

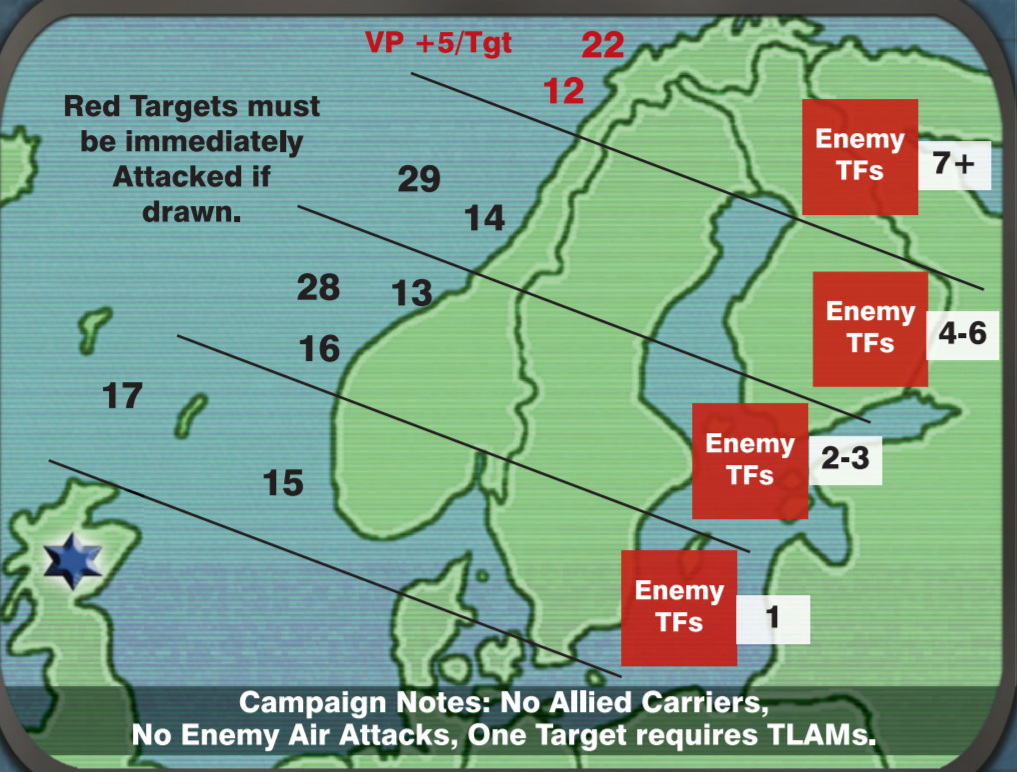
North Atlantic Skirmishes • Cold War - 1988

SPRUANCE LEADER (USE ATLANTIC SHIPS)

Overview - Easy

During a Norwegian exercise at Narvik Norway, a Soviet sub was detected. When it retreated, it surfaced with damage from a collision with a rock. The sub carried Tactical Nuclear weapons. The Soviets are demanding the return of their sub, but the Norwegians are not releasing it. The Soviets began flooding the North Atlantic with Naval Task Forces to increase pressure on the Norwegians to release the sub.

Skirmishes have broken out in the North Atlantic, and you have been ordered to assemble a Naval Task Force to deter enemy forces from further aggression against Norway.



Short Campaign

4 Targets, 80 SO

VP	Evaluation
24+	Great
18-23	Good
12-17	Adequate
8-11	Poor
7-	Dismal

Mission SO Points: 22

Medium Campaign

6 Targets, 90 SO

VP	Evaluation
36+	Great
30-35	Good
24-29	Adequate
18-23	Poor
17-	Dismal

Mission SO Points: 24

Skill Levels

Newbie (1), Green* (2), Average (2), Skilled (1).

Task Force	3	2	2	2	2	2	2	1
Activity	+2	+1	+1	0	0	0	-1	-2

North Atlantic Sea Lanes • Cold War - 1988

SPRUANCE LEADER (USE ATLANTIC SHIPS)

Overview - Average

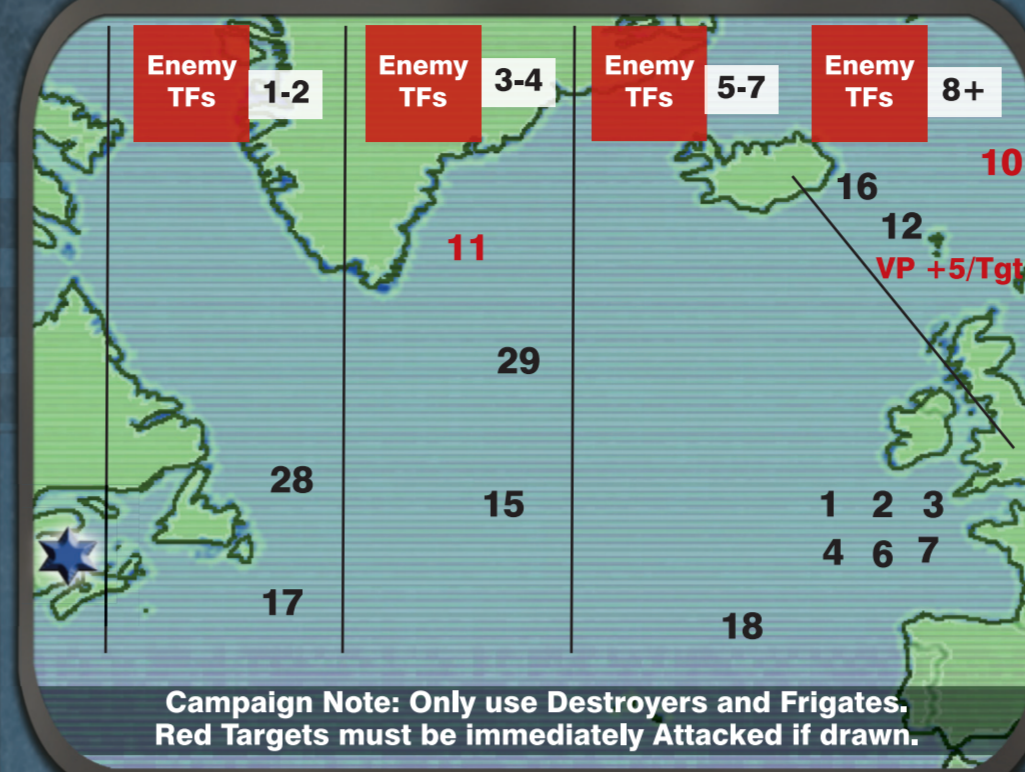
The Soviets are building Army forces along the Finland/Norway border, where intel indicates there is an imminent attack across the border.

US Convoys with Forces and Equipment needs to be transported from the US to England, where they will be deployed into the ETO. Soviet ships and subs have just swept through the GUIK gap to intercept those Convoys. In addition, further Soviet forces are approaching the GUIK gap.

Your job as the Task Force Commander is to protect the Convoys headed to Europe and eliminate Soviet forces in the Atlantic and to destroy Soviet forces in the Norwegian Sea approaching the GUIK gap.

Skill Levels

Newbie (1), Green* (2), Average (2), Skilled (2).



Medium Campaign

6 Targets, 90 SO

VP	Evaluation
48+	Great
40-47	Good
30-39	Adequate
18-29	Poor
17-	Dismal

Mission SO Points: 20

Long Campaign

10 Targets, 100 SO

VP	Evaluation
70+	Great
60-69	Good
48-59	Adequate
35-47	Poor
34-	Dismal

Mission SO Points: 20

Task Force	4	4	3	3	3	3	2	2
Activity	+2	+1	+1	0	0	0	-1	-2

Atlantic War • Cold War - 1988

SPRUANCE LEADER (USE ATLANTIC SHIPS)

Overview - Difficult

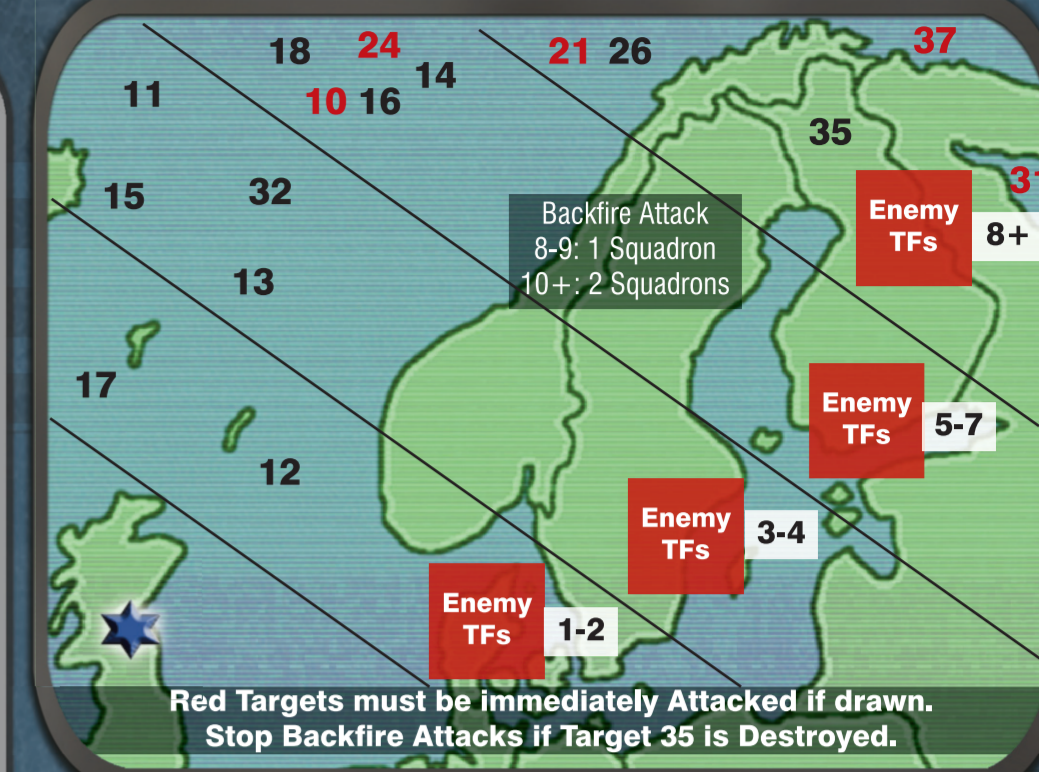
The Soviet Union has attacked NATO, and unleashed Naval forces into the Norwegian Sea.

Intelligence believes that a Soviet Assault Force may land behind NATO forces, or attack Iceland. The Assault Force must be destroyed, or the War is lost.

In the northern regions of the Norwegian Sea, the Task Force can be attacked by Backfires taking off from their Airbase (Target 35). If the Airbase is destroyed, Backfire attacks end.

Skill Levels

Newbie (1), Green* (2), Average (2), Skilled (1).



Medium Campaign

6 Targets, 90 SO

VP	Evaluation
36+	Great
30-35	Good
24-29	Adequate
18-23	Poor
17-	Dismal

Mission SO Points: 24

Long Campaign

10 Targets, 100 SO

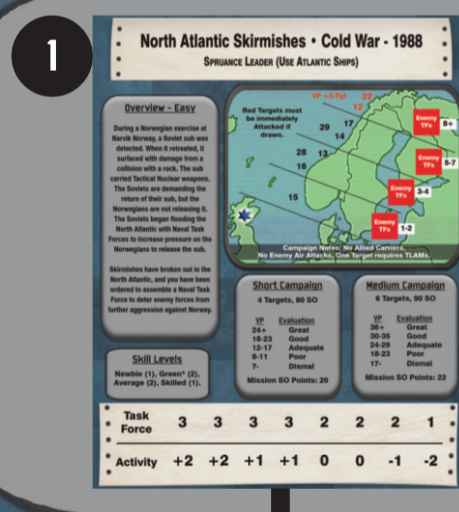
VP	Evaluation
60+	Great
50-59	Good
40-49	Adequate
25-39	Poor
24-	Dismal

Mission SO Points: 26

Task Force	4	3	3	3	2	2	2	1
Activity	+3	+2	+2	+1	+1	0	-1	-2
War	-6 VP	-4 VP	-2 VP	0 VP	+2 VP	+4 VP	+6 VP	+8 VP

Linked Atlantic Campaign • Cold War - 1988

SPRUANCE LEADER (USE ATLANTIC SHIPS)



North Atlantic Skirmishes Campaign Results...

- Great Evaluation: Add TF 2 and ACT 2 to the next Campaign.
- Good Evaluation: Add TF 1 and ACT 1 to the next Campaign.
- Poor or Dismal Evaluation: Campaign ends.

Only Transfer Destroyers or Frigates

Linked Campaign Notes...

- Play the three Campaigns in order. Play the longest Campaign lengths.
- You can transfer any ship and/or commanders from one Campaign to the other, keeping the same Skill levels. New ships/Commanders start at Green.
- You can only transfer ships up to the allowed Campaign Starting SO Points. If your transfer SO Point cost is less than the starting Campaign SO points, you can use the remaining points to purchase additional ships.
- At the start of each Campaign, for each Ship or Commander at the Warrior skill level roll a die.
- On a roll of 9+, the ship or commander is transferred. Based on the results of each Campaign, apply the indicated updates to the next Campaign.



North Atlantic Sea Lanes Campaign Results...

- Great Evaluation: add TF 2 and ACT 2 to the next Campaign.
- Good Evaluation: add TF 1 and ACT 1 to the next Campaign.
- Poor or Dismal Evaluation: Campaign ends.

You can transfer Cruisers from the first Campaign to the next Campaign



Atlantic War Campaign Results...

VP	Evaluation
166+	Great
138-165	Good
120-137	Adequate
96-119	Poor
95-	Dismal

Result
The Allies win an overwhelming victory. The Berlin wall falls and the Soviet bloc countries are liberated
The Soviets hold on the Eastern Bloc countries is weakened
The War ends and things return to the status quo The Allies win the war
The War ends, but the Soviets keep Finland, Greece, and Turkey
The War is Lost

Hold the Line • Cold War - 1983

SPRUANCE LEADER (USE ATLANTIC SHIPS)

Overview - Average

The Soviets are building Army forces along the Finland/Norway border, where intel indicates there is an imminent attack across the border.

The decision has been made to stop Soviet Naval forces from entering the North Atlantic and disrupting Allied Convoys from reaching Europe.

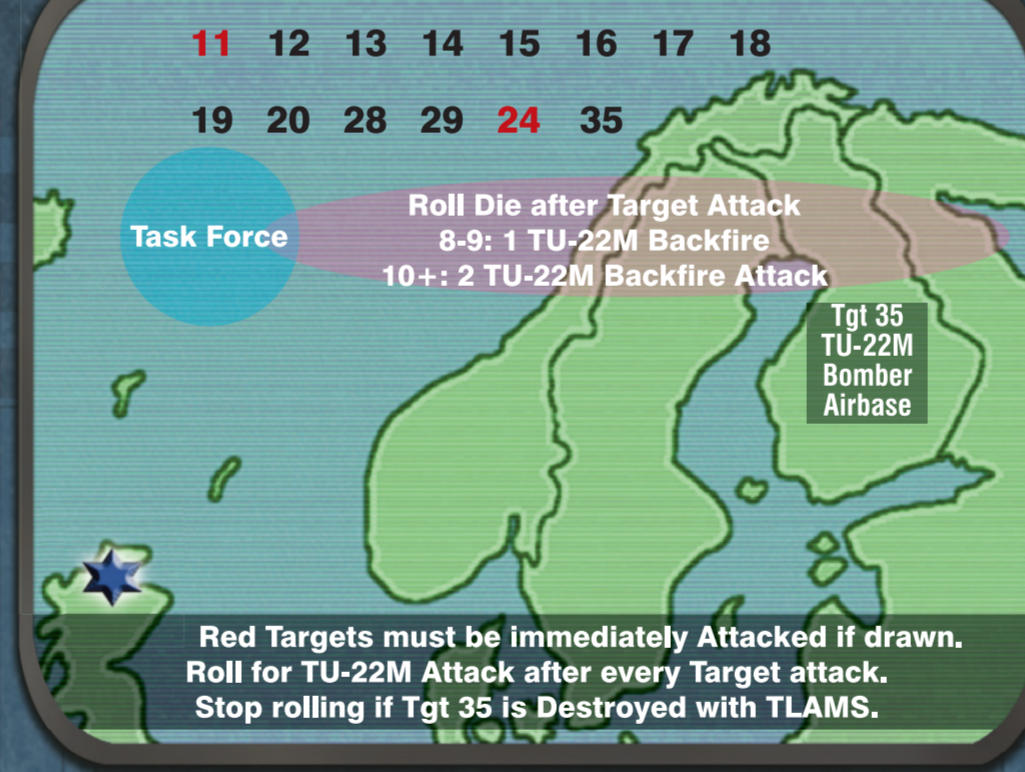
Your Task Force will deploy to the Norwegian Sea and intercept Soviet forces as they attempt to enter the North Atlantic. Stay in the Norwegian Sea and intercept as many Soviet Naval Targets as possible before returning to base to resupply and return.

Roll for Soviet Backfire Bomber attack each turn (attacks on a roll of 10).

You can return to base when desired to resupply, repair your ships, and eliminate Crew Stress based on the selected Campaign Length. Perform the selected number of deployments and then evaluate your Campaign.

Skill Levels

Newbie (1), Green* (2), Average (2), Skilled (2).



Campaign Notes:

- Deploy Task Force, roll for Bomber Attack and draw a Target card. Add Stress to ships and Commanders after each target.
- Keep rolling for Bomber Attacks and drawing Target Cards until you desire to return to base.
- When the Task Force returns to base, repair all damage and eliminate all Stress.
- There are no random Enemy Task Force encounters.

Short Campaign

2 Deployments, 80 SO

VP	Evaluation
35+	Great
28-34	Good
18-27	Adequate
12-17	Poor
11-	Dismal

Mission SO Points: 35

Medium Campaign

4 Deployments, 90 SO

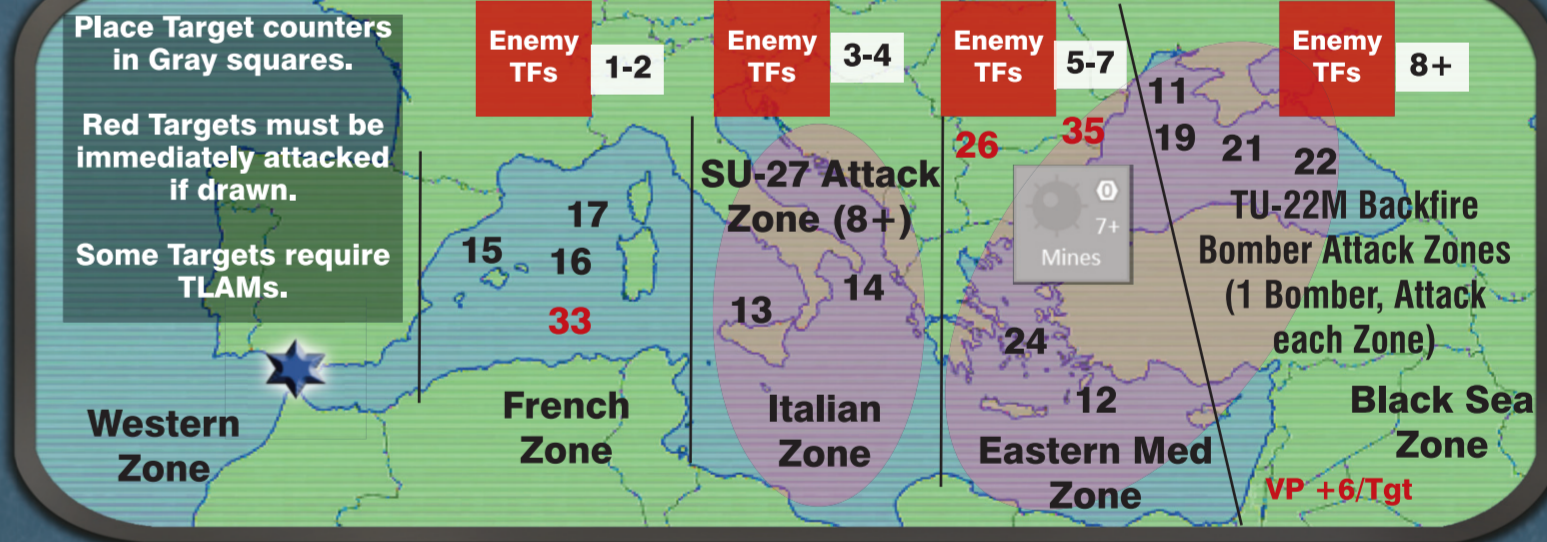
VP	Evaluation
65+	Great
55-64	Good
35-54	Adequate
29-34	Poor
28-	Dismal

Mission SO Points: 35

Task Force	4	4	3	3
Activity	+2	+1	+1	+1

Med/Black Sea Assault • Cold War - 1988

SPRUANCE LEADER (USE ATLANTIC SHIPS)



Overview - Average

The Soviets are massing Assault and Convoy forces in the Black Sea to support the Land invasion in Europe. You are ordered to reduce the Mediterranean Naval Forces and attack the forces in the Black Sea.

Check for Air Attacks when entering an aircraft attack zone. If the air base is destroyed, don't check for an attack.

If moving through the mine field, check each ship to see if it is hit by a mine (Torpedo hit on 9+). If the Mine field is cleared, don't check for mine hits.

Add the Black Sea Targets (2, 11, 12, 13) to the Target deck when the Task Force or Activity counter reaches the indicated area. Earn +6 additional VPs for each Black Sea Target Destroyed.

Skill Levels

Newbie (1), Green* (2), Average (2), Skilled (1).

Medium Campaign

6 Targets, 120 SO

VP	Evaluation
40+	Great
32-39	Good
24-31	Adequate
15-23	Poor
14-	Dismal

Mission SO Points: 26

Long Campaign

10 Targets, 120 SO

VP	Evaluation
75+	Great
60-74	Good
48-59	Adequate
35-47	Poor
34-	Dismal

Mission SO Points: 30

Task Force	4	4	3	3	3	3	2	2
Activity	+2	+1	+1	+1	0	0	-1	-2