM Attack value is enhanced (see 19.2). Soviet (not US) air units with SSM Attack value can make nuclear attacks.
12. Submarines in Deep mode cannot perform SSM Combat.
13. Air unit operating at "extended range" has SSM Attack value halved.

DEFENDER

1. Combine Area Anti-Air values of all units in target hex (not if target hex is restricted water hex or attack is executed by close defense hex). If the attack is not sea-skimming attack, multiply this sum by 2. If air units perform attack from adjacent hex, all Area Anti-Air values of "long-range" units are multiplied by 6 (the maximum allowed).
2. Add Close Anti-Air values of target units.
3. Add Close Anti-Air values of ship under target unit (unless it is target too). A unit on the top of a stack is considered stacked "beneath" the bottom unit of the stack.
4. If the targets occupy friendly port, the port's Close Anti-Air value is added to the total.
5. Add Area Anti-Air values of surface units that SSM's passed over in the attack. (Area Anti-Air values of "long-range" units may be added if the SSM's passed 1 or 2 hexes away.)
6. +1 to Defense die roll if an Allied CAP mission with at least one E2 and two F14 units is in target hex.
7. +2 to Defense die roll if at least one target unit is in Task Force.
8. −2 to Defense die roll if all target units not in Task Force/Group.
9. +2 to Defense die roll if there is CAP mission in target hex with at least one friendly EW unit.
10. −2 to Defense die roll if the attacker has at least one EW air unit in his attacking stack.

Optional Rules

11. An eligible surface unit using nuclear weapons has its Area Anti-Air value multiplied by 5 (the maximum is 6).
12. +2 to Defense die roll if enemy air units activated with "high mission profile".

Bombing Combat

ATTACKER

1. Active air units may attack any or all detected surface units in target hex, or a base hex, with Bombing value. (BMB air units may not attack enemy surface units, only bases.)
2. If Defense modifier is between 4 and 6 (inclusive), roll die. On an even roll, one air unit is damaged; on an odd roll, air units are unaffected.
3. If Defense modifier is 7 or more, roll die twice and apply damage as described in Step 2.
4. In dark Game Turns, non-US Allied and all Soviet-controlled air units have Bombing values halved (round fractions down).
5. +1 to die roll for each Tactical Coordination (up to 3).
6. +3 if target is in restricted water hex.

Optional Rules

7. US INT/ATK and Soviet S24 air units making nuclear attack have Bombing values enhanced (see 19.2).
8. Air units operating at "extended range" have Bombing values halved (round fractions down).

DEFENDER

1. Combine Area Anti-Air values of all units in target hex (not if target is base nor if target units are in restricted water hex).
2. Add Close Anti-Air values of target units. If target is base, use its Close Anti-Air value only. (A port's value may be added if friendly surface units in the port are being attacked.)
3. Add Close Anti-Air value of ship under target unit (unless it is a target too). The unit on top of the stack is considered stacked "beneath" the unit on the bottom.
4. Add Area Anti-Air values of surface units the attacking air units passed over in attack. (Area Anti-Air values of "long-range" units may be added if the air units passed 1 or 2 hexes away.)
5. +2 to Defense die roll if at least one target is in Task Force.
6. −2 to Defense die roll if all targets not in Task Force/Group.
7. −2 to Defense die roll if attacking stack has at least one EW air unit.

Optional Rules

8. If using nuclear weapons, eligible surface units have Area Anti-Air values multiplied by 5.
9. +2 to Defense die roll if enemy air units activated with "high mission profile."

ASW Combat

ATTACKER

1. Active submarine, surface units, or air units may attack a single detected submarine in target hex with ASW value. Close defense hexes may also perform ASW Combat.
2. Attacking submarine or surface units must be adjacent to target, but not separated by all-land hexside. Air units must be in same hex as target.
3. Up to 3 surface units, 4 air units, or 1 submarine may attack target.
4. A submarine can be attacked once each in enemy surface and air Action Segments and an unlimited number of times in submarine Action Segment.
5. +1 to die roll for each Tactical Coordination (up to 3).
6. +3 if target submarine is in restricted water hex or if target is SN in shallow water hex.

Optional Rules

7. −1 to die roll if target submarine is in Deep mode.
8. If using nuclear weapons, eligible submarine, surface uits, and air units (US and Soviet RCN units only) have ASW values multiplied by 5.

DEFENDER

1. There is no Defense die roll in ASW Combat.

Close Defense Hex Combat

1. Enemy surface units that enter close defense hex are automatically detected and may be attacked by SSM Combat.
2. Eligible Japanese close defense hex has SSM Attack value of 50; Soviet hex has value of 20.
3. Undetected enemy submarine that enters close defense hex has detection attempt made for it. A detected submarine may immediately be attacked by ASW Combat.
4. Eligible Japanese close defense hex has ASW value of 20; Soviet hex has ASW value of 10.

Air-to-Air Combat

1. Combine Anti-Air values of all attacking units.
2. Combine Anti-Air values of all defending units. (If enemy CAP attacks active air units, the active player may use friendly CAP units within range in this combat; see 10.9.)
3. In dark Game Turns, Soviet-controlled air units have Anti-Air values reduced by 2 (to a minimum of 1).
4. Compare as ratio (attacker to defender) and round down.
5. Roll die and refer to Air-to-Air Combat Results Table.
6. +2 to die roll if attacker has at least one EW unit.
7. −2 if defender has at least one EW unit.

Optional Rules

8. Active air units operating at "extended range" have their Anti-Air values halved (round fractions down).

Cruise Missile Combat

ATTACKER

1. Active submarine or surface units with cruise missile capability may attack one enemy airfield or port within 25 hexes.
2. Enemy surface units and submarines may not be attacked.
3. No modifiers apply to the die roll.
4. Enemy bases may be damaged as described in 11.0.
5. In all scenarios, cruise missile ammo is limited (see 10.5).

Optional Rules

6. Submarines in Deep mode cannot perform Cruise Missile Combat.
7. Soviet SS-22 missile attack can be made against Allied base within 11 hexes of Nakhodka (maximum of 4 per game). Same as Cruise Missile Combat with an attack value of 30.

DEFENDER

1. There is no Defense die roll in Cruise Missile Combat.

Close Combat (Optional)

1. SSM attack at one-hex range may be enhanced through Close Combat, but defending units may be allowed to respond.
2. Enemy surface units must be in adjacent hex, but not separated by all-land hexside.
3. When Close Combat is announced, attacker rolls die. On an odd result, active player executes attack first; on even roll, inactive player attacks first.
4. Attacker chooses targets freely (no die roll necessary).
5. Surface units use Close Combat value and resolve attack as an SSM Combat. (Unit without SSM ammunition has attack value equal to Close Combat value minus SSM Attack value.)
6. Defender does not add in Area Anti-Air values of his units. CAP missions and EW air units are ignored. No effect for attacking in restricted water hex.
7. As soon as attacker completes Close Combat, the other player may immediately perform an attack. Once second attack is resolved, Close Combat is over.

COMBAT RESULTS TABLE

Combat Type DEFENSE	ATTACK	COMBAT VALUE 1 to 2	3 to 5	6 to 8	9 to 14	15 to 20	21 to 27	28 to 35	36 to 45	46 to 57	58 to 71	72 to 89	90 or more
-	−7 (−)	0	0	0	0	0	0	0	0	0	0	0	1
-	−6	0	0	0	0	0	0	0	0	0	0	1	1
-	−5	0	0	0	0	0	0	0	0	0	1	1	2
-	−4	0	0	0	0	0	0	0	0	1	1	2	2
−4	−3	0	0	0	0	0	0	0	1	1	2	2	3
−3	−2	0	0	0	0	0	0	1	1	2	2	3	3
−2	−1	0	0	0	0	0	1	1	2	2	3	3	4
−1	0	0	0	0	0	1	1	2	2	3	3	4	4
0	1	0	0	0	1	1	2	2	3	3	4	4	5
1	2	0	0	1	1	2	2	3	3	4	4	5	5
2	3	0	1	1	2	2	3	3	4	4	5	5	6
3	4	1	1	2	2	3	3	4	4	5	5	6	6
4	5	1	2	2	3	3	4	4	5	5	6	6	7
5	6	2	2	3	3	4	4	5	5	6	6	7	7
6	7	2	3	3	4	4	5	5	6	6	7	7	8
7	8	3	3	4	4	5	5	6	6	7	7	8	8
8	9	3	4	4	5	5	6	6	7	7	8	8	9
9	10	4	4	5	5	6	6	7	7	8	8	9	9
10	11	4	5	5	6	6	7	7	8	8	9	9	10
11 (+)	12 (+)	5	5	6	6	7	7	8	8	9	9	10	11

Modifiers to Attacker's Die Roll (cumulative):

1. *Tactical Coordination:* +1 for each air unit on a Tactical Coordination mission allocated to the attack (maximum 3 air units per combat).
2. *Defensive Combat:* Subtract Defense combat result obtained by defender in Bombing, SSM, and Torpedo attacks.
3. *Torpedo Combat:* −3 if target occupies port hex.
4. *SSM Combat:* −4 if target occupies restricted water hex; −3 in SSM attacks at greater than 1 hex range in which no friendly surface/submarine units are adjacent to the target at the moment of combat.
5. *Bombing Combat:* +3 if target occupies a restricted water hex.
6. *ASW Combat:* +3 if target occupies a restricted water hex; +3 if target is SN in shallow hex.

Modifiers to Defense Combat Die Roll (cumulative):

1. *Task Forces:* +2 if at least one target of an SSM, Torpedo, or Bombing attack belongs to a Task Force.
2. *No Task Group/Force:* −2 if all targets of an SSM, Torpedo, or Bombing attack do not belong to a Task Group or Task Force.
3. *Torpedo Combat:* +2 if an attacking submarine is in a restricted water hex; +2 if an attacking submarine is SN in shallow hex; +1 if an attacking submarine has a Detection marker.
4. *SSM Combat:* +1 if a CAP mission with at least two F14's and one E2 is in the target hex; +2 if CAP mission with an EW unit is in the target hex; −2 if the active stack has an EW air unit in it.
5. *Bombing Combat:* −2 if the active stack has an EW air unit in it.

AIR-TO-AIR COMBAT RESULTS TABLE

Combat Type INTERCEPTION / CAP	DIE	COMBAT RATIO 1-5 / 1-6	1-4 / 1-5	1-3 / 1-4	1-2 / 1-3	1-1 / 1-2	2-1 / 1-1	3-1 / 2-1	4-1 / 3-1	ALL BOUNCE COMBAT
	0 (−)	3r/0	3r/0	3r/0	2r/0	2r/0	1r/0	0r/0	0r/0r	0/0
	1	3r/0	3r/0	2r/0	2r/0	1r/0	0r/0	0r/0r	0/1r	0/1
	2	3r/0	3r/0	2r/0	1r/0	1r/0	0r/0r	0/0r	0/1r	0/0r
	3	3r/0	2r/0	1r/0	1r/0	0r/0	0/0r	0/1r	0/1r	0/0r
	4	2r/0	2r/0	1r/0	0r/0	0r/0r	0/0r	0/1r	0/2r	0/1r
	5	2r/0	1r/0	0r/0	0r/0r	0/0r	0/1r	0/1r	0/2r	0/1r
	6	1r/0	1r/0	0r/0r	0/0r	0/1r	0/1r	0/2r	0/3r	0/1r
	7	1r/0	0r/0	0/0r	0/1r	0/1r	0/1r	0/2r	0/3r	0/2r
	8	0r/0	0/0r	0/0r	0/1r	0/1r	0/2r	0/3r	0/4r	0/2r
	9 (+)	0/0r	0/0r	0/1r	0/2r	0/2r	0/2r	0/3r	0/4r	0/3r

Notes:

1. For attacks less or greater than printed ratio columns, use the left-hand (1-5/1-6) or right-hand (4-1/3-1) column, respectively.
2. Results to the left of the slash apply to the attacker; those to the right apply to the defender.
3. Numbered results indicate the "steps" of damage suffered by the affected player's air units.
4. A result of "r" means that the affected player's air units "return to base." Otherwise, the unit continues its mission.
5. No combat ratio is determined for Bounce combat. Use the "All Bounce Combat" column for resolving Bounce combat.

Modifiers (cumulative)

1. +2 if attacker has at least one EW unit.
2. −2 if defender has at least one EW unit.

7th Fleet

ALLIED STRATEGIC AIR DISPLAY

STRATEGIC AIR MISSION ELIGIBILITY CHART

AIR UNIT TYPE	TYPE OF STRATEGIC MISSION: RECON	TAC COORD	INTER	MINING
INT	Yes[1]	No	Yes	No
ATK	Yes[1]	No	No	No
BMB	Yes[1]	No	No	Yes
RCN	Yes[2]	Yes	No	Yes
EW	No	No	Yes	No
AEW	Yes	No	No	No

Yes: Air unit may perform the indicated mission.
No: Air unit may not perform the indicated mission.

Notes:

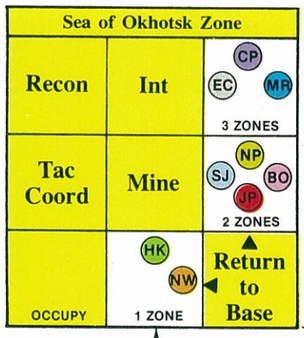
1: May never place Strategic Detection markers on enemy submarine units. **2:** Soviet T16D and T95D air units may not place Strategic Detection markers on Allied submarine units.

RANGES OF AIR UNITS ON STRATEGIC MISSIONS

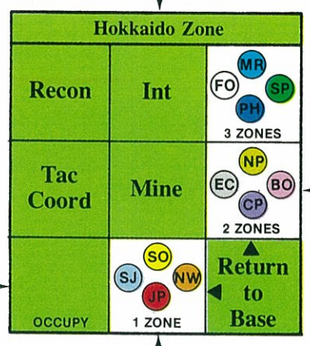
MOVEMENT ALLOWANCE	MAXIMUM RANGE
71 or more	3 zones
51-70	2 zones
26-50	1 zone
11-25	Only in zone occupied
10 or less	May not be assigned to Strategic Mission

How to Use: The air unit's Movement Allowance determines the range (in zones) in which it may perform Strategic Missions. For example, a Soviet I38 (Movement Allowance of 60) in the Sea of Okhotsk Zone could perform a Strategic Mission up to two zones away (as far as the Sea of Japan, Japan, Bonin Islands, or North Pacific Zone). During the Allocation Segment of the Strategic Air Phase, place the air unit in one of the mission boxes in the zone in which it will perform its Strategic Mission for the next 3 turns.

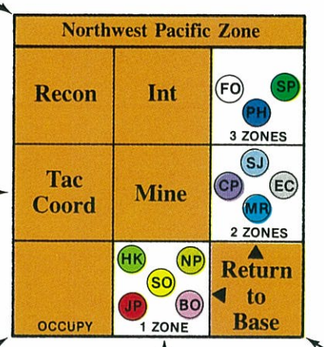
Sea of Okhotsk Zone



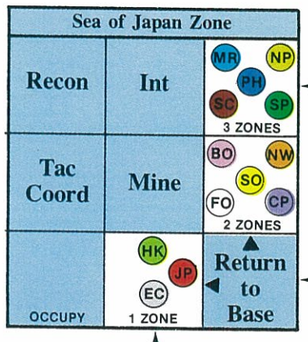
Hokkaido Zone



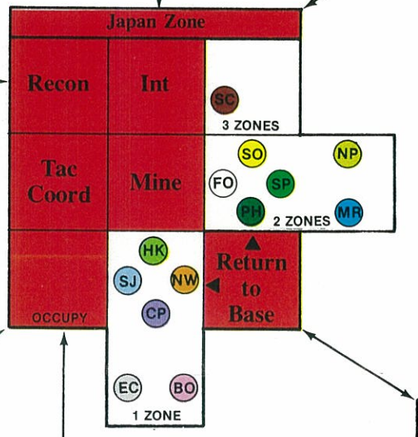
Northwest Pacific Zone



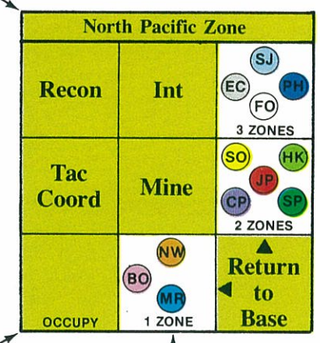
Sea of Japan Zone



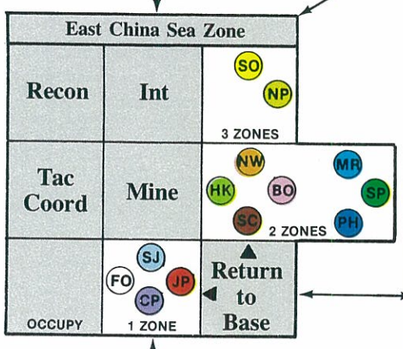
Japan Zone



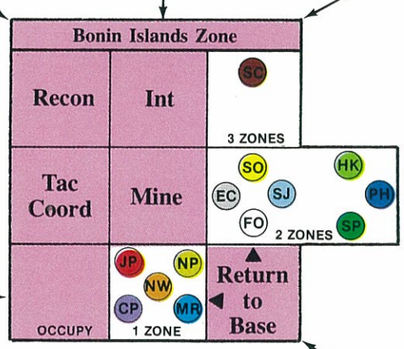
North Pacific Zone



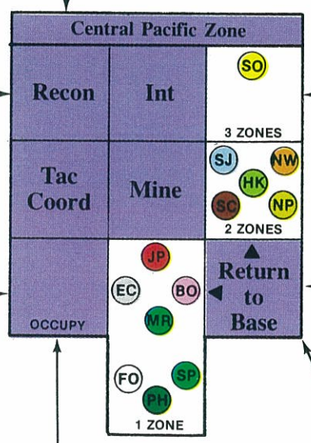
East China Sea Zone



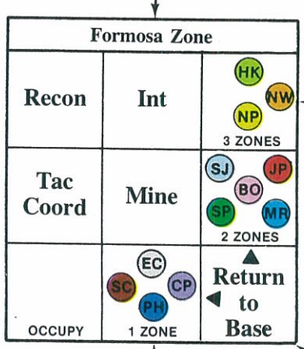
Bonin Islands Zone



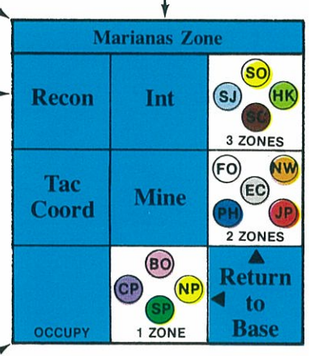
Central Pacific Zone



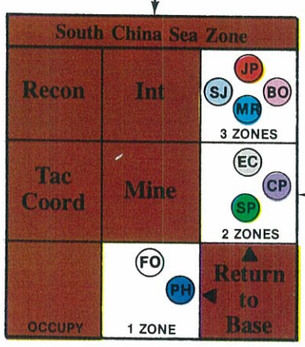
Formosa Zone



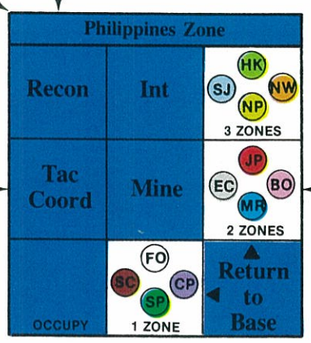
Marianas Zone



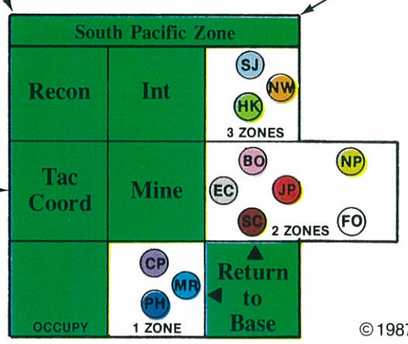
South China Sea Zone



Philippines Zone



South Pacific Zone



3002675

B3826 10/87 18992-1