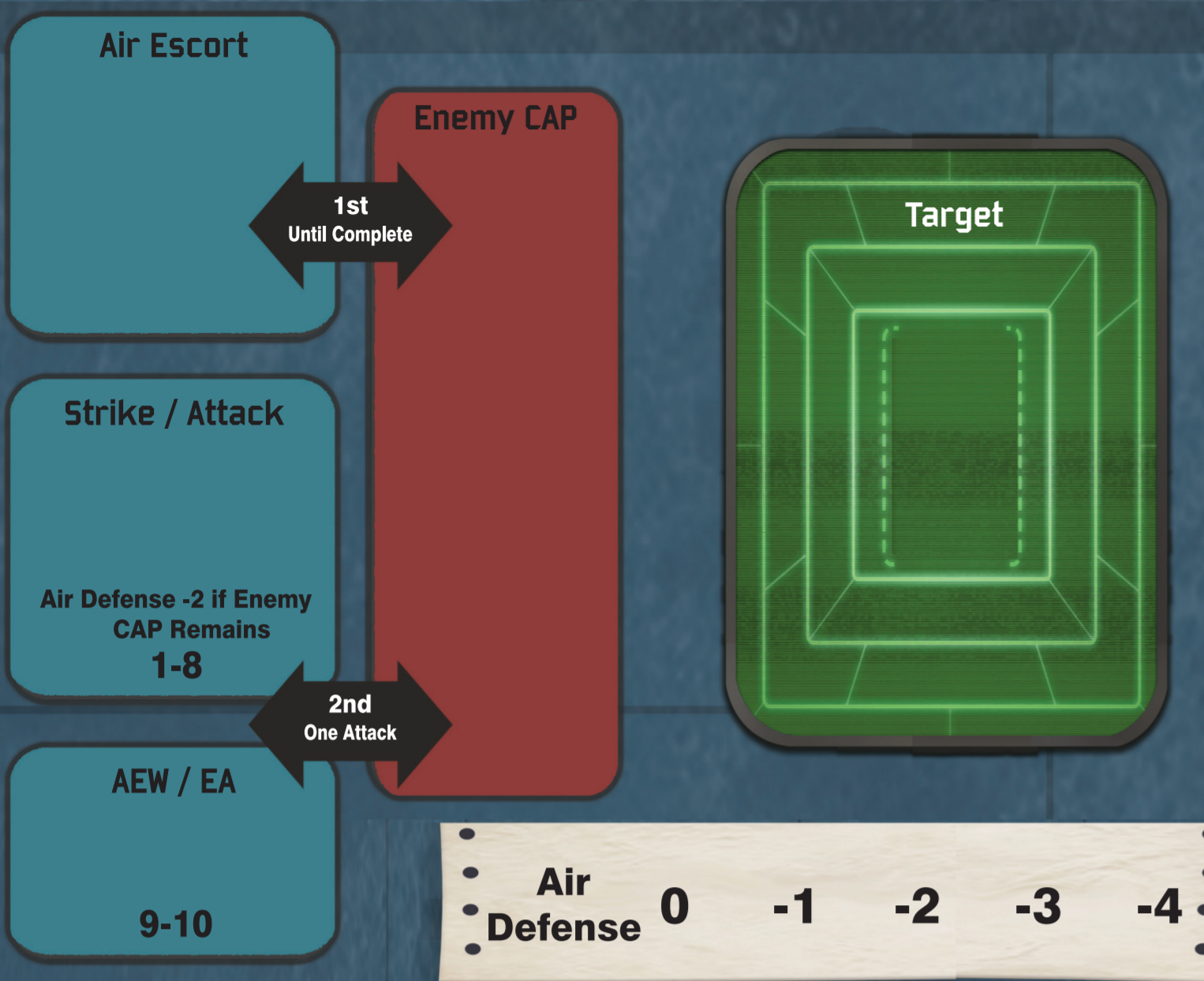


# Carrier Air Strike • Target Attack

SPRUANCE LEADER



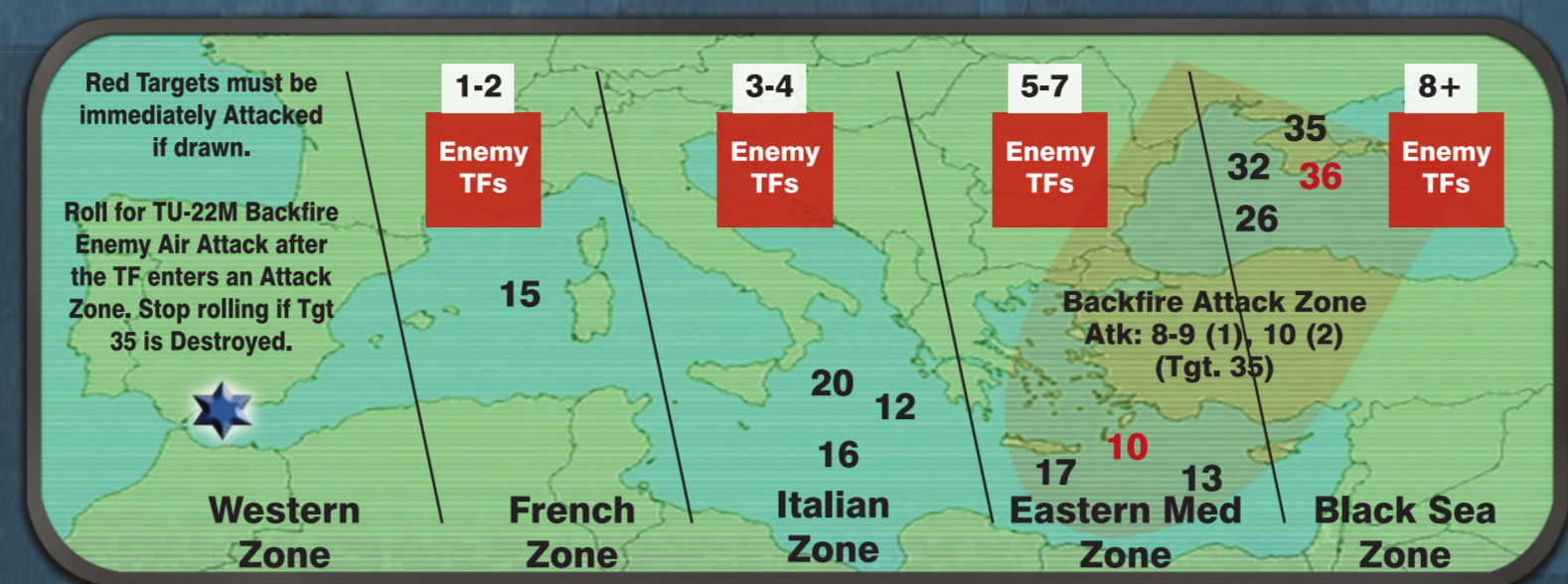
**Carrier Air Strike Sequence**

- Perform Air Escort/Enemy Cap attacks until one side no longer has any aircraft left. Go by Fast/Enemy/Slow attacks.
- If Enemy CAP remains, resolve one attack between Enemy CAP and Strike/Attack Aircraft or AEW/EA aircraft based on a d10 die roll. Go by Fast/Enemy/Slow attacks. Enemy CAP attacks each aircraft in the box.
- Strike/Attack Aircraft attack the Target. Apply Air Defense modifier to each die roll and determine any TF Aircraft step reductions. Then add any Attack modifiers (ex: AEW attack bonus) and resolve hits on Target.

**Target Hits** 0 1 2 3 4 5 6 7 8

# Plowing the Road • Med. Cold War - 1985

SPRUANCE LEADER CARRIER (USE ATLANTIC & ALLIED SHIPS)



**Overview - Easy**

The Soviets launched a limited attack into Finland due to some territory disputes. The Soviets have flooded the Med with subs and ASW forces to prevent naval incursions into the Black Sea.

Allied forces have stepped up and agreed to help the US clear the Med of Soviet forces to allow naval attacks into the Black Sea if necessary.

**Campaign Notes**

Use at least 1 Allied Carrier and 4 Allied Ships.

**Skill Levels**

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

Short Campaign		Long Campaign	
5 Targets, 200 SO		8 Targets, 215 SO	
VP	Evaluation	VP	Evaluation
30+	Great	45+	Great
25-29	Good	39-44	Good
20-24	Adequate	30-38	Adequate
15-19	Poor	22-29	Poor
14-	Dismal	21-	Dismal

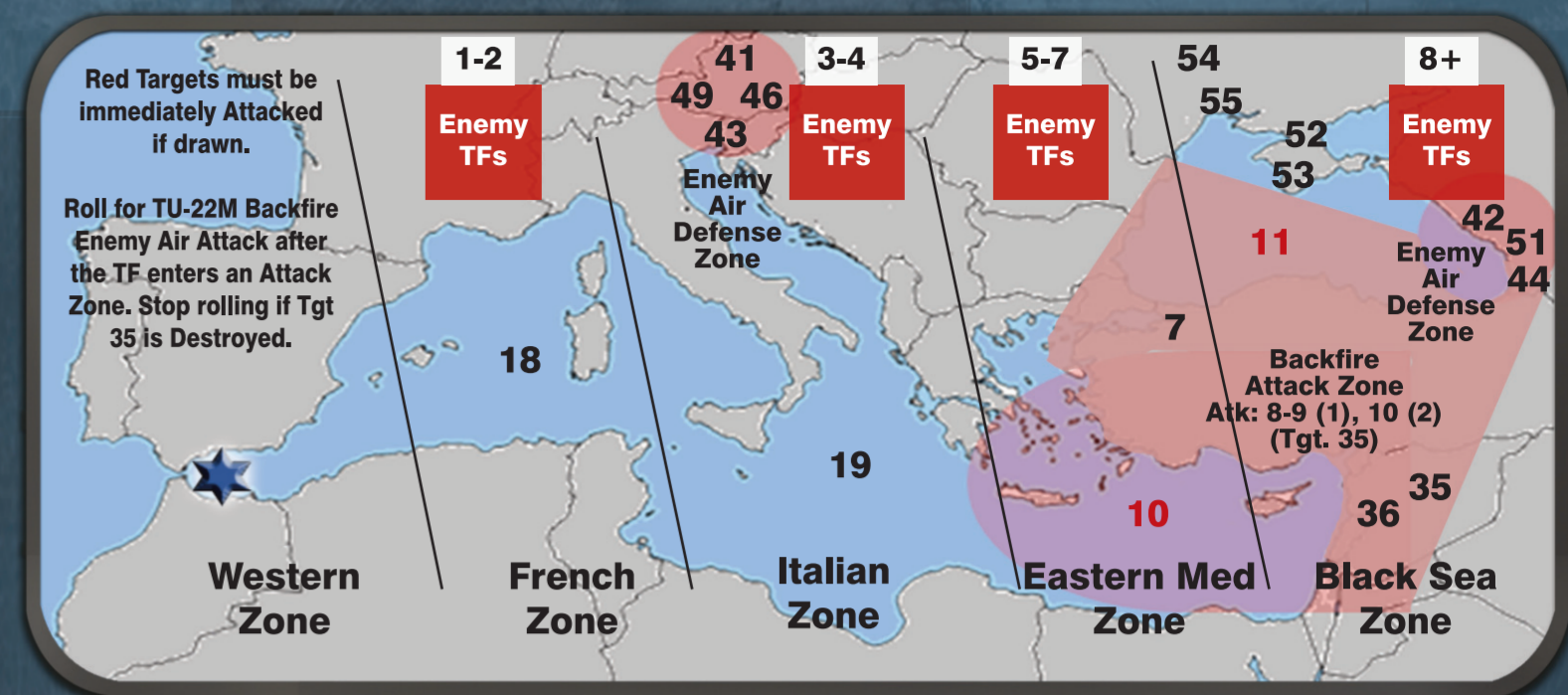
Mission SO Points: 26    Mission SO Points: 28

**Task Force** 4 4 3 3 3 3 2 2

**Activity** +2 +2 +1 +1 0 0 -1 -2

# Med/Black Sea Deterrence Cold War - 1988

SPRUANCE LEADER CARRIER (USE ATLANTIC & ALLIED SHIPS)



**Overview - Hard**

The Soviets are massing on the border to prepare to march into Germany, as well as troops preparing to attack Turkey. The Carriers have been assigned to take out key targets in an attempt to deter the Soviets from invading.

**Campaign Notes**

Draw targets 49 and 51 prior to assembling the Target Deck. Draw targets as normal on the first turn.

If Targets 54 or 55 are drawn, draw an additional target and roll for bomber attacks in each zone when that target is attacked.

**Skill Levels**

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

Medium Campaign		Long Campaign	
6 Targets, 190 SO		10 Targets, 200 SO	
VP	Evaluation	VP	Evaluation
35+	Great	58+	Great
30-34	Good	50-57	Good
24-29	Adequate	42-49	Adequate
15-23	Poor	31-41	Poor
14-	Dismal	30-	Dismal

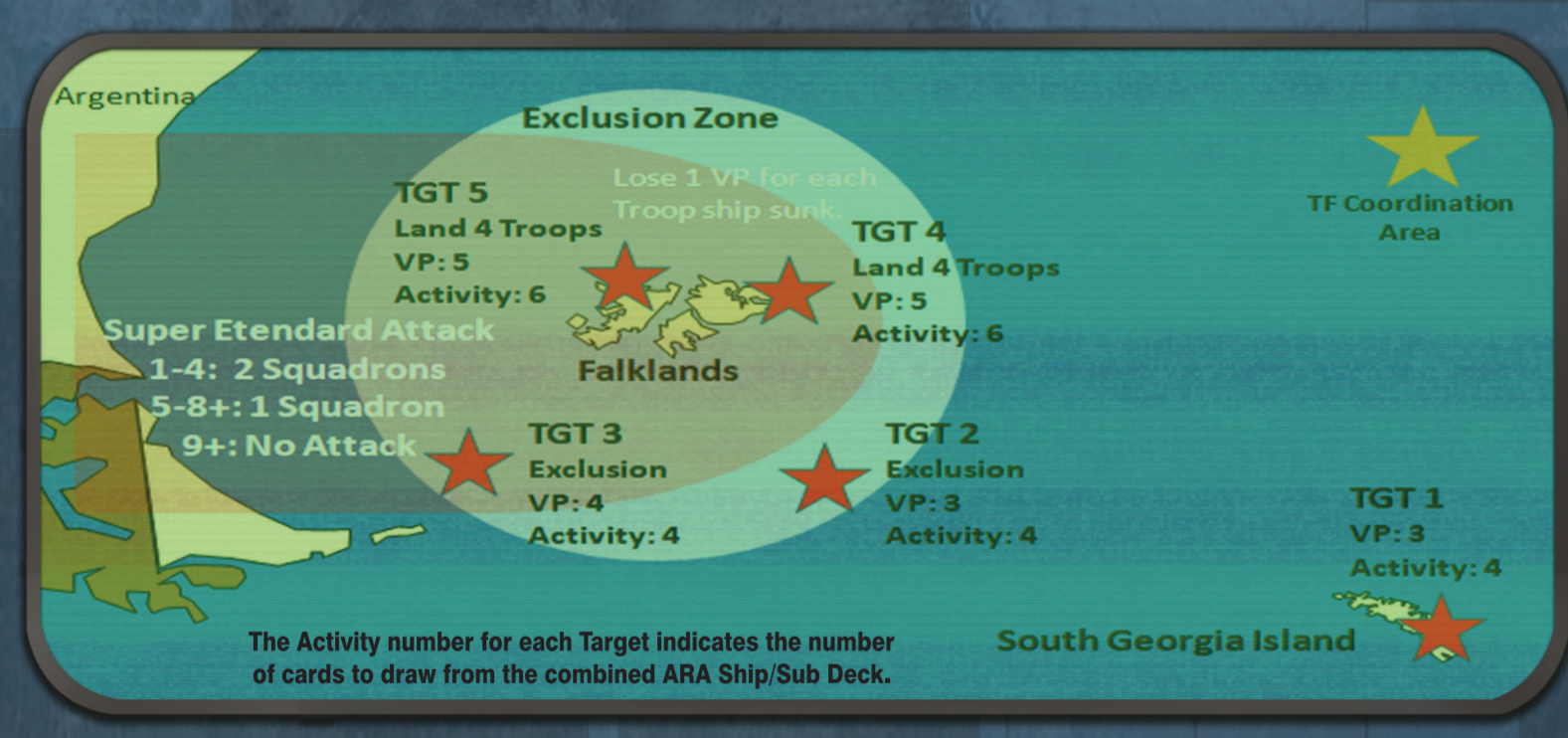
Mission SO Points: 30    Mission SO Points: 32

**Task Force** 5 4 3 3 3 3 2 2

**Activity** +2 +2 +1 +1 0 0 -1 -2

# Falkland Islands War - 1982

SPRUANCE LEADER CARRIER (USE UK SHIPS)



**Overview - Hard**

Based on a long-standing claim, on April 2nd Argentina invaded the Falkland and (later) the South Georgia Islands. Assemble a UK Ship Task Force to set up an exclusion zone around the Falklands and then retake the islands by landing troops.

**Campaign Notes**

Use the Argentina Falkland War Enemy Ship/Sub cards (combined deck) instead of Soviet Ship and Sub cards.

Select one of the 5 Starred target missions below to execute. The Campaign ends when all 5 missions have been performed. After selecting a target, pick ships and ordnance for the mission.

Check for and resolve Aircraft attacks for targets in the air attack zone. Then draw the number of Argentina Enemy Ship/Sub cards based on the Mission Activity Level. Destroy all Argentina ships/subs to complete the mission and earn VP points.

After an encounter, place the Argentina cards at the bottom of the deck face up. When additional Argentina cards are required, reshuffle the deck and draw again.

**Skill Levels**

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

**UK Ships**

Use the following ships for the Campaign:

HMS Hermes (Carrier), HMS Invincible (Carrier), HMS Sheffield, HMS Exeter, HMS Minerva, HMS Argonaut, HMS Avenger, HMS Broadsword, HMS Glamorgan

**Falkland Campaign**

VP	Evaluation
20	Great
17-19	Good
12-16	Adequate
7-11	Poor
6-	Dismal

Mission SO Points: 30

**Task Force** 4 3 3 3 2 2 2 1

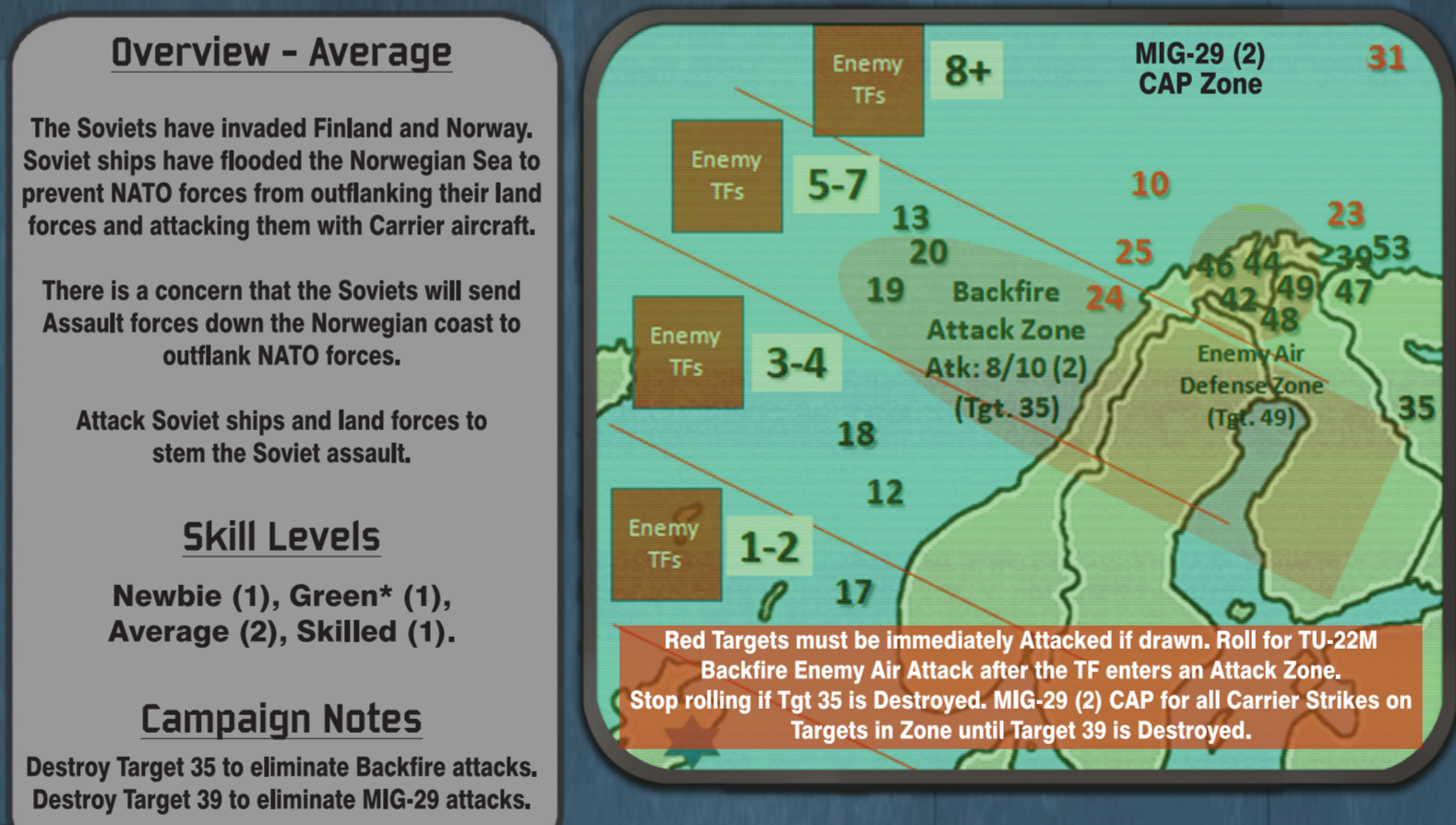
**Activity** +2 +2 +1 +1 0 0 -1 -2

**War** 1 2 3 4 5 6 7 8

-6 VP -4 VP -2 VP 0 VP +2 VP +4 VP +6 VP +8 VP

# Stem the Tide • Cold War - 1988

SPRUANCE LEADER CARRIER (USE ATLANTIC SHIPS)



**Overview - Average**

The Soviets have invaded Finland and Norway. Soviet ships have flooded the Norwegian Sea to prevent NATO forces from outflanking their land forces and attacking them with Carrier aircraft.

There is a concern that the Soviets will send Assault forces down the Norwegian coast to outflank NATO forces.

Attack Soviet ships and land forces to stem the Soviet assault.

**Skill Levels**

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

**Campaign Notes**

Destroy Target 35 to eliminate Backfire attacks. Destroy Target 39 to eliminate MIG-29 attacks.

Short Campaign		Medium Campaign		Long Campaign	
4 Targets, 160 SO		6 Targets, 170 SO		8 Targets, 190 SO	
VP	Evaluation	VP	Evaluation	VP	Evaluation
24+	Great	36+	Great	48+	Great
18-23	Good	30-35	Good	40-47	Good
12-17	Adequate	24-29	Adequate	32-39	Adequate
8-11	Poor	18-23	Poor	24-31	Poor
7-	Dismal	17-	Dismal	23-	Dismal

Mission SO Points: 24    Mission SO Points: 26    Mission SO Points: 28

**Task Force** 4 3 3 3 2 2 2 1

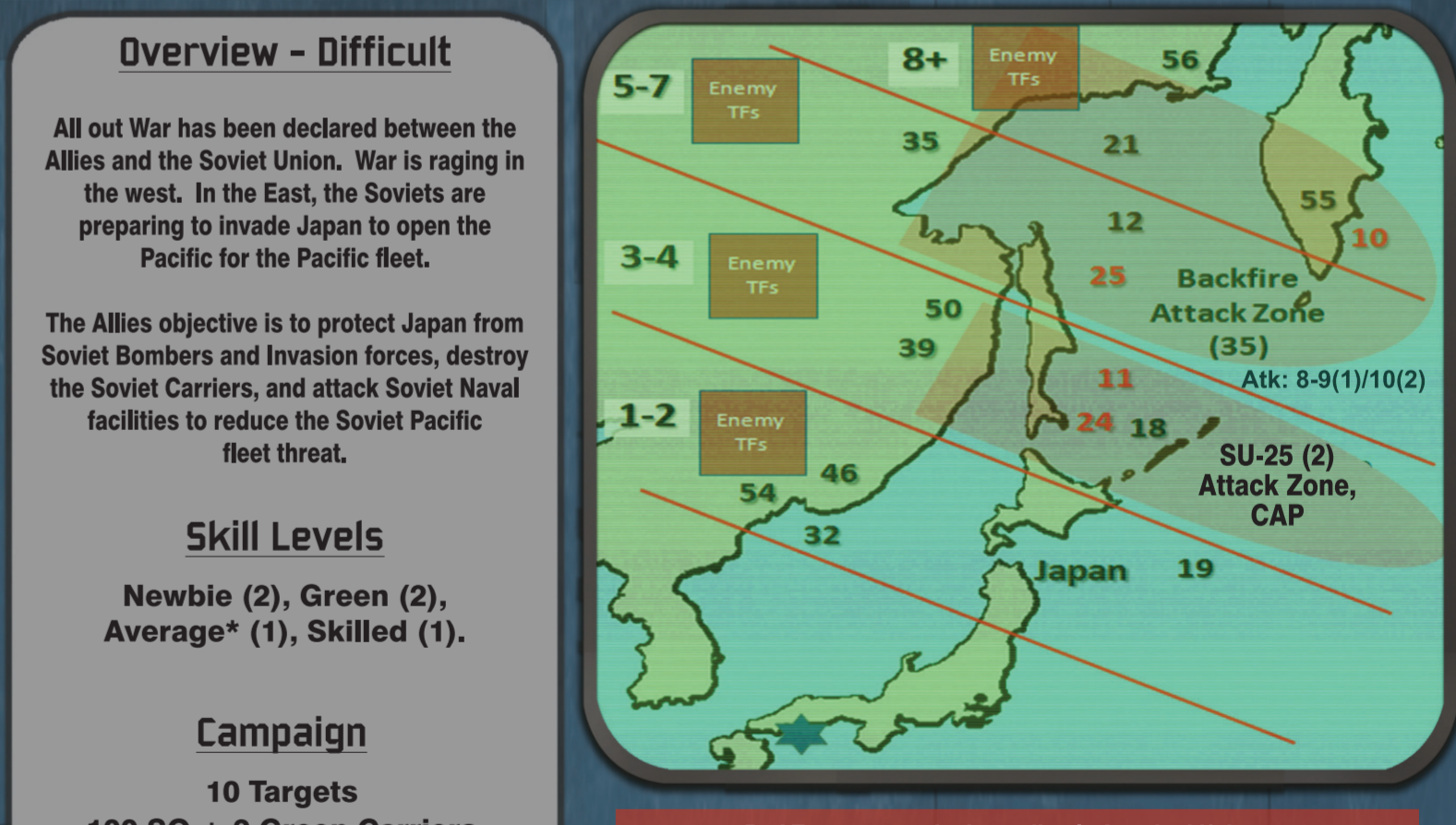
**Activity** +2 +2 +1 +1 0 0 -1 -2

**War** 1 2 3 4 5 6 7 8

-6 VP -4 VP -2 VP 0 VP +2 VP +4 VP +6 VP +8 VP

# Pacific Carrier War • Cold War - 1988

SPRUANCE LEADER CARRIER (USE PACIFIC SHIPS)



**Overview - Difficult**

All out War has been declared between the Allies and the Soviet Union. War is raging in the west. In the East, the Soviets are preparing to invade Japan to open the Pacific for the Pacific fleet.

The Allies objective is to protect Japan from Soviet Bombers and Invasion forces, destroy the Soviet Carriers, and attack Soviet Naval facilities to reduce the Soviet Pacific fleet threat.

**Skill Levels**

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

**Campaign**

10 Targets  
100 SO + 2 Green Carriers

VP	Evaluation
58+	Great
38-57	Good
30-37	Adequate
19-29	Poor
18-	Dismal

Mission SO Points: 26

**Task Force** 4 3 3 3 2 2 2 1

**Activity** +2 +2 +1 +1 0 0 -1 -2

**War** 1 2 3 4 5 6 7 8

-6 VP -4 VP -2 VP 0 VP +2 VP +4 VP +6 VP +8 VP