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1.0 Introduction

Blue Water Navy covers a hypothetical 1980's clash between NATO and the Soviet Union. The game takes place principally in the air and at sea.

Any such conflict would have involved NATO convoys forming up in the United States and heading to Europe and the Mediterranean with troops and supplies for the front.

The Soviets would attempt to interdict with their significant submarine fleet and long range anti-surface bomber forces armed with stand-off cruise missiles.

2.0 Game Components

2.1 Map

The map covers from the United States to the Soviet Union and includes the Mediterranean. It has been split into zones of approximately 500nm (nautical miles) square for regulation of all movement and combat.

A sea zone is one zone away from all of its neighbouring sea zones. A land zone is one zone away from all of its neighbouring sea zones.

An island or aircraft carrier within a sea zone is range zero to its surrounding sea zone and range one to its neighbouring sea zones.

When attacking you need only have the range to reach the sea zone adjacent to the target facility.

Existing facilities are shown on the map as either airfields or ports. Each facility type has a damage box close to it which shows the number of cumulative hits required to cause light damage and heavy damage (light / heavy).

Note that the number of airfields or ports shown is for interest and a single landmass only ever has one port and one airfield. Where both symbols are shown but only one damage box is present the facility is a mixed complex in which case it's both a port and an airbase.



Example: The British airfields are shown as three airfields but in game terms this is a single facility with a damage value of 1 / 2, one hit causes light damage and a further two cause heavy damage.

Each zone is labelled with a weather code which is used to determine the appearance of bad weather.

There are several movement arrows to show movement between the arctic, Soviet bastion, and to allow overflight of otherwise off-map territory.

One begins in the Barents Sea and goes over the Arctic. One begins in the Black Sea and goes over Iran. One begins in the Med 5-6 sea zone and goes over Africa.

The map also has a variety of tracks including the turn track, Soviet stability, Soviet nuclear strike capability, NATO convoy losses, turn track, and Soviet spies track.

There are a number of holding boxes for task forces, destroyed units and units in the Bastion or under the Arctic.

2.2 Units

Units are split into air, submarine and surface.

Air units are either maritime patrol aircraft (MP/MR), strike aircraft or fighters. An air unit represents 24-30 aircraft plus associated recon, electronic warfare etc. MR units represent approximately 10 aircraft.

Maritime Patrol / Reconnaissance Aircraft

Defence — D6 R2 — Air Range
 Weapon Range — 3 — Single Silhouette (MR)
 — 2 — Surface Search
 — 3 — Submarine Search
 Unit Name — Nimrod

Strike Aircraft

Defence — D8 S — SEAD bonus
 Weapon Range — 1 R1=6 — Air Range & Missiles
 Unit Name — CAG - Enterprise



Anti-Ship Missiles
 Range 3; 6 Missiles
 Range 4; 3 Missiles

Fighter Aircraft

Defence — D8 +2 R1 — Air Range
 Weapon Range — 3 — Air Search
 Unit Name — F-14 Tomcat



1 step unit
 Home Carrier

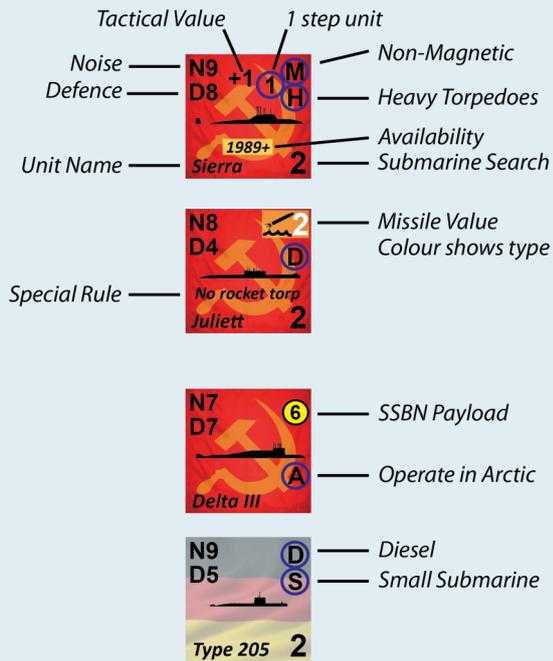
Tanker Aircraft



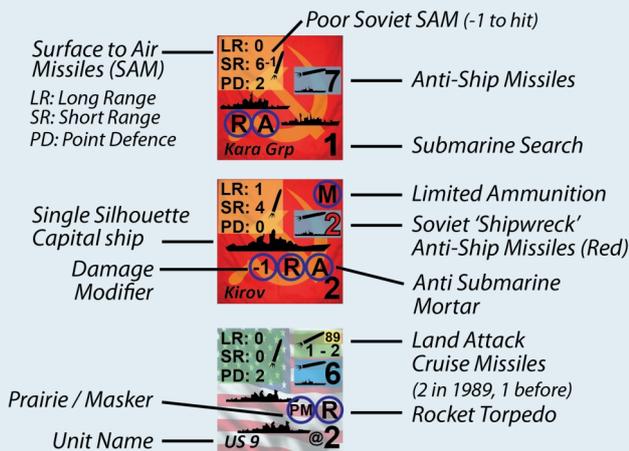
Submarines are either nuclear (SSN) or diesel (SSK). Some nuclear submarines are SSBNs (Submarine, Ballistic missile, Nuclear powered) which are nuclear weapon carrying ballistic missile submarines. A unit represents 3 submarines of that class.

Surface units represent either single ships or a group of between 6-10 warships operating together.

Submarines



Surface ships



Guns

Slow

Missile Types

2 Soviet Long Range Missile (White number)

2 Slow Missiles (Black number)

Soviet black missiles on ships are anti-ship only

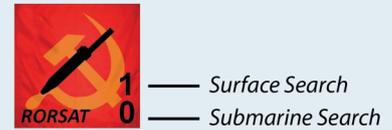
2 Soviet 'Shipwreck' Missile (Red number)

3 Soviet 'Sunburn' (Yellow number)

2 Land attack Cruise Missile (Green Background)

Additional markers include RORSAT (Soviet Reconnaissance satellites), SAM complexes and convoys or amphibious units. Task forces are 'filled' by placing surface units into the relevant task force box on the map. Most units have two 'steps' when a unit takes a 'step loss' flip it to its weaker side or if already flipped remove it to the destroyed box

RORSAT



SAM Complex



Task Force



Convoy



2.3 Cards

Each side has a deck of cards which drive the game. Each card has a numeric value 'Operations points' and one or two events. The top event on a card can only be used in your own half of the turn, the bottom event can be played whenever the conditions specified are met.

Playing a card discards it to your own discard pile which will be reshuffled if you need to draw new cards and have no remaining cards in the deck.

The top event on each card generally has a cost to play which must be paid from the operations points granted by play of the card or from previously saved points.

2.4 Dice

All dice are dice ten. Any zeros are tens. A 'natural roll' is a die result before modifiers are applied.

3.0 Turn Sequence

The game lasts for a maximum of ten turns.

A complete turn is made up of 5 rounds, each of which represents one day.

Start of turn:

Weather – Roll for weather in each weather zone

Reinforcements – Roll to determine entry round for each reinforcing unit or task force: roll 1 die and divide the result by two then place the unit on that round's space

Convoy Appearance – Determine when new convoys are available using the round track on the map. One convoy per turn must be designated as a 'Mediterranean convoy'

Card draws – Draw to 5 cards each.

Every time a player drops below 3 cards for any reason, draw another (*you'll always have 3 cards*)

Round Structure:

- (1) Receive new units & convoys scheduled for this round
- (2) If it is round 3, remove all weather markers and roll weather again
- (3) PACT card, spend points & combat resolution
- (4) NATO Card, spend points & combat resolution
- (5) Resolve amphibious landings : A task force marked with an 'amphib landing' marker may land. Roll one detection against the task force ; Submarines in port at the location being invaded may roll to attack and are then placed at sea marked activated ; Then roll on amphibious landing tables.
- (6) Move all surface task forces one zone (Soviets move all first). Bad weather may slow forces. Forces may mark themselves with an 'amphib landing' marker.
If it is a 'fast transit' turn, fast TFs may fast transit
- (7) Degrade existing detections by one level (Good to Poor to undetected)

End of turn:

Fighters on Interception missions *may* return to their base

Remove all 'activated' markers except for air units at a heavily damaged base

Increase the Danish strait mining level if not invaded

Calculate war track changes for convoys & fighting
Roll to clear the Danish strait of mines
Remove submarines if required by the war tracks

The Soviet player receives one first strike point if 6 payload is on-station (ignore the arctic) in first strike zones

Choose to hold up to two cards (NATO) or one card (PACT)

Move the turn marker

4.0 Units & Activation

Each unit on the board with the exception of task forces are marked 'activated' whenever they perform combat.

Fighter units on CAP are never marked 'activated' by flying CAP alone. Fighter units on interception missions are not marked 'activated' until they finish the mission and return to base (either voluntarily or because their base was hit).

5.0 Task Forces

Task forces are made up of any number of surface ship counters and up to one nuclear submarine counter. Any number of available convoy and amphibious counters can be attached to a task force. The force becomes slow if any counters with an (s) are within it.

Task forces may remain at sea indefinitely. There is no supply limitation.

SAM ammunition is not tracked (except units marked (M))
Anti-ship missiles and cruise missiles are tracked either as expended or not.

At-sea replenishment is limited to card play (*it was largely impossible for most weapon systems in real life*)

Whilst at sea a task force can merge with another, swap units between others in the same zone, detach units (such as convoys arriving into a port) or create new task forces.

5.1 Task Force Detection

A task force has three possible states: undetected, poor detection & good detection.

A unit marked as a poor detection which is detected again is upgraded to a good detection unless specified.

Undetected task forces have their contents hidden from the enemy.

'Poor' detected forces reveal the number of ship counters in the force and the presence & number of amphib units and convoys. Also reveal whether the force is slow or not.

'Good' detected forces reveal the entire force for inspection by the enemy.

This information is available to the enemy on request while ever the force is so marked.

(*A poor detection represents a large area in which the enemy could be or older information such as a 4 hour old detection.*)



6.0 Facilities, Damage & Repairs

Ports are either minor or major and have the following characteristics

Type	Capability
Minor port	May rearm one submarine unit per turn May <u>not</u> rearm surface units.
Major port	May rearm any number of submarine units May rearm surface units.

An undamaged facility which takes hits equal to the first damage number is lightly damaged.

A lightly damaged facility which takes hits equal to the second damage number is heavily damaged

The effect of damage differs by facility as shown below.

When a facility is heavily damaged, apply both effects.

Damage	Effect of damage
Airbase Light	No air except CAP may fly, return to base flying interceptors and mark activated. Also applies a CAP modifier
Airbase Heavy	Mark all units flying from this base activated. They cannot refresh until heavy damage is removed
Port Light	Only one task force may form up per round Causes +1 hit to convoys arriving for delay Submarines moving from this port 'count as' two submarines moving
Port Heavy	+1 additional operation point to form a task force at this port Causes +2 hits to convoys arriving for delay (instead of +1)

6.1 Repairs

It costs one operation point to make a repair roll and only one repair roll can be made for each facility per round. A 6+ is required to remove light damage and a 7+ is required to flip heavy damage to light damage.

Each failure places a +2 marker for the next roll until it becomes automatic. Remove all +2 markers after a success. A hit caused to a facility with repair markers on it removes up to three of them per hit caused.

7.0 Weather

Each turn roll die for weather in each weather zone & use the appropriate table.

For each 'roll for bad weather' result roll another die and place bad weather in the zone(s) with the matching number in that weather zone.

A zone can only have a bad weather effect once.

Continue adding to the number rolled until the counter is placeable, if at 10 and still not placeable, count down instead.

Land bordering or within a zone with bad weather also has bad weather. Some land is affected by multiple sea zones

8.0 Playing a card for Ops

When a card is played it generates the number of operation points indicated in the top left. The top event on a card may be purchased at the indicated cost at any point during the active players turn, but only once unless specified.

After spending all available points, the active player may activate zones for combat. There is no limitation on the number which can be activated but once activated all combat phases take place for both sides.

Air Strikes are flown during combat resolution to simplify interceptions – simply leave points unspent in order to fly aircraft.

8.1 Saving Operation Points

A player may save up to three operations points unused during their card play.

These points can then be used during later card plays or during a combat round to launch a strike

8.2 Spending Operation Points

The following actions are possible:

Form a task force **1 op**

Create a task force in a port with any number of ship counters and up to one nuclear submarine (French & British ports may be counted as the same port when building a task force)

Reorganise forces at sea **no cost**

Reorganise any task forces at sea in the same zone.

Move any units from one to another as desired

Any unit moved from a detected force grants that detection status to its new force - place an additional detection

Create a new task force at sea **1 op**

Create a new task force in a sea zone.

Move any units from other forces in the zone to this one

Any unit moved from a detected force grants that detection status to its new force - place an additional detection

Move any three submarine, maritime patrol aircraft or fighter units **1 op**

A nuclear submarine can move two zones whilst a diesel can move one zone.

A maritime patrol aircraft can move to any zone within range where it can remain on patrol until marked activated.

A fighter aircraft can move to any zone within range where it is on interception unless placed over a friendly task force in which case it is flying long range CAP. It will remain on LR CAP while ever the taskforce remains in range.

(Long range CAP provides better protection but only protects that one task force whilst interception attacks anything moving into the zone)

Fly a strike mission **1 op / free**

Fly a strike mission with up to three available strike units per point spent from the same zone at the same target
Escorting fighters, tankers and all carrier based units fly for free.

Repair damage to a facility 1 op
 6+ to remove light damage
 7+ to reduce heavy damage to light damage
 One roll per facility per round maximum.
 Failure places a +2 repair marker for the next attempt.

Mine Clearance 1 op
 Roll a die requiring 5+ to reduce a minefield by 1 level, or 7+ if the facility is damaged.
 One roll per facility per round maximum.

Remove an 'activated' marker 1 op
 Remove an activated marker from any three units.
 Roll a die for each. Rolling the indicated range fails.

Auto : Maritime Patrol aircraft
 1-2 : Non-MP Aircraft (fighter, strike, tanker)
 1-4 : Submarine
 One roll per unit per round maximum.

8.3 Free actions

CAP

Any fighter unit at base is automatically on CAP

Task Force Movement

All task forces will move at the end of a round.
 In bad weather a task force doesn't move but receives a 'moved' marker and will move on its next opportunity.

Forces entering port or conducting a landing do so by spending a movement point in the current zone – remove units entering port from the task force, and mark units preparing to land with an 'amphib landing' marker.
 A force may split as it does this (to detach a convoy or some ships entering port for example)

9.0 Special Units

9.1 Soviet Tanker units

The Soviet player has tanker units which can extend the range of land based strike aircraft.
 Each 2-step tanker unit committed to a strike mission may extend the range of one strike unit by 2 zones or two strike units by 1 zone.
 Select the tanking zone by placing the tanker unit the number of zones from its base as specified above; the strike mission then counts its distance from this zone.
 If the tanking zone contains enemy interceptors roll for interception detection/attacks as normal.
 Loss or abort of a tanker unit has immediate effect in terms of strike range and should be recalculated as it happens.

9.2 SONAR '+' and '@' units

Some units have a '+' on their SONAR value.
 This allows re-rolling a die on a 1-3 when detecting.

'@' units can roll multiple times in submarine vs task force attacks

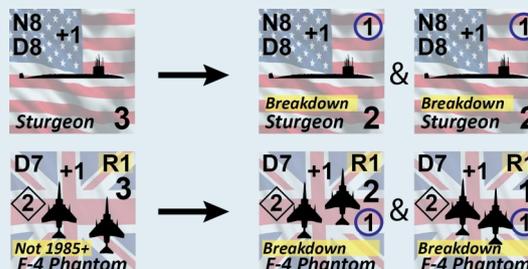


9.3 NATO Breakdown Counters

These can be used to break down a larger unit to a smaller one for convoy escort and aircraft interception purposes.
 They are freely usable as required and there is no cost to break down a two step unit or recreate it.

Submarines breakdown: 1 x 2 step to 2 x 1 step

Aircraft breakdown: 1 x 2 step into 2 x 1 step
 (one 1 air search and one 2 air search)



To recreate a broken down unit, the two breakdown units must be in the same location. Remove them from the map and replace with the original.

9.4 Convoys

Convoy counters represent 40-50 merchant ships.
 A convoy counters' worth degrades based on the number of hits taken to reach the destination convoy port. Some of the convoys have intrinsic defences.

9.5 Amphibious Landing Units

Both sides have Amphibious units which represent landing ships loaded with troops and equipment.
 When they are in an appropriate sea zone, they may conduct an amphibious landing to deliver their troops
 Possible Soviet landing sites are marked on the map.
 NATO can land at the same places or in ports.

9.6 Follow-on Soviet supply groups

As well as full strength amphibious units, the Soviet player receives some half-strength units during the game, listed on the turn track.
 They are treated the same as full strength units except that they start with three hits and are therefore worth less.

9.7 Soviet Admiral Kuznetsov Aircraft Carrier

The unit is included for 1989 as I assume that the USSR wasn't falling apart and managed to finish construction and commissioning. You may select any two of the three additional capital ship units made available if playing in 1989.

9.8 CAPTOR mines

Placed only through card events.
 When enemy submarines move into a captor mined zone roll four dice (three if reduced)
 Any detection results in a normal attack by a torpedo.
 Hydrophones do not count for this detection roll.
 If a double one is rolled, the NATO player must attack any NATO submarine in the zone selected by the Soviet player.
 If a double two or three is rolled, flip or remove the captor mine (Soviets are mapping the field)

9.9 Port Mining

Ports can be mined via card event. Each unit leaving or entering a mined port takes a mine hit on a die roll of 1. Roll one die per unit for a lightly mined port or two dice per unit for a heavily mined port.

Roll one die less if the unit is small or non-magnetic to a minimum of 0

Task forces roll two dice (light) or four dice (heavy)

Odd hits are allocated by the receiving player, even hits by the mine owner.

9.10 SAM Ammunition

Units with an (M) designation track ammunition usage.

They never have to fire, only if the owner wants them to.

When they do, they receive the ammo marker for that unit as specified below

Ticonderoga VLS

If it fires between 3 and 7 shots, mark it '3-7 fired'

If it repeats this, mark it no ammo.

If it fires 8 or more in one salvo, mark it no ammo.

It can be reloaded only in a port.

Alternatively, remove it from play for one FULL turn and then return it to play in Norfolk.



Kirov & Kalinin

If they fire between 3 and 5 LR and SR shots, mark 3-5 fired. If it repeats this, mark it no ammo.

Ignore PD shots fired

They can be reloaded only in a port.

Alternatively, remove it from play for one FULL turn and then return it to play.



9.11 Cruise Missile Ammunition

All units with cruise missiles receive a 'cruise missiles fired' marker when they have used them. They cannot be partially used. When fired, they are all fired.



9.12 Anti-Ship Missile Ammunition

Mark when a ship uses its anti-ship missiles (black/yellow).

They cannot be partially used. When fired, they are all fired.

9.13 Soviet RORSATs

The Soviet player has reconnaissance satellites for detection of task forces.



At the start of the game most are on the ground but they can be launched for 1 op each. When launched a roll of a 1 or 2 results in an unsuccessful launch and the satellite is instead destroyed.

For 1 op the Soviet player may also take a RORSAT on the map and move it anywhere. Again a die must be rolled and the RORSAT is destroyed on a 1.

RORSATs can only be newly stacked together in the same zone if there are at least 4 in play (in space). Once stacked together they roll more dice and can place good detections.

Any Soviet Complex which is damaged temporarily reduces the # RORSAT counters on the map – light damage one, heavy damage two: the Soviet player determines which counters to remove and places them on the turn track two turns in advance (they miss the remainder of the current turn and one more turn)

If Lourdes is destroyed remove one as per a light damage and permanently remove one more.

10.0 Hits and steps

A non-capital ship unit or an air or submarine unit which must take a step loss is flipped to its reverse side (losing a 'step') or removed from play if already flipped.

You *may* freely combine half-step units of the exact same type & activation status in the same location together to make full strength units whenever possible.

10.1 Capital Ships

Capital ships are any single-ship unit with only one silhouette on the counter. Capital ships with a damage modifier value (-x) roll to determine the effect of any hit. Those without a modifier take a step loss normally.

Damaged carriers cannot fly strike aircraft. CAP receives a minus when detecting and the ASW barrier has no dice. Half (round up) of all air steps based on the carrier must also roll to take a step loss on a 6+. The owner selects those to roll for. Damaged capital ships are slow.

A sunk capital with air units destroys them all.

Carriers without a damage modifier value (-x) automatically lose half of their air group per step loss taken and all of it if they sink but are never damaged because the counter represents multiple carriers.

10.1 Capital Ship Damage

To determine the effect of a hit on a ship with a damage modifier, roll a die and apply the following modifiers.

If already damaged, roll two dice and use the higher.

Die Roll	Result
1-3	No Effect
4-10	Damaged (flip)
11+	Sunk

Damage Modifiers	
- x	Ship damage modifier
0	NATO missile, Soviet black missile from a ship
+ 2	Soviet yellow missile, Tomahawk ASM (card)
+ 4	Other Soviet missile
+ 3	Torpedo
+ 5	Soviet torpedo from 'H' submarine

10.2 Capital Ship Intrinsic Maritime Patrol

Each capital ship which is an aircraft carrier has one intrinsic maritime patrol unit (*representing AEW, helos etc.*) usable only for detecting enemy task forces within the same zone. Each capital ship aircraft carrier may roll one dice on the task force detection table

11.0 Combat Resolution

A player may initiate combat after their card play in any zones they choose. If a zone is activated for combat, both sides may use forces there and all phases are resolved.

This system is used to resolve all combat within the game, ignore activities which are not relevant for the zone currently active.

In each phase, resolve the actions one at a time. Pre-allocation of units to each attack is not required unless specified.

Any unit may be selected if it is not marked 'activated' Selecting a unit for combat will mark the unit "activated" immediately after rolling for effect
Exception :CAP and interceptors are not marked activated while flying that mission

This means that a submarine which searches in the submarine detection phase cannot then try to intercept a task force later in the combat sequence.

Task forces are not marked activated, but their air units are if they are used for strikes.

11.1 Combat Sequence

1. Soviet spies phase
2. RORSAT detection
3. Fighter vs fighter combat
4. Fighters vs maritime patrol
5. Maritime patrol detection of task forces
6. Submarine detection & attacks
7. Attacks against 'good' detected task forces
8. Attacks against land targets
9. Attacks against 'poor' detected task forces

1) Soviet spies

The Soviet player may place a poor detection on any task force in the zone. It cannot upgrade poor detections to good detections. Then, roll a dice following the Soviet spies rules.

2) RORSAT detection

The Soviet player may roll the number of detection dice indicated on any RORSATs in the zone. Roll on the task force detection table

3) Fighter vs fighter combat

If CAP or Interceptors from opposing sides are in the same zone together they may fight. It is possible that neither side may know because both have undetected task forces. Both sides should reveal if fighters are present and resolve. Resolve any transit required by the air units now.

4) Fighters vs maritime patrol

Resolve any transit required by the air units now.

Air units flying CAP in the active sea can roll to detect the enemy with one die per maritime patrol unit.

Any maritime patrol aircraft detected but not shot down rolls one less die. A MP unit losing a step aborts. Do not roll to kill intrinsic MP units – they can only be aborted.

5) Maritime patrol detection of task forces

Roll on the task force detection table for each maritime patrol aircraft in a zone with enemy task force

Each capital ship aircraft carrier may roll one dice on the task force detection table in its own zone

6) Submarine detection & attacks

Submarines & MP units may attempt to detect and then attack one another. There is a chance of detecting enemy task forces. The Soviet player can attempt to detect a NATO boomer (SSBN).

7) Attacks against 'good' detected task forces

Attacks can be against a task force by air units, surface units and submarines. Allocate the submarines which will attack each force and then resolve a force to completion in any order desired by the attacker.
Resolve any transit required by the air strike units now & pay saved ops points for air strikes.

8) Attacks against land targets

As #7. Cruise missiles may also be used including those fired by surface ships, submarines and air units.

9) Attacks against 'poor' detected task forces

As #7

11.2 Sequencing Matters

Note that since attacks on 'Good' detected task forces take place before attacks on land targets, it is possible to destroy would-be attacking carrier air groups on the deck before they get airborne. It is also possible to destroy strike aircraft on the ground before they get a chance to attack 'poor' detected task forces.

11.3 Strike Limitations

Strikes are flown against a target when the targets zone is active. Land areas adjacent to a sea area are considered to be in that sea area

Strikes by units from different bases are always resolved as separate strikes (carriers at sea in the same zone may fly as one strike). Strikes against different targets are always separate strikes – a strike versus a port/airfield in the same area is the same target.

There is no air-surface-submarine coordination (resolve them all separately unless cards allow otherwise)

11.4 Transit to a zone

Maritime patrol and fighters are moved as their ops points are spent, but during a combat they must trace their path and resolve any interceptions required (in step 3 & 4).

Similarly, air strikes must do the same when they fly but because they fly later in the sequence you will at least know that you have a detected target

Check the route TO (but not back from) the target for interceptions and resolve each in turn. Also resolve any interception in the target zone.

11.5 Interceptions

Units are intercepted when:

- Entering a zone with an enemy fighter unit on an interception mission
- Leaving a zone with an enemy carrier (*you may not know its there so the choice of whether to claim it and roll the dice or not is up to your opponent*)
- Overflying Denmark or Turkey. The war track fighter symbols show the number of dice to roll.

11.6 Task Force Detection

Units roll their 'surface search' dice on the following table

Die Roll	Task Force Detection
Natural 1	Roll one attack on a detecting maritime patrol unit if enemy fighters present
2-3	-
4-7	Poor detection (attackers choice) Does NOT improve a poor detection to Good if : (1) Fighters are present in the zone vs. maritime patrol detecting (2) RORSAT detecting and only one in the zone
8-9	Poor detection (attacker choice) upgrades a poor > good
10	Good detection (attacker choice)
<i>Bad Weather</i>	<i>-1 / -2 for RORSAT</i>
<i>If >2 groups in area</i>	<i>Re-roll one die roll of 2-3.</i>
<i>US CV detecting</i>	<i>+2</i>

11.7 Interception & CAP resolution

Interceptors and CAP roll their air search dice against a target number. A result equal or better is a 'detection' which then allows an attack. Each die which generates a detection allows an attack.

One fighter unit may roll its air search dice per enemy unit in the zone. Against maritime patrol units only one die is rolled per maritime unit flying.

Carriers may always use their fighters if they are in the zone (the carrier does not have to be a target). Land based fighters protect land bases in their zone only (not task forces) unless flying CAP over a force.

Roll the dice and then use them against relevant targets (do not pre-allocate dice)

CAP / Intercept Detection	
Strike vs. poor target	5 +
Strike vs. good target	7 +
All Interceptions	8 +
Detecting MP helo	6 +
Detecting MP plane	9 +

CAP / Intercept Detection Modifiers (-2 dice maximum)

- 1	Bad Weather in CAP/Intercept zone
+ x	RADAR value
- 1 die	CAP unit flying from a damaged airbase
+ 1 die	Any strike unit detected by an interceptor
- 2 dice	CAP unit marked 'activated'

For each detection rolled, one attack may be rolled against a selected target. Add the fighter weapon range and remove the strike aircraft weapon range. The strike aircraft is always range 3 if an interceptor is rolling or range 0 if CAP is rolling and the strike aircraft is using bombs.

A result equal or better than the targets defence value is a hit (step loss). Interceptors always kill strike aircraft before they attack. CAP does so on a total modified value of 9+

F14 & MIG-31 CAP rolling a 1 or 2 kill that number of missile points (*Phoenix & AMOS anti-missile capability*)

Any maritime patrol aircraft detected but not shot down rolls one less die. A MP unit losing a step aborts.

11.8 Fighter vs fighter combat

If both sides have fighters the Soviet player must declare if he will avoid combat followed by the NATO player. If either does so, return interceptors to base 'activated', and place an 'activated' marker on CAP units

Otherwise resolve as follows:

Air to air combat is resolved in a series of range rounds:

- 1). Range 3 : All fighters with range 3 weapons may attack with one dice.
- 2). Range 2 : All fighters with range 2 weapons may attack with one dice.
- 3). Range 1 : All fighters with range 1 weapons may attack with any dice not yet rolled (minimum of one die)

In Fighter vs fighter combat do not roll for detection – only roll to hit. At range 3 and range 2 add half rounded down of the shooters RADAR value to each die roll. At range one add +1 to each die roll (*dogfight missiles*)

One hit causes a step loss.

Two hits aborts the unit back to base. It can make no further attack rolls this combat.

Three hits causes a second step loss.

Hit allocation: odd hits by attacker, even by defender

11.9 Strike missions with fighter escorts

This uses the same procedure from 11.8

At the end of fighter combat, if the escorting fighters have not aborted all enemy fighters, they can attempt to attack strike aircraft – Roll half of the remaining defending fighter air search dice (round down) as detections against strike aircraft and resolve any attacks as in 11.7

11.10 Submarine detection & attacks

To detect an enemy submarine requires a die roll equal or better than its noise value.

Each submarine unit and maritime patrol counter rolls dice equal to the submarine search value.

In order of the player with the most units which can make detection rolls (soviet player first if tied), choose one detecting unit and roll the # dice indicated or pass. Each successful roll allows one attack roll to be made against any valid target.

Roll the dice and then allocate them against relevant targets (do not pre-allocate dice)

The defender allocates the first die of their choice (but not a 10) – to any eligible target (thus a 9 can be used to detect a noisy 7 boat) after which the attacker assigns the remainder.

After a MP unit rolls, attacks, and is marked activated, return it to base.

Submarine Detection (natural rolls)

1	Enemy diesel submarine ambush (roll 1 attack against the detecting submarine by any diesel & mark it activated)
2 - 3 (Bastion)	In the Soviet bastion when you are NATO detecting see the 'bastion defences' table
2 - 5 (Hydrophones)	In a hydrophone zone when you are detecting reroll the die (also includes Soviet hydrophones)
10	Detect an enemy task force (poor) or improve an existing poor detection to a good detection. A Diesel submarine wishing to upgrade a detection to good requires a further 6+ roll of the dice. After spending one ten (only) the submarine may ignore all other rolled dice and remove its activated marker
OR	detect any submarine selected by the attacker
OR	if a Soviet nuclear submarine and not in the Baltic, Barents or Black sea: Take the 'USSR SSBN Hunting' marker or discard one already held and attack a NATO SSBN

Submarine Detection Roll Modifiers

Bad weather	- 1
Under arctic ice	- 2
Baltic Sea (small)	+ 1

Attacks on Submarines

All detections result in a further attack roll

To resolve an attack roll a die and apply modifiers. To kill an enemy submarine requires a die roll equal or better than its defence value, each kill causes a step loss.

Submarine Attack (natural rolls)

1	The target immediately attacks the attacking submarine
2	A Soviet target immediately attacks the attacking submarine with a rocket torpedo unless under ice or in bad weather (or marked 'no rocket torpedoes')
3	As #2 if the target submarine has a submarine search value of 3
10	Target always hit

Submarine Attack Roll Modifiers

Attackers tactical value	+ x
Bad weather	- 1
Under arctic ice	- 1
Rocket torpedo attack	- 1
Helo/MP attacking non-magnetic submarine	- 1

11.11 Hydrophones

Several hydrophone symbols are printed on the map either on zone edges (the SOSUS line) or within a zone (boomer bastion). When these apply they grant re-rolls on submarine detection rolls (see 11.10)

11.12 SOSUS Line & strait of Gibraltar

When a Soviet submarine crosses a hydrophone line edge, the NATO player may immediately choose to roll a submarine detection with any one capable unit in the zone or may move a capable unit from one adjacent SOSUS zone to that zone and then roll with one less dice. Apply hydrophones as above and mark the unit activated.

If a task force moves across a hydrophone line edge mark it with a poor detection which does not degrade that round.

11.13 English channel & strait of Gibraltar

Both are considered always manned by a 2 dice submarine search air unit. Whenever triggered by 11.12 this unit may roll to detect and attack. It is never marked activated. The map has an aircraft symbol to show this capability.



11.14 Submarine attacks on task forces

All submarines which will attack task forces must be allocated before any are resolved.

Up to 3 submarines may attack a poor detected force and 5 may attack a good detected force.

The Approach

Roll the submarines 'submarine search' dice plus any extra dice granted. Each must meet or exceed a target number based on the type of attacking submarine

Approach		Modifiers	
Alfa class	4+	Good Detection	+ 1 success
Nuclear	5+	Slow Task Force	+ 1 Die
Diesel	7+	Baltic or Black Sea	+ 1 Die
		Bad Weather	- 1 Die

The number of successful dice is kept to one side in the 'pool'. A total of 3 or more represents an excellent approach to the target. Now the target group will attempt to detect the submarine before it can attack.

Submarine Escort

If a submarine is escorting the task force, roll the # submarine search dice on its counter.

The target roll is equal or better than the attacking submarines noise value to detect.

DR	Submarine Escort Natural Rolls
1	Ignore highest die if escorting a fast group

The only modifier is Bad Weather -1.

Each detection allows one attack.

To resolve an attack roll a die and apply modifiers.

To kill an enemy submarine requires a die roll equal or better than its defence value, each kill causes a step loss but does not effect the pool.

Submarine Attack (natural rolls)

1	The target immediately attacks the attacking submarine
2	A Soviet target immediately attacks the attacking submarine with a rocket torpedo unless under ice or in bad weather (or marked 'no rocket torpedoes')
3	As #2 if the target submarine has a submarine search value of 3
10	Target always hit

Submarine Attack Roll Modifiers

Attackers tactical value	+ x
Bad weather	- 1
Rocket torpedo attack	- 1
Helo/MP attacking non-magnetic submarine	- 1

Note that the approaching submarine will never use a rocket torpedo (it would give away their position) but an escorting submarine can do so.

Once any attacks are resolved the approaching submarine may discard one die in the pool to roll its own search dice against the escort submarine or may ignore it and continue.

Helicopter ASW Barrier

If the target group has any carrier, determine the effect of the ASW barrier. A carrier may roll 2 dice or 1 die in bad weather or if the attacking submarine is small (*also one step UK/Italy CV one die only*)

Each die must meet or exceed the noise value to detect.

The only modifier is Bad Weather -1.

Each detection allows one attack as above and reduces the submarine's attack pool by one per attack made regardless of result.

Submarine Optional Attack

The submarine may attack if it has at least one success remaining in its pool (otherwise it is driven off at this point but not before).

If it attacks now, it does so on the one success row.

If it has only one success it attacks with dice equal to the submarine search number on its counter minus one.

If it has two or more successes it attacks with dice equal to the submarine search number on its counter.

A (H) submarine with two or more successes may roll on the two row (*long-range super heavyweight torpedoes*)

ASW Ship Detection

The task force owner selects one ship and rolls the # submarine search dice on the counter

Each die must meet or exceed the noise value to detect.

The only modifier is Bad Weather -1.

A '+' ship may re-roll one roll of 1-3

The attack type is determined based on the margin of success. In bad weather all attacks become short range attacks. Regardless of result, reduce the attack pool by one per attack made, if at zero the attack is over.

Ship Detection Roll	Attack Type
Equal to noise or bad weather (<i>short range</i>)	Roll an attack die. Prairie masker in good weather grants tactical value + 1 ALSO attack with ASW mortar if equipped (9+ to hit)
One more than noise	Rocket torpedo if equipped (Not in bad weather)
Two more than noise	Helicopter attack (not in bad weather)

Short range attack natural rolls

1	Make a free attack on the attacking ship requiring 6+ to hit. Apply submarine attack roll modifiers.
2	Make a free attack on the attacking ship requiring 8+ to hit. Apply submarine attack roll modifiers.

A short range attack which results in a ship being hit allows a torpedo decoy save as normal. If the decoy doesn't work, follow 'effect of hits' on the next page

Close-in ASW Ship Detection

The task force owner selects one ship which must be a different ship to the one chosen previously unless marked @ and rolls the # submarine search dice on the counter. Each die must meet or exceed the noise value to detect. The only modifier is Bad Weather -1. A '+' ship may re-roll one roll of 1-3.

The attack type is determined based on the margin of success. In bad weather all attacks become short range attacks. Regardless of result, reduce the attack pool by one per attack made, if at zero the attack is over.

Ship Detection Roll	Attack Type
Equal to noise or bad weather (short range)	Roll an attack die. Prairie masker in good weather grants tactical value + 1 ALSO attack with ASW mortar if equipped (9+ to hit)
One more than noise	Rocket torpedo if equipped (Not in bad weather)
Two more than noise	Helicopter attack (not in bad weather)

Short range attack natural rolls

1	Make a free attack on the attacking ship requiring 6+ to hit. Apply submarine attack roll modifiers.
2	Make a free attack on the attacking ship requiring 8+ to hit. Apply submarine attack roll modifiers.

Close-in Submarine Attack

The submarine may attack if it has at least one success remaining in its pool.

It attacks on the column equal to the number of successes remaining in its attack pool.

It attacks with dice equal to the submarine search number on the submarine counter **plus one**

Die	# Successes		
	1	2	3
1	ATK	ATK	ATK
2	HRPN	HRPN	HRPN
3	-	-	POOR
4	-	-	POOR
5	-	POOR	POOR
6	-	POOR	OK
7	POOR	OK	OK
8	POOR	OK	OK
9	OK	OK	GOOD
10	OK	GOOD	GOOD

Attack Roll Modifiers	
Attackers tactical value	+ x
Bad weather	-1

Result	Meaning
ATK	Roll to detect and attack the submarine with two dice from helicopters. Use one dice if the submarine is small.
HRPN	A US or UK submarine <i>may</i> attack any counter with harpoon. Roll 1d10, needing 6+. See below (effect of hits) for effect. If the attacking surface ship has a PD of 1 or more you need a 10 to hit. Then treat as though a one (ATK) was rolled.
POOR	Select any target that is not a capital ship, convoy or amphibious unit.
OK	Select any target that is not a capital ship.
GOOD	Select any ship.

Torpedo Decoys:

All warships carry a decoy.

Soviet amphibs and NATO convoys do not have decoys.

A die is rolled for each hit scored by torpedo. On a 9+ the attack is ignored. If the unit also has prairie masker then the hit is ignored on a 7+ instead.

Effect of Hits

Because one attack from a submarine represents less weapons than one attack from missiles, non-capital ship units which are hit by a submarine are not flipped immediately - instead they receive a partial hit marker.

It has no effect until the unit receives another at which point the unit takes a step loss and is flipped.

Amphibious units and convoys take one hit per hit scored. Capital ship units follow the process in 10.1 per hit scored.



11.15 Missile attacks on task forces

Missile attacks can be from a variety of sources: cruise missile armed submarines, surface ships and air units.

First, use the appropriate rule based on the attacking unit and then move on to the 'resolving missile attacks' section.

11.16 Submarine Launched Missiles

Roll the submarines 'submarine search' dice plus any extra dice granted. Each must meet or exceed a target number based on the type of attacking submarine

Approach		Modifiers	
Nuclear	5+	Good Detection	+ 1 success
Diesel	7+	Slow Task Force	+ 1 Die
		Baltic or Black Sea	+ 1 Die
		Bad Weather	- 1 Die

Cruise Missile Modifiers	
Soviet Missile attack unless Bear-D present	- 2
Coordinated missile attack (per unit after first) <i>Also use lowest # search dice on any participant</i>	- 2

One success: No attack. (But still 'activated')

Two success: Long range attack

Three success: Short range attack (no long range SAM fire)

Coordinated Missile Attacks

Submarines in the same zone attacking the same target may coordinate their attack if using the same colour of missile points. For each additional submarine attacking, -2 is applied to all dice rolled.

If an attack is made, resolve all the missiles together

Charlie II Class submarine (SS-N-9 'Siren' Missile)

Charlie II class submarines can attack at short range only-treat a long range result as no effect, and a short range result as long range (*they never attack at short range*).

11.17 Surface Ship Launched Missiles

Soviet surface ships with white or red missiles are long-ranged anti-ship missiles such as the 'Shipwreck' (red) and 'Sandbox' (white). They may be fired at a **good** detected task force in the same zone as a Soviet task force. No roll is needed. A poor detected target may be attacked if the Soviet group is fast on a roll of 6+. All firing surface units coordinate automatically with the same colour missile points. The attack is always at long range.

Black and yellow missiles may only be used through the play of cards except for in the Baltic sea, where ranges are likely to be much shorter than elsewhere.

In the Baltic sea only a surface unit may fire black and/or yellow missiles at a **good** detected task force in the same zone. Only a single unit may fire from each attacking force.

Separate task forces may not coordinate their fire at all with any type of attack. Nor is any type of coordination possible between air, ship or submarines.

11.18 Air Launched Missiles

Both sides possess air-launched missiles. The Soviets have long-ranged cruise missiles and NATO has short-ranged sea skimming missiles such as 'Harpoon' and 'Exocet'.

Once all air transit and CAP attacks have been resolved, remaining missiles are launched at the task force. No roll is needed and all firing units coordinate automatically. The attack is always at long range.

11.19 Resolving Missile Attacks

Now the number of incoming missiles is known, place the 'Missiles' marker on the resolution track

Long Range SAMs (not vs. red, yellow or SR sub-launch)

- 1) Count the # of LR SAM points your defending force has.
- 2) You may fire up to two SAM points at each incoming missile.

State how many missiles you will fire, and roll that many dice altogether. Each hit eliminates a missile, but creates a leaker point unless the result total is 8 or more.

Two hits which create a leaker (rolls of 5-7) can be combined to an 8+ result instead.

After all shots, if there are 2 or more leakers, remove two at a time to create a new missile point.

SAM Resolution	Hit on a 5+; 8+ no leaker <i>Maximum of -2 modifier</i>
Target is NATO missile or Soviet yellow missile or Soviet red missile	-1 (<i>sea skimming</i>)
Bad Weather	-2
	-2
Poor Soviet SAM	-1
Very Poor Soviet SAM	-2
Point Defence SAM	-1
Shooting at a leaker	+2 (<i>less target missiles</i>)
Shooting at a Black Soviet missile	+2 (<i>slow, high missiles</i>)

Short Range SAMs

- 1) Count the # of SR SAM points your defending force has.
- 2) You may fire up to two SAM points at each incoming missile, and one SAM point at each incoming leaker. Any result of 5 or more kills a leaker point.

After all shots, if there are 2 or more leakers, remove two at a time to create a new missile point.

Point Defence SAMs

Resolved as per short range shots, but using the PD value. -1 is applied to all PD shots.

After all shots, if there are 2 or more leakers remove two at a time to create a new missile point.

1/2 a point SAMs

Some units have half point SAMs. These weapons can combine together to fire with one die or can fire alone - roll two dice and use the lower roll

Anti-Ship Missile Resolution

If any missiles or leakers are left resolve this step to decide whether any ships are hit.

Roll one die per missile or leaker point one at a time.

DR	Missile Attack Rolls
1	If two hits already scored, this die is a miss and also reduce the remaining missiles by one point
2	If three hits already scored, this die is a miss and also reduce the remaining missiles by one point
6	Defender allocates. Miss in bad weather.
7	Defender allocates.
7 - 8	NATO attacker allocates. Soviet attacker with 'missile/ECM' tech allocates. Otherwise treat as a 9
9	Allocated to a convoy or amphib. If none present then allocated by defender
10	Attacker may allocate to any target

Results 1 & 2 represent hitting the same 'dead' targets multiple times and thus wasting missiles through overkill

Effect of Hits

Because each hit represents about 6 weapons finding targets, missile attacks cause a lot of damage. A leaker represents only one or two weapons hitting.

Non-capital ship units which are hit take a step loss. A leaker causes a partial hit marker. It has no effect until the unit receives another at which point the unit takes a step loss and is flipped.

Amphibious units and convoys take two hits per hit scored and one hit for a leaker.

Capital ship units follow the process in 10.1 per hit scored, with a leaker rolling two dice and keeping the lowest.

Shipwreck (SS-N-19) & Sunburn (SS-N-22)

Several Soviet surface units have shipwreck (red) missiles and sunburn (yellow) missiles.

NATO may not use LR SAMs against these missiles, and must apply the -2 modifier for sea skimming missiles.

However, they may only be fired in a coordinated attack with other same-colour missile armed units - coordination isn't possible with other colours.

If multiple colours of missile points attack, resolve each attack entirely separately.

These weapons were the first Soviet sea skimming missiles. Due to this, and other new capabilities (built in jammers and 'swarm' attack features) these missiles benefit from -2 when engaged by NATO SAMs. It's just a shame there are so few of them..

11.20 Attacks Against Land Targets

Land targets can be attacked by cruise missiles and bombs. Both sides have land attack cruise missiles.

Additionally, Soviet air-launched and submarine-launched missiles and white surface unit missiles can be used as cruise missiles.

NATO strike aircraft typically use bombs. (*This also represents Walleyes and Mavericks, but the range is such that they don't get any bonus*)

11.21 Aircraft Bombing Missions

Once all air transit and CAP attacks have been resolved, strike units can resolve their attack.

Each step of an air strike unit receives one bombing die.

Note that CAP only kill striking steps before they attack on a modified attack value of 9+, otherwise the strike steps still get to roll their bombing dice.

SEAD (SAM Suppression)

Striking air may allocate one or more available bombing dice to suppress or destroy enemy SAM sites.

A US CAG also receives a bonus SEAD die whether at one or two step strength. (*I assume the Prowlers stay out of the way in relative safety and also perform defensive jamming*)

Allocate first then roll all dice together.

Mark permanent damage with hit markers. Each hit reduces both values by one

SAM Suppression (SEAD)	
Die Roll	Result
1-3	-1 for this combat sequence only
4-8	-1 to SAM value
9-10	-2 to SAM value

Bombing: Roll the remaining strike dice. If splitting between targets in the same zone, split before rolling any.

Roll	Bombing Result
1	Roll one SAM attack
2	As '1' if SAM value 2 +
3-8	1 hit + collateral
9-10	2 hits + collateral bonus

A SAM attack is one die rolled against the defence value of the attacker, a hit causes a step loss.

Bombing modifiers	
Bad Weather	- 1
SAM marker value (use higher value vs bombing)	- x
Some range unspent (<i>carrying more bombs</i>)	+ 1

11.21 Cruise Missile Attacks

NATO Cruise Missiles (Tomahawk)

Missiles can fly one zone to the target. First available in 1985, not useable if the scenario takes place in 1983. Count the total cruise missile points and roll on the cruise missile attack table

Soviet Yankee Notch & card based TU-95 (AS-15)

Missiles can fly two zones to the target. Count the total cruise missile points and roll on the cruise missile attack table

Soviet Cruise Missiles

Soviet ship-launched white and red missiles, all non-green submarine and air unit missiles.

These must be carried to the target zone.

Count the total missile points being fired and convert on the following table:

Soviet Missiles vs land targets	
Missile Points	Dice
1-3	½
4-7	1
8-12	2
13 or more	3

No coordination is possible between submarines, air or ship units - each computes and rolls separately.

½ Cruise Missile Point

These weapons can combine together to fire with one die or can fire alone - roll two dice and use the lower roll

SEAD (SAM Suppression)

Cruise Missile dice may be allocated to suppress or destroy enemy SAM sites. Allocate first then roll all dice together.

Cruise Missile SEAD	
Die Roll	Result
1-4	-1 for this combat sequence only
5-10	-1 to SAM value

Mark permanent damage with hit markers.

Each hit reduces both values by one

Cruise Missile Strikes

Roll the remaining strike dice. If splitting between targets in the same zone, split before rolling any.

Apply all cruise missile attack modifiers.

Roll	Cruise Missile Result
1-2	No effect
3-8	1 hit + collateral
9-10	2 hits + collateral bonus

Cruise Missile Attack Modifiers

Bad Weather	- 1
SAM marker value (use lower value vs cruise msl)	- x
Cruise missile technology (-1 in 1983 & 1985)	x
Per map zone cruise missiles move to target over 0	- 1
2 steps of F-14 / MIG-31 in zone vs flying missiles	- 1
Cruise missiles attacking troop markers	- 1

11.22 Collateral Damage

Collateral Damage

Collateral damage causes step losses to units at the airbase or port under attack.

Roll a die for each collateral or collateral bonus result and apply the modifiers.

Even losses are allocated by the defender.

Odd losses by the attacker.

Collateral Damage		Collateral Damage Modifiers	
Roll	Step Losses	Collateral Bonus	+ 2
1-5	None	Airbase light hit value is 1	+ 1
6-9	1	Attackers bombing	+ 2
10+	2		

Soviet Air Complexes

At Kola, Baltic & Black sea air bases NATO may force air collateral damage to be applied to Bear and Badger aircraft (of any types) or to choose to target fighters (*they are separate airfields*)

11.23 Striking Soviet Troop Markers

NATO may attack Soviet troop formations to slow the PACT advance. The main target is the troops printed on the map near the Yugoslavian border which effects the Southern war track but Soviet troops in Norway and Denmark can also be attacked to effect the relevant invasion track.

When striking, the Soviet player may roll for fighter cover with one die per attacking strike unit, or two dice for Europe keeping the single highest.

The Soviet units generated use the same stats as actual units but are notional—they exist only for the duration of the strike mission

Ground Strike MIGs	
Roll	Result
1-6	None
7-8	M.21
9	M.23
10	M.29

Always treat ground forces as having a -1 SAM built-in which cannot be reduced by SAM suppression. (*Represents AAA, IR SAMS, etc.*)

Cruise missiles can be used against these targets (*represents attacking HQ's, depots, bridges etc.*)

Soviet Fighter Cover



11.24 Continental United States

F-15 fighter units are printed on the map in the US zones. The NATO player may use an unlimited number of F15's for CAP when defending in these zones.

12.0 Task Force Movement

At the end of each round all task forces may move one zone in any direction desired. The Soviets must move all task forces first, followed by NATO.

12.1 Bad Weather

Any zone currently experiencing bad weather slows down task force movement. Instead of moving a zone, place a 'moved' marker on a task force in bad weather. On the next opportunity to move (which may be a fast transit) remove the marker and move normally.

12.2 Amphibious Landing

Instead of moving, a 'landing' marker may be placed on a force. It does not move from the zone.

In bad weather, first place a 'moved' marker and then on the next chance to move you may choose to move normally or place a 'landing' marker.

12.3 Entering or leaving a port

Instead of moving from a zone, when allowed to move a task force may move some or all of itself into a port adjacent to the sea zone. When leaving port, ignore weather.

12.4 Fast Transit

Fast forces may make a fast transit move after all normal movement has been completed during rounds 2 & 4. All task forces (Soviet first) which wish to make a fast transit move must immediately activate their current zone for combat in a special out of sequence combat phase.

Once completed, the force may move one additional zone.

13.0 Amphibious Landings

After all movement, amphibious landings can be resolved by any force which is marked 'landing'

Roll one detection against the task force using the task force detection table (11.6).

If the force is not undetected, any submarines in port at the location being invaded may move to sea immediately and may roll to attack the force using 11.14 submarine attacks on task forces.

Following this, complete the steps on the amphibious landing tables play aid.

Once completed, between zero and two troop markers will have been placed on the invasion track at the location invaded. This may involve the capture of a NATO facility. Then remove the amphibious unit from the game.

13.1 Landing at captured ports

Landing troops into a friendly captured port still requires all the amphibious landing sequence to be carried out. *(We can assume the defenders will move to intercept and interfere and in any case doing so means the defenders wouldn't be outflanked)*

Either way, neither side receives a bonus for landing amphibious troops into a port.

14.0 Capturing Facilities

There are several facilities which can be captured during the game: Iceland, Bodo, Orland, Schleswig, Antwerp/ Amsterdam, Trieste, La Spezia, Toulon/Istres.

The majority of these are captured automatically if a front marker moves into the relevant box. Place a heavy damage marker on the named facility if this happens and rebase any NATO units there to the nearest base

Keflavik, Bodo & Orland can be captured due to amphibious landing. If an enemy troop is placed via landing at any of these sites, place a Soviet airbase marker & roll for the condition of the airfield, then rebase any NATO aircraft there to the closest friendly base. The Soviet player may immediately place up to two fighter units & two strike units there from the Kola Peninsula bases or Baltic bases. Any strike units moved are marked 'activated' An airfield always retains at least the damage it had when captured.

(note: flying strike aircraft from Bodo is mostly pointless..)

Roll		Captured Airfield Modifiers	
10	No damage	Norwegian airfield	-1
6-9	Light Damage	Amphib lands with 0-1 hit	+2
1-5	Heavy Damage	Amphib lands with 3-4 hits	+1

14.1 Safe Landing Sites

All captured airfields allow a 'save' against a hit taken by an air strike unit (only).

When a Soviet strike unit takes a step loss within one zone, roll one die and ignore a single step loss on a 7+
When a Soviet strike unit takes a step loss within two zones, roll one die and ignore a single step loss on a 9+
Apply -1 to the roll if lightly damaged and -2 if heavily damaged

Only one step can be 'saved' per mission flown.

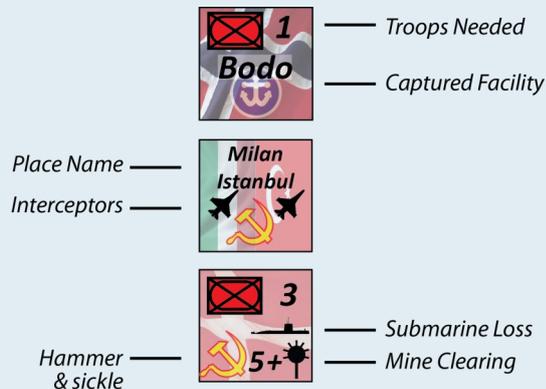


15.0 War Tracks

The game map has several tracks which show the status of the Soviet offensive into Western Europe.

Overlaying Germany are the Northern and Southern war tracks and the Danish invasion track. In Norway is the Norwegian invasion track.

At the end of each turn, check each track to see whether the fronts advance.



Invasion Tracks

The Danish and Norwegian invasion tracks depend on Soviet troops landing (from amphibious units) in order to place troop markers. These are compared to the number of troops needed to advance.

NATO may deliver troops to cancel Soviet ones.

Additionally, NATO may strike Soviet troops in order to stall an advance for that turn.

There is a movement line from Kiel to the Danish Invasion track which allows the Soviet player to send armies into Denmark. There is also one from Lyon in the South to Paris in the North.

War Tracks

The Northern and Southern war tracks move automatically each turn as the Soviet armies move West. Arrival of NATO convoys can prevent the 'soviet armies' markers from moving. NATO may strike Soviet troops in the South in order to stall an advance for that turn.

Interceptors are shown on the Danish invasion track and the Southern war track. Each shows the number of interceptors active over Denmark and Turkey respectively.

Submarine Loss represent the loss of ports and related facilities. When a front marker occupies a box with one or more symbols, NATO must remove submarine steps belonging to the indicated nation if it is possible to do so.

Mine Clearing allows the Soviet player to attempt to reduce the current mining level of the Danish strait.

Captured Facilities are always represented by a port icon. Whenever a Soviet front occupies one of these boxes, a NATO facility has been overrun.

Hammer and sickles are how the game is won. To win the Soviet player must be able to count 2 hammer and sickle symbols on war tracks overrun by Soviet armies. The tracks have several 'half' hammer and sickle icons.

16.0 Nations

Turkey

Turkey is a Mediterranean convoy port to which NATO may deliver supplies. It is also a barrier to Soviet aircraft—they may overfly Turkey but will be intercepted by the number of aircraft on the Southern war track.

The Turkish Strait cannot be opened during the game – assume it's blocked off either by the Turks themselves or pact bombing.

The Danish Strait

The Danish strait may be lightly mined or heavily mined depending on the scenario.

Increase the mining level by one at the end of each turn that a Soviet amphibious invasion of Denmark has not been conducted.

Any Soviet (not NATO) unit moving through must roll as though entering a port mined to the appropriate level but hitting mines on 1 & 2.

Clearing the Strait

At the end of any turn when the Soviet front marker on the Denmark track is in a box with a mine symbol the Soviet player may roll the die to reduce the strait mining value by one level. The required roll is listed on the track.

If the strait is cleared then French, British, Belgian & Dutch ports are immediately marked heavily mined.

(Soviet FAC surge into the English Channel).

Iceland – A soviet amphibious landing in Iceland will capture Iceland unless garrisoned by NATO troops which have been delivered by a NATO amphibious unit. Capturing Iceland disables SOSUS and provides a Soviet captured airfield.

Either side landing in Iceland delivers troops normally as per an amphibious invasion. They fight normally removing one another on a one for one basis.

If Sverdlov or Iowa is present and the last friendly troop would be removed, retain one troop on a die roll of 4+ (Iowa) or 6+ (Sverdlov).

Cuba

Cuba begins as a minor port which can rearm Soviet submarines. No Soviet air strike units may base in Cuba while inactive but one MP unit may base there.

The Lourdes facility begins each game in Cuba.

The US may choose to attack Cuba during the game.

After this point Cuba is active and the Soviet player may use Cuban forces as his own, as well as immediately deploying up to three strike or MP units available at any Soviet base to Cuba. They are all marked activated.

Also deploy the Cuban submarine at sea on the roll of 8+ otherwise it begins in port.

Syria

Syria starts as a Soviet ally.

Libya

Libya is neutral by default and only enters play via an option.

17.0 Repairing capital Ships

A capital ship which is damaged but arrives at a major port must roll at the end of the turn for repairs. Place the unit the indicated # turns in the future on the turn track at full strength.

A damaged capital ship may not leave port while damaged.

Die Roll	Damaged Unit
1-3	4 turns
4-7	3 turns
8-10	2 turns

18.0 Soviet Boomers (SSBNs)

A 'Boomer' is a slang term for an SSBN submarine which carries nuclear missiles and is designed to provide an assured strike capability against the enemy.

Each SSBN in the game has a payload value printed in the top right of the counter which represents the throw weight of that unit in terms of warheads and targeting capability.

The Soviet boomers are regular game units which can operate anywhere on the board but have three specific areas where they would be on-station.

18.1 The Soviet Boomer Bastion

This represents the area to the North of the Barents sea in which the Soviets created a fortified area to protect their SSBNs. A hydrophone system (CAESAR) was deployed, minefields were laid and corvettes and air patrols would have been constant threats. To represent this, the following rules are in play

All normal rules apply to detection within the bastion. NATO units may detect & attack Soviet SSBNs by rolling their noise value or better. If the NATO player rolls any '2-3' results when rolling submarine search dice apply the following results:

Roll	Result	Effect
2	Mines	Roll 2 dice (1 if small or non-magnetic). Any roll of a '1' causes a step loss to the submarine
3	Corvettes	Roll two detections against the submarine. The corvettes have rocket torpedoes and an anti-submarine mortar but no helicopters. Resolve as per 'ASW ship detection' 11.14

18.2 The Arctic

The Soviet player may choose to sortie SSBN submarines under the arctic ice in order to make them difficult to detect and attack. Only Delta & Typhoon class submarines can operate under the ice. They are marked (A) on their counters. In addition to the protection provided by the ice, some cards grant bonuses per step of units located here.

Nuclear submarines (but not diesels) may operate and transit the arctic ice. Only submarines may operate under the arctic ice. NATO submarines may move to and from the arctic to/from any transit arrow. Soviet submarines may not enter or exit the arctic via the arrow to the East of Canada (Baffin Bay) without card play.

18.3 First Strike Zones

Several 'First Strike' zones are on the map. Some are for any SSBN submarine and some are only for Deltas. Only count a submarine for the purpose of first strike points if it is in a relevant zone.

(Historically, the USSR ran patrols in these regions which gave them a first strike capability in that they could launch and hit the Eastern coast of the USA in a few minutes of flight time. The downside is that they are close to the USA and are prime targets for hunter-killer submarines and maritime reconnaissance aircraft.

18.4 First Strike Points

These represents the nuclear posturing of the two sides. If the Soviets can maintain a credible first strike capability the politburo (Soviet leadership) will feel able to take aggressive actions such as using nuclear weapons or assassinating high value targets.

The Soviet player (only) earns first strike points which can be spent on various actions by maintaining a first strike presence. The NATO player can cause the Soviet to discard first strike points by sinking SSBNs.

Many first strike points are generated by card play. In addition, at the end of a turn if the relevant submarine type is in an appropriate submarine area then count up the total payload on-station. If the total is 6 or more, give the Soviet player a first strike point. **In 1989 Yankee class** is still worth 2 per step for the Soviet player, they are just worth less to NATO when killed.

First strike points can be spent on any of the actions listed on the player quick play sheets at any time during their play of a card for operation points.

18.5 First Strike Evasion

When a first strike zone is activated for combat the Soviet player may choose to roll a die for each first strike submarine on station. On a 6+ it may be immediately moved to an adjacent first strike zone where it could operate.

(This rule accounts for the 'gods eye view' that players have of the map, and makes SSBNs slippy.. sometimes)

18.6 Soviet Nuclear Strike Capability

If the US can eliminate Soviet second strike assets the Soviets will begin to fear a nuclear exchange. Keep track of the SSBN payload killed on the Soviet Nuclear Strike Capability track. When the payload killed falls within the requirements listed, move a box up on the track and roll the indicated number of Soviet stability dice.

These rolls can effect the Soviet stability track on the map which has a variety of negative consequences for the Soviet player including an immediate game-ending coup.

Note that the payload shown on each counter is the total for that counter. If a counter has two steps, then killing one step scores NATO the difference between the original value on the unflipped side and the new value on the flipped side *(A typhoon has 8 payload on it's 2-step side. If it takes a step loss, it flips to it's 4 payload side. NATO killed 4)*

19.0 NATO Boomers (SSBNs)

NATO Boomers are assumed to be dispersed over the world's oceans and are not represented by specific countries.

(Unlike NATO the Soviets really didn't have the capability to hunt NATO SSBNs in any significant way. Additionally, the SSBNs were generally the best technology available and spent their time trying to hide and never taking risks)

The 'SSBN Hunting' marker represents the Soviet effort to hunt down NATO boomers. It can be earned by the Soviet player through spy activity or through the roll of a ten with a submarine search die (11.10). Once in-hand it can be spent through the roll of another ten when submarine searching. This then results in an attack on a NATO boomer which earns one first strike point and may have further bonuses. See the quick play sheet for further details.

20.0 NATO Convoy Loss Points

There are six European convoys and three Mediterranean convoys in the game as well as a 'fast' convoy.

When the Soviets score at least 7 hits on a convoy they can begin to move the convoy loss track. It can provide a plus to convoy appearance rolls made at the start of each turn.

If the marker reaches the LOSS box, the NATO player must immediately remove a convoy marker which is not on the map currently from the game.

A single loss point represents the loss or heavy damage of about 15 merchantmen of a total of approximately 800 available to NATO.

21.0 Soviet Spies



The Soviet player has a spies track in the bottom right of the map which represents the thoroughness of Soviet infiltration of NATO agencies.

The Soviet player may use spies for the following actions:

- Place a poor detection on any NATO task force
- Take the SSBN Hunting marker
- Re-roll up to three detection dice rolled in the bastion
- Automatically succeed on all first strike submarine escape rolls in a single zone *(even after rolling)*

They can be used whenever desired until there are none remaining. After each use, roll a die and apply the modifier from the current box on the spies track

1 - 4 : Spy caught! Move the track down one box

(For interest the patches on the spies track are: Army special forces - Airborne special forces - Spetznaz GRU - KGB-GRU. The one above is the KGB patch)

22.0 Pre-Game Technical Theft

In the cold war the Soviet intelligence apparatus specialised in stealing NATO technical secrets and equipment. Soviet intelligence efforts were extensive and extremely successful, with the GRU (Army Intelligence) maintaining a shopping list of NATO secrets to steal next and having teams dedicated to copying and reverse-engineering all manner of stolen technical items.

In the game NATO generally has the edge as its units are just better rated. The Soviet player can choose to put in play none, some, or all three technology counters.

Improved SAMs

Add +1 to all SAM to-hit rolls (land and sea based)

Missile technology & ECM

NATO air unit defence value is capped at 7

Adds a better '6-7' result for anti-ship missile attacks

Torpedoes & Decoys

Ignore all +1 tactical modifiers on NATO submarines when rolling to attack Soviet submarines

There are two methods to do so, the first is my preferred method: For each counter you want, select it and roll two dice on the spying is dangerous table. If you roll a result you cannot afford place the counter back but still lose the spies.

Die Roll	Spying is dangerous
1-4	No Effect
5-8	- 1 spy
9-10	- 2 spies

For a less luck-based start buy one counter for two spies and another for 3. You can't have the other one.

23.0 Winning The Game

To win the Soviet player must be able to count **2 hammer and sickle symbols** on war tracks overrun by Soviet armies. Otherwise the Soviets lose the game. Several spaces have a small symbol worth one half a hammer & sickle

Moving into a victory point space by the use of nuclear weapons reduces the value to 1/2 a hammer and sickle.

24.0 Peace

The Soviet player may announce an end to the game at any time. The NATO player must agree and may end the game *at any point within the next two turns*

25.0 Nuclear Weapons at Sea

When in use, the nuclear weapon table shows which types of attack are classed as nuclear attacks.

Nuclear Weapons	USA	UK	USSR
Submarine vs submarine	No	No	Yes (Shkval)
Submarine vs ship	No	No	Yes
Rocket torpedo	Yes	No	Yes
Maritime patrol aircraft or helicopter vs submarine	Yes	Yes	Yes
Surface ship	No	No	No
CAPTOR minefield	No	-	-
Anti-submarine mortar	No	No	No
Anti-Ship Missiles	No	No	Yes

USA: Rocket Torpedoes, MP & Helicopters.

UK: MP & Helicopters

USSR: Shkval, submarine vs ship, Rocket torpedoes, MP & Helicopters, Anti-Ship Missiles

Use of nuclear weapons at sea has the following effects:

Attacking submarines:

+2 to-hit with all nuclear weapons.

Soviet Shkval:

Carried by nuclear boats only. +2 to hit. A modified result of 10 or more kills both boats.

Attacking surface ships with nuclear torpedoes:

Any hit capital ship with a damage modifier value is automatically destroyed. Capital ships without a modifier follow the rules in 10.1.

Non-capital ship units lose a partial step (*they are dispersed*)

Convoys & Amphs take two hits per hit caused
Torpedo Decoys have no effect.

Attacking surface ships with Anti-Ship Missiles:

For every three incoming missiles one is nuclear armed, so if three missiles make it through the SAMs one is a nuke.

Resolve nukes first, then resolve non-nuclear missiles.

Nuclear weapons automatically hit something.

Roll a die, on an 8+ the Soviet player allocates it, otherwise the NATO player allocates it.

Any hit kills the target counter entirely, except for a convoy or amphib unit which takes three hits.

(This represents ~8 high yield tactical nuclear weapons)

Soviet SAM defences

If the Soviet SAM level of a target is at least two, treat it as being worth +2 more than its current value against air units only (not against cruise missiles)

26.0 Options

An option is an alt-history event or technology that could have happened but historically was never deployed.

If using this rule, follow this process before starting the game (*You'll need an opaque container*):

- The US player draws two options markers, selects one and returns the other. For each additional first strike marker given to the Soviet player (up to two) the US player may draw two additional chits, keeping one more. All are revealed to the Soviet player.

Option Marker	Meaning
Cable Tapping	Once per turn detect a Soviet airstrike or treat any one already rolled submarine detection die as a 10
ASAT System	Twice per game select up to 3 RORSATs and remove each on a 6+ then Give 1 FSP to the Soviet.
Hydrophones	Add two hydrophone markers to the map, each grants a hydrophone re-roll within its sea zone
Production	Select 8 points worth of optional units to add to the game (Patriot buys both)
Helos for convoys	Each NATO convoy with 0-4 hits has a helicopter barrier without requiring an accompanying carrier
Decoys for convoys	Each NATO convoy receives the torpedo decoy roll when hit by torpedoes
Sea Lance	US submarines are equipped with sea lance rocket torpedo (allows counter attack vs attack rolls of 2-3)
Reinforce Iceland	Iceland may receive any two of: the option F15; an option patriot; base hardening; one troop marker
Tomahawk	Add 4 points of conventional cruise missiles to the order of battle, two may be submarine launched not in 1983

- The Soviet player draws two options markers, selects one and returns the other. For each First Strike marker returned, or spy expended (two max) the Soviet player may draw 2 and keep 1 additional marker.

Option Marker	Meaning
C3 Centre	Once per turn upgrade a poor detection to a good detection at any time
SSBN Focus	Add two 'First strike – half value' markers to the board up to 2 zones from either US zone. SSBNs in these zones count half value towards first strike point calculations The Soviet player may deploy an additional 2 SSBNs to these zones at the start of the game
Cuba Active	Deploy all the Cuban forces at the start of the game; they are controlled by the Soviet player. Place the major port marker in Cuba & deploy 1-4 subs and 0-1 task force there. Up to 6 air units may be based in Cuba including fighters taken from any base (Not MIG-31)

Libya Active	Deploy all the Libyan forces at the start of the game; they are controlled by the Soviet player. Up to three Soviet air units may begin the game in Libya (Not MIG-31)
Arab-Israel	An Arab coalition invades Israel with Soviet cooperation. NATO must strike 'war targets' in/near Israel with 12 strike hits and/or deliver supplies with a 'med convoy' with a full convoy 'counting as' 6 strike hits and a partial as 3. If this is not achieved before turn 4, Israel loses (+1 hammer and sickle). The Soviets may base one additional air unit in Syria.
Iceland Maskirovka	At the start of turn one the Soviet player may place 1 Soviet troop on Iceland. Place all air units from Iceland in Scotland and the Soviet player treats Iceland as a captured airbase. A damage roll is still made, but apply + 3
Towed Array / Quieting	Select up to four of these markers to add to any submarines. The noise value can only be improved by one.
Production	Select 8 points worth of optional units to add to the game (Imp SAM buys all three)
White Sea Bastion	Soviet SSBNs protected in white sea by mine field, corvettes etc. 'Second Strike' not playable during game. The bastion is in the white sea, which is enterable for no additional movement points when entering the Baltic sea – place units into the bastion box. Bastion defences now trigger on 2-5, and ALL detection rolls there are at + 2

27.0 Scenarios and Game Setup

27.1 Which Year?

The game can take place either in 1983, 1985 or 1989. Each year grants additional units with better capabilities.

1983 has no dedicated land attack cruise missiles—US missiles at the time were mostly nuclear armed.

1985 adds in cruise missiles. NATO receives a powerful surface unit as the last of the original Ticonderoga's are delivered, plus a few quality submarines. The British modernise and receive a naval unit and Tornado. The Soviets get more Backfires and an extra Bear-G, which substantially increases their long range strike capability. They also receive the Yankee Notch land attack cruise missile platform, a great surface combatant in the Sovremenny—Udaloy and two Kilo diesel submarines.

1989 is the year of the clever toys. NATO receives Ticonderoga VLS 'Fleet Defenders' with 120 SM2-MR surface to air missiles each. They also get Los Angeles (Improved), the best submarine in the game and two Los Angeles VLS with Tomahawk. The French complete their SSBN construction programme and commission Rubis class nuclear attack submarines. The Soviets receive another Oscar missile submarine, plus two Victor III, a Sierra and an Akula (the second best submarine in the game). Add to that Two major combatants, one of which can be a 'real' carrier and a Slava to defend them. Lastly, the Soviets commission a Delta IV boomer.

Note that in 1989 Yankee class SSBN are worth less payload points but *only when killed*. They still count as 2 per step for payload on station when gaining first strike points

27.2 The Campaign Game

Decide on a year
Decide on a start type, or randomly determine with a die roll 1-3 Strategic Surprise, 4-7 Tactical Surprise, 8-10 Extended
Build up
Set the soviet spy track to 5
Resolve 22.0 for pre-game technical theft.
Decide whether to use options 26.0.
Deal starting cards (5 each)
Roll for weather

NATO Setup

US units marked with locations placed appropriately (Keflavik, Lajes, Bermuda, USA)

CVBG Minimum Definition

1 SSN breakdown
1 x ship with 3 SAM points
1 x US Carrier

All other US forces in the USA except:

- 1 or 2 submarines in the Mediterranean sea
- Up to 2 CVBG in Spain or in any Mediterranean ports
- 2 submarines anywhere except the Mediterranean

UK: 1 submarine anywhere

0-3 British, French, Italian & Spanish surface units and all minor NATO surface units (*Netherlands, Germany, Canada*) may begin the game in any ports or at sea with task forces. All other NATO forces start in own home ports

Soviet Setup

Each Soviet home airbase must have the named air units
Other air units are freely deployable, with a maximum of three strike units based in Syria.

The year chart shows the strike aircraft available to place regardless of the counters available.

Bear-G's are always available if within the counter mix.

1983 2 backfire, 6 badger

1985 3 backfire, 5 badger

1989 4 backfire, 4 badger

The Soviet player may

- Swap 2 Badger for 1 Backfire
 - Swap 1 Bear-G for 1 Backfire or 2 Badger
- Swapped counters must be in the counter mix and not from another year (*they haven't been built yet*)
(*This represents the trading of assets between Western and Eastern theatres*)

Baltic Sea: 8 + submarines, all at sea. 1-2 capital ships plus escorts in port.

Mediterranean: 2-6 submarines. Half may be at sea within 3 zones of Syria. 1-2 capital ships plus escorts in port.

Cuba: 1 Soviet diesel submarine in port & 0-1 MP unit.

SSBN Bastion: 1-4 submarines. All non-first strike SSBNs.

First Strike areas: 1-2 Yankee SSBN; 0-1 Delta SSBN.

Strategic Reserve: 3 x TU-22M

Strategic Surprise

("Complete surprise achieved but pact unprepared (1-2 weeks war alert)")

Soviet Amphibs:	None at start; 1 turn one; 1 turn two; 1 turn three
British Amphib:	Turn one
US Amphibs:	Turn Two; Turn Four
Danish Straight :	Mined Light
Soviet Tattletale:	4 detection rolls on any 4 groups at sea

1 x CVBG at sea anywhere
2 x CVBG placed on turn 2 box

NATO creates 2 convoy groups from any units in the USA and places one w/in 3 of USA & one w/in 1 of USA.

NATO creates 1 Med convoy from any units in the USA and places w/in 4 of USA.

NATO places 0-1 submarine anywhere

NATO can fly 0-3 fighters and/or maritime patrol units

RORSAT 4 available. 1 more on turns 2,3,4,5

Soviet places 0-4 submarines anywhere

Soviet places 0-1 task force anywhere (with fighter cover if in range) and with a poor detection if within possible range of a NATO maritime patrol aircraft

Tactical Surprise

("Standard scenario. Limited surprise achieved by Soviets (~4 weeks war alert)")

Soviet Amphibs:	1 available prior to turn one, 1 turn one; 1 turn two
British Amphib:	Available prior to turn one
US Amphibs:	Turn One; Turn Three
Danish Straight :	Mined Light
Soviet Tattletale:	3 detection rolls on any 3 groups at sea

2 x CVBG at sea anywhere
2 x CVBG placed on turn 1 box

NATO creates 2 convoy groups from any units in the USA and places one w/in 4 of USA & one w/in 2 of USA.

NATO creates 1 Med convoy from any units in the USA and places w/in 5 of USA.

NATO places 0-3 submarines anywhere

NATO can fly 0-3 fighters and/or maritime patrol units

RORSAT 1 in any zone;

5 available. 1 more on turns 2, 3, 5.

Soviet places 0-6 submarines anywhere

Soviet places 0-1 task force anywhere (with fighter cover if in range) and with a poor detection if within possible range of a NATO maritime patrol aircraft

Extended Build-up

("No surprise, both sides ready to fight with all their forces. (~8 weeks war alert)")

Soviet Amphibs:	2 available prior to turn one, 1 turn one
British Amphib:	Available prior to turn one
US Amphibs:	1 available prior to turn one, 1 Turn One
Danish Straight :	Mined Heavy
Soviet Tattletale:	1 detection roll on any group at sea

3 x CVBG at sea anywhere

2 x CVBG (with SSN escort) placed in USA.

NATO creates 2 convoy groups from any units in the USA and places one w/in 5 of USA & one w/in 3 of USA.

NATO creates 1 Med convoy from any units in the USA and places w/in 6 of USA.

NATO creates 0-1 task force from units in any one port and places it within 1 zone of that port at sea

NATO places 0-5 submarines anywhere

NATO can fly 0-3 fighters and/or maritime patrol units

RORSAT 2 in any zone; 6 available. 1 more on turn 3

Soviet places 0-9 submarines anywhere

Soviet places 0-1 task force anywhere (with fighter cover if in range) and with a poor detection if within possible range of a NATO maritime patrol aircraft

Setup Helper – Soviet 1983 historical setup positions

This setup is a rough Soviet historical setup for 1983.

It remains valid throughout the period of the game.

Players will note the extensive forces in the Baltic and lack thereof in the Mediterranean theatre. This also means that detection within the Mediterranean and subsequent attacks will be hard to execute.

KOLA PENINSULA 3 Badger, 2 Backfire, Bear-G, all Bear-D, all Bear F, all tankers

BALTIC BASES 3 Badger, 1 IL38, 1 Badger-D

BLACK SEA BASES / SYRIA 1 Badger-D, 1 IL38

KOLA PENINSULA *Minsk, Kirov (or in the Baltic), Sverdlov, Slava-Grp, Kynda-Grp, Krivak-ASW, Kara Grp*

BALTIC BASES *Kiev, Sov-Udaloy, Kresta Grp*

SYRIA *Leningrad, Krivak ASW*

27.3 The Campaign Game Week Two

27.4 The Campaign Game Week Three

27.5 The Campaign Game Week Four

27.6 Short Scenarios

28.0 Example of Play

An option is



29.0 Optional Rules

If using 'Soviet Diesels' or 'Bear-G' allow the soviet an additional option marker (at game start), 2 banked ops (at game start) or an additional 3 card draw (when claimed) for *each* in use. This should help to balance the game out.

29.1 Soviet Diesels - poor vs submarines

Favours NATO.

Soviet diesel submarines were generally tasked with attacking surface ships and wouldn't have been used primarily as ASW platforms. Many of them were very old and well out of date when compared to their NATO equivalents.

All Soviet diesel submarines except for the modern Kilo class roll only one die when rolling for 11.10 Submarine detection & attacks.

The other option for this rule is to keep the submarines as they are but deploy only half as many Soviet diesel submarines at the start of the game except for Kilos. (round down)

29.2 Harrier & Yak strikes

Favours neither.

Harriers and YAK-38's can fly strike missions following the normal rules. They are armed only with bombs.

29.3 Bear-G may not have existed in quantity

Favours NATO.

There is some uncertainty about when the Bear-G was in service from the sources I used. Therefore, in 1983 treat the Bear-G unit as one step (it starts flipped). Give the Soviet two steps total in 1985 and all 4 steps in 1989.

This reduces Soviet long range strike capability by 3 missiles in 1983 and 6 missiles in 1985.

29.4 ASW Task Forces

Favours neither.

Both the Soviets and NATO experimented with surface ships hunting for submarines. The main problem with doing this is that submarines in general have better detection capabilities than ships and that to hunt effectively a task force would have to disperse making it an easier target to attack. This rule is probably 'the one' if you want more history as the Soviets likely would have done this up in the bastion and NATO may well have deployed a force for this purpose as well.

A task force may roll dice during 11.10 'Submarine detection & attacks' based on its component ships: Resolve the rolls as normal for submarine detection, using the natural rolls listed below

Task Force Submarine Search	
Condition	Dice
Each search value 2 ship	2 dice
Each search value 1 ship	1 die
Any carrier present	+ 1 die

Submarine Detection (natural rolls)

1	Place a good detection on the task force
2 - 5 (Hydrophones)	In a hydrophone zone when you are detecting reroll the die (also includes Soviet hydrophones)
10	Detect any submarine selected by the attacker

Each die must meet or exceed the noise value to detect.

The attack type is determined based on the margin of success. Any ship unit can be selected to perform each attack. In bad weather all attacks become short range attacks.

A short range attack which results in a ship being hit allows a torpedo decoy save as normal. If the decoy doesn't work, follow 'effect of hits' on page 12.

Ship Detection Roll	Attack Type
Equal to noise or bad weather (<i>short range</i>)	Roll an attack die. Prairie masker in good weather grants tactical value + 1 ALSO attack with ASW mortar if equipped (9+ to hit)
One more than noise	Rocket torpedo if equipped (Not in bad weather)
Two more than noise	Helicopter attack (not in bad weather)

Short range attack natural rolls

1	Make a free attack on the attacking ship requiring 6+ to hit. Apply submarine attack roll modifiers.
2	Make a free attack on the attacking ship requiring 8+ to hit. Apply submarine attack roll modifiers.

As penalty for splitting up and searching for submarines, after making a submarine search roll, the task force suffers the following effects for the rest of the round:

- It cannot move this round
- It receives an automatic poor detection
- If attacked by submarines, the ASW barrier is only one die and the TF is automatically slow
- If attacked by missiles, all SR SAM dice are at -1 to hit

29.5 Maritime patrol barriers

Favours NATO slightly.

A maritime patrol unit may fly over a friendly task force to provide it with a helicopter ASW barrier. To fly this mission, place the MP unit on top of the task force. The MP unit may continue to fly this mission while ever the task force remains in range. If It leaves range, the MP unit is marked activated.

Whilst on-mission, the MP unit counts as a helicopter barrier rolling one die less than it would do to detect submarines.

