

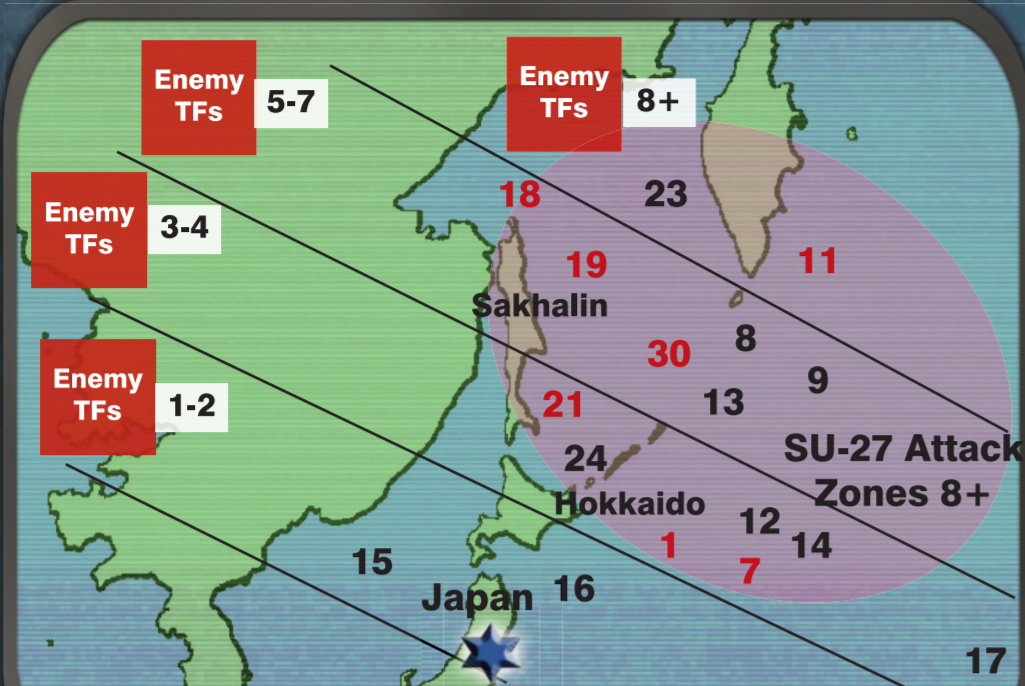
# Invasion of Hokkaido • Cold War - 1988

SPRUANCE LEADER (USE PACIFIC SHIPS)

## Overview - Average

The Soviets are building forces on the Island of Sakhalin, where Intel indicates there is an imminent attack on the Japanese Island of Hokkaido.

You have been ordered to assemble a Task Force to deter Soviet aggression, turn back Soviet supplies and forces, and to reinforce the Island of Hokkaido with troops and supplies.



Red Targets must be immediately Attacked if drawn. Roll for SU-27 Attack when the TF enters an Attack Zone.

## Skill Levels

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

## Short Campaign

4 Targets, 100 SO

VP	Evaluation
24+	Great
20-23	Good
16-19	Adequate
12-15	Poor
11-	Dismal

Mission SO Points: 24

## Medium Campaign

7 Targets, 120 SO

VP	Evaluation
40+	Great
32-39	Good
24-31	Adequate
18-23	Poor
17-	Dismal

Mission SO Points: 26

## Long Campaign

10 Targets, 140 SO

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

Mission SO Points: 28

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

# Indonesian Soviet Influence • Cold War - 1983

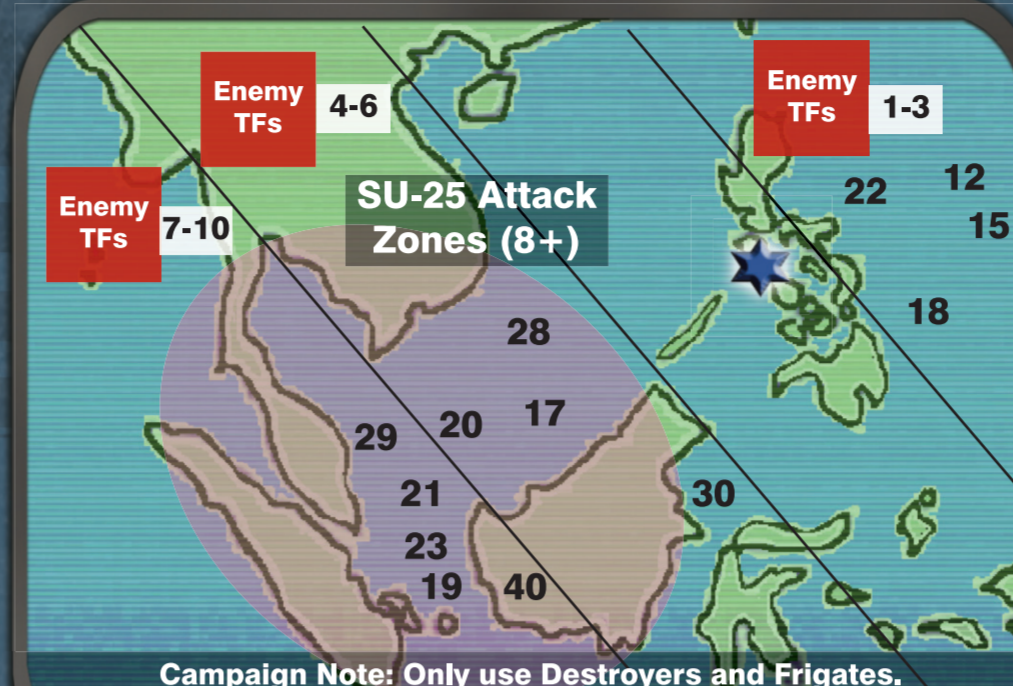
SPRUANCE LEADER (USE PACIFIC SHIPS)

## Overview - Easy

The Soviets are attempting to increase their influence in the Indonesian area. They convinced Sumatra to allow them to install a 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 and force them out of the area.

There is only a limited Naval Force in Subic Bay due to escalating tensions across the World.



Campaign Note: Only use Destroyers and Frigates. Roll for SU-25 Enemy Air Attack after the TF enters an Attack Zone. Stop rolling if Tgt 40 is Destroyed with TLAMS.

## Short Campaign

4 Targets, 70 SO

VP	Evaluation
25+	Great
20-24	Good
16-19	Adequate
10-15	Poor
9-	Dismal

Mission SO Points: 26

## Long Campaign

7 Targets, 80 SO

VP	Evaluation
40+	Great
32-39	Good
24-31	Adequate
18-23	Poor
17-	Dismal

Mission SO Points: 28

## Skill Levels

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

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

# Destroy the Kirov • Cold War - 1988

SPRUANCE LEADER (USE PACIFIC SHIPS)

## Overview

The Kirov Soviet Task Force is loose in the Pacific causing havoc among Allied ships and convoys. You are tasked with putting together a Task Force to hunt down and destroy the Kirov. But resources are limited due to the war. Only Frigates are available. If the Kirov isn't destroyed, the Campaign fails.

## Special Instructions

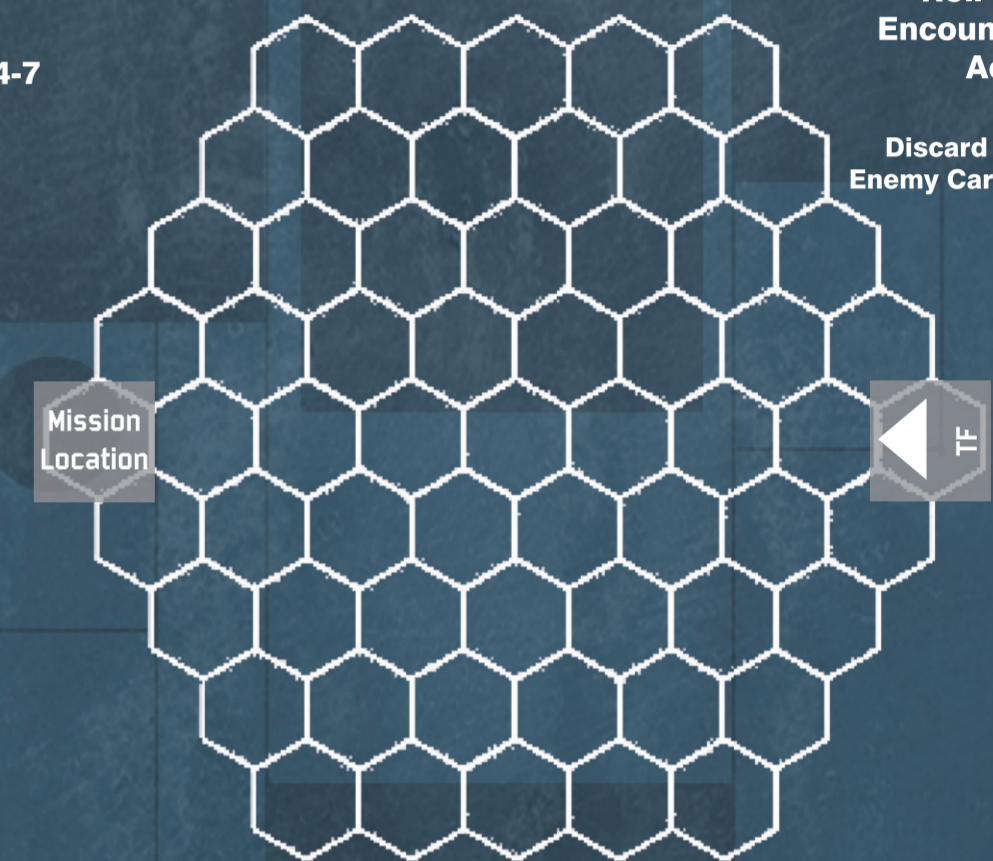
At the start of the Campaign, put the red Mission Location counter on the Kirov Start hex. Put your TF counter on the TF Start hex.

Perform the following each Campaign Turn:

- Roll for Kirov movement twice and move the Mission Location counter.
- Move the TF once in any direction or stay in current location.
- If intercepting the Mission Location (Kirov TF), attack the Kirov Task Force.
- If not intercepting the Mission Location, draw an Encounter card and roll for the Activity Level. If the Activity is High or Low, setup the Tactical Encounter.



Re-roll if the Kirov moves off the left or top/bottom boundary. If it moves off the right boundary, the Campaign fails.



Roll for Random Encounter each Move Activity: -3

Discard and Re-draw Enemy Carrier Encounters

## Campaign

100 SO (Frigates Only) Ship and Ordnance

## Skill Levels

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

## Soviet Kirov Task Force

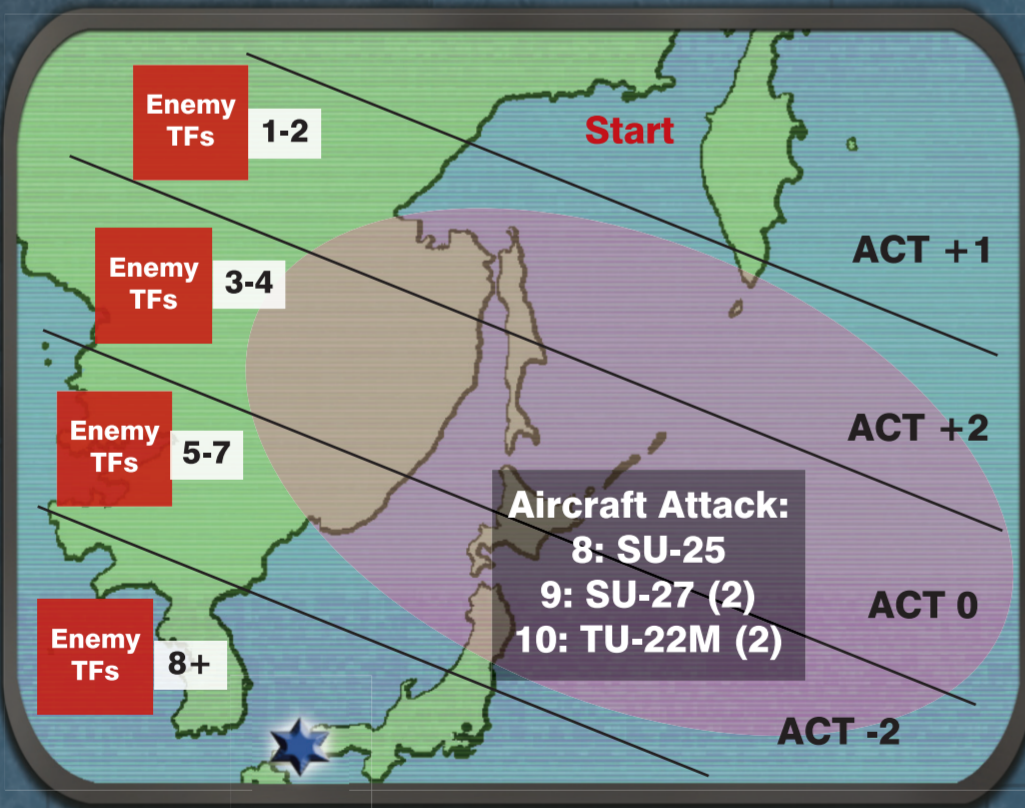
CBN Kirov, Krivak, Sovremenny, Udaloy, Sub

# Escape and Evade • Cold War - 1988

SPRUANCE LEADER (USE PACIFIC SHIPS)

## Overview

An amphibious landing Task Force was attacked by Soviet Backfire bombers on the way to the Landing area, causing significant damage to Task Force ships. Command thinks that another attack was imminent and decided to have the Task Force return to base. Return the Troop and Ammunition Ships back to base.



Aircraft Attack:  
8: SU-25  
9: SU-27 (2)  
10: TU-22M (2)

## Campaign

30 SOs

Use the following ships: USS Mobile Bay CG-53, USS Paul Foster DD-964, USS Brewton FF-1086, USS Reuben James FFG-57, USS Knox FF-1052

Plus 1 Commander and...



Note: Support Ships are Destroyed with one Hit. Do not draw from the Damage cup.

## Evaluation

Great: All ships return to base  
Good: Troop and Cargo ships return to base.

Average: One of the Support ships is destroyed.

Poor: Two or more Support ships are destroyed.

## Skill Levels

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

Pull 1 damage chit from the damage cup for each TF ship and apply the damage. If a Destroyed damage chit is drawn, return it to the cup and draw another. Repairable damage must be repaired with a successful Damage roll during a Tactical Encounter.

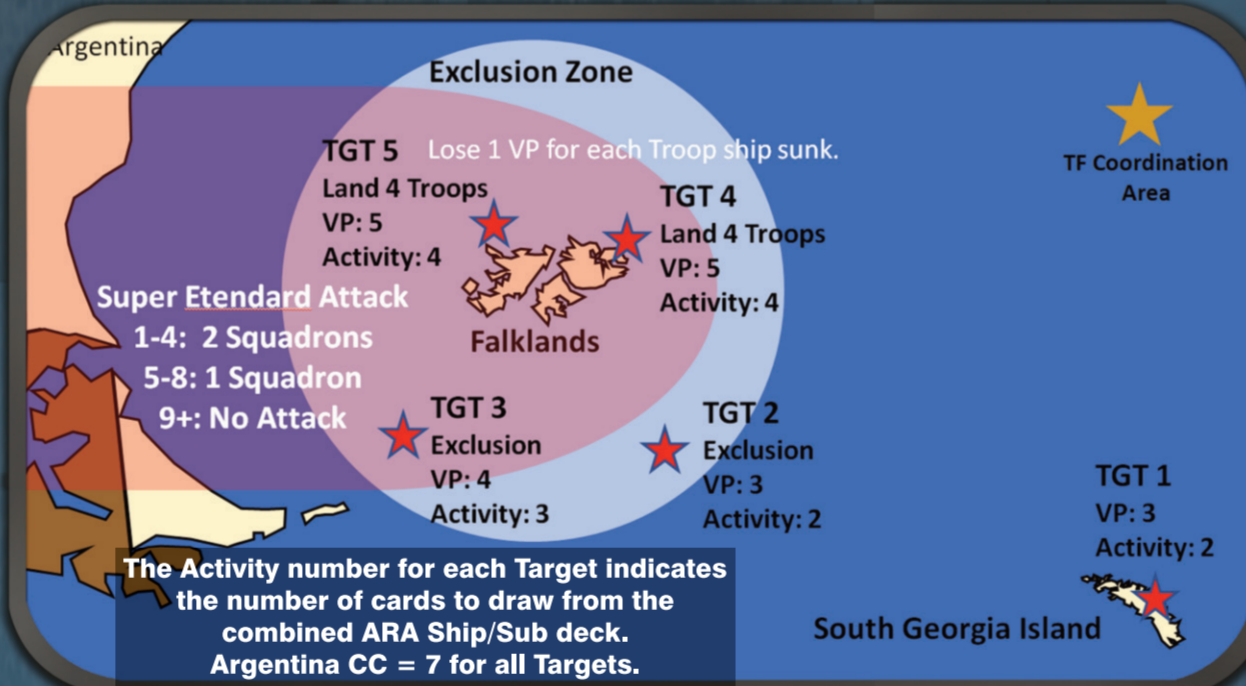
The Task Force starts in the top region and must traverse to the Allied base in Japan.

Roll and place 4 Enemy Task Force counters.

When entering a Red zone, roll for an Enemy Aircraft Attack.

# Falkland Islands War • Cold War - 1982

SPRUANCE LEADER (USE UK SHIPS)



The Activity number for each Target indicates the number of cards to draw from the combined ARA Ship/Sub deck. Argentina CC = 7 for all Targets.

## Special Instructions

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 Argentina Enemy Ship/Sub cards based on the Mission Activity Level. Destroy all Argentina ships/subs to complete the mission and earn VP points.

If an Argentina ship or sub is sunk, remove it from the enemy deck. If not sunk at the end of the mission, shuffle the card back to the deck.

## Overview

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.

## UK Ships

Use the following ships for the Campaign:  
HMS Sheffield, HMS Exeter, HMS Minerva, HMS Argonaut, HMS Avenger, HMS Broadsword, HMS Glamorgan

## Falklands Campaign

8 SO + UK Ships

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

Mission SO Points: 26

## Skill Levels

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

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

# North Korea Agitation • Cold War - 1985

SPRUANCE LEADER SSN (USE PACIFIC SUBS)

## Overview - Average

The Soviets are agitating the North Koreans to attack South Korea. They have increased Naval activity in the Sea of Japan and have promised additional support if war is started.

Japan is reluctant to provoke the Soviets, and has requested that US Naval Ships not be used against the Soviets.

The US has decided to use SSNs to attack Soviet forces.



Red Targets must be immediately Attacked if drawn.

## Skill Levels

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

## Short Campaign

4 Targets, 75 SO

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

Mission SO Points: 20

## Medium Campaign

6 Targets, 85 SO

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

Mission SO Points: 22

## Long Campaign

10 Targets, 95 SO

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

Mission SO Points: 24

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