

Sino-Russian War • Cold War - 1982

SPRUANCE LEADER CARRIER (USE PACIFIC SHIPS)

Overview - Difficult

The Soviets and China are at war. The Soviets Navy is blockading the Chinese border. The Chinese asked the US for help against the Soviet Navy. The US is targeting the blockading Soviet ships and subs, and also land targets that support the Soviet Navy. The US Navy also wants to keep the Soviet Navy in the Sea of Japan. If the Soviets launch Assault Forces against Shanghai, they must be stopped before landing.

Skill Levels

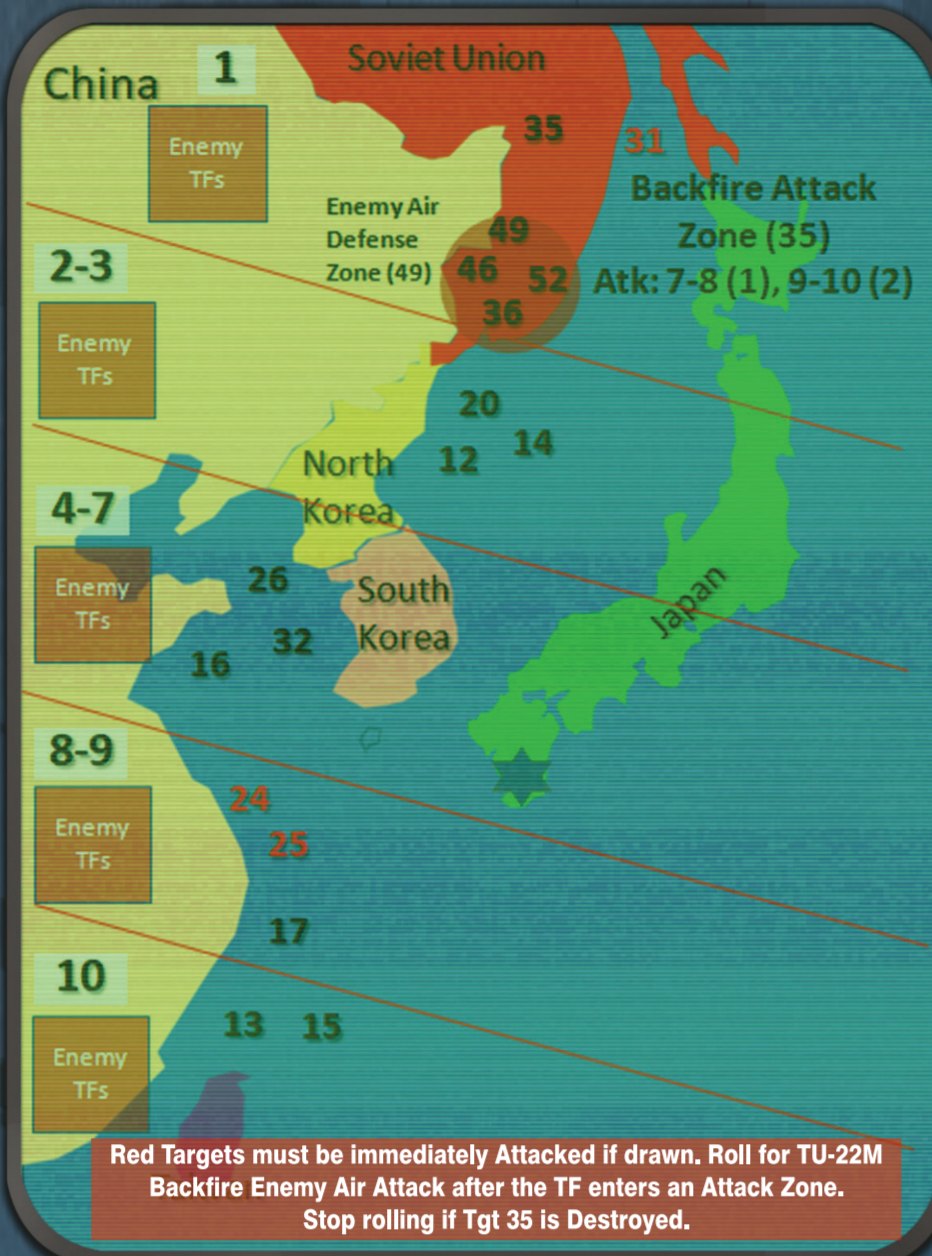
Newbie (2), Green (2), Average* (1), Skilled (1).

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

Indonesian Soviet Influence • Cold War - 1983

SPRUANCE LEADER CARRIER (USE PACIFIC SHIPS)

Overview - Easy

The Soviets are attempting to increase their influence in the Indonesian area. They convinced Sumatra to allow them to install a Naval and Fighter base.

Tensions have been high in the region, then a MIG-23 accidentally shot down a US Commercial Aircraft. The US decided to attack Soviet Naval forces in Indonesia and force them out of the area.

There is only a limited Naval Force in Subic Bay due to escalating tensions across the World. The US Navy sends the USS Enterprise with additional support ships.

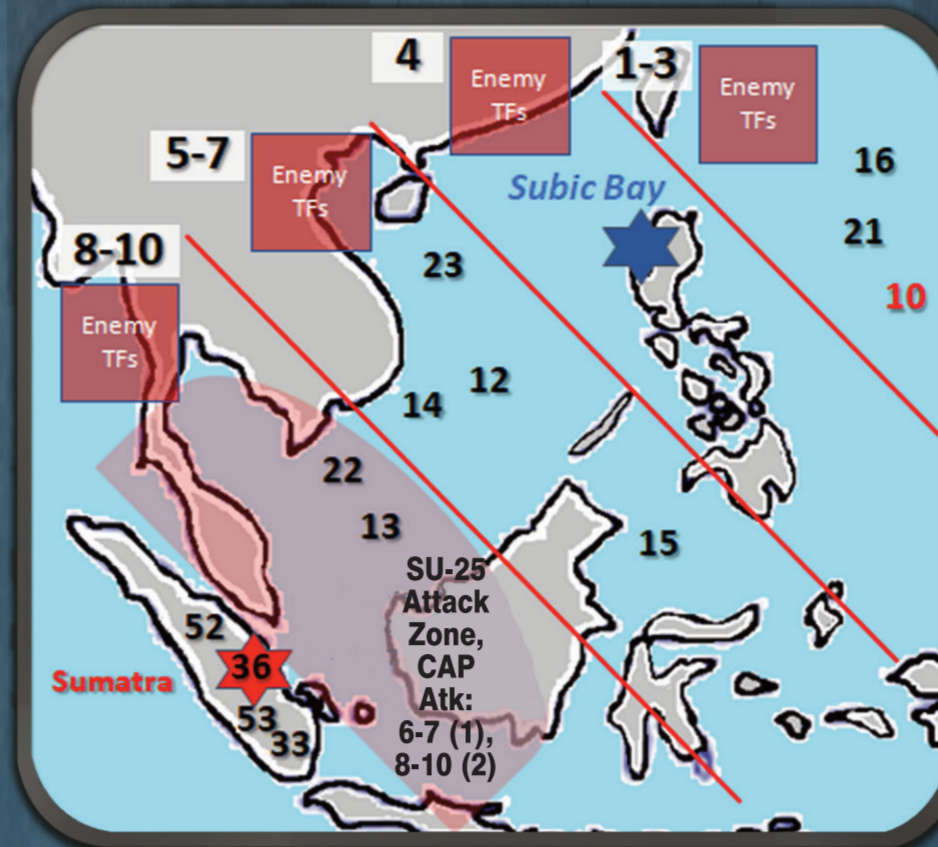
Skill Levels

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

Campaign Notes

You are limited to the following ship types in this Campaign:

- Kidd Class Destroyer
- Farragut Class Destroyer
- Charles F. Adams Class Destroyer
- Knox Class Frigate
- Garcia Class Frigate
- Use the USS Enterprise



Red Targets must be immediately attacked if drawn.
SU-25 (2) Aircraft attack when TF enters Zone until Target 40 is Destroyed. Also, SU-25 (2) CAP against all Carrier Strikes against Targets in the Zone.

Short Campaign

4 Targets, 90 SO

VP	Evaluation
28+	Great
22-27	Good
16-21	Adequate
10-15	Poor
9-	Dismal

Mission SO Points: 28

Medium Campaign

7 Targets, 100 SO

VP	Evaluation
44+	Great
34-43	Good
24-33	Adequate
18-23	Poor
17-	Dismal

Mission SO Points: 30

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

SPRUANCE LEADER SHIP SUMMARY CARD

Enemy Missile Attack

- Protect Force (MD+1)
- Subtract MD
- If Screening Force (Missile Shield), use Missile Shield MD if defense
- If hit, draw Damage hit, use Missile side

Enemy Torpedo Attack

- Protect Force (TD+1)
- Subtract TD
- If hit, draw Damage hit, use Torpedo side

Enemy Gun Attack

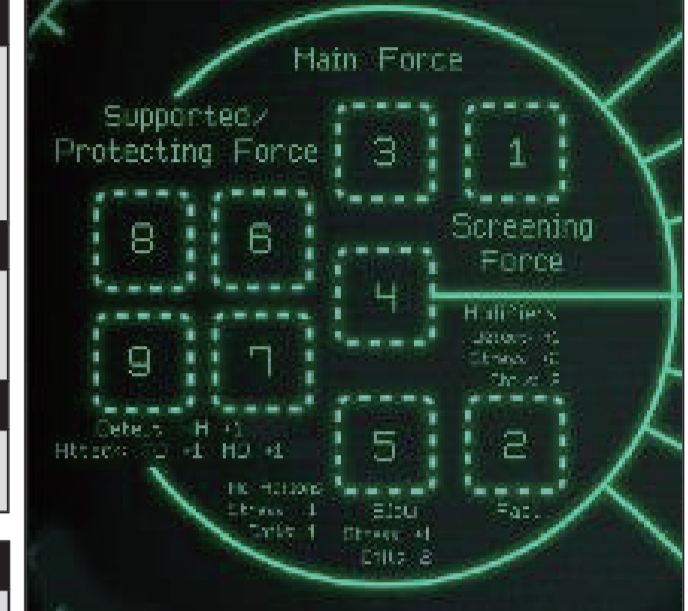
- No Defense Modifier
- If hit, draw Damage hit, use Torpedo side

Earns XPs...

- Target Encounter Complete (6.3.5.1)
- Target Destroyed (6.3.5.1)
- Destroys Starred Ship/Sub (6.3.5.2)
- Commander Action or Skill

Stress...

- Resupply with Ammunition Ship (1.4.7)
- Other Ship Sunk and no Crew Rescue (6.2.4.5)
- Screening Force Ship (2) after Random or Target Encounter (6.3.4)
- Main Force Ship (1) after Random or Target Encounter (6.3.4)
- Protected Force Ship (-1) after Random or Target Encounter (6.3.4)
- Priority R&R (-2, 10 SO Points) (4.1.1)
- Ship Cool (-1/-2) (6.3.4)
- Rested Ship (-2) (8.2)
- Commander Action or Skill



Screening Force Ship

- More likely to be drawn for enemy Contacts
- Take Shi A this turn if enemy actions
- Det +1 on ship detection attempts
- Suff +1 Stress from Target Encounter
- Ship with Missile Shield must be here to use it

Main Force Ship

- Take Shi A this turn if enemy actions
- Suff +1 Stress from Target Encounter

Protecting Force Ship

- Less likely to be drawn for enemy Contacts
- Get no Ship Actions
- Ship gets NM+1 modifier to detect
- Ship gets TD+1, MD+1 modifier to hit
- Lose 1 Stress from Target Encounter

SPRUANCE LEADER ENEMY SHIPS/SUBS SUMMARY CARD

Campaign Start:

Ensure that Enemy Ship and Sub years are before or equal to the Campaign year.

Ship/Sub Placement:

Use the Placement Modifier on the ship/sub card when rolling for Range Placement

Ship/Sub Movement:

Use the Movement Modifier on the ship/sub card when rolling for Movement. Movement Modifier: For Sub Flank or Range -1, Flank if possible. If not, then Range -1. Ping Rate: For Ping, place Ping counter near Ship/Sub Counter, use Active Sonar (red Detection Numbers), apply NM-3 modifier.

Special Notes:

For SSK Snorkel, place Snorkel counter if enemy sub is an SSK. Apply Detection -2 modifier. Apply NM-2 modifier.

Enemy Ships

Command & Control

If an Enemy Ship doesn't currently have a Target Card, you can choose to ship the encounter with no Stress.

If at the end of a Random Encounter any Critical (Starred) Ships or Subs remain, the Mission is over. Do not continue to the target. Return to Base.

Enemy Subs

Roll on Unknown Sub Table...

- The enemy Sub detects a TF Ship
- A TF Ship detects the enemy Sub
- The enemy Sub Flank and Ping at Range 1 or 2
- Not in the Navy, take 1p and 1m to Sub Deck

Detection Modifiers

- Range (+/-)
- TF Ship NM (-)
- Current Detection Level ()
- Environment (+/-)

Attack Modifiers

- Range (+/-)
- TF Ship TD MD (-)
- Current Detection Level ()
- Voll +1 after first attack

Note: Enemy Ships and Subs attack the same turn if they detect a TF Ship at Level 2+

SPRUANCE LEADER COMMANDER SUMMARY CARD

Earns XPs...

- Target Encounter Complete (2XPs if Flagship Destroyed) (6.3.5.1)
- Target Destroyed (6.3.5.1)
- Commander Ship Destroys Starred Ship/Sub (6.3.5.2)

Stress...

- Flagship is Screening Force Ship (2) after Random or Target Encounter (6.3.4)
- Flagship is Main Force Ship (1) after Random or Target Encounter (6.3.4)
- Priority R&R (-2, 10 SO Points) (4.1.1)
- Commander Cool (-1/-2) (6.3.4)
- Rested Commander (-2) (8.2)

SPRUANCE LEADER HELICOPTER SUMMARY CARD

Earns XPs...

- XP earned when a Helicopter sinks a starred Ship or Sub goes to the launching ship

Stress...

- Helicopter Launch (1.6.1)
- Helicopter Lands or still flying (1.6.2)
- On Protected Force Ship (-1)
- Rested Host Ship (-2)
- Priority R&R (-2)

Ordnance

The Host Ship can carry more ordnance than the Helicopter can carry on a mission.

SPRUANCE LEADER ENCOUNTER SUMMARY CARD

Random Encounters:

While the Task Force navigates to the Target, the Task Force may encounter Soviet Forces. The Campaign Task Force track identifies the number of Enemy Task Forces to be placed on the Campaign Map. If the Task Force enters a Campaign area with an Enemy Task Force, use the top Encounter card and roll to determine the Activity level - apply the Campaign Activity track modifier (High, Low, or None). If High or Low, flip the Encounter card over and setup the Tactical Display.

2.1.2 Campaign Track:

Setup counters on Campaign Tracks

4.2.2 Roll for Enemy TF Placement:

At the start of the Mission, roll a d10 and place each Enemy TF counter in the appropriate Map area.

3.3 Enemy Task Force Activity Check:

When a TF enters a Campaign Area with an Enemy TF counter, perform an Activity Check to see if there is a random encounter. Roll a d10 and apply the Activity track modifier. If the Activity Level is Low or High, there is a Random Encounter. Perform Random Encounters before attacking the Target if they are in the same Campaign Area.

5.2.3 Enemy TF Encounter:

Based on the Activity level, setup the Random Tactical Encounter. TF Ships/Commanders do NOT earn XPs for completing a Random Encounter (but do earn XPs for destroying Starred Ships/Subs). Stress is applied to TF ships and commanders after each Random Encounter.

8. Mission Debriefing:

If the Target was destroyed, adjust the Campaign Track based on the Target card.
Ex: ACT 1 - move the Activity track one space to the right.