



Spruance Leader Carrier Expansion Rulebook

“Events of October 1962 indicated, as they had all through history, that control of the sea means security. Control of the seas can mean peace. Control of the seas can mean victory. The United States must control the seas if it is to protect your security...”

President John F. Kennedy

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18 CARRIER EXPANSION OVERVIEW

The following summarizes the Spruance Leader Carrier Expansion, including a detailed description of the Game Components.

18.1 INTRODUCTION

The Carrier Expansion adds Carriers and their corresponding air wings. While executing your Missions, you can launch Aircraft to Detect and Attack Enemy Task Forces, protect your Carrier, and Attack land forces.

The Carrier Air Wing extends the offensive capabilities of the navy to support long-Range strikes against Enemy naval Targets and land-based mobile high-value Targets. Electronic Warfare (EW) Aircraft can help suppress Enemy air Defense systems.

Due to the threat that Carrier Strike Groups posed to adversaries, the Carriers become prime Targets for Attack. Therefore, the Carrier Strike Group should be escorted by Ships to protect the Carrier from air, sea, land, and sub Attacks.

The Spruance Leader sequence of play is modified to support Carrier Operations. However, many of the core Spruance Leader steps are still followed.

18.1.1 CARRIER STRIKE MISSIONS

The following describes the Carrier Strike Missions that can be performed.

18.1.1.1 Carrier Strike Against Land Targets

A Carrier Strike can be performed against Land Targets. The Carrier Strike can consist of Fighters, Strike, Attack, AEW, and EA Squadrons participate.



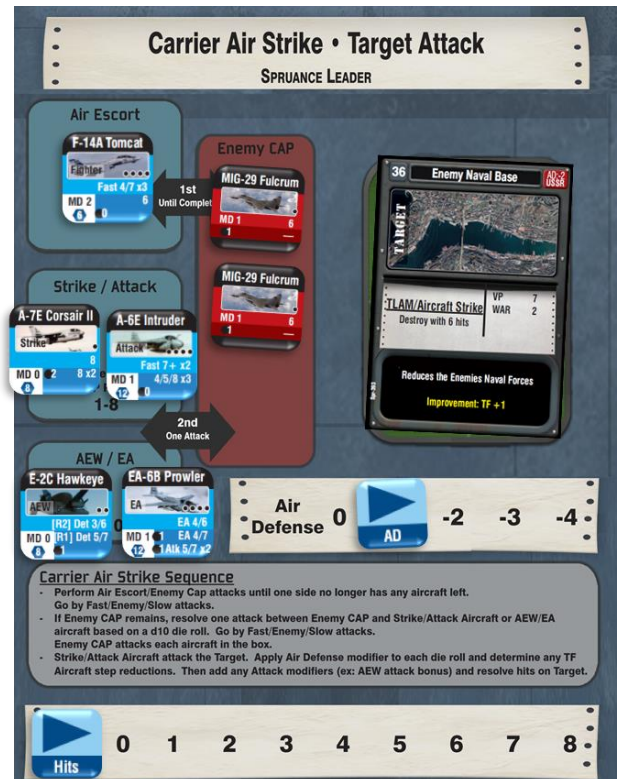
The Enemy may have Enemy CAP Fighters in the area to protect the Target. Each Enemy Target can have Air Defense (AD) capabilities. In addition, there may be Enemy Air Defense System Target in the area to provide Air Defense (see Improvement text). All AD values are cumulative.

The Fighters can attempt to Destroy the Enemy CAP Fighters before they Attack the Strike force.

The AEW Aircraft can add Attack modifiers. The EA Aircraft can reduce the Enemy Air Defense value.

The Strike and Attack Aircraft Attack the Target and attempt to Destroy the Target.

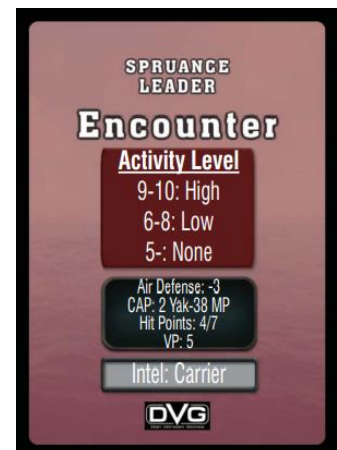
Use the Carrier Air Strike Target Attack sheet to organize the Attack and Track Attack values.



18.1.1.2 Strike Attack Against Random Encounter Task Force

When a Random Encounter occurs, a Carrier Strike can be made against the Enemy Task Force prior to setting up the Tactical Encounter to reduce the Encounter Activity level and earn VPs for Destroying the Task Force.

If performing a Carrier Strike, assume the Encounter Activity Level is high. The Encounter card Hit Points indicates the number of hits to reduce the

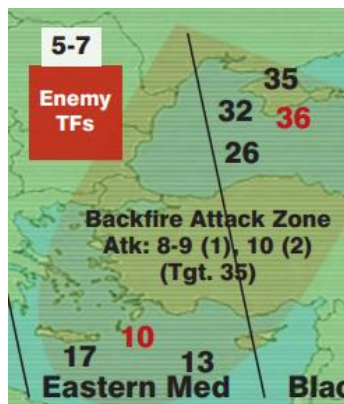


Activity Level to Low (first number), or Destroy the Task Force (second number). Earn VPs if Destroyed.

Perform the Attack similar to the Land Target Attack.

If not Destroyed, then perform a regular Tactical Encounter at the resulting Activity Level.

18.1.1.3 Task Force Air Defense



When the Task Force enters a Campaign area where it can be Attacked by Enemy Aircraft, Fighter CAP with EA and AEW Aircraft can be launched to intercept Enemy fighters or bombers before they Attack the Task Force.

The AEW and EA Squadrons can provide Attack modifiers.

Fighters Attack the Enemy Fighters or Bombers. If Enemy Fighters or Bombers survive the CAP Fighter Attack, the remainder Attack the Task Force.

18.1.1.4 Tactical Encounter Attacks

During a Tactical Encounter, Carrier Squadrons can be launched from the Carrier to Detect and Attack specific Enemy Ships or subs.



You can launch AEW Squadrons to attempt to Detect each Ship on the Tactical Display. You can launch ASW to attempt to Detect and Attack Enemy subs. You can launch Strike and Attack Aircraft to Attack a Detected Enemy Ship.

Launching Squadrons during a Tactical Encounter increases the likelihood of the Carrier being Detected and Attacked.

18.2 EXPANSION COMPONENTS

The following describes the Carrier Expansion Components.

18.2.1 CAMPAIGN SHEETS

Additional Campaign Sheets are included to highlight the role of Carriers in a Campaign.

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	
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

18.2.2 CARRIER AIR ATTACK SHEET

Carrier Air Strike • Target Attack
SPRUANCE LEADER

Air Escort

Enemy CAP

Target

1st Unit Complete

Strike / Attack

Air Defense -2 if Enemy CAP Remains 1-8

2nd One Attack

AEW / EA

9-10

Air Defense	0	-1	-2	-3	-4
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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
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The Carrier Air Attack Sheet is used to resolve Carrier Strikes against a Target. It includes tracking the Target Air Defense value and Target Hits.

18.2.3 CARDS

18.2.3.1 Carrier Cards



These cards represent your Carrier Ships. Similar to the core game, each Carrier has 6 different Skill Levels.

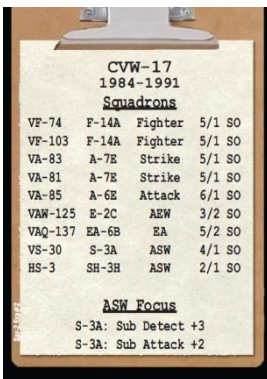
Each Carrier can support a maximum number of Squadrons. Each Carrier can only launch a certain number of Squadrons/turn.

18.2.3.2 Carrier Commander Cards



These cards represent your Carrier Task Force Commanders. Similar to the core game, each Commander has 6 different Skill Levels.

18.2.3.3 Air Wing Cards



When picking your Carrier, you also select a Squadron Card that represents the Squadron that is deployed onto your Carrier. The Squadron years must match the year of the Campaign.

The Aircraft types are identified on the card, along with the Squadron cost and step replacement cost when damaged.

18.2.4 COUNTERS



Carrier Ship: Each Carrier Ship Counter represents an Allied Carrier. It is placed on the Tactical Display along with the other TF Ships.

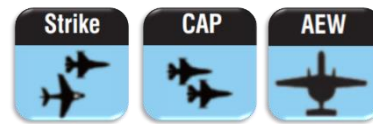
Carrier Aircraft Squadron:



A Carrier Aircraft Squadron is represented by multiple Counters, each one representing the Squadron strength. Full strength has 4 dots and low strength has 1 dot. Each Squadron hit by an Enemy unit reduces the Squadron strength by one.



Carrier Air Wing: The Carrier Air Wing Counter represents your selected Carrier Air Wing and is placed with your Carrier Card.



Carrier Missions: Represents a variety of Carrier Missions that can be performed during a

Mission turn.



Carrier Ship Chits: The Task Force Carrier Counters are placed into the draw cup when a Carrier performs a Squadron Action during a Tactical Encounter.



Carrier Strike Attack Modifiers: Shows the Attack modifiers used based on various Strike Aircraft modifiers.



Carrier Attack Counters:

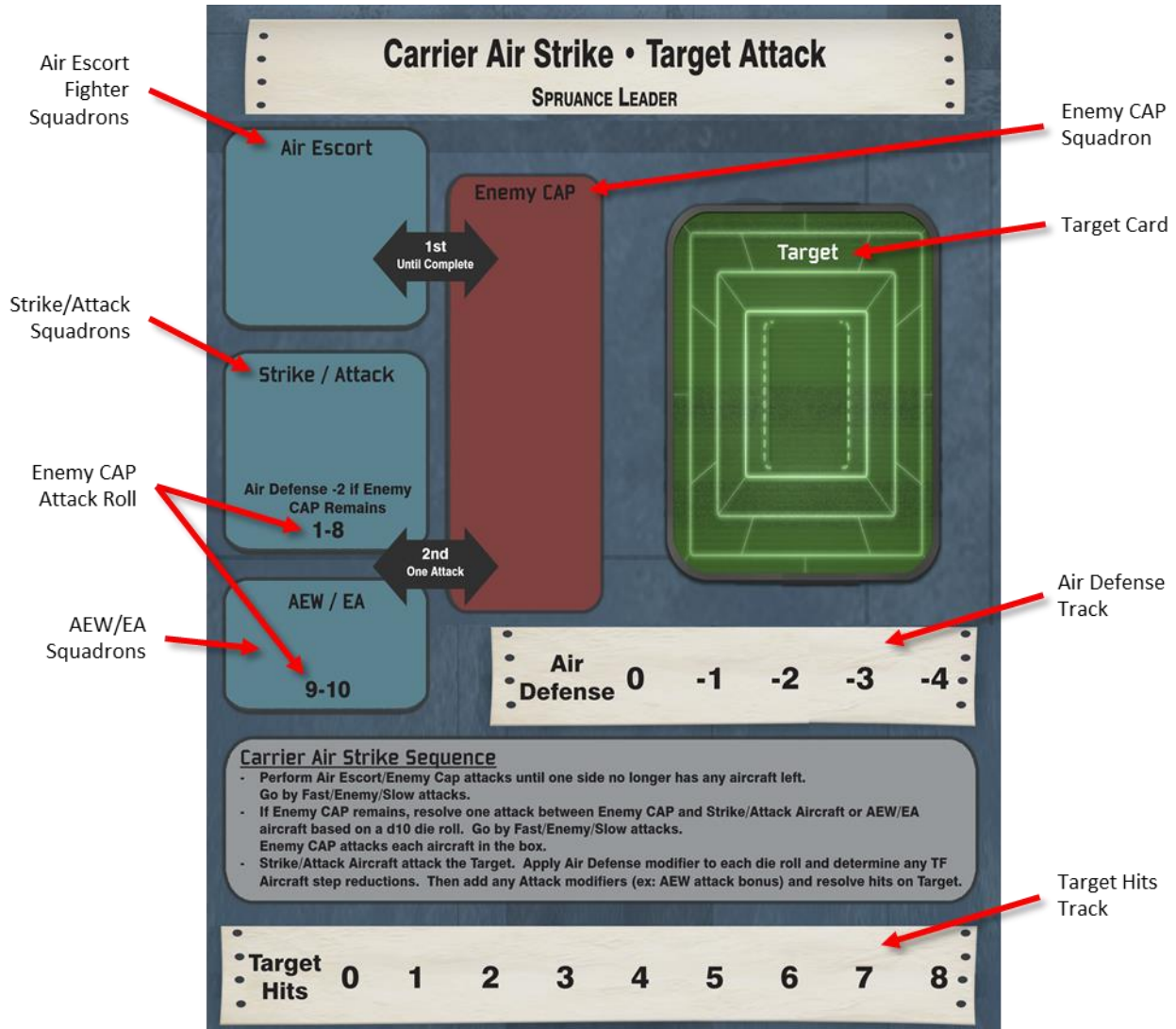
Used on the Carrier Air Attack Sheet to Track Target hits and the Air Defense value.

18.3 COMPONENT DESCRIPTIONS

The following provides detailed descriptions about the Game Components

18.3.1 CARRIER AIR STRIKE ATTACK SHEET

The Carrier Air Strike Attack Sheet facilitates Carrier Air Strikes against Targets and Encounters.



This section resolves Carrier Strikes against Enemy Targets.

Air Escort Fighter Squadrons: Place Air Strike Escort Fighter Counters here.

Strike/Attack Aircraft: Place Air Strike and Attack Aircraft (i.e. Aircraft Attacking the Target) Counters here.

Enemy CAP Attack Roll: If there is no Air Escort, roll to see which group Enemy CAP Attacks.

AEW/EA Aircraft: Place AEW and EA Aircraft (i.e. Aircraft supporting the Target Attack) Counters here.

Enemy CAP Squadron: Place Enemy CAP Fighter Counters here.

Target Card: Place the Target or Encounter card here.

Air Defense Track: Tracks the Target Air Defense value.

Target Hits Track: Tracks the Target hits applied to the Target from the Strike/Attack Aircraft.

18.3.2 CARRIER CARDS

Carrier cards represent the characteristics and Skill Level of your Carrier Ships. Only changes to Ship Cards are described.



Squadrons
Launches/Turn

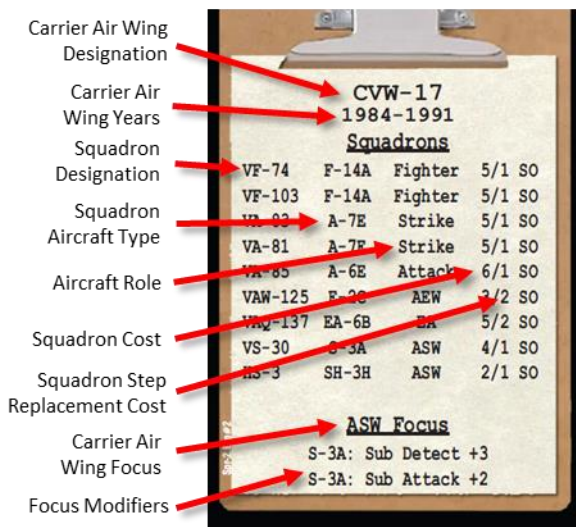
Squadrons (Optional Rule): Indicates the maximum number of Air Squadrons that can be used (i.e. purchased) on the Carrier.

Launches/Turn: Indicates the number of Squadron Launches that can occur during a Mission Turn.

Additional Squadrons can be launched, but at a cost of 1 Carrier Stress per Squadron.

18.3.3 CARRIER AIR WING CARDS

Carrier Air Wing cards represent Carrier Air Wings and associated Aircraft Squadrons that are available to be deployed to a Carrier. An Aircraft Squadron size varies, but can have up to 24 Aircraft.



Carrier Air Wing Designation: The designation given to each Carrier Air Wing.

Carrier Air Wing Years: The Carrier Air Wing can only be used if active during the Campaign year.

Squadron Designation: The designation of the Aircraft Squadron.

Squadron Aircraft Type: Indicates the type of Aircraft in the Squadron.

Aircraft Role: The role the Aircraft performs in the Carrier Air Wing.

- **Fighter:** Attacks Enemy Aircraft, and can perform Carrier Protection (CAP) and Strike Fighter Escort.
- **Strike:** Can Attack Enemy Aircraft and perform airstrikes against ground Targets with greater precision than bombers.
- **Attack:** Performs air Attacks on ground Targets with more munitions than Strike Aircraft.
- **AEW:** Airborne Early Warning (AEW) Aircraft use for defensive (air/sea threat identification) and offensive (Target/threat identification) air operations.
- **EA:** Electronic Attack (EA) Aircraft performs suppression of Enemy Defenses, as well as jamming Enemy Missiles fired at the task force.
- **ASW:** Anti-sub Warfare (ASW) Aircraft Detects and Attacks Enemy submarines.

Squadron Cost: Indicates the SO cost to purchase the Squadron.

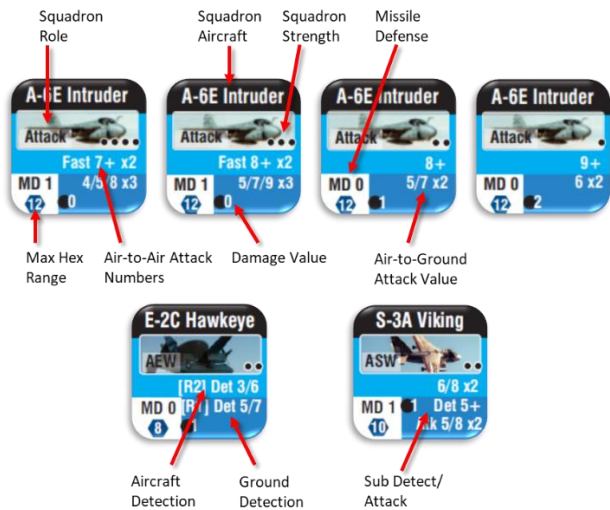
Squadron Step Replacement Cost: Indicates the SO cost to add one step to a Squadron to replace Squadron losses.

Carrier Air Wing Focus: Identifies the primary focus of the Carrier Air Wing.

Focus Modifiers: Whenever a particular Squadron performs the indicated Action, apply the indicated modifier.

18.3.4 AIRCRAFT SQUADRON COUNTERS

The Aircraft Squadron Counters represent a Carrier Squadron at various levels of strength. Carrier Squadrons start at full strength (4 dots), and lose capability as each Squadron tasks hits.



Detection: If the Det keyword is used, the Squadron can attempt to Detect an Enemy Task Force or Target.

Sub Detect/Attack: The dark blue background on the Counter defines the air-to-underwater Detection and Attack (i.e. sub Detection and Attack).

Squadron Role: Identifies the role of the Squadron.

Squadron Aircraft: Identifies the Aircraft type.

Squadron Strength: Identifies the current strength of the Squadron. Four dots represents full strength, and each point of damage reduces the Squadron strength by one (4 -> 3 -> 2 -> 1 dots). A 1 dot Squadron that takes a hit is Destroyed. Squadron Strength can be increased by spending SO Points.

Missile Defense: Subtract MD value from all Enemy Missile Attack rolls against the Squadron.

Max Hex Range: Indicates the maximum number of hexes the Squadron can move on the Advanced Campaign Map.

Air-to-Air Attack Numbers: The light-blue background on the Counter defines the air-to-air (AtA) Attack numbers. The AtA Attack Numbers indicate the Attack speed (Fast or Slow), the Attack numbers, and the number of dice to roll.

- **Speed:** If Fast is mentioned, the Squadron Attacks the Enemy first. If Fast is not mentioned, the Squadron is Slow and Attacks after an Enemy Attack.
- **Attack Numbers:** Used to determine hits against the Enemy (similar to Ordnance Attack numbers).
- **# Dice:** Indicates the number of Attack dice to roll (ex: x2 means roll 2 dice). If not dice value is indicated, roll 1 Attack die.

Damage Value: If the modified Attack Number is equal to or less than the Damage Value, the Squadron takes damage and the Squadron strength is reduced by 1. Only use the Damage Value if it is in the appropriate Attack section.

Air-to-Ground Attack Numbers: The medium blue background on the Counter defines the air-to-ground (AtG) Attack numbers.

18.4 CARRIER ACTIONS

Carriers can perform all of the Ship Actions, as well as perform the following Actions during a Mission Turn or during a Tactical Encounter. Carrier Actions can be performed if the Carrier is in the Protected Task Force Area.

Shaken Carriers launch 1 less Squadron/Turn. Unfit Carriers cannot launch any Aircraft.

18.4.1 LAUNCH STRIKE



A Carrier Strike Package is assembled and launched to perform an Attack against an Enemy Task Force or Target. The Strike Package can include Fighters to protect the strike force from Enemy Aircraft, Strike and Attack Aircraft to perform the Attack, and AEW/EA Aircraft to facilitate the Attack.

Add 2 Stress to the Carrier when launching a strike (or 1 Stress if only one Aircraft is part of the Strike).

The number of strike Squadron launches is limited by the maximum # launches/turn on the Carrier card.

18.4.2 LAUNCH FIGHTER CAP



Combat Air Patrol (CAP) is a Fighter Mission providing protection over the Carrier Task Force or an objective area. The purpose of CAP is to intercept and Destroy Enemy Aircraft before they reach their designated Target.

Fighter CAP can be launched at the beginning of a Mission Turn to provide Task Force protection throughout the Mission Turn. Place the CAP Counter on the appropriate Fighter Squadron Counter.

Add 1 Stress to the Carrier when launching CAP. A CAP Launch counts against the maximum number of Launches/Turn allowed by the Carrier.

CAP can also be launched quickly in an emergency when inbound fighters or bombers approaching the Carrier Task Force. Fast CAP can only consist of one Fighter Squadron. Add 2 Stress to the Carrier when launching Fast CAP. Some Commanders can use a Commander Action to launch Fast CAP without applying the 2 Stress to the Carrier.

18.4.3 LAUNCH AEW



Launch an Airborne Early Warning (AEW) Squadron to perform Detection attempts on the Tactical Display.

Add 1 Stress to the Carrier when launching AEW. An AEW Launch counts against the maximum number of Launches/Turn allowed by the Carrier.

18.4.4 LAUNCH ASW



Launch an Anti-submarine Warfare (ASW) Squadron to Detect and Attack Enemy Submarines.

ASW Aircraft can be launched during a Tactical Encounter to Attack Enemy subs.

Add 1 Stress to the Carrier when launching ASW. An ASW Launch counts against the maximum number of Launches/Turn allowed by the Carrier.

18.4.5 RETRIEVE AIRCRAFT

Carrier Aircraft can land on the Carrier at any time during the Mission without using an Action.

If the Carrier is Shaken, roll a die for each Squadron that lands. If a 1 is rolled, the Squadron loses 1 point of strength.

If the Carrier is Unfit, roll a die for each Squadron that lands. If a 1 or 2 is rolled, the Squadron loses 1 point of strength.

18.5 CARRIER TASK FORCE COMMANDER ACTIONS

Commanders can perform Fast and/or Slow Actions during an Encounter based on his current Skill Level. General Actions are common across all Commanders. Specialized Actions are unique to each Commander.

18.5.1 CARRIER COMMANDER ACTIONS

The Carrier Task Force Commander can perform all of the Actions that a Task Force Commander can perform.

18.5.2 SPECIALIZED COMMANDER ACTIONS

Carrier Commanders can have a unique Action based on their current Skill Level and focus area. The following summarizes the specialized Actions:

- **Fast CAP** – Spend an Action to launch a Fast CAP without applying Stress to the Carrier.
- **ASW Detect +X** – Spend an Action to add an ASW Detect modifier during an Encounter.
- **AEW Detect +X** – Spend an Action to add an AEW Detect modifier during an Encounter.
- **Ground Strike +X** – Spend an Action to add a Carrier Ground Strike modifier against a ground Target.
- **Ground Attack +X** – Spend an Action to add a Carrier Aircraft modifier against a ground Target.
- **EA Attack +X** – Spend an Action to add a modifier to an Electronic Attack.
- **AEW Attack +X** – Spend an Action to add a modifier to a AEW Detection.
- **Squadron Launch** – Spend an Action to launch a Squadron without applying Stress to the Carrier.
- **+2 Launch/Turn** – Spend an Action to launch an additional 1 or 2 Squadrons in a turn without adding Stress.
- **Fighter Attack die +1** – Spend an Action to add an additional d10 die to a Fighter Attack.
- **Fighter Attack +X** – Spend an Action to add a modifier to all dice in a fighter Attack.
- **Bomber Attack +X** – Spend an Action to add a modifier to a Carrier bomber Aircraft Attack against an Enemy Ship (during an Encounter) or a ground Target.
- **ASW Detect +X** – Spend an Action to add a modifier to a Carrier Aircraft sub Detection.
- **ASW Launch (No Stress)** – Spend an Action to launch ASW Carrier Aircraft (or Helicopter) from the Carrier.
- **ASW Attack +X** – Spend an Action to add a modifier to a Carrier Aircraft/Helicopter Attack.
- **Ship Strike (No Stress)** – Launch a Ship Strike against an Enemy Ship during an Encounter without adding Carrier Stress.
- **Ship Attack +X** – Spend an Action to add a modifier to a Carrier Aircraft/Helicopter Attack against an Enemy Ship.

18.6 AIRCRAFT SQUADRON ACTIONS

Individual Aircraft Squadrons can perform one or more Actions based on the role they are performing. The following describes the Actions each Squadron role can perform.

18.6.1 FIGHTER ROLE ACTIONS

Fighters can perform the following Actions.



18.6.1.1 AtA Attack

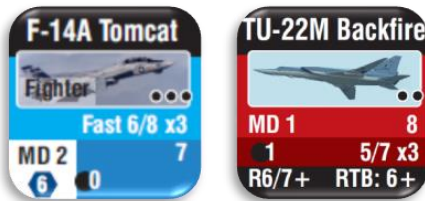


Fighters can perform air-to-air Attacks against other Aircraft, including Enemy fighters and bombers. Use the AtA Attack section on the Fighter Counter in the light blue background identified on the left.

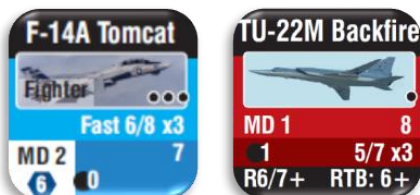
If the keyword Fast is used, the Fighter Attacks the Enemy Aircraft first. Otherwise, it Attacks after the Enemy Aircraft. The Attack numbers are used to apply hits to Enemy Aircraft Squadrons. If a x2 or x3 is included, it indicates how many dice to roll (roll 1 die if not included).

If the Fighter can Attack multiple Enemy Aircraft, choose how many dice to assign to each Enemy Aircraft and resolve each Attack.

Ex: My F-14 Tomcat Squadron has already taken one hit, and is Attacking a Squadron of Backfire Bombers. The Backfires have a Missile Defense (MD) of 1.



Since my Fighter Squadron is Fast, I Attack first. I roll 3 dice and subtract 1 from each roll due to the Enemy MD. I roll a 3, 5, and 8, resulting in one hit. The Backfire Squadron has 2 steps, and loses one with the hit.



The Backfire now Attacks, and rolls one die. The Fighter has a MD of 2, requiring the Bomber to roll a 10 to hit. It rolls a 7 (miss). My Fighter Squadron Attacks again, rolling a 3, 7, and 9, Destroying the bomber Squadron.

18.6.1.2 AtG Attack

Fighters can perform AtG Attacks if necessary similar to Attack Squadrons.

18.6.2 STRIKE ROLE ACTIONS

Strike Squadrons balance AtA with AtG Attacks. Strike Squadrons can perform the following Actions.



18.6.2.1 AtA Attack

Strike Squadrons can perform air-to-air Attacks similar to Fighters.

18.6.2.2 AtG Attack

Strike Squadrons can perform air-to-ground Attacks similar to Attack Squadrons.

18.6.3 ATTACK ROLE ACTIONS

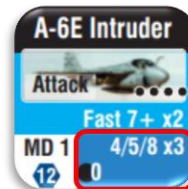


Attack Squadrons key strength is performing air-to-ground Attacks. Attack Squadrons can perform the following Actions.

18.6.3.1 AtA Attack

Strike Squadrons can perform air-to-air Attacks similar to Fighters.

18.6.3.2 AtG Attack

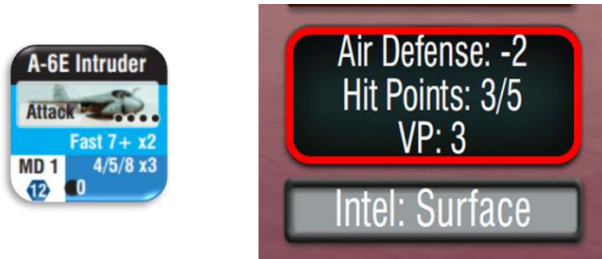


Strike Squadrons can perform air-to-ground Attacks against Enemy Task Forces and land Targets. Use the AtG Attack section on the Strike Counter in the medium blue background identified on the left.

The Attack numbers are used to apply hits to Enemy Targets. If a x2 or x3 is included, it indicates how many dice to roll (roll 1 die if not included).

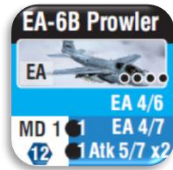
The Attack rolls are modified based on the Enemy Air Defense (AD) value and compared to the Damage value (0 in this case) to determine if the Squadron is hit.

Ex: My A-6E Intruder Squadron is Attacking an Enemy Task Force from the Campaign map.



The Air Defense value of the Enemy Task Force is -2. I roll 3 dice, then subtract 2 for each roll, and determine how many hits are applied. I roll a 1, 7, and 10 which is modified to -1, 5, and 8. I apply 5 hits to the Enemy Task Force, reducing the Activity Level by 1. But since one number was modified to -1, and it is equal to or less than the Damage number, the Attack Squadron suffers one damage.

18.6.4 ELECTRONIC ATTACK ROLE ACTIONS



Electronic Attack (EA) Squadrons primary role is to support AtA and AtG Attacks by jamming and suppressing Enemy Defenses.

EA Squadrons can also perform ground Attacks. EA Squadrons can perform the following Actions.

18.6.4.1 Protect Fighters



When fighters are Attacking Enemy fighters or bombers, the EA Squadron can improve the Fighter Missile Defense (MD) by jamming Enemy airborne radar systems. Prior to any Attacks, roll a die and compare it to

the light blue EA Attack numbers.

If the roll $\geq 1^{\text{st}}$ number, but less than the 2^{nd} number, add MD+1 to fighter MD. If the roll $\geq 2^{\text{nd}}$ number, add MD+2 to fighter MD. If the die roll \leq the Damage value (# in black circle), add a hit to the Squadron and reduce the Squadron strength.



18.6.4.2 Jam Enemy Ground Systems



When air strikes are being performed against Enemy Task Forces or Targets with Air Defenses (AD values), the EA Squadron can reduce the AD value by jamming Enemy search/tracking radar. Prior to any Attacks, roll a die and

compare it to the medium blue EA Attack numbers.



If the roll $\geq 1^{\text{st}}$ number, but less than the 2^{nd} number, add AD+1 to the Enemy Air Defense value. If the roll $\geq 2^{\text{nd}}$ number, add AD+2 to the Enemy Air Defense value.

If the die roll \leq the Damage value (# in black circle), add a hit to the Squadron and reduce the Squadron strength.

18.6.4.3 AtG Attack

EA Squadrons can perform air-to-ground Attacks similar to Attack Squadrons.

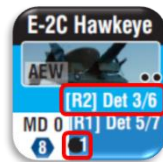
18.6.5 AIRBORNE EARLY WARNING ROLE ACTIONS



Airborne Early Warning (AEW) Squadrons primary role is to Detect Enemy Aircraft and Enemy naval TF Ships. The AEW Squadron must be launched and retrieved during the same Mission turn.

AEW Squadrons can perform the following Actions.

18.6.5.1 Strike Attack Support



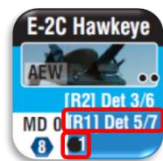
When Attacking a Target or Encounter, AEW Aircraft as part of a Strike package can apply an Attack modifier for Air and Ground Attacks. The AEW Aircraft can also provide Fighter support by increasing the Fighter Missile Defense.



If the roll $\geq 1^{\text{st}}$ number, but less than the 2^{nd} number, add Atk+1 to the Enemy Aircraft. If the roll $\geq 2^{\text{nd}}$ number, add Atk+2 to the Enemy Aircraft. If the die roll \leq

the Damage value (# in black circle), add a hit to the Squadron and reduce the Squadron strength.

18.6.5.2 Detect Enemy Naval Task Force



In order to Attack the Enemy Task Forces with Carrier Strikes, they must be Detected first. During a Tactical Encounter, you can launch an AEW Aircraft at attempt to Detect each Enemy Ship on the Tactical Display.

Use the Detection numbers in the medium blue section. Roll a die against an unknown Enemy Task Force. If the roll $\geq 1^{\text{st}}$ number, but less than the 2^{nd} number, reveal the back of the Encounter card and associate it with the Enemy Task Force, and add AEW Atk+1 to the Encounter card. If the roll $\geq 2^{\text{nd}}$ number, reveal the front side of the Encounter card and associate it with the Enemy Task Force, and add AEW Atk+2 to the Encounter Card.

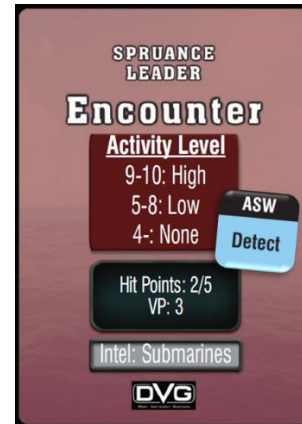
If the die roll \leq the Damage value (# in black circle), add a hit to the Squadron and reduce the Squadron strength.



Detection Level 1



Detection Level 2



18.6.6 ANTI-SUBMARINE WARFARE (ASW) ROLE



Anti-Submarine Warfare (ASW) Squadrons primary role is to Detect and Attack Enemy Submarines

ASW Squadrons can perform the following Actions.

18.6.6.1 AtG Attack

ASW Squadrons can perform air-to-ground Attacks against Enemy subs similar to Attack Squadrons.

18.6.6.2 Submarine Encounter Attack



If a Submarine Encounter card is drawn, you can launch a ASW Squadron to attempt to Detect and Attack the Enemy Submarines.

Once Launched, the ASW Squadron can attempt Detection, and if Detected, then it can Attack.

Use the Detection numbers in the dark blue section. Roll a die against an unknown Enemy Task Force. If the roll \geq the Detection (Det) number, place an ASW Detect Counter on the Encounter card.



Once the Sub Enemy Task Force is Detected, it can be Attacked. Use the Attack numbers in the dark blue section and roll for the Attack and apply hits. If the die roll \leq the Damage value (# in black circle), add a hit to the Squadron and

reduce the Squadron strength.

Ex: The previous Mission turn, my AEW Squadron Detected Enemy Task Force B, and it turned out to be a Submarine task force. I launch my full-strength S-3A Viking ASW Squadron and fly to the Enemy TF. When my Squadron is over the Enemy TF, I attempt to Detect the submarines (Det 5+). I roll an 8 for my Detection roll, Detecting the Enemy TF. I place the ASW Detection Counter. I then Attack the submarine Task Force (Atk 5/8 x2). I roll 2 Attack dice. I roll a 1 and 9. I cause 2 hits on the Enemy TF, reducing the Activity Level by 1. But I also roll a 1, causing a step loss on my ASW Squadron. My ASW Squadron then returns to the Carrier.

19 CARRIER EXPANSION UPDATES

The following describes the updates to the Campaign rules when using the Carrier Expansion.

19.1 CARRIER CAMPAIGN SETUP

Perform the following additional steps to setup the Campaign.

19.1.1 CAMPAIGN SHIP SELECTION

Similar to normal Ship Selection, select a Carrier Ship to include in your Task Force. Pay the SO cost, and select a Skill Level that fits within the Campaign Skill constraints.



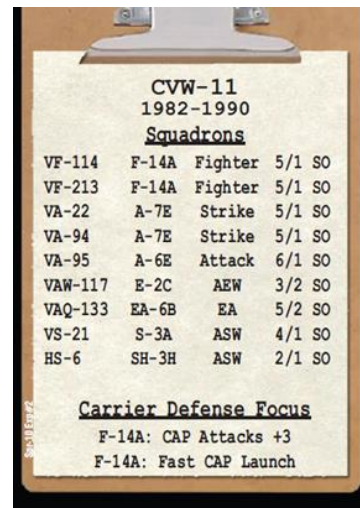
19.1.2 CARRIER COMMANDER SELECTION

For each Carrier selected, select a Carrier Commander. Select the Skill Level that fits within the Campaign Skill constraints.



19.1.3 CARRIER AIR WING SELECTION

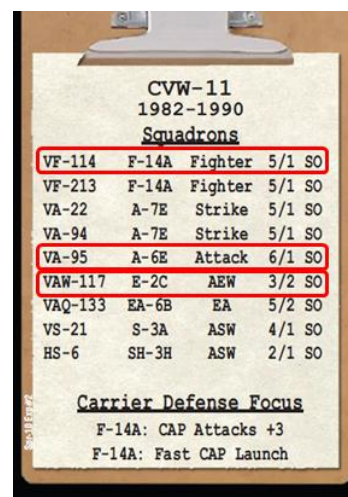
For each Carrier selected, select a corresponding Carrier Air Wing to go with the Carrier. The Carrier Air Wing must be active during the Campaign year.



Put the corresponding Carrier Air Wing Counter on the Carrier Ship card.

19.1.4 SQUADRON PURCHASE

Using the remaining SO points after Ship purchase, purchase desired Carrier Squadrons available based on the selected Carrier Air Wing. Pay the SO cost identified for each Squadron.



Ex: I purchase a Fighter Squadron (5 SO Points), an Attack Squadron (6 SO Points), and an AEW Squadron (3 SO Points).

The Squadrons start at full strength.

19.2 CARRIER MISSION SETUP

19.2.1 MISSION SETUP STEPS

Perform the following additional steps to setup a Carrier Mission (see 4.1 for normal Task Force Setup).

Priority R&R (4.1.1)

Target Selection (4.1.2)

Starting SO Points (4.1.3)

Replace Carrier and Carrier Commander (19.2.2)

Purchase Additional Squadrons (19.2.3)

Increase Squadron Strength (19.2.4)

Carrier Flagship (19.2.5)

Purchase Task Force Equipment (4.1.4)

Assemble Task Force (4.1.5)

Setup Task Force on Tactical Display (19.2.6)

Setup Ship Draw Cup (4.1.7)

Purchase Ordnance (4.1.8)

Purchase Commander Skills (4.1.9)

Fill Out Log Sheet (4.1.10)

19.2.2 REPLACE CARRIER AND CARRIER COMMANDER

If your Carrier was sunk in the previous Mission, replace your Carrier and Carrier Commander with a Newbie Carrier and Carrier Commander. No SO Points are required. You cannot upgrade the Skill Level with SO points.

19.2.3 PURCHASE ADDITIONAL SQUADRONS

If desired, purchase additional Carrier Squadrons. Use the Carrier Air Wing to determine the SO cost.

19.2.4 INCREASE SQUADRON STRENGTH

If desired, pay SO points to increase a Squadrons strength.

Ex: My Intruder Squadron suffered one point of damage last Mission. I pay 1 SO point to increase the

Squadron back up to full strength.



19.2.5 CARRIER FLAGSHIP

Your Carrier is the Flagship. Place the Flagship Counter with your Carrier.



19.2.6 SETUP TASK FORCE ON TACTICAL DISPLAY

Follow the steps in section 4.1.6. Place the Carrier Counter in the Protected Area.

19.3 MISSION SHEET SETUP

Follow the Mission Sheet Setup steps in 4.2.

19.4 MISSION EXECUTION PHASE

19.4.1 MISSION EXECUTION PHASE STEPS

Perform the following Mission Execution Phase steps. Steps referencing 5.X refer to steps in the Core Rulebook.

Setup Carrier AEW/CAP (19.4.2)

Task Force Movement (5.1)

Enemy Air Attack Check (19.4.3)

Enemy Task Force Attack (19.4.4)

Target Area Check (19.4.5)

Mission Complete Check (5.5)

19.4.2 SETUP CARRIER CAP

You can choose to launch a Fighter Squadron to perform Combat Air Patrol (CAP) over the Task Force. The CAP can intercept any Enemy Aircraft before they Attack the Task Force.

You can choose to launch an AEW Squadron to support Detecting Enemy Aircraft.

19.4.3 ENEMY AIR ATTACK CHECK

If the Carrier task force is a Campaign Area where it can be Attacked by Aircraft, roll to see if an Aircraft Attack is performed.

If so, perform the following.

19.4.3.1 Fighter Fast CAP

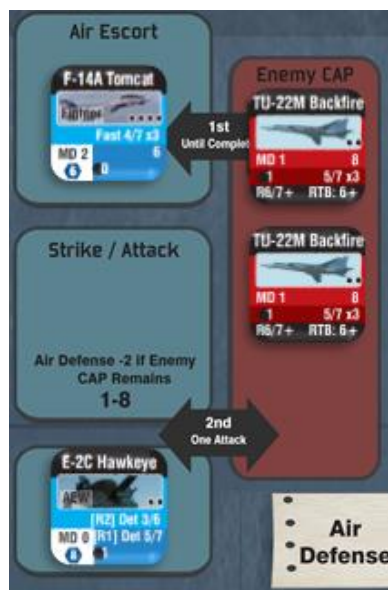
If no Fighter CAP was launched (19.4.2), you can launch Fast CAP consisting of 1 Fighter Squadron to intercept the Enemy Aircraft. Add 2 Stress to the Carrier.

19.4.3.2 Fighter CAP Intercept

Place the Fighter CAP Counter and Enemy Aircraft Counters on the Target Attack sheet.

If an AEW Aircraft was launched with the CAP, place it on the Target Attack sheet in the AEW/EA section.

For all Aircraft, use the air-to-air (AtA)



numbers.

Perform the Air-to-Air combat procedure:

1. If the AEW Squadron is with the Fighters, roll to see if the Enemy Aircraft are Detected. If Detected at level 1, add an AEW Atk +1 Counter. If Detected at level 2, add an AEW Atk +2 Counter.

Ex: I am attempting to Detect the two Backfire bombers. I roll a 4, which Detects them at Level 1. I place an AEW Atk +1 Counter and use that modifier for all Fighter Attacks against the bombers.



2. If the Fighter is Fast (see light Blue section on Counter), the Fighter Squadron Attacks first.
3. Determine how many dice are rolled in the Attack.
Ex: Fast 4/7 x3 means you roll 3 dice.
4. Decide how many dice will be applied to each Enemy Squadron.

Ex: I assign 2 dice to the top Squadron, and 1 die to the bottom Squadron.

5. Roll the appropriate number of dice for each Enemy Squadron, add any Atk modifiers, subtract the Squadron Missile Defense (MD) value, and compare it to the Attack numbers. Apply the indicated number of hits on the Squadron.

Ex: My Fighter is Attacking two Frogfoot Squadrons. I can roll 3 Attack dice. I roll 2 dice against the top Squadron. I roll a 3 and a 8, modified to a 2 and 7. Because 7 is equal to or greater than the second number, two hits are applied and the top Enemy Squadron is Destroyed. I roll 1 die for the bottom Squadron, and it is a 3, modified to 2. Because it is less than the first number, no hits are applied.

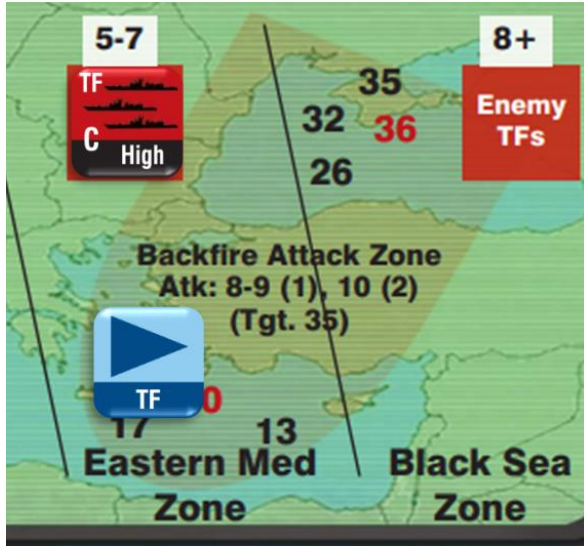


6. Each Enemy Squadron(s) Attack your Fighter. Roll the appropriate number of dice for each Enemy Squadron Attack, subtract the Fighter CAP MD, and compare it to the Enemy Squadron Attack numbers. Reduce the Fighter CAP strength the appropriate number of steps.
7. If the Fighter is Slow, perform steps 3-5.
8. If both Fighter CAP and Enemy Squadrons still remain, you can choose to repeat steps 1-6 again, or end the Fighter CAP Intercept.
9. If Enemy Squadrons remain after the Fighter CAP Intercept, the Enemy Aircraft Attack the Task Force. Perform **Enemy Air Engagement Phase (7)** in the Spruance Leader Core game.

19.4.4 ENEMY TASK FORCE ATTACK

19.4.4.1 Overview

If there are Enemy Task Forces in the Campaign area placed per Step 4.2.2, you can choose to launch a Carrier Strike against the Enemy Task Force before rolling for the Encounter Activity Level in an attempt to reduce the Activity Level or Destroy the Task Force.



Ex: Enemy Task Force C is in the same Campaign Area as my Task Force. I can choose to roll for the Task Force C Activity Level and launch the Tactical Encounter (if appropriate), or I can choose to launch a Carrier Strike against the Enemy Task Force.

Carrier Strikes can reduce the Activity level from High to Low or Destroyed. VPs are also earned for Destroying Enemy Task Forces.

19.4.4.2 Draw Encounter Card

Draw an Encounter Card. If the Intel for the Encounter is Surface, you can launch a Carrier Strike against the Enemy Task Force.

If no Carrier Strike is launched, perform the Enemy Task Force Activity Check (5.3).

19.4.4.3 Attack Enemy Task Force

Perform the steps for the Enemy TF Engagement (19.6), except use the Encounter card instead of a Target card on the Target Attack Sheet.

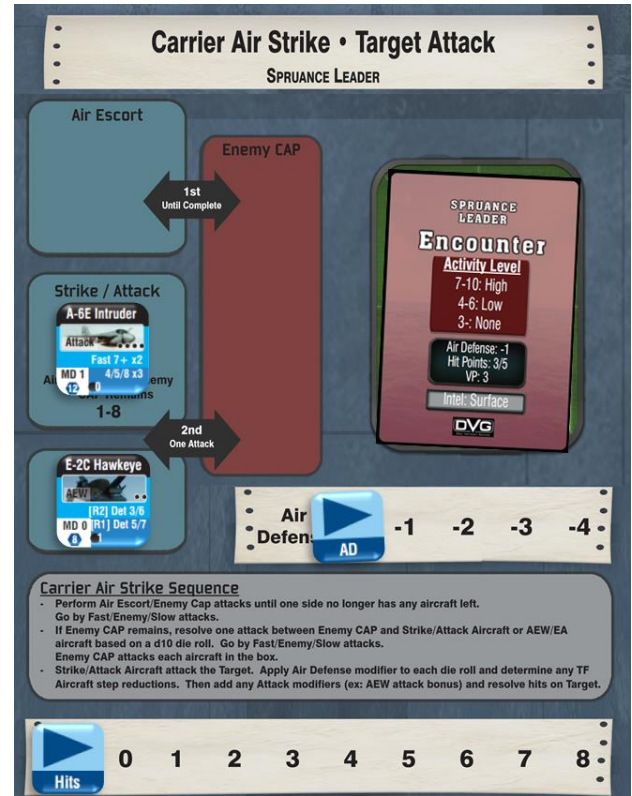
Ex: I enter a Campaign Area with one Enemy Task Force in it. I draw an Encounter card, and it has an Intel value of Surface. I decide to launch a Carrier Strike.

I decide to launch an Intruder Attack Squadron and a Hawkeye Squadron. I setup the Target Attack Sheet, setting the Air Defense value to -1 based on the Encounter card. I set the Hits to 0.

Since there are no Enemy Fighters, I go straight to the Attack. I use my AEW Squadron and roll for Detection. I roll a 8, adding an AEW Atk +2 modifier.

I then roll 3 dice as part of my Intruder Squadron Attack. I roll a 1, 7, and 9, modified down to 0, 6, and 8 due to the AD value. I then add my AEW bonus to get 2, 8, and 10. I score 6 hits on the Enemy Task Force, Destroying it and earning 3 VPs.

But because I rolled a 0 after the Air Defense modifier and before the AEW bonus, I lose one step in my Intruder Squadron.



19.4.4.4 Determine Result

If the Encounter Activity level wasn't reduced, then setup the Tactical Encounter using the Encounter card at the High Activity level.

If the Encounter Activity level was reduced by one, then setup the Tactical Encounter using the Encounter card at the Low Activity level.

If the Enemy task force was Destroyed, then the Encounter is over.

19.4.5 TARGET AREA CHECK

Perform the following steps when the Task Force is in the Target area and all Random Tactical Encounters have been resolved.

If the Mission is an escort, clearing mines, or some other objective that doesn't involve Destroying an Enemy Target, then go to section 5.5 (Mission Complete Check).

If the Target Is an Enemy Task Force, execute the **Carrier Tactical Encounter (19.5)** steps.

If the Target is a Land Target, execute the **Carrier Land Strike (19.6)** steps.

19.5 CARRIER TACTICAL ENCOUNTER

When executing a Tactical Encounter with the Carrier, the Carrier can launch Squadrons during the Encounter to Detect and Attack Enemy Ships and subs.

19.5.1 TACTICAL ENCOUNTER SETUP

Perform the **Encounter Setup (6.1)** steps.

19.5.2 ENCOUNTER STEPS

Determine Carrier Squadron Actions (19.5.2.1)

Sonobuoy Detection Check (6.2.1)

Fast Task Force Actions (6.2.2)

Move Enemy Units (6.2.3)

Enemy Ship/Sub Actions (6.2.4)

Slow Task Force Actions (6.2.5)

Perform Carrier Actions (19.5.2.2)

Remove TF Carrier Chits (19.5.2.3)

Decrease Detection Levels (6.2.6)

Decrease Battle Turn Counter (6.2.7)

End Encounter Decision (6.2.9)

19.5.2.1 Determine Carrier Squadron Actions

Carrier Squadrons can perform Actions against Enemy Ships and Subs on the Tactical Display; including Detection, launching fighter CAP, launching Helicopters, and Attacking individual Ships or subs.

This step identifies the Actions that will be performed during the **Perform Carrier Actions (19.5.2.2)** step.

If the Carrier will be performing Actions this Mission Turn, place 3 TF Carrier Counters into the TF chit cup now. If drawn from the TF chit cup, that Enemy Ship/Sub attempts to Detect/Attack the Carrier.



The Carrier can only perform the number of launches allowed per the current Carrier level. During the Perform Carrier Actions step, launch the desired Squadrons in the desired order.



For AEW Detection, place the AEW Counter on the Tactical Display. When the AEW Squadron is launched, it can perform a Detection attempt on all Enemy Ships.



For ASW Detection and ASW Attack, place the ASW Counter next to the sub you want to attempt to Detect or Attack. The ASW Squadron can attempt Detection, and if the Enemy sub is Detected, it can

Attack the Enemy sub.



For an Airstrike, place a Strike Counter next to the Detected Ship you want to Attack. Multiple Strike and Attack Aircraft can participate in the Attack.

Ex: I have 3 Enemy Ships and 1 Enemy Sub on the Tactical Display. Enemy Ship 2 is Detected. I want to perform an AEW Action, an ASW Action against the Enemy Sub, and a Strike against Detected Enemy Ship 2.



19.5.2.2 Perform Carrier Actions

Perform the following Carrier Actions in the desired order. Add 1 Stress to the Carrier for each Action performed. A Carrier Commander Squadron Launch Action can be used to launch a Squadron without adding Stress.

Launch AEW

Determine which Squadron will be used for the AEW Action. Launch an AEW Squadron. Perform a Detection attempt against any desired Ship using the Ground Detection numbers.

If a Detection die roll is equal to or less than the Squadron Damage value, reduce the Squadron strength.

The Squadron lands back on the Carrier after the Detection attempt.

Launch ASW

Determine which Squadron will be used for the ASW Action. Launch an ASW Squadron. If the Enemy Sub is not Detected, perform a Sub Detection attempt.

If the Enemy sub is Detected, perform a Sub Attack. Apply the number of hits to the sub. If an Attack die roll is equal to or less than the Squadron Damage value, reduce the Squadron strength.

The Squadron lands back on the Carrier after the Attack.

Launch Strike

Determine which Squadron(s) will be used for the Strike Action. Launch the Strike Squadrons.

Use the Enemy Ship Missile Defense (MD) as the Ship Air Defense (AD) value.

Perform the Attack on the Enemy Ship with each Squadron using the Air-to-Ground Attack numbers and apply the Ship AD modifier. Apply the number of hits to the Enemy Ship. If an Attack roll is equal to or less than the Squadron Damage value, reduce the Squadron strength.

The Squadron(s) land back on the Carrier after the Attack.

19.5.2.3 Remove TF Carrier Counters

Remove the TF Carrier Counters from the TF draw cup.

19.6 CARRIER LAND STRIKE

You can choose to perform a Carrier Strike for Random Tactical Encounters or Targets instead of setting up the Encounter. Some Targets need to be Attacked with a Carrier Strike because they are on land.

For Tactical Encounters, all Encounters are at the High Activity level. The Hit Points identifies the number of hit points to reduce the Activity level to Low or Destroyed. After the Carrier Strike, if the Activity Level is High or Low, setup the Tactical Engagement at the appropriate level. If Destroyed, earn the indicated VPs.

For Targets Encounters, The Aircraft Strike section identifies how many hits are required to Destroy the Target. Earn the indicated number of VPs if the Target is Destroyed.

Use the **Carrier Air Strike Target Attack** sheet.

19.6.1 SETUP ENEMY INFO

Perform the following steps to setup the Carrier Air Strike Target Attack.

1. Add the Target card of the strike in the Target box. It could be an Enemy Encounter or a Target.
2. If there is Enemy Fighter CAP protecting the Target, place the Enemy Squadron Counter(s) in the Enemy CAP box at full strength.
3. Set the AD Counter in the appropriate spot on the AD Track based on the Encounter or Target card AD value.
4. Set the Hits Counter to 0 on the Target Hits track.

Carrier Air Strike • Target Attack
SPRUANCE LEADER

Air Escort

Enemy CAP

1st Until Complete

MIG-29 Fulcrum
MD 1 6

Strike / Attack

MIG-29 Fulcrum
MD 1 6

Air Defense -2 If Enemy CAP Remains
1-8

AEW / EA
9-10

Air Defense 0 -2 -3 -4

AD

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

36 Enemy Naval Base

TARGET

TLAM/Aircraft Strike
Destroy with 6 hits

VP 7
WAR 2

Reduces the Enemies Naval Forces
Improvement: TF +1

Hits 0 1 2 3 4 5 6 7 8

19.6.2 ASSEMBLE CARRIER STRIKE

1. Determine which Carrier Squadrons to include in the Carrier Strike package. You can only include the number of Squadrons that can be launched in a turn.
2. You can launch up to the allowed number of Squadrons based on the Carrier card. **Add 2 Stress to the Carrier.** If additional Squadrons are desired, **add 1 additional Stress** to the Carrier.
3. Place the desired Carrier Squadron Counters in the appropriate Carrier Squadron box.

Air Escort

F-14A Tomcat
MD 2 6

Strike / Attack

A-6E Intruder
MD 1 10

AEW / EA

EA-6B Prowler
MD 1 12

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.

Ex: I want to include 3 Squadrons in my Carrier Strike. I place my Fighter Squadron in the Air Escort box, the Attack Squadron in the Strike/Attack box, and the EA Squadron in the AEW/EA box.

19.6.3 RESOLVE FIGHTER/ENEMY CAP COMBAT

If there is a Fighter in Air Escort and Enemy CAP Fighters, perform the following steps:

1. If the Fighter Squadron is Fast, perform an AtA Attack on the Enemy Fighters. If there are multiple Enemy Fighters, assign Attack dice to each Fighter and then resolve the Attack. Reduce the Enemy Squadron strength for each hit. Remove the Counter if the Enemy Squadron is Destroyed.
2. Each Enemy Fighter Attacks the Air Escort. If there are multiple Air Escort Squadrons, randomly choose which Squadron is Attacked. Reduce the Fighter strength one level for each hit.
3. If the Fighter Squadron is Slow (and didn't Attack during the Fast step), perform an AtA Attack on the remaining Enemy Fighters.
4. Repeat steps 1-3 until either the Fighter Squadron(s) or the Enemy Squadron(s) are Destroyed.



Ex: My Tomcat is Fast, so I will Attack the two MIG-29 Squadrons. I Attack with 3 dice. I assign two dice to the top MIG Squadron, and one to the bottom MIG Squadron. Each Enemy MIG Squadron has a MD of 2, meaning I subtract 2 from the Attack rolls. I roll a 4 and 9 for the first Attack and subtract 2 (MD) for a 2 and 7. The 7 inflicts 2 hits, Destroying the first MIG Squadron. For the second Attack, I roll a 5 (-2) for a 3. No hit.

The second MIG Squadron now Attacks my Fighter Squadron.

19.6.4 RESOLVE ENEMY FIGHTER ATTACKS ON STRIKE AIRCRAFT

If there is an Enemy CAP Squadron(s), and no Fighter Air Escort, the Enemy CAP Squadron(s) Attack the Enemy Strike Force Squadrons. Perform the following:

1. If there are both Strike/Attack Squadrons and AEW/EA Squadrons, roll a die to determine if the Enemy CAP Attacks the Strike/Attack Squadrons (die roll is 1-8) or the AEW/EA Squadrons (die roll = 9-10).

2. Each Enemy CAP Squadron Attacks each Strike Squadron in the appropriate box.



Ex: Because there are Squadrons in the Strike/Attack and AEW/EA boxes, I roll a die to see which Squadron is Attacked. I roll a 4, meaning the MIG Squadron Attacks the Intruder Squadron. I roll 2 dice; a 4 and 7, modified to 3 and 6 (Intruder MD = 1). The Intruder Squadron suffers one hit.

19.6.5 ATTACK TARGET

Perform the following steps to Attack the Target.

1. If an EA Squadron is in the strike package, you can attempt to Jam Enemy Ground Systems to impact the Enemy Air Defense. If successful, adjust the AD value on the Air Defense track. The minimum AD value is 0.
2. If the Target is a Naval Task Force and the AEW Squadron is in the strike package, you can attempt to Detect the Enemy Naval Task Force. If successful, add an AEW Atk Counter.
3. Each Squadron performs one AtG Strike or Attack against the ground Target. Modify each Attack roll by the current AD value. Adjust the Target Hits Track for each strike Attack that succeeds.
4. Reduce the Squadron strength for each die roll that is less than or equal to the damage number (before applying the AEW Atk modifier).
5. Compare the Target hits with the Target or Encounter hits required and determine the outcome.
6. If an Encounter card wasn't Destroyed, then perform a Tactical Encounter at the designated Activity Level.
7. The Carrier Strike Force returns to the Carrier.

19.6.6 RE-ATTACK TARGET

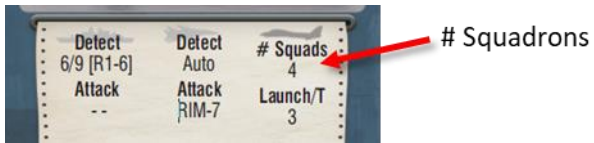
If desired, you can launch another Attack on the Target (but not an Encounter). **Add 2 additional Stress** to the Carrier for each re-Attack of the Target (regardless of the number of Squadrons).

20 OPTIONAL RULES

The following lists the optional rules for use in the Carrier expansion.

20.1 # SQUADRONS/CARRIER

When using the # Squadrons/Carrier optional rule, you can only deploy the number of Squadrons with the Carrier up to the # Squadrons number on the Carrier card.



As the Carrier Skill Level increases, the maximum number of Squadrons that can be hosted by the Carrier can also increase.

21 CARRIERS

The following describes the Carrier Classes included in the Spruance Leader Carrier Expansion.

21.1 FORRESTAL CLASS CARRIER



USS Forrestal CV-59
FORRESTAL CLASS CARRIER • 32 SOs

A 6
1957
Pac

Detect 6/9 [R1-6]	Detect Auto	# Squads 4
Attack --	Attack RIM-7	Launch/T 3

Carrier Squadrons • Cool 0

STRESS 0-7 8-10	STATUS Okay Shaken	SHIP +0 -1	SUB -- --	AIR -1 -2
-----------------------	--------------------------	------------------	-----------------	-----------------

2 NM, 0 TD, 0 MD, 8+ REPAIR, Oil, 4

The Forrestal Class Aircraft Carrier is a diesel-powered Carrier built in the 1950s. The Forrestal Class was the first “superCarrier” with a tonnage of 75,000 tons.

21.3 KITTY HAWK CLASS CARRIER



USS America CV-66
KITTY HAWK CLASS CARRIER • 40 SOs

A 6
1965
Atl

Detect 6/9 [R1-6]	Detect Auto	# Squads 4
Attack --	Attack RIM-7	Launch/T 3

Carrier Squadrons • Cool 0

STRESS 0-8 9-11	STATUS Okay Shaken	SHIP -1 -2	SUB -- --	AIR -1 -2
-----------------------	--------------------------	------------------	-----------------	-----------------

1 NM, 0 TD, 0 MD, 8+ REPAIR, Oil, 4

The Kitty Hawk Class Aircraft Carrier was an incremental improvement on the Forrestal Class Aircraft Carrier, which included greater length and different elevators.

21.2 ENTERPRISE CLASS CARRIER



USS Enterprise CVN-65
ENTERPRISE CLASS CARRIER • 40 SOs

A 5
1961
Pac

Detect 6/9 [R1-6]	Detect Auto	# Squads 4
Attack --	Attack RIM-7	Launch/T 3

Carrier Squadrons • Cool 0

STRESS 0-6 7-10	STATUS Okay Shaken	SHIP +0 -1	SUB -- --	AIR -1 -2
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1 NM, 0 TD, 1 MD, 8+ REPAIR, Nuclear, 4

The Enterprise was the first nuclear-powered Aircraft Carrier, and is the longest naval vessel ever built. It was commissioned in 1961.

21.4 KENNEDY CLASS CARRIER



USS Kennedy CV-67
KENNEDY CLASS CARRIER • 36 SOs

A 4
1968
Atl

Detect 6/9 [R1-6]	Detect Auto	# Squads 4
Attack --	Attack RIM-7	Launch/T 3

Carrier Squadrons • Cool 0

STRESS 0-7 8-10	STATUS Okay Shaken	SHIP +0 -1	SUB -- --	AIR -1 -2
-----------------------	--------------------------	------------------	-----------------	-----------------

0 NM, 1 TD, 1 MD, 8+ REPAIR, Oil, 4

The John F. Kennedy class is a modified Kitty Hawk Class Carrier that was commissioned in 1968. This was the last diesel-powered Carrier built in the US.

21.5 NIMITZ CLASS CARRIER



The Nimitz Class are nuclear-powered Aircraft Carriers. This class uses pressurized water reactors to power the Ship.