



Spruance Leader Rulebook

The United States Navy, its warships and aircraft--and above all its sailors-- guarded the ramparts of the containment wall from the beginning of the so-called "Cold War" to its victorious end.

- Edward J. Marolda

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1 GAME OVERVIEW

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

1.1 INTRODUCTION

It's the 1980's, at the height of the Cold War. Tensions are high between the Allies and the USSR. Any minor misunderstanding could trigger a major conflict, and the US Navy is responsible for protecting the seas.

You are the Naval Task Force Commander in charge of multiple ships executing missions to destroy enemy naval and land targets, as well as protecting friendly forces.

When performing a mission, you will assemble your Task Force, load out your ships, and attack enemy ships and subs. Your ships can suffer from Stress, which impacts their performance. They can also suffer damage from missiles and torpedoes. It is up to you to deploy your ships on missions based on their current Stress levels and Skills. Throughout the campaign your ships and commanders will gain experience, eventually leading to promotions and improved skills.

The Spruance Leader Core game focuses on Allied ships against Soviet forces. The Allied ships consist of battleships, cruisers, destroyers, frigates, and support ships.

1.1.1 SUBMARINE EXPANSION

The Submarine Expansion adds SSNs. SSNs operate independently from TF ships.

1.1.2 CARRIER EXPANSION

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.

Enemy forces have an Air Defense (AD) value that will be used against your Carrier Aircraft.

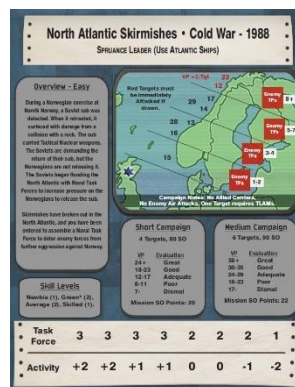
1.1.3 ALLIED EXPANSION

The Allied Expansion adds ships, subs, and carriers from US aligned countries.

1.2 GAME COMPONENTS

The following describes the Game Components.

1.2.1 CAMPAIGN SHEETS



Campaign Sheets show the information used for each Campaign, including an Overview, starting Skill levels, starting SO points and evaluations for different campaign lengths, a map, and Campaign tracks.

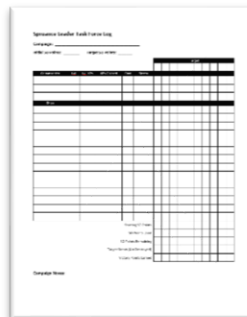
The Campaign map lists target numbers that correspond to the numbers on the Target cards.

1.2.2 TACTICAL DISPLAY



Use the Tactical Display Sheet to resolve enemy Engagements. This sheet shows the Engagement Sequence of Play and has areas to organize your cards.

1.2.3 PLAYER LOG



Record your Campaign information on the Player Log. The information recorded on the Player Log is used to determine Ship and Commander promotions, Special Option point expenditures, Target Status, and the Campaign outcome.

1.2.4 CARDS

1.2.4.1 Ship Cards



These cards represent your Task Force ships. Each Ship has 6 different Skill levels on three different cards (Newbie, Green, Average, Skilled, Veteran, Warrior).

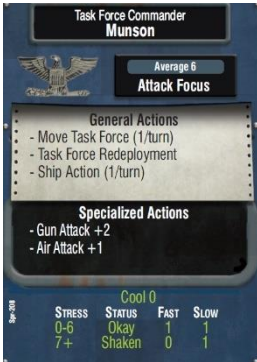
Ships can suffer damage or stress, which can impact performance.

1.2.4.4 Enemy Ship and Sub Cards



Enemy Ship and Sub Cards attempt to detect and attack your Task Force ships during a Tactical Encounter.

1.2.4.2 Commander Cards



These cards represent your Task Force Commanders. Each Commander has 6 different Skill levels.

As Commander skill levels increase, additional Specialized actions can be performed.

Commanders can also suffer Stress or be killed. If killed, a new Commander at the Newbie level can be selected as a

replacement.

1.2.4.3 Target Cards



Target cards detail your Mission Objectives and their defenses.

Destroying Targets earn you Victory Points (VP) that count towards your evaluation.

1.2.4.5 Encounter Cards



Encounter Cards are used to determine if an Enemy Tactical Encounter occurs. The other side of the card identifies the number of ships, subs, or specialized enemies in the Encounter.

1.2.4.6 Event Cards



Event cards are drawn at the beginning and the end of an Encounter (including a Target encounter).

Event Cards represent the events happening during a mission.

1.2.4.7 Sensor Performance Cards

Sensor Performance		Surface Detection: +1					
		R1	R2	R3	R4	R5	R6
1-5		0	+1	+2	+1	-5	-6
SSN: +2							-1
6-10	Move above Layer 7+						
SSBN	Move above Layer 9+						
TA		0	0	-1	-2	+3	+1

Sensor Performance Cards support optional rules that modify detection due to environmental conditions.

Sensor Performance Cards are drawn at

the beginning of an Encounter.

1.2.5 COUNTERS



Allied Ship: Each counter represents an Allied ship and identifies the ship's Nationality, deployment location (Atlantic or Pacific), and year commissioned.



Allied Aircraft: Each counter represents an Allied aircraft that launches from an Allied Ship.



Support Ships: Used for special Missions. An Ammunition ship can replenish Ordnance during a mission.



Ordnance: Ordnance is loaded onto ships and aircraft and used against enemy ships, subs, and aircraft.



Torpedo Decoy: The Torpedo Decoy can be purchased and attached to a ship. When the ship is attacked with a torpedo, on a roll of 5+ the torpedo hits the decoy. The Decoy is expended when used.



Sonobuoys: Sonobuoys can be purchased and dropped by Helicopters to attempt detection of an enemy sub. The Sonobuoy will stay in the same area and can detect subs throughout the encounter.



Allied Ship Counters: Each ship position in the Task Force has one or more counters that are drawn from a cup when an enemy is choosing which Allied ship to focus on. When a Helicopter Launches, Helicopter Counters are added to the cup until it lands or is destroyed.

Detection Counters:



These counters identify the current detection level of a ship, sub, or aircraft. The appropriate Detection level counter is placed under the corresponding Allied Ship or enemy counter.

Only Ships or Subs that have been detected at level 0 or above can be attacked. Enemy Aircraft are automatically detected.



Unknown Enemy Sub: These counters are randomly drawn from a cup when a sub is included in an encounter or target (i.e. no specific sub mentioned) and

placed on the Tactical Display.



Enemy Aircraft Squadrons:

When Enemy Aircraft attack the Task Force, use the Enemy Aircraft Squadron counter(s) on the Tactical Display.



Enemy Placeholder Counters:

Used to represent enemy ships and subs on the Tactical Display.

The corresponding numbered counter is placed on the enemy card.

Enemy Damage Counters:



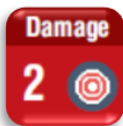
Every hit on an enemy ship, sub, or aircraft that doesn't destroy it causes Enemy Damage that impacts the

enemy's skills. Place the corresponding Enemy Damage counter under the corresponding enemy ship or sub.



Allied Damage Counters: Each missile, gun, or torpedo hit on an Allied ship requires a random draw of an Allied Damage counter.

Damage is applied based on the drawn counter.



Hull Damage: Each time an Allied Damage counter with a target icon is drawn, a Hull Damage counter is placed on that ship's card. If the Hull damage equals the ship's hull value, the ship is

sunk.



Stress: These counters are used to record the amount of Stress suffered by each of your ships or Commanders.



Flagship: This counter is used to identify the ship from which the Commander is leading the task force. If the Flagship is sunk, the Commander is killed and a new Newbie Commander replaces him after the

mission.



Front



Back

Actions: These counters are used to track the number of actions that a Commander has and the number of Actions used.

Campaign Sheet Counters:



Activity



Task Force



War

These counters are used on Campaigns with Campaign Tracks.



Battle Turn

Battle Turn: This counter is used to track the current Battle Turn on the Tactical Display.

Enemy Sub Info:



Deep



NM -2
Del -2
Snorkel



NM -3
Ping

These counters are used to mark enemy sub information based on the current status. Deep counters are only used if using the optional Sensor Performance cards.

Commander Skills:



Commander Skills can be purchased with SO points and must be assigned to a particular TF ship. The SO cost is identified on the bottom right corner of the Tactic counter.

Commander Skills are kept with the ship for the entire game. Some Skills are expended and can only be used once per encounter. This is indicated by the word "Expended".



Enemy Aircraft: Enemy Aircraft targets can be represented by an Aircraft counter that determines if the enemy aircraft attacks the

Task Force.

1.2.6 DIE

Whenever a die roll is called for in the game, roll a 10-sided die (d10). Treat the die's "0" face as being a "10".

1.2.7 ACRONYMS

- ACT Activity
- AD Air Defense
- BB Battleships
- CC Command and Control
- CG Cruiser
- DD/DDG – Destroyer/Destroyer, Guided Missile
- FFG – Frigate, Guided Missile
- MAD Magnetic Anomaly Detection
- MD Missile Defense
- NM Noise Management
- RTB Return to Base
- SO Special Option Points
- SSK Submarine, Diesel
- SSN Submarine, Nuclear
- TA Towed Array
- TD Torpedo Defense
- TF Task Force
- TLAM Tomahawk Land Attack Missile
- VLS Vertical Launch System
- VP Victory Points
- XP Experience Points

1.3 COMPONENT DESCRIPTIONS

The following provides detailed descriptions about the Game Components

1.3.1 CAMPAIGN SHEETS

Campaign Sheets provide information to setup, execute, and evaluate a Campaign.

The image shows a campaign sheet for 'North Atlantic Skirmishes • Cold War - 1988'. It features an overview section, a map of the North Atlantic with numbered targets (1-14), and two campaign options: Short Campaign (4 targets, 80 SO) and Medium Campaign (6 targets, 90 SO). The sheet also includes a 'Task Force' track (3, 3, 3, 3, 2, 2, 2, 1) and an 'Activity' track (+2, +2, +1, +1, 0, 0, -1, -2). A 'Target' card is shown to the right, featuring 'Enemy ASW Forces' and a mission objective: 'Intercept an enemy ASW Task Force. Destroy all surface ships.'

Campaign Title: Name of the Campaign

Expansion Info: Identifies Expansions the Campaign supports.

Skill Level: Identifies the Campaign Difficulty.

Background: A short summary describing the Campaign background.

Ship/Commander Starting Skill Levels: Identifies the starting skill levels of your ships and commanders. Asterisk skill levels are used for additional ships or commanders beyond the listed numbers.

Era/Year: Identifies the era and Campaign year. All allied and enemy ships/subs/aircraft must have been commissioned during or prior to Campaign year.

Location: Identifies the major ocean for the Campaign. This limits the Allied ships available for the Campaign.

High-Priority Targets: Identifies Targets that must be attacked if drawn. The target numbers are red.

Target Numbers: Lists the Target cards that are part of the Campaign.

Enemy Task Force Spaces: Identifies Enemy Task Forces that could attack the Task Force when it enters the area.

Enemy Task Force Placement Rolls: Used to place Enemy Task Force counters prior to mission start.

Notes: Where Notes in a Campaign conflict with the Rulebook, the Campaign's Notes take precedence over the Rulebook.

Campaign Length: Campaigns can have various lengths and evaluation criteria to choose from.

Targets to Attack: Indicates how many targets to attack for the Campaign (ends after target attacks are complete). Task Force Missions are executed against each target.

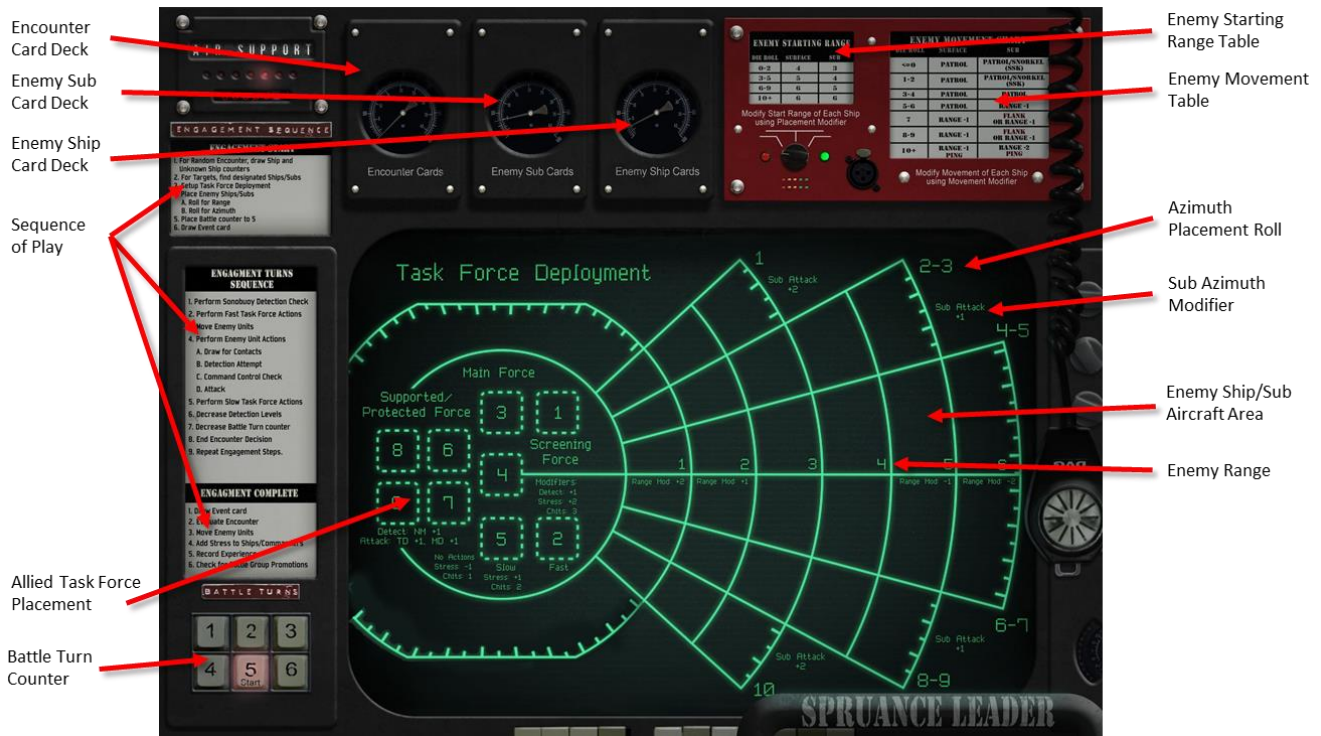
Evaluation Criteria: Identifies your Campaign evaluation based on the number of Victory Points (VPs) earned.

Mission SO Points: Identifies the number of SO points allocated to each Mission/Target.

Strategic Tracks: The Task Force Track identifies how many Enemy Task Force counters to place at the start of a Mission. The Activity Track applies Activity die roll modifier when determining an enemy Task Force activity level. The War Track modifies the VPs earned at the end of the Campaign. The Strategic Tracks are modified when Targets with Track values are destroyed.

1.3.2 TACTICAL DISPLAY

The Tactical Display is used to setup and perform a Tactical Encounter based on the Encounter Deck or Target Card.



Encounter Card Deck: Each Random Enemy Task Force Encounter has an Activity Level (High, Low, None). For High or Low Activity Level, the encounter can have one or more randomly drawn enemy ships or subs, and/or a specific ship/sub type. Shuffle deck and place face down (Activity Level table face up).

Enemy Sub Card Deck: A random Encounter or Target card may include Enemy Subs. Shuffle deck and place face down.

Enemy Ship Card Deck: A random Encounter or Target card may include Enemy Ships. Shuffle deck and place face down.

Sequence of Play: This highlights a random Encounter or target encounter sequence of play.

Allied Task Force Placement: Allied Task Force ships can be placed in the Screening Force area, Main Force area, or Supported/Protected Force area.

- Screening Force ships are always Fast (go before enemy ships/subs/aircraft) and get detection modifiers. They suffer 2 stress for each encounter. Screening Force ships are more likely to be targeted by enemy detection and attack.
- Main Force ships are always Slow (go after enemy ships/subs/aircraft). They only suffer 1 stress for each encounter.

- Supported/Protected Force ships do not get actions during an encounter, and are less likely to be targeted by enemy ships/subs/aircraft. They reduce stress by one for each encounter.

Battle Turn Counter: An enemy encounter lasts for 5 turns.

Enemy Starting Range Table: Used to determine the starting range for each enemy ship and sub placed on the Tactical Display.

Enemy Movement Table: Used to determine enemy ship and sub movement each turn.

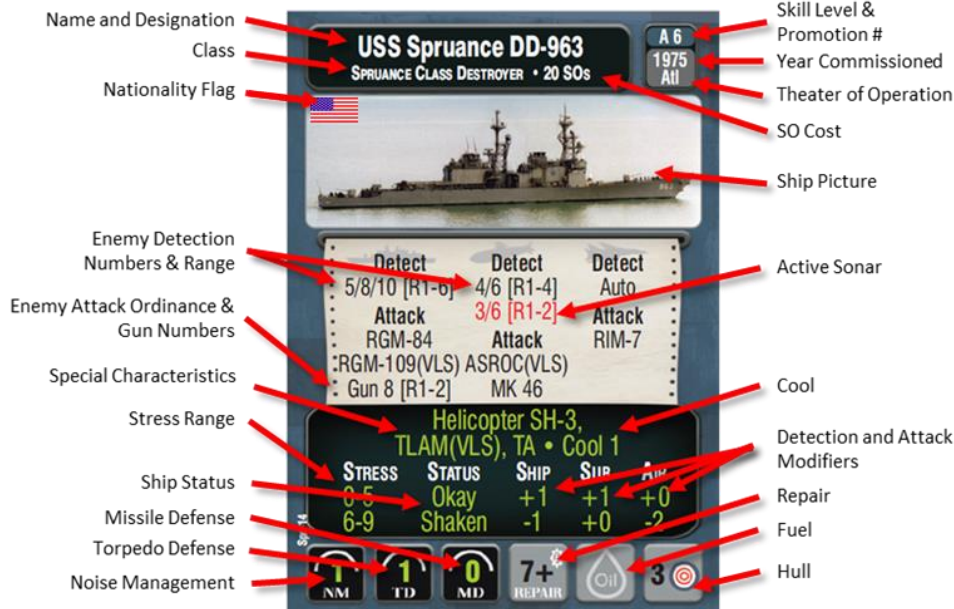
Azimuth Placement Roll: Used to determine the starting azimuth of enemy ships and subs.

Enemy Ship/Sub/Aircraft Area: Enemies are located within a range/azimuth cell.

Enemy Range: Enemies can be at ranges 1 through 6. There are range modifiers for detection and attack.

1.3.3 SHIP CARDS

Ship cards represent the characteristics and Skill level of your Task Force ships.



Name and Designation: Ship Name and Designation. Designation identifies the ship class (ex: CG = Cruiser).

Class: Class of Ship

Nationality Flag: Identifies Country that operates the ship.

Enemy Detection Numbers and Range: Identifies the detection numbers against ships, subs, and aircraft. The detection range is in brackets []. Auto means that Enemy Aircraft are automatically detected.

Enemy Attack Ordnance and Gun Numbers: Identifies ship Ordnance that can be used against enemy ships, subs, and aircraft. Gun range is indicated in brackets []. VLS allows up to 4 missiles or torpedoes to be fired instead of the normal 2.

Special Characteristics: Identifies additional equipment, special Ordnance, or characteristics. TA = Towed Array. Missile Shield allows the Screening Force ship to use the Missile Defense value for all Task Force ships.

Stress Range: Identifies the current ship status based on the current Stress value.

Ship Status: The Ship's status is either Okay, Shaken, or Unfit based on current Stress Level

- **Okay:** Use the stats on the Okay row.
- **Shaken:** If the ship's current Stress value falls in the Shaken range, use the stats on the Shaken row.
- **Unfit:** If the ship's current Stress value is greater than the Shaken Stress range, the Ship is Unfit. It cannot perform any actions (detection, attack,...). The ship can be moved to the Protected location when Unfit.

Missile Defense (MD): Subtract MD value from all enemy missile attack rolls against the ship.

Torpedo Defense (TD): Subtract TD value from all enemy torpedo attack rolls against the ship.

Noise Management (NM): Subtract NM value from all enemy detection rolls against the ship.

Skill Level & Promotion #: From lowest to highest, the ship skill levels are Newbie, Green, Average, Skilled, Veteran, and Warrior. The number of Experience points (XP) required to promote to the next Skill Level.

Year Commissioned: The ship cannot participate in Campaigns that are earlier than the commissioned year.

Theater of Operation: Identifies the theater of operation of the ship.

SO Cost: The Special Option (SO) cost to purchase the ship for use in the Campaign.

Ship Picture: Picture of ship.

Active Sonar: Active sonar (Red detection numbers) transmits radio waves to detect enemy ships/subs, but is detectable.

Cool: Reduce Ship stress by Cool value after an encounter.

Detection and Attack Modifiers: Modifiers used when detecting and attacking enemy ships, subs, or aircraft.

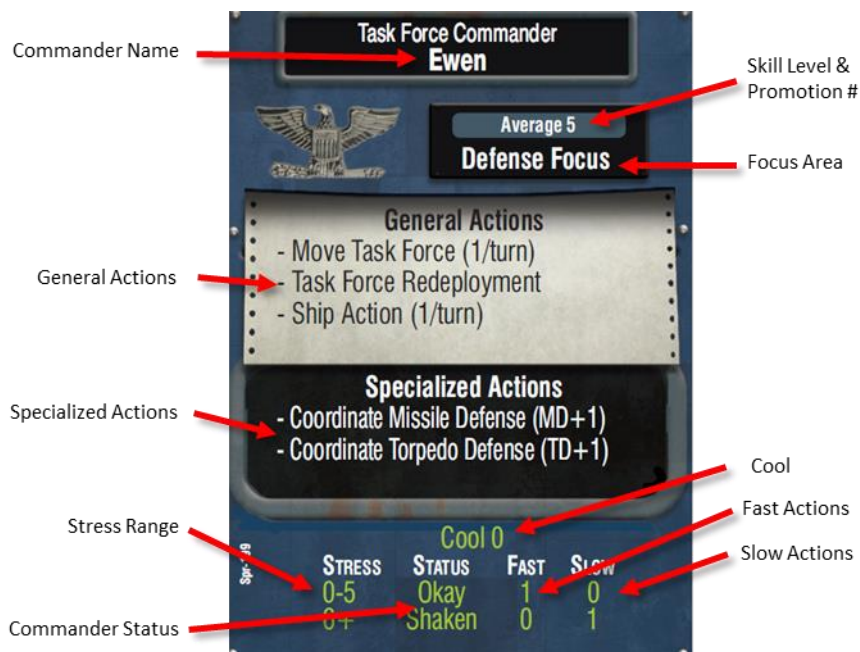
Repair: Roll required to repair Ship Damage.

Fuel: Source of fuel (Oil or Nuclear)

Hull: Indicates the Hull damage required to sink the ship.

1.3.4 COMMANDER CARDS

Task Force Commanders lead your Task Force ships when executing Missions. Only one Commander can be used for a mission. They can execute Actions during an encounter to help your Task Force. They have Skill levels and can be promoted by earning XPs.



Commander Name: Name of the Commander.

General Actions: Identifies Actions that all Commanders can perform. Availability of Actions depends on the Commander Skill Level.

- **Move Task Force (1/Turn):** Allows the Commander to move the task force closer or farther away from enemy ships/subs.
- **Task Force Redeployment:** Allow the Commander to adjust which Task Force ships are Screening, in the Main Force, or in the Protected Area.
- **Ship Action (1/Turn):** Allows a Task Force ship to perform an additional action.
- **Focus Detect (2 ships, Det +3):** Requires two ships to execute one action each to perform one enemy detection attempt with a detection modifier. Choose which ship performs the detection.

Specialized Actions: Identifies specialized actions that the specific Commander can perform. Availability of Specialized Actions depends on the Commander Skill Level.

Stress Range: Identifies the current Commander status.

Commander Status: The Commander's status is either Okay, Shaken, or Unfit. A Shaken Commander may have fewer actions or go from Fast to Slow actions. An unfit Commander cannot perform any actions.

Skill Level & Promotion #: From lowest to highest, the Commander skill levels are Newbie, Green, Average,

Skilled, Veteran, and Warrior. The number of Experience points (XP) required to promote to the next Skill Level.

Focus Area: Identifies the focus area of the Commander.

Cool: Reduce Commander stress by Cool value after an encounter.

Fast Actions: Identifies the number of Fast Actions a Commander can perform. Fast actions are performed prior to enemy actions. If desired, a Fast Action can be deferred to the Enemy turn or used as a Slow action.

Slow Actions: Identifies the number of Slow Actions a Commander can perform. Slow actions are performed during or after enemy actions.

1.3.5 TARGET CARDS

Targets are randomly drawn at the beginning of a Mission. The Targets in the Target deck are determined by the Campaign. The Targets identify individual enemy ships and subs that make up the Target Force.



Target Number: Unique Target Number. Target numbers are references on the Campaign Sheet.

Target Type: Identifies the composition of the Target Force.

Target Task Force Units: Identifies the Enemy Ships and Subs that compose the Target Task Force.

Success Criteria: Identifies the success criteria that must be met to earn the Target Victory Points (VPs).

Special Conditions: Applies to the target.

Improvement: SO -4

- **Improvement:** Apply the improvement text to all missions until the Target is destroyed. If you don't attack the Target with Improvement, keep the Target card (don't put back into the Target Deck). The Target can be selected for a future mission if desired.
- **Bandit:** Core - At the start of the Engagement, Bandits attack the TF. Carrier – Bandits perform CAP. SSN – No Bandit Attack.
- **Penalty:** If Target isn't destroyed during the mission, suffer the Penalty.

Command and Control (CC): Roll required to determine if the Enemy Target Ships are within Command and Control. Prior to each Ship's action, a roll is made to determine if the enemy ship is in Command and Control. If so, then the Enemy Ship can immediately attack a Task Force ship detected by another Enemy Ship. If multiple Task Force

ships are detected by the Enemy ships, then attack the detected Task Force ship at the highest Task Force position number (i.e. Protected ships, then Main Force ships, then Screening Force ships).

Nationality: Identifies the Nationality of the Target.

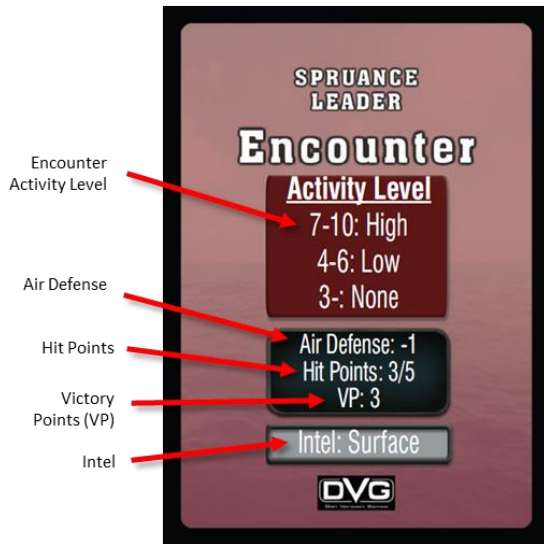
Victory Points (VP): The number of Victory Points (VPs) earned if the Target Success Criteria is met.

Campaign Strategic Track Adjustment: If the Campaign has a corresponding Strategic Track (TF = Task Force, ACT = Activity, WAR = War), then if the Target Success Criteria is met, move the Track counter the indicated number of spaces to the right.

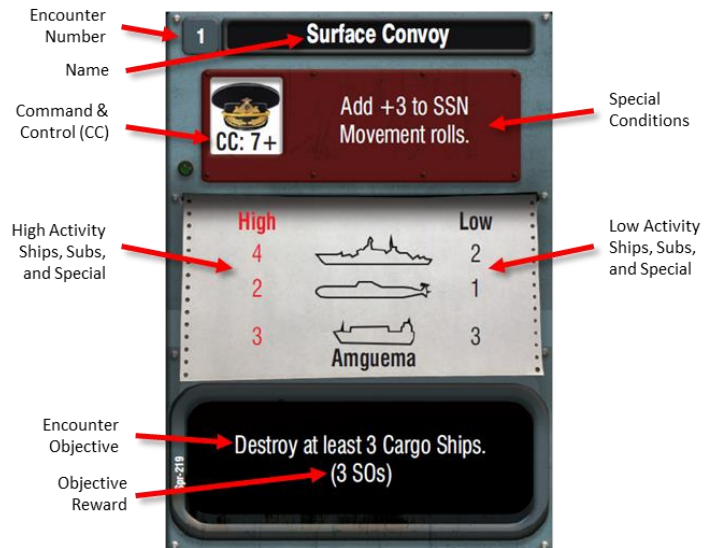
Air Defense (AD): The Air Defense modifier is used when the Target is attacked by Carrier Aircraft from the Carrier Expansion.

1.3.6 ENCOUNTER DECK

An Encounter card is drawn when there is a Random Enemy Task Force Encounter. For each Encounter, the Activity Level is determined. If the Activity Level is High or Low, flip the card to see what enemy ships/subs are encountered. If the Activity level is None, then no Encounter takes place.



Face Up in Deck



Face Down in Deck

Encounter Activity Level: Identifies the die roll range to determine the Encounter’s Activity Level. Add a modifier from the Campaign Activity Track when rolling for the Activity Level. If the Activity Level is None, then there is no Enemy Encounter. Discard the Encounter card.

Air Defense (AD): The Air Defense modifier is used when the Target is attacked by Carrier Aircraft from the Carrier Expansion.

Hit Points: Indicates the amount of damage that a Carrier aircraft must inflict on the Enemy Task Force to reduce the Activity Level by one. For 3/5, inflicting 3-4 Hit Points reduces the Encounter level by one, 5+ Hit Points reduces the Encounter level by two (i.e. to Activity Level None).

Victory Points (VP): The amount of Victory Points earned if the Encounter Activity Level is reduced to None by Carrier Aircraft.

Intel: Identifies the likely type of Encounter. The Intel value can be Surface, Submarines, or Carrier.

Encounter Number: Unique Encounter number.

Name: Type of Encounter.

Command and Control (CC): Roll required to determine if the Enemy Target Ships are within Command and Control. Prior to each Ship’s action, a roll is made to determine if the enemy ship is in Command and Control. If so, then the Enemy Ship can immediately attack a Task Force ship detected by another Enemy Ship. If multiple Task Force ships are detected by the Enemy ships, then attack the

detected Task Force ship at the highest Task Force position number (i.e. Protected ships, then Main Force ships, then Screening Force ships).

High Activity Ships, Subs, Special: Indicates the number of randomly drawn Ship and Sub cards to draw for the encounter if the Activity Level is High. If special Ships/Subs are mentioned, randomly pull those special ships/subs from the appropriate card deck.

Encounter Objective: Provides an optional Objective for the Encounter.

Objective Reward: If the Encounter Objective is achieved, earn the indicated Reward.

Special Conditions: Identifies Special Conditions to apply during the Encounter.

Low Activity Ships, Subs, Special: Indicates the number of randomly drawn Ship and Sub cards to draw for the encounter if the Activity Level is Low.

1.3.7 ENEMY SUB AND SHIP CARDS

Enemy Ship, Sub, and Aircraft cards define unit characteristics to detect and attack your Task Force ships. They also have some defensive capabilities.

When creating the Enemy Ship deck, don't include the cards labeled "Special Mission Only" on the back side. They are referenced on Target cards.

See **SHIP CARDS** section for a description of similar Enemy sub, ship, and aircraft sections.



Enemy Sub

Enemy Surface Ship

Movement Modifier: When moving the ship/sub using the Tactical Display Enemy Movement Table, apply the movement modifier to the die roll.

Placement Modifier: When placing the ship/sub using the Tactical Display Enemy Starting Range Table, apply the Placement modifier to the die roll.

Flag: Identifies the Country that operates the Ship/Sub.

Contacts: Indicates the number of Task Force counters to pull for the enemy ship/sub to attempt to detect/attack. For each Task Force counter, the ship/sub attempts to detect it and/or attack it if it was detected on a previous turn.

Special Instructions: Indicates special Attack Instructions.

Command and Control Modifier: When rolling to see if the Ship is in Command and Control (CC), apply the modifier to the die roll.

Year Commissioned: The year the ship/sub was commissioned. The enemy ship/sub cannot participate in Campaigns that are earlier than the commissioned year.

Critical Ship/Sub. If the card has a Star, then it is a Critical ship/sub. If drawn for a random Tactical Encounter and the Critical ship/sub isn't destroyed during the Encounter, then the Mission immediately ends and you don't attack

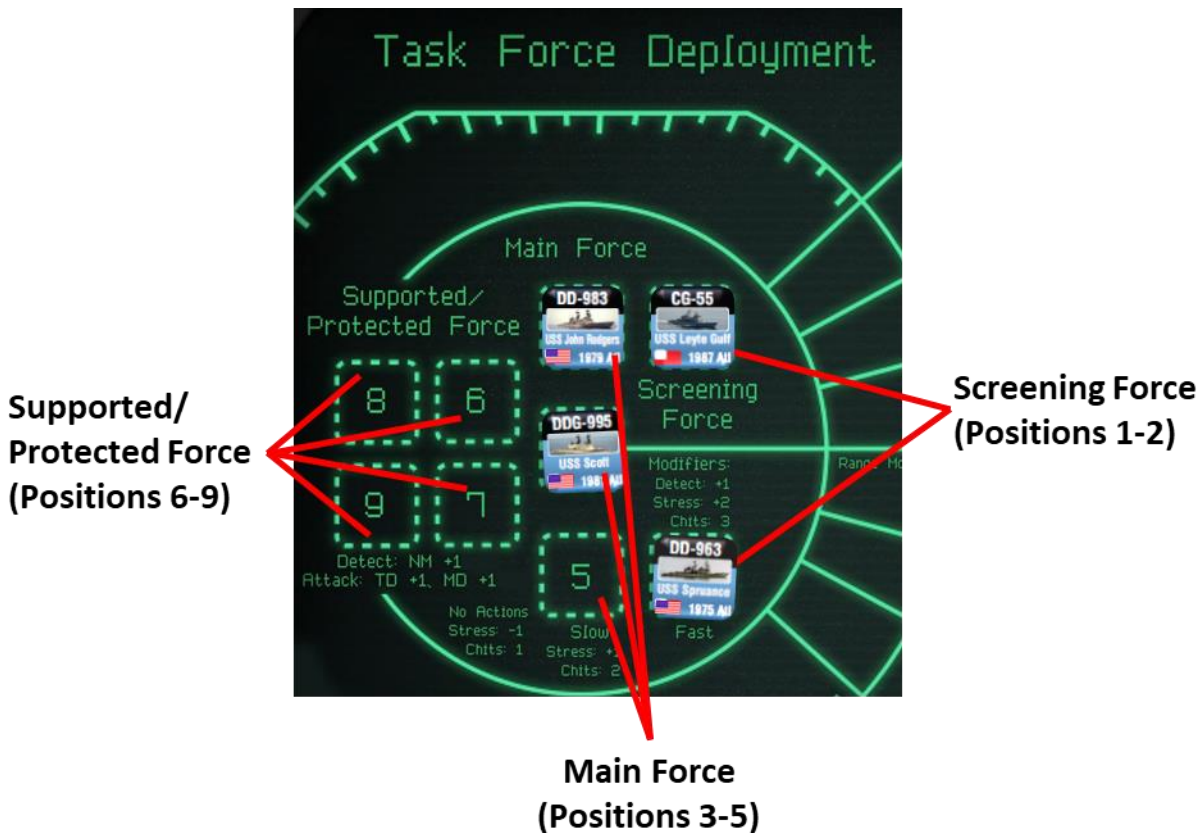
the Target. A TF Ship that sinks a Critical ship or sub earns 1 XP.

Aircraft Attack: Aircraft Attacks are used with the Carrier and Sub Expansions, and not the Core game.

Damage Value: Indicates the number of Ordnance hits required to destroy the ship or sub.

1.3.8 TASK FORCE POSITION

Ships in your Task Force are placed in one of three positions: Screening Force (0-2 ships), Main Force (1-3 ships), and the Supported/Protected Force (0 – 4 ships).



Screening Force: The Screening Force represents ships that are out in front of the Main force. Screening Force ships are Fast, meaning they perform Actions prior to the Enemy Ships/Subs.

Each ship in the Screening Force has 3 ship counters placed in the Ship Draw Cup.

Screening Force ships also get a +1 Detection modifier.

After an Encounter, Screening Force ships suffer +2 Stress.

Main Force: Ships in the Main Force are Slow, meaning they perform Actions after the Enemy Ships/Subs.

Each ship in the Main Force has 2 ship counters placed in the Ship Draw Cup.

After an Encounter, Main Force ships suffer +1 Stress.

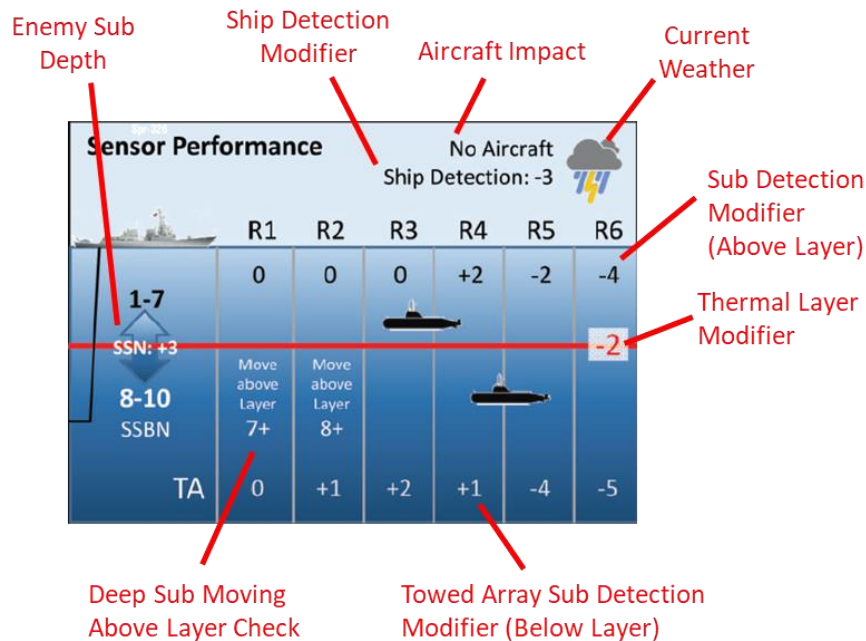
Supported/Protected Force: Ships in the Supported/Protected Force is for ships that the Task Force is protecting, or has high-level ships like a Carrier. Ships in this area do not have any Actions (except Carriers).

Each ship in the Supported/Protected Force has 1 ship counter placed in the Ship Draw Cup.

Ships in this area reduce their current Stress level by 1 after a Tactical Encounter. Normal TF Ships can also be placed in this area if desired prior to an Encounter, but cannot perform any Actions. Ships in this area also get a NM+1, TD+1, and MD+1 modifier.

1.3.9 SENSOR PERFORMANCE CARDS

The Sensor Performance cards factor in environmental conditions that modify detection for both TF Ships and enemy Ships/Subs. The cards also support adding depth to Enemy sub; Normal (above Thermal Layer), and Deep (below Thermal Layer). These cards are optional to use. See Section 10.2 for more details.



Enemy Sub Depth: This is used to determine if Enemy Subs are above or below the Thermal Layer. A die is rolled for each sub, add the SSN modifier if the Enemy Sub is an SSN, and determine whether the sub is above or below the Thermal Layer. Treat unknown subs as SSNs. If below, then place a Deep counter next to the Enemy Sub counter on the Tactical Display. Both SSK and SSN subs can be below the Thermal Layer. However, if an SSK sub is Snorkeling based on the Movement chart, move it above the layer.

Ship Detection Modifier: Apply the detection modifier when a ship attempts to detect another ship (both TF ship to enemy ship, and enemy ship to TF ship).

Aircraft Impact: Based on the current weather, Aircraft may not be able to fly.

Current Weather: Indicates the current weather, which influences the Ship Detection Modifier and Aircraft Impact. This is only for context.

Sub Detection Modifier (Above Layer): When attempting to detect a sub above the layer, apply the appropriate modifier based on the subs current range. Ignore the maximum detection range on the TF Ship card.

Thermal Layer Modifier: When attempting to detect a sub below the layer (Deep) and the ship doesn't have a Towed Array (TA), apply the Thermal Layer Modifier when attempting to detect the enemy sub. An enemy sub

below the layer attempting to detect a ship applies the same Thermal Layer Modifier.

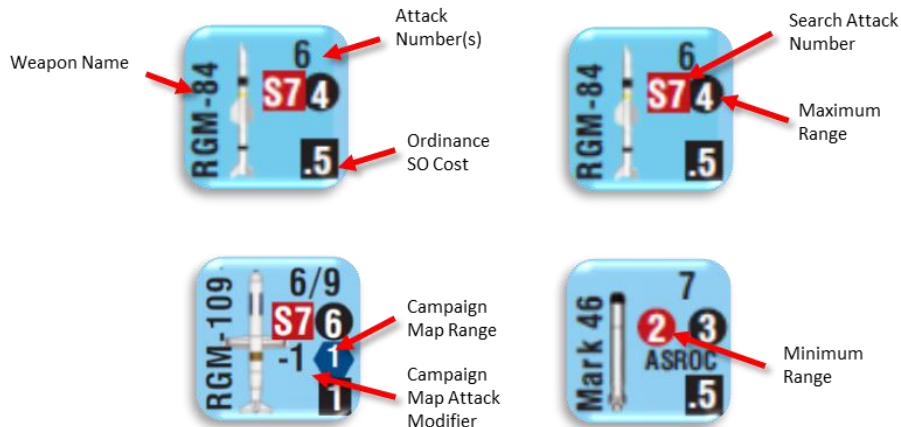
Towed Array Sub Detection Modifier (Below Layer): When a ship with a Towed Array (TA) attempts to detect a sub below the Thermal Layer (Deep), use the TA detection modifier. Ignore the maximum detection range on the TF Ship card.

Deep Sub Moving Above Layer Check: If an enemy sub is deep and at the indicated range, during the sub movement phase roll a die to determine if the Deep sub moves above the Thermal Layer. If so, then the sub does not move, just moves above the Thermal Layer (remove the Deep counter).

1.3.10 WEAPON COUNTERS (ORDNANCE)

Ordnance is purchased at the beginning of a mission and used to attack enemy ships, subs, and aircraft. The Ship cards identify what Ordnance can be used by the ship. Any leftover Ordnance at the end of a mission is discarded.

When firing multiple missiles or torpedoes against an enemy, you get volley or torpedo spread attack bonuses (see section 1.4.2).



Weapon Name: Name of the Weapon. Task Force Ships can only fire Ordnance listed on the card.

Attack Number(s): Each weapon counter can have one or two Attack numbers, indicating how many hits can be inflicted on the target per attack (i.e. 2 attack numbers allows up to 2 hits).

- **1 Hit:** If the modified die roll is equal to or greater than the first number, but less than the second number (if present), one hit is scored. For example, if the Attack Number is 4, than a modified die roll of 4 or higher scores one hit.
- **2 Hits:** If the modified die roll is equal to or greater than the second number, 2 hits are scored. This assumes there are two Attack Numbers.

Ordnance SO Cost: Indicates how many SO Points are required to purchase the Weapon. The cost could be less than 1 SO cost, so purchase enough weapon counters to equal 1 SO increments. *Ex: If the Ordnance cost is 0.75, then you get 4 Ordnance counters for 3 SO points.*

Search Attack Number: Some weapons can be fired in Search mode. This allows attacks against undetected enemy ships. Select 2 adjacent Azimuth sectors to search. Start with the closest range ships, and roll a Search die. If the Search die value is equal to or greater than the Search Attack number, the missile attacks that ship (follow the normal missile attack procedure). If multiple enemy ships are at the same range, randomly determine which ships to search for first.

Maximum Range: Identifies the maximum range the weapon can attack an Enemy ship/sub/aircraft.

Campaign Map Range: When playing an Advanced Campaign (future expansion), some weapons can attack

enemy task forces 1 or more hexes away. The Campaign Map Range identifies the number of Advanced Campaign hexes the weapons can attack.

Campaign Map Attack Modifier: When attacking enemy task forces on the Campaign Map (future expansion), apply the modifier when rolling for the weapon attack.

Minimum Range: Identifies the minimum range the weapon can attack an Enemy ship/sub/aircraft. If no minimum range number is present, the minimum range is one.

1.3.11 EVENT CARDS

Event cards represent random events that could impact an encounter. Event Cards are drawn at the beginning and end of each Tactical Encounter.

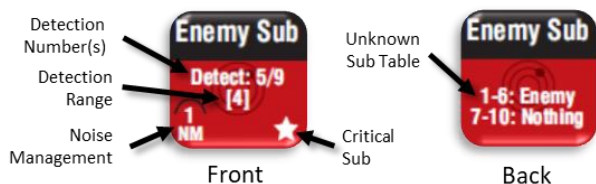


Encounter Start Event: Look at the top section of the card when the Event card is drawn at the start of the Encounter.

Encounter End Event: Look at the bottom section of the card when the Event card is drawn at the end of the Encounter.

1.3.12 UNKNOWN ENEMY SUB COUNTER

Unknown Enemy Sub counters are randomly drawn from a cup when an Encounter lists Submarines and there is no specific type of Sub indicated. When the Unknown sub is detected, or it detects a Task Force ship, flip the counter and roll a die to determine what is there.



Detection Number(s): Identifies the detection numbers against Task Force ships.

Detection Range: Identifies the maximum range the Unknown Enemy Sub can attempt a detection.

Noise Management (NM): Subtract the NM value from all Task Force ship detection rolls against the unknown sub.

Unknown Sub Table: When the Unknown Enemy Sub has been detected, or has detected a Task Force ship, roll a d10 and use the table to determine what is there.



Place a Neutral ship counter in the space if Neutral is rolled. Add NM +1 to all enemy subs in the same area and Attack -2 modifier if attacking an enemy sub in the same area.

Critical Sub. If the counter has a Star, then it is assumed to be a Critical sub until revealed. If the Unknown Critical Sub isn't identified during the Encounter, then the Mission immediately ends and you don't attack the Target.

1.3.13 TASK FORCE DAMAGE COUNTERS

Task Force Damage Counters are drawn randomly from a cup when a Task Force ship has been hit by an Enemy missile, torpedo, or gun (use the Torpedo side for gun hits).

When a Damage counter is drawn from the cup, select the relevant side based on the attack type and apply the results. In some cases, the TF Ship could be Destroyed. If the Damage Counter says Repairable, the applied damage could be removed by using a Ship Action to attempt a Repair.



Missile Side: Use this side of the Damage counter if the TF Ship is hit by an Enemy Missile.

Torpedo Side: Use this side of the Damage counter if the TF Ship is hit by an Enemy Torpedo or Gun.

Stress: Add Stress to the TF Ship.

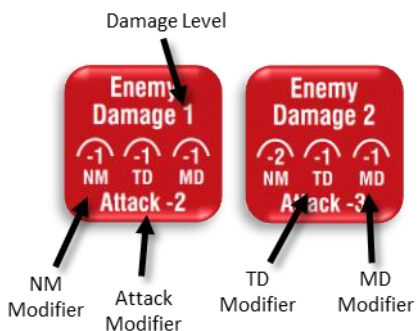
Hull Damage: Apply a Hull hit to the TF Ship. If the Hull Damage equals or exceeds the TF Ship Hull value, the TF Ship is sunk.

Repairable Indicator: Indicates the Damage can be repaired using a Ship Action to attempt a repair. Repairable Damage is also removed if the TF Ship rests for one mission.

1.3.14 ENEMY DAMAGE COUNTER



If an Enemy Ship or Sub suffers a hit and the damage count is less than the Hull Value (i.e. the ship/sub is NOT sunk), an Enemy Damage counter is placed under the counter. For 1 hit, use the Enemy Damage 1. For 2 hits, use the Enemy Damage 2 counter.



Damage Level: Indicates the Damage level of the Enemy Ship/Sub. If the Damage Level equals the Hull Damage, the Enemy Ship/Sub is sunk.

NM Modifier: Apply the modifier to the Enemy Ship/Sub Noise Management value when a TF Ship is attempting detection.

Attack Modifier: Apply the modifier when the Damaged Enemy Ship/Sub attacks a TF Ship.

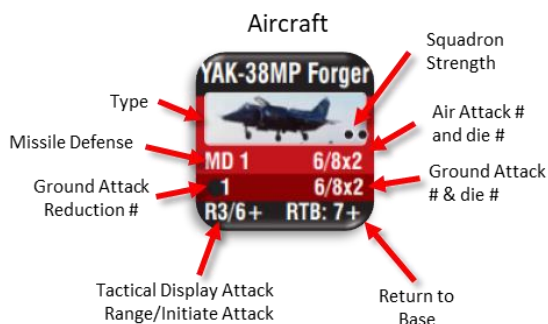
TD Modifier: Apply the modifier to the Enemy Ship/Sub Torpedo Defense value when a TF Ship fires a torpedo at the Damaged Enemy Ship/Sub.

MD Modifier: Apply the modifier to the Enemy Ship/Sub Torpedo Defense value when a TF Ship fires a missile at the Damaged Enemy Ship/Sub.

1.3.15 ENEMY AIRCRAFT COUNTER

Enemy Aircraft can attack the Task Force by launching from an enemy Aircraft Carrier or when moving into the TF hex on the Campaign Map. On the Tactical Display, the enemy aircraft starts at range 6. Every enemy turn, you move the aircraft closer by one range and roll to see if it attacks (add the Range Modifier). If so, then draw a Task Force counter from the cup for each die roll (ex: x2 means you draw 2 counters), and roll a die for each attack to see if a TF ship is hit. After the first attack, roll each turn to see if the Aircraft Returns to Base.

Ships can also launch Helicopters. Each turn, the Helicopter moves towards the TF and then attempts to detect a TF ship. If using the Sub expansion, when launched the Enemy Helicopter can attempt to detect the sub, and attacks it if detected.



Type: Indicates the type of aircraft.

Missile Defense (MD): Subtracts MD value from all TF Missile Attack rolls against the aircraft.

Ground Attack Reduction #: When the Enemy Squadron attacks a Ground Target modify the attack die by the ground Air Defense (AD) value (if appropriate) and compare the result to the Ground Attack Reduction #. If the die roll is equal to or less than the Ground Attack Reduction #, the Squadron takes a hit and loses 1 Strength.

Tactical Display Attack Range/Initiate Attack: Indicates the maximum range on the Tactical Display where the Aircraft can attack the TF. The Initiate Attack number is used to determine if the Aircraft attacks the TF this turn.

Return to Base (RTB): Rolled after aircraft attacks to determine if the Aircraft Returns to Base (ends engagement).

Ground Attack Number and die number: When attacking ground targets (including TF Ships), roll the number of dice indicated (ex: x2 = 2 dice), apply modifiers, and determine the attack result.

Air Attack Number and die number: When attacking other Aircraft, roll the number of dice indicated (ex: x2 = 2 dice), apply modifiers, and determine the attack result.

Squadron Strength: Indicates the strength of the squadron (2 dots = full strength, 1 dot = half strength). One hit on the full strength side flips it to half strength, and another hit destroys the squadron.

1.4 TASK FORCE SHIP ACTIONS

Task Force Ships perform one action/turn during an Encounter against enemy ships, subs, and aircraft unless given an additional action by the Commander.

1.4.1 DETECTION ATTEMPT

An enemy ship or sub cannot be attacked until it is detected. There are 4 Detection Levels (0-3).



The basic process for Detection Attempts is:

- Select enemy ship or sub to detect
- Select which sensor to use
- Determine all Detection modifiers
- Roll a d10
- Determine detection level (compare to Task Force ship detection numbers)
- Mark detected enemy counter with appropriate Detection counter.

The following lists the Detection Modifiers:

- Detection Modifier based on current Status (Okay/Shaken)
- Range to Target (see Range modifiers on Tactical Display)
- Current Enemy Detection Level (add detection level)
- Screening Force (+1)
- Enemy Ship NM (subtract NM of Target)
- Damage Modifiers (based on Target Damage)
- Environment (using optional Sensor Performance cards)

Determine the Detection level against the detection numbers (ex: 4/6/9) as follows:

Modified Die Roll	Detection Level
< 1 st #	No Detection
>= 1 st # and < 2 nd #	1
>= 2 nd # and < 3 rd #	2
>= 3 rd #	3

1.4.1.1 Active Sonar Detection



The Red Detection numbers on the Ship card represents the use of Active Sonar to attempt detection of a submarine.



Active Sonar transmits a signal that can be detected by an Enemy Sub's passive sonar. This makes the ship using Active Sonar easier to detect by all Enemy submarines.

Place a Ping counter near the TF Ship counter as a reminder to add NM -3 when enemy Subs attempt to detect the TF ship.

1.4.1.2 Previously Detected Enemy Ships/Subs

If the enemy unit has been previously detected, and the new detection level is greater than the current detection level, use the new detection level. If the new detection level is less than the current detection level, keep it at the current detection level.

Ex: The Screening Force USS Antietam (Detect 4/6/9) attempts to detect an enemy ship with a NM = 1 that is already Detected at Level 1. The Ship Skill modifier is -1. I roll a 3, with modifiers -1 (skill), +1 (Screening), -1 (NM) for a final roll of 2 (no detection). The enemy ship detection level stays at 1.

1.4.2 TARGETED WEAPON ATTACK

If a Task Force ship has Ordnance that can be used against a detected enemy ship, sub, or aircraft, it can attack.

During one attack, all Ordnance fired must be the same type. A maximum of 2 Ordnance counters can be used for an attack unless the Ordnance uses the Vertical Launch System (VLS), then it can use up to 4 weapon counters.

The process to Attack is:

- Select Ordnance to use against a detected enemy
- For each weapon counter
 - Determine applicable modifiers
 - Roll an attack die, apply modifiers, and determine result
 - Apply damage counters if not destroyed

The following lists the Attack Modifiers:

- Skill Modifier based on current Status (Okay/Shaken)
- Range
- Subtract Enemy Ship TD (for torpedo attacks) or MD (for missile attacks)
- Detection Level
- Missile Volley or Torpedo Spread (+1 second attack, +2 for third and fourth attack (requires VLS))
- Damage Modifier



If the number of Ordnance hits equals the enemy ship or sub Damage Value, remove the destroyed enemy ship or sub from the Tactical Display.

The TF Ship earns 1 XP for sinking a Critical ship or sub.

Ex: The USS Leyte Gulf decides to attack the enemy destroyer by firing two RGM 84 missiles. The following Attack modifiers apply: Skill (Ship +1), Enemy MD (-2), Detection Level (+1), and Missile Volley (+1 on second missile). 1 roll a 2 and 3, with the second die modified at +1. One missile hits, sinking the DDG Stovkiy.

1.4.3 LAUNCH/RETRIEVE HELICOPTER

If the Task Force ship has a Helicopter associated with it, it can be Launched or Retrieved using an action.

The Helicopter suffers one Stress when Launched, and one Stress when Retrieved.

1.4.4 MISSILE SEARCH ATTACK

1.4.4.1 Overview

Search Attack
7+ to attack random ship



A Missile Search Attack is similar to the Targeted Attack, except that the missile searches for a target within a selected area.

As the missile flies out, you roll for each ship (starting with the closest ship) to see if the missile detects the ship.

For multiple ships at the same range, roll to randomly select the ship to check.

Enemy Ships do NOT need to be detected to be attacked during a Missile Search Attack.

1.4.4.2 Select Azimuth Sectors

Select which 2 adjacent azimuth sectors to fire the missile.

1.4.4.3 Missile Search

Starting with ships at the closest range, roll to see if the Missile detects the ship by rolling a die and comparing the result to the Search Attach number on the Ordnance counter.

If the die roll is equal to or greater than the Search Attack number, perform a Targeted Attack against the ship.

If multiple ships are at the same range within the Azimuth zone, randomly select which target to search.

If the missile does not detect any ships within the missile maximum range, the missile doesn't perform an attack on any ship.



Ex: There are 4 ships within 2 azimuth sectors, and none of them have been detected. I decide to shoot a RGM-109 missile in Search mode within the 2 sectors. The missile has a range of 6, so it can potentially attack any 4 ships.

I randomly determine whether Enemy Ship 1 or 2 is searched first, and Ship 1 is selected. I roll a 4, meaning the missile doesn't detect it. For Ship 2, I roll a 6, again no detection. For Enemy Ship 3, I roll an 8. The missile detects the ship and performs a Targeted Attack against Enemy Ship 3.

1.4.5 RESCUE CREW



If a Task Force ship is Sunk, another Task Force ship can be tasked to Rescue the Crew of the destroyed ship.

Place the Rescue counter on the selected ship and move it to the Protected Force area. Remove the associated Ship counters from the Ship counter cup. The ship cannot perform any action.

If no ship is designated to rescue the crew of a Destroyed ship within 1 turn, all ships suffer 2 Stress immediately.

1.4.6 REPAIR ATTEMPT



If the ship has suffered repairable damage, it can use an Action to attempt to Repair the damage. Roll a die and compare it to the Repair number. If the die roll is equal to or greater than the Repair number, remove one repairable Damage from

the ship.

1.4.7 REPLENISH AMMUNITION



TF Ships in the Protected Area can replenish Ordnance during the mission.

At the beginning of the TF movement into a new Campaign area, place the desired TF ship to be replenished into the Protected area. The TF ship must stay there until the Task Force moves to the next Campaign area, where it can be moved to another TF

area.

1.5 COMMANDER ACTIONS

Commanders can perform Fast and/or Slow actions during an Encounter based on his current skill level. Slow actions can be performed during the enemy Ship/Subs action phase. General Actions are common across all Commanders. Specialized Actions are unique to each Commander. The following describes the Generalized Actions.

1.5.1 MOVE TASK FORCE

The Task Force can move to close or open the range to/from the enemy ships and subs. Since the TF ships are fixed at the center of the Tactical Display, the enemy ships and subs are moved to reflect the new range. Any dropped Sonobuoys are also moved to reflect the range change.

The Task Force can also turn once an engagement to the left (move counters right) or right (move counters left), causing all of the counters to shift one area sideways.

If any movement would cause a counter to move off of the Tactical Display, the counter is removed from the engagement. If a Starred counter is removed from the engagement, the mission will end after the Tactical engagement (no VPs or XPs). If a Target counter is moved off of the Tactical Display, you do not get VPs for destroying the target.



Ex: The Task Force Commander decides to close the range on the enemies. Move all of the counters one area closer to the TF counters.

1.5.2 TASK FORCE REDEPLOYMENT

Task Force Redeployment allows the Commander to adjust the Task Force Ship position, including moving ships between the Screening Force, Main Force, and Supported/Protected Force locations. This action must be performed at the beginning of the Engagement Turn (Fast) or at the end of the Engagement turn (Slow).

Only Shaken or Unfit TF Ships can be moved to the Supported/Protected Force locations during an Engagement.

Ships that change position during the Engagement suffer 1 Stress point when moving. Adjust the Ship Counter Draw Cup if necessary to reflect the new Ship Positions.

1.5.3 SHIP ACTION

Once during an Engagement Turn, the TF Commander can give an additional Action to a Ship. The ship can perform any action it is allowed to do.

1.5.4 FOCUS DETECT

Focus Detect allows the TF Commander to have 2 ships coordinate together (i.e. use 2 Ship Actions & 1 Commander Action) to increase the chance of detecting the Ship or Sub.

The TF Commander and two Ships use their actions all at once. Choose which ship will be doing the detection attempt, and add +3 to the Detection roll. One Ship can be Fast and one Slow (perform as a Fast Action if the selected Ship is Fast).

1.5.5 SPECIALIZED COMMANDER ACTIONS

Commanders can have a unique Action based on their current skill level and focus area. The following summarizes the specialized actions:

- **Coordinate Missile Defense** – Spend an action to increase the Missile Defense (MD) for a specific enemy attack.
- **Coordinate Torpedo Defense** – Spend an action to increase the Torpedo Defense (TD) for a specific enemy attack.
- **TF Coordinated Maneuver** – Spend an action to reduce the TF ship detection levels for all detected ships.
- **Inspirational Speech** – Spend 2 actions to reduce 1 stress from a Shaken TF ship.
- **+X XP/Encounter** – Earn additional XPs for the encounter that can be distributed to TF ships.
- **Helicopter Torpedo Attack** – Spend an action to add a Helicopter Torpedo Attack modifier.
- **Sub Detection** – Spend an action to add a Sub Detection modifier.
- **Gun Attack** – Spend an action to add a Gun Attack modifier.
- **Air Attack** – Spend an action to add an Air Attack (Helicopter attack on an enemy ship) modifier.
- **Ship Missile Attack** – Spend an action to add a Missile Attack modifier.

- **Free Ordnance Supply Ship** – At the start of a mission, an Ordnance Supply Ship can be added for free to the TF.
- **Resupply Ships Between Turns** – Instead of resupplying during an encounter, ships can be resupplied between encounters (adds ship stress).
- **Free Ordnance SOs** – At the start of a mission, the TF can purchase additional Ordnance using the supplied SO points.
- **Repair Attempt** – Spend an action to add a Repair Attempt modifier.
- **Replace Ship Damage with Stress** – If a ship suffers damage, spend an action to eliminate the damage and add stress instead.
- **Ship Damaged Revenge** – Spend an action to add an attack modifier against an enemy ship that has damaged a TF ship.

1.5.6 USE COMMANDER SKILLS

If a Commander Skill was purchased, use an action to use the skill. If the skill has Expend on it, you can only use that skill once per encounter. Only one Commander Skill can be assigned to one ship.

- **-2 STRESS** - Expend. You can immediately remove 2 Stress if Shaken.
- **+1 COOL** - Add 1 to your Cool.
- **ALERT** - Expend. Add +4 to Detection Attempt.
- **BRAVE** - Gain 1 XP for every point of Stress suffered from a Missile Attack.
- **DAMAGE CONTROL** - Expend. Treat ship damage as +2 STRESS (except Hull Damage)
- **DEEP BREATH** - At the end of an encounter, roll a d10: if 8+, reduce Stress by 2
- **ENGINEER** - Add +2 to all Repair Rolls
- **FINISH IT** - Add +2 to all Attack rolls against damaged ships
- **NUKE KILLER** - Add +2 to attacks against an enemy nuclear attack sub (SSN)
- **ON LOAN** - Pay 1/2 SO Points for a Frigate, remove if Target is NOT destroyed on a mission.
- **OVERWATCH** - Expend. When an enemy ship or sub moves and enters weapons range, perform an attack before they perform any actions.
- **SUB FOCUS** - Extend Sub Detection Range by 1
- **SUPPLY CONTACT** - Each ship gets 2 SOs to purchase SAM Ordnance/mission
- **TIMELY** - Expend. Treat SAM Attack roll as a 10
- **TRAINING** - Requires 2 less XP to promote
- **VENGEFUL** - Expend. When a Task Force ship is damaged or destroyed, add +3 to all Attacks this turn.

1.6 HELICOPTER ACTIONS

Helicopters are used to detect enemy Subs before they are within weapons range of the Task Force. A Helicopter gets 4 actions per turn during a Tactical Encounter. Prior to takeoff, load Ordnance and sonobuoys onto the Helicopter.

1.6.1 TAKEOFF

A Tactical Encounter starts with the Helicopter on the Ship. To start a Helicopter encounter, the Helicopter takes off from the ship using 1 Action. A ship action is also required to launch a Helicopter.



Front



Back

When launched, if there are enemy Surface Ships, then place three Helicopter counters into the TF counter cup. If drawn by an Enemy submarine,

return the Helicopter counter to the cup and redraw.

If two Helicopters are launched, place the Helicopter 1 and 2 counters in the cup, and assign each Helicopter a number (1 or 2).

The Helicopter suffers one Stress due to the takeoff.

1.6.2 LAND

The Helicopter lands on the original ship. Remove Helicopter counters from the TF counter cup.

The Helicopter suffers one Stress due to the landing.

1.6.3 MOVEMENT

Each area movement by the Helicopter takes 1 Action.



Ex: The SH-2 Helicopter takes off, and then moves 3 areas on the Tactical Display to complete its 4 actions for the Mission Turn.

1.6.4 DETECTION ATTEMPT

Depending on the Helicopter, there are multiple ways a Helicopter can attempt submarine detection:

- **Magnetic Anomaly Detection (MAD)** – Detects a sub's magnetic field when an enemy sub is in the same sector. The sub can attempt MAD detection while moving (NO ACTION REQUIRED). MAD doesn't work on Deep subs (using optional Sensor

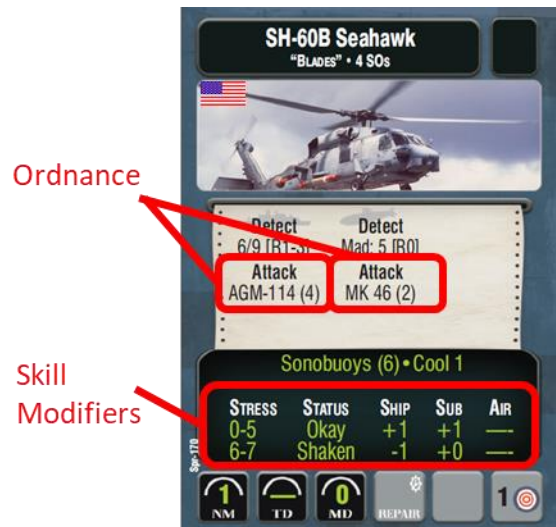
Performance rules). Do NOT use the enemy sub NM modifier when performing MAD.

- **Dip Sonar** – Dips a sonar down into the water and actively Pings (red detection numbers) for subs.
- **Drop Sonobuoy** – The Helicopter can drop a sonobuoy into an area using an action. The Sonobuoy stays in the area dropped and continues to perform sub detection checks each turn of the Engagement. Perform a Sonobuoy detection check when dropped, and during the sonobuoy detection phase each turn. If the Task Force moves, move the Sonobuoy as though it were an enemy ship.

Ex: My SH-3 Sea King is flying over an unknown enemy sub, and attempts to use MAD to detect the sub. I roll a 7, and the sub is detected at Detection Level 1.

1.6.5 WEAPON ATTACK

The Helicopter can attack subs by dropping torpedoes over the detected Sub (i.e. same area), or fire missiles at a detected ship.



Ordnance

Skill Modifiers

2 CAMPAIGN START

To begin a Campaign, select the Campaign Sheet you would like to play. It is recommended to start with an Easy Campaign.

2.1 CAMPAIGN SETUP

Perform the following steps to setup the Campaign.

2.1.1 CAMPAIGN DURATION

Short Campaign		Medium Campaign	
4 Targets, 80 SO		6 Targets, 90 SO	
VP	Evaluation	VP	Evaluation
24+	Great	36+	Great
18-23	Good	30-35	Good
12-17	Adequate	24-29	Adequate
8-11	Poor	18-23	Poor
7-	Dismal	17-	Dismal
Mission SO Points: 20		Mission SO Points: 22	

For Campaigns with various Durations (number of targets), choose the desired Campaign length.

2.1.2 CAMPAIGN TRACKS

Campaign Tracks record damage inflicted on the enemy's strategic resources by your Task Force. Place the Task Force, Activity, and/or War counters on the corresponding Campaign track pointing towards the first number. When referencing the tracks, read the result to the immediate right of the counter.



Task Force: This track represents the number of Enemy Task Forces deployed to the theater that could intercept your Task Force during the mission to the Target. The indicated number of Enemy Task Force counters are randomly placed on the Campaign map.

Activity: This track represents the Activity level of the enemy Task Forces. When an Activity roll is made for a Tactical Encounter, apply the Activity Track modifier to the die roll.

2.1.3 SETUP CARD DECKS

2.1.3.1 Target Deck



Create a Target Deck that contains the targets identified on the Campaign map by numbers (numbers on the map). Shuffle the Target Deck and put them face down.

2.1.3.2 Encounter/Enemy Cards



Filter out Enemy Subs and Ship cards with a commissioned date after the Campaign year. Shuffle the Encounter Cards, Enemy Sub Cards, and Enemy Ship Cards and place them face down in their designated spots on the Tactical Display.

2.1.3.3 Event Cards



Shuffle the Event Cards and place them face down near the Display Sheet.

2.1.4 SETUP DRAW CUPS

2.1.4.1 Setup Enemy Sub Draw Cup



Place the Enemy Sub counters in a cup for drawing during enemy encounters.

2.1.4.2 Setup Damage Counter Draw Cup



Front



Back

Place the Missile/Torpedo Damage counters in a cup for drawing when a Task Force ship has been hit by a missile or torpedo.

2.2 PURCHASE EQUIPMENT

Each Campaign Sheet specifies the number of Special Option (SO) points available at the start of the Campaign to purchase ships, Helicopters, and skills. Commanders do not cost SO points.

2.2.1 PURCHASE TASK FORCE SHIPS

Select the Naval ships that you would like to have under your command. Make sure that all groups are available in the year identified in the Campaign title.



For each ship purchased, subtract the indicated number of SO Points from the starting SO points.

2.2.2 PURCHASE HELICOPTERS

If a purchased Ship supports launching a Helicopter, you can purchase a Helicopter.



Subtract the indicated number of SO Points from the starting SO points.

2.2.3 SELECT COMMANDERS

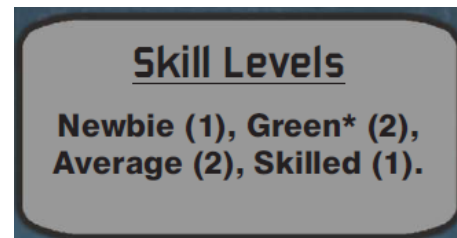
Commanders lead your Task Force for each mission performed. Commanders provide one or more actions that can be performed during an encounter. Commanders can be at one of 6 skill levels (six cards/Commander).

You can select up to 2 Commanders to be part of your group. However, only one Commander can go on a mission at a time. No SO points are required.



2.2.4 ASSIGN SKILL LEVELS TO SHIPS AND COMMANDERS

Each ship and Commander has 6 different skill levels: Newbie, Green, Average, Skilled, Veteran, and Warrior. The Campaign sheet identifies the number of ships/commanders you can have at each skill level. If you select more ships/commanders than are listed, all additional ships/commanders have the skill level noted with the asterisk.



Example: I purchase 8 ships for my campaign, and selected two commanders. The first six ships are 1 Newbie, 2 Green, 2 Average, and 1 Skilled. The remaining 2 ships and my Commanders are at Green (because it is asterisked on the Campaign sheet).

You can demote one ship by one skill level to promote a different ship one skill level. You can do this multiple times, but each ship can only be promoted or demoted in this manner one time.

For a cost of 4 SO points, you can also promote a ship or Commander (once) by one skill level.

2.2.5 INITIALIZE PLAYER LOG

Record your Campaign, Commander, and Ship information on the Player Log sheet.

Spruance Leader Task Force Log

Campaign: North Atlantic Naval Strike Force

Initial SO Points: 120 Target SO Points: _____

Commander	Lvl	Lvl XPs	XPs Gained	Cool	Stress
<i>Bouchard</i>	<i>A</i>	<i>6</i>		<i>0</i>	
<i>Ewen</i>	<i>G</i>	<i>4</i>		<i>0</i>	
Ships					
<i>DD-992</i>	<i>S</i>	<i>5</i>		<i>1</i>	
<i>CG-54</i>	<i>A</i>	<i>5</i>		<i>0</i>	
<i>DDG-994</i>	<i>G</i>	<i>4</i>		<i>0</i>	
<i>FFG-37</i>	<i>G</i>	<i>4</i>		<i>0</i>	
<i>FF-1080</i>	<i>G</i>	<i>4</i>		<i>0</i>	
<i>DG-55</i>	<i>G</i>	<i>5</i>		<i>0</i>	
<i>FF-1058</i>	<i>G</i>	<i>5</i>		<i>0</i>	

For each ship and Commander, log the current Skill Level, the XPs to advance to the next level, and its current Cool value.

3 SEQUENCE OF PLAY

Mission Setup Phase (4)

Perform Mission Setup for each Target until the Campaign Limit is reached.

Task Force Setup (4.1)

- Priority R&R (4.1.1)
- Target Selection (4.1.2)
- Mission SO Points (4.1.3)
- Purchase Task Force Equipment (4.1.4)
- Assemble Task Force (4.1.5)
- Setup Task Force on Tactical Display (4.1.6)
- 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)

Mission Sheet Setup (4.2)

- Place Task Force Counter (4.2.1)
- Roll for Enemy TF Placement (4.2.2)
- Shuffle Decks (4.2.3)

Mission Execution Phase (5)

Execute the following steps until the mission is complete.

- Task Force Movement (5.1)
- Enemy Air Attack Check (5.2)
- Enemy Task Force Activity Check (5.3)
- Target Area Check (5.4)
- Mission Complete Check (5.5)

Enemy TF Engagement Phase (6)

When an Enemy Task Force Engagement occurs, or the Task Force reaches the Target area, perform the following steps to setup, execute, and complete a Tactical Engagement.

Encounter Setup (6.1)

- Task Force Deployment Setup (6.1.1)
- Random Enemy TF Encounter (6.1.2)
- Target Encounter (6.1.3)
- Enemy Ship/Sub Counter Placement (6.1.4)
- Battle Turn Counter (6.1.5)
- Event Card (6.1.6)

Encounter Steps (6.2)

- 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)
- Decrease Detection Levels (6.2.6)
- Decrease Battle Turn Counter (6.2.7)
- End Encounter Decision (6.2.9)

Encounter Complete (6.3)

- Draw Event Card (6.3.1)
- Add Stress to Ships (6.3.4)
- Record Experience (6.3.5)
- Group Promotions (6.3.6)

Enemy Air Engagement Phase (7)

When an Enemy Air Engagement occurs, perform the following steps to setup, execute, and complete an Enemy Air Tactical Engagement.

Encounter Setup (7.1)

- Overview (7.1.1)
- Aircraft Encounter Setup (7.1.2)

Encounter Steps (7.2)

- Fast Task Force Actions (7.2.1)
- Aircraft Movement (7.2.2)
- Aircraft Actions (7.2.3)
- Slow Task Force Actions (7.2.4)
- Enemy Aircraft Return to Base Check (7.2.5)

Mission Debriefing (8)

After the Mission is complete, perform the following steps.

- Target Victory Points (8.1)
- Rested Ships (8.2)
- Discard Ordnance (8.3)

Campaign Evaluation (9)

After the Campaign is complete, perform the following steps to evaluate your Campaign.

- Victory Point Total (0)
- Campaign Evaluation (9.2)

4 MISSION SETUP PHASE

Perform Mission Setup for each Target until the Campaign Limit is reached.

4.1 TASK FORCE SETUP

4.1.1 PRIORITY R&R

You may spend 10 SO Points once each mission to remove 2 stress from every Ship, Helicopter, and Commander.

4.1.2 TARGET SELECTION

4.1.2.1 Pick Target from Target Deck

Task Force Missions are performed against targets selected from the Target Deck.

Select a Target from the top of the Target Deck. Check the Target number against the Target number on the Campaign Sheet.

If the number is Red, this target must be attacked.



If the Target isn't a Red number, if desired, select a second target. If the Target number is Red on the Campaign Sheet, that target must be attacked.

Otherwise, choose which target to attack and shuffle the other Target back into the Target Deck. If a Target has the Improvement keyword, do not shuffle it back into the deck and apply the Improvement penalty until the target is destroyed.

If neither Target number is red, you can pay 3 SO points to draw another Target card if desired.

4.1.2.2 Target Types

There are different types of Targets or Missions that can be performed.



Allied Convoy

For Convoy targets, your Task Force will lead the designated Convoy Ships to the Campaign area. The Convoy ships will be in the Protected area on the Task Force display. You earn VPs for protecting and delivering the ships undamaged to the Campaign area.



Area Patrol

For Area Patrol targets, the Task Force moves through the Campaign areas to reach the Patrol area.

The Area Patrol is designed to clear out critical enemy ships and subs.



Enemy Targets

Enemy Targets identify enemy ships and subs that must be attacked. When the Target area is reached and you are ready to engage the target, flip through the Enemy Ship cards and Enemy Sub cards and find the cards indicated on the Target card. Use the first matching type found in each deck. Pull them out and use them for the engagement. Red ship names are Special Mission Only ships or subs.



TLAM Attack Targets

Some Targets are destroyed by attacking them with Tomahawk TLAM missiles. For TLAM Attacks, you must purchase TLAM missiles to attack the Target.

The Target card identifies the number of TLAM hits required to destroy the target. After the Tactical Encounter in the Campaign area, fire the TLAM missiles, roll for hits for each missile, and determine if the Target was destroyed.



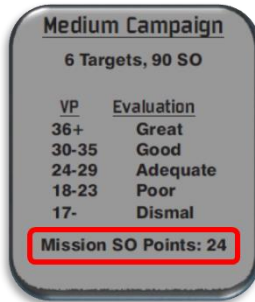
Enemy Carrier Targets

Enemy Carrier Task Force Targets launch fighter aircraft at the Task Force prior to the ship engagement.



Setup the Tactical Encounter, then have the Carrier fighters attack per section 7.

4.1.3 MISSION SO POINTS



Receive the Mission SO Points identified on the Campaign Sheet.

4.1.4 PURCHASE TASK FORCE EQUIPMENT

Reminder: Ordnance must also be purchased.

4.1.4.1 Purchase Task Force Ships

If desired, you can use available SO Points to purchase new Task Force ships. Only one ship can be purchased for each mission.

All new ships start out at the Newbie skill level. You can spend SO points to promote the skill level of the ship.

4.1.4.2 Purchase Helicopters

If desired, you can use available SO Points to purchase a new Helicopter. Only Helicopters that are supported by a corresponding ship can be purchased.

4.1.4.3 Purchase Support Ships

If desired, you can purchase Mission Support Ships for the mission. After the mission, they are discarded.



4.1.5 ASSEMBLE TASK FORCE

4.1.5.1 Pick Ships for Mission

Select the Task Force ships to go on the mission.

Ships that are Unfit (stress levels exceed Shaken range) cannot be used on a mission.

4.1.5.2 Select Commander for Mission

Select which Commander you want to go on the mission.

Commanders that are Unfit (stress levels exceed Shaken range) cannot be used on a mission.

4.1.6 SETUP TASK FORCE ON TACTICAL DISPLAY

Place the ship counters for the ships selected for the mission on the Task Force Deployment section of the Display Sheet.



4.1.6.1 Screening Force

The Screening Force ships are Fast (i.e. act before enemy ships and subs), and get a detection bonus (+1). However, Screening Force ships also suffer more stress from each Encounter (2 Stress).

4.1.6.2 Main Force

The Main Force ships are Slow (i.e. act after enemy ships and subs), and do not get any detection or stress bonuses. Main Force ships suffer 1 Stress from each Encounter.

4.1.6.3 Supported or Protected Force

The Supported or Protected ships act in a support role (i.e. resupply Ordnance) or are protected by the Task Force (i.e. cargo ships). Supported or Protected Force ships do not perform actions during an encounter.

Task Force Ships placed in Protected Forces prior to an engagement lose 1 Stress after the Engagement is complete.

4.1.6.4 Choose Flagship



Choose which TF Ship will be the Flagship. If the Flagship is a Screening Force ship, the Commander earns 2 XPs and 2 Stress each encounter. If the Flagship is a Main Force ship, the Commander earns 1 XP and 1 Stress

each encounter.

4.1.7 SETUP SHIP DRAW CUP

When enemy ships and subs attempt to detect and attack your Task Force ships, you draw a Ship counter from a draw cup to determine which ship they attack.



Place the following number of counters corresponding to the Task Force Deployment position in the cup:

- Screening Force – place 3 counters for each position occupied (1 and 2).
- Main Force – place 2 counters for each position occupied (3, 4, 5)
- Supported/Protected Force – place 1 counter for each position occupied (6 – 9).

Ex: I have positions 1 through 4 occupied with Task Force Ships. I put 3 counters in the cup for position 1, 3 counters for position 2, 2 counters for position 3, and 2 counters for position 4. The remaining positions are empty, so I don't put any more counters in the cup.

4.1.8 PURCHASE ORDNANCE

With the remaining SO points (after purchasing equipment), purchase Ordnance for each ship or Helicopter (as desired).

4.1.8.1 Ordnance Types



The Task Force card indicates which Ordnance it can use against enemy ships, subs, and aircraft.

4.1.8.2 Ordnance Cost

The SO cost of Ordnance is identified in the black Square box on the bottom right corner of the Ordnance counter.



Some Ordnance is less than 1 SO. Purchase enough Ordnance to round up to whole SOs. There is no limit on the amount of Ordnance you can purchase for a ship.

Ex: I want to purchase GWS 30 Ordnance that costs 0.75 SO points. I purchase 4 Ordnance counters for a cost of 3 SO points.

4.1.9 PURCHASE COMMANDER SKILLS



With the remaining SO points, you can purchase Commander Skills for a particular TF ship. The SO cost is identified in the black square box on the bottom right corner of the Tactic counter. A ship can only have one Commander Skill.

4.1.10 FILL OUT LOG SHEET

In the next open Target column, enter the Target number in the top row, and check the appropriate boxes in the rows below it to identify which Task Force Ships and Commanders are going on the mission.

Commander	Lvl	Lvl XPs	XPs Gained	Cool	Stress		
<i>Bouchard</i>	A	6		0		X	
<i>Ewen</i>	G	4		0			
Ships							
<i>DD-992</i>	S	5		1		X	
<i>CG-54</i>	A	5		0			
<i>DDG-994</i>	G	4		0		X	
<i>FFG-37</i>	G	4		0			
<i>FF-1080</i>	G	4		0			
<i>DG-55</i>	G	5		0		X	
<i>FF-1058</i>	G	5		0			

At the bottom, enter the number of Starting SO Points, SO Points Used, and SO Points Remaining.

4.2 MISSION SHEET SETUP

4.2.1 PLACE TASK FORCE COUNTER



Place the Task Force TF counter in the Campaign start area denoted by a Blue Star.

4.2.2 ROLL FOR ENEMY TF PLACEMENT



The Task Force Track on the Campaign sheet identifies how many Enemy Task Forces to place on the Campaign Map.



Ex: For the Track above, 3 Enemy Task Force counters will be placed on the Campaign Map.

Find the appropriate number of Enemy TF counters and put them on the High activity side.

Based on the Campaign Sheet, for each Enemy TF roll a d10 and place the Enemy TF counter in the appropriate Enemy TF box on the Campaign map.

Ex: When placing the 3 Enemy TF counters, I roll a 6, 9, and 2.



4.2.3 SHUFFLE DECKS

Shuffle the Encounter, Enemy Sub, and Enemy Ship card decks and place them on the Display sheet.

Event cards can be shuffled prior to each mission or once all Event cards have been used.

5 MISSION EXECUTION PHASE

The Mission Execution Phase is where the Task Force moves through Campaign Areas until the Target is reached. For each Campaign Area that has an Enemy Task Force, roll to determine the Enemy Task Force Activity Level (based on drawn Encounter Card). If the Activity Level is High or Low, then setup the Encounter on the Tactical Display. Once the Target area is reached and all Enemy Task Force Encounters have been resolved, then setup the Target ships on the Tactical Display and resolve the Target Encounter.

Perform the following steps to execute the Task Force Mission.

5.1 TASK FORCE MOVEMENT



On the Campaign sheet Map, move the Task Force counter one area closer to the Target.

5.2 ENEMY AIR ATTACK CHECK



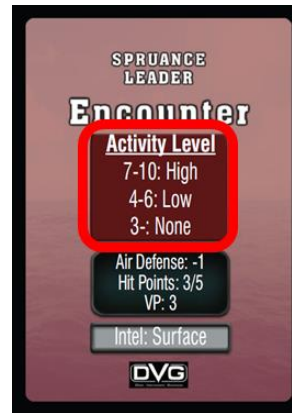
If the Campaign Area references a possible Aircraft attack, roll a die to determine if the Aircraft attack.

If Enemy Aircraft attack the Task Force, go to section 7 to resolve the Air Attack.

Ex: Mig Aircraft attack the Task Force on a roll of 8+. I roll a 6, so no Aircraft attack occurs.

5.3 ENEMY TASK FORCE ACTIVITY CHECK

Perform the following for each Enemy TF counter in the Campaign Area.



Draw an Encounter card. Roll a d10, add the Activity Track modifier, and check the Encounter Activity Level using the back of the Encounter card.



If the Activity Level is Low or High, an Enemy Task Force Encounter occurs. Go

to section 6.1.1 in the **ENEMY TF ENGAGEMENT PHASE** to setup the Random Encounter.

If the Activity Level is None, place the Encounter card on the bottom of the Encounter deck and continue.

5.4 TARGET AREA CHECK

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 Task Force is in the area of the Target (as identified by the Target number), then go to section 6.1.3 in the **ENEMY TF ENGAGEMENT PHASE** to setup the Target encounter.

5.5 MISSION COMPLETE CHECK

If the Target was engaged, or the objective met, the mission is complete. Go to Section 8 (Mission Debriefing).

Otherwise, return to section 5.1 (Task Force Movement) and repeat the steps.

6 ENEMY TF ENGAGEMENT PHASE

The following steps are performed to resolve a Tactical Engagement. A Tactical Engagement uses the Tactical Display to resolve the engagement between the Task Force and enemy Ships, Subs, and Aircraft. This phase includes Encounter Setup, Encounter Steps, and Encounter Conclusion.

6.1 ENCOUNTER SETUP

Perform the following steps to setup the Encounter.

6.1.1 TASK FORCE DEPLOYMENT SETUP

Place the ships on the mission into the desired Task Force Deployment positions (Screening Force, Main Force, Supported/Protected Force).

Ships placed in the Protected Force location cannot perform any actions during the encounter, but do reduce Stress by 1 at the end of the encounter. They can still be attacked by enemy forces. Update the Ship Draw Cup if required (4.1.7)

If TF ships are redeployed to different Task Force positions during the encounter, then they suffer the highest stress level based on position they occupied.

IF THE ENCOUNTER IS BASED ON DRAWING AN ENCOUNTER CARD WITH AN ACTIVITY LEVEL OF HIGH OR LOW, GO TO SECTION 6.1.1.

IF THE ENCOUNTER IS BASED ON ATTACKING THE TARGET, GO TO SECTION 6.1.3.

6.1.2 ENEMY TF ENCOUNTER



If the encounter is a random encounter, perform the following steps.

Flip over the Encounter card to see the Encounter information.

If the activity level is High, use the **red numbers** on the left of the ship, sub, and special ships (if applicable).

If the activity level is Low, use the black numbers on the right side of the ship, sub, and special ships.

Ex: For the card above, the Activity Level is low. The Encounter will include 2 Enemy Ships (drawn randomly from Enemy Ship deck), 1 Enemy Sub (1 Unknown Sub

counters), and 3 Amguema Cargo ships (pulled from the Enemy Ship card deck).

6.1.2.1 Enemy Ship Cards

From the Enemy Surface Ships deck, flip over the appropriate number of ship cards from the top of the deck and place them near the Tactical Display.



Used on Tactical Display

Put a Ship identifier counter on each ship card, and find the appropriate Enemy Ship counter that matches the same ship number for use on the Tactical Display. If the Ship card has a white Star on it, use the Starred side of the counter.

Note: You earn 1 XP for sinking starred Enemy Ships and Subs.

6.1.2.2 Enemy Sub Counters



From the Enemy Sub draw cup, draw an Enemy Sub counter for each unknown enemy sub in the Encounter.

6.1.2.3 Special Ships/Subs

If a specific ship or sub type is mentioned, flip over the Enemy Surface Ship deck (or Enemy Sub deck), and sort through the deck until a matching ship type is found.

Ex: On the Target card, a Kilo sub is specifically mentioned. Instead of using an unknown Enemy Sub counter, search the sub deck to find the first Kilo sub and use that for the engagement.

6.1.2.4 Encounter Check

If all of the ships and sub counters aren't Critical (i.e. no stars), you can choose to end the encounter. Do not suffer Stress or earn XPs.

CONTINUE TO SECTION 6.1.4.

6.1.3 TARGET ENCOUNTER

If the encounter is the Target, perform the following steps.



6.1.3.1 Target Ships

If a Target ship type is mentioned, flip over the Enemy Surface Ship deck and sort through the deck until a matching ship type is found. Pull the card and search for remaining ship types starting at the front again.

Put a Ship identifier counter on each ship card, and find the appropriate Enemy Ship counter that matches the same ship number for use on the Tactical Display.

6.1.3.2 Target Subs

If a specific Sub type is mentioned, perform the same step as above, but use a Sub identifier counter on each sub card, and find the appropriate Enemy Sub counter that matches the same sub number for use on the Tactical Display.

6.1.3.3 Enemy Sub Counters

If no specific sub is mentioned on the target card, draw an Enemy Sub counter from the Enemy Sub draw cup for each enemy sub in the Encounter.

6.1.4 ENEMY SHIP/SUB COUNTER PLACEMENT

The Enemy Ship and Sub counters are placed on the Tactical Display.

6.1.4.1 Determine Placement Range

DIE ROLL	SURFACE	SUB
0-2	4	3
3-5	5	4
6-9	6	5
10+	6	6

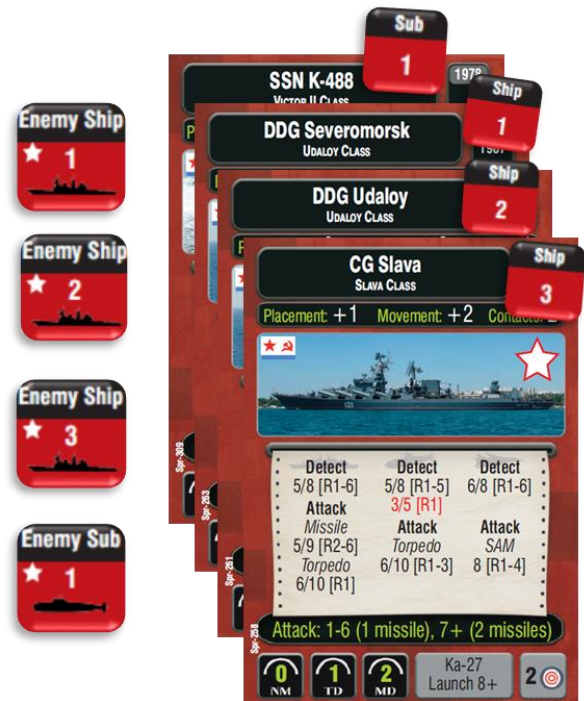
Modify Start Range of Each Ship using Placement Modifier

Each Ship card and Sub card has a Placement modifier.

For each enemy, roll a d10, add the placement modifier to the die roll and check the Enemy Starting Range table to see the range for

each ship and sub.

Place the counter at the appropriate range along the display's center line.

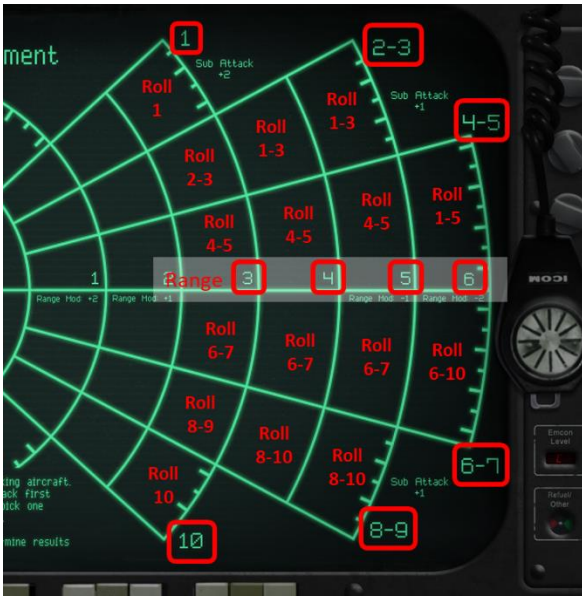


Ex: I am placing three ships and one Enemy Sub counter on the Tactical Display. For the Slava Ship (Ship 3), I roll a 6. The ship Placement modifier is a +1 (resulting in a 7), which means the ship range is 6. The Enemy Sub I roll a 2 with a +2 Movement modifier, resulting in a range of 4.

6.1.4.2 Determine Azimuth

Each range value has multiple azimuth cells. There is an azimuth cell number range at the end of the azimuth cells.

For each counter roll a d10 to determine the azimuth for the counter. See the diagram below for the azimuth cell based on the ship/sub range.



Ex: An Enemy Sub counter is a Range 5. I roll a 3 for the Azimuth value. I place the Enemy Sub counter in the appropriate Range 5 cell.

6.1.4.3 Place Sub/Ship Counter

Place each counter in the appropriate azimuth/range cell.

6.1.4.4 Roll for Sub Depth

If using the Sensor Performance optional cards, roll for sub depth.

6.1.5 BATTLE TURN COUNTER



Place the Battle Turn counter on the 5 square.

6.1.6 EVENT CARD



Draw an Event Card and implement the top portion.

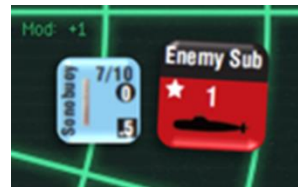
6.2 ENCOUNTER STEPS

(Repeat Until Encounter is Complete)

- 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)**
- Decrease Detection Levels (6.2.6)**
- Reset Commander Actions (6.2.7)**
- Decrease Battle Turn Counter (6.2.8)**
- End Encounter Decision (6.2.9)**

6.2.1 SONOBUOY DETECTION CHECK

Deployed Sonobuoys perform a Sub Detection check each turn. If there is an Enemy Sub in the same area as a Sonobuoy, roll a die, subtract the sub Noise Management (NM), and compare to the Sonobuoy detection numbers. If detected, add a Detection counter to the enemy sub.



Ex: Enemy Sub 1 is a Sierra class sub with a NM value of 1. I roll a die for the Sonobuoy Detection check, and roll an 8. I subtract 1 for the NM, getting a 7. Just barely detected the sub

at Detection Level 1.

6.2.2 FAST TASK FORCE ACTIONS

Fast Ships, Helicopters (launched from a Fast ship), and Fast Command Actions can be performed. Fast Actions can be performed in any order. Fast Actions can be deferred to the Slow Action phase if desired.

Ship Actions can be Detection Attempt, Targeted Weapon Attack, Missile Search Attack, Rescue Crew, and Repair Attempt. See section 1.4.

Commander Actions can be Move Task Force, Task Force Redeployment, Ship Action, and Focus Detect. Each Commander may have additional specialized actions. See section 1.5.

Helicopter Actions can be Takeoff, Movement, Detection Attempt, Sonobuoy Detection Check, and Weapon Attack. See section 1.6.

A ship that destroys a Critical ship or sub (Starred) earns 1 XP.

6.2.3 MOVE ENEMY UNITS

ENEMY MOVEMENT CHART		
DIE ROLL	SURFACE	SUB
<=0	PATROL	PATROL/SNORKEL (SSK)
1-2	PATROL	PATROL/SNORKEL (SSK)
3-4	PATROL	PATROL
5-6	PATROL	RANGE -1
7	RANGE -1	FLANK OR RANGE -1
8-9	RANGE -1	FLANK OR RANGE -1
10+	RANGE -1 PING	RANGE -2 PING

Modify Movement of Each Ship using Movement Modifier

Each enemy Ship and Sub move on the Tactical Display based on the Movement Chart. Ships and Subs could Patrol (stay in the same area), move one or two ranges closer to the Task Force, or flank the Task Force (move

outside one area of azimuth). In some cases, the ship or sub may Ping (i.e. use the Active Sonar) which increases short range detection, but also increases the radiating noise.

6.2.3.1 Remove Ping/Snorkel Counters

If an enemy ship or sub has a Ping or Snorkel counter from the previous turn, remove the counter.

6.2.3.2 Determine Movement



For each ship and sub on the Tactical Display, roll a d10, modify the roll based on the ship/sub card Movement modifier, and compare the modified value to

the Die Roll row on the Enemy Movement Chart. Use the Surface column for ships and Sub column for subs. Move the enemy counter as appropriate. **Treat Unknown Subs as SSNs.**



6.2.3.3 Ping



If the Ship or Sub movement says Ping, place a Ping counter next to the ship/sub counter. Apply the NM modifier when a TF ship attempts detection. **NOTE: Enemy SSNs do NOT Ping.**

During the Enemy Ship/Sub Detection phase, use the Active Detection numbers.

If a TF ship attempts to detect the ship/sub, add +3 to the detection roll.

6.2.3.4 SSK Snorkel

A SSK snorkeling involves having the SSK at shallow depth and running the diesel engines with the exhaust existing through a snorkel to charge the sub batteries.



If an enemy SSK movement says Snorkel, place a Snorkel counter next to the sub counter. Apply the NM modifier when a TF ship attempts detection.

If a snorkeling SSK attempts to detect a TF ship, apply the Detection modifier (-2).

6.2.4 ENEMY SHIP/SUB ACTIONS

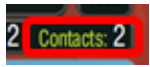
6.2.4.1 Action Sequence

Each enemy ship and sub performs one of the following actions:

- If a Task Force ship has been detected by the ship/sub on a previous turn, and it is within weapons range, attack the Task Force ship (6.2.4.5)
- If the enemy is a ship and another enemy ship has detected a TF ship:
 - Perform a Command and Control (C&C) check. (6.2.4.4)
 - If in C&C, attack the TF ship if it is within Weapons range (6.2.4.5). If multiple TF ships are detected and within range, attack the ship with the highest Tactical Display position number.
 - If not in C&C or weapon range, then go to the next step.
- Otherwise perform the following:
 - Attempt to increase Detection on already detected ships.
 - Draw TF Ship counter(s) from the counter cup based on the # of Contacts. (6.2.4.2)
 - Attempt detection for each TF counter. (6.2.4.3)
 - If the Ship isn't detected, put the counter back in the TF Ship counter cup
 - If detected, flip the TF Ship counter to the Detected side and place the appropriate Detection Level counter under the TF counter

- o If the Detection Level is +2 or greater, attack the ship with 1 missile or 1 torpedo if within weapon range. (6.2.4.5)

6.2.4.2 Draw for Contacts



The Enemy Cards identify how many Contacts it can attempt to detect.

Draw the indicated number of counters from the TF Counter cup and place them next to the Enemy counter. If there are already detected Ship counters, then only draw chits up to the Contact #.

If counters match the same ship, put back the matching counter, but don't redraw.



Ex: The DDG Bespokoyunny has 2 Contacts. TF Ship 3 is already detected. I draw another counter to reach the 2 contacts. I place the TF Ship 1 counter next to the Enemy Ship counter.

6.2.4.3 Detection Attempt

THE ENEMY SHIPS EXECUTE A SIMILAR DETECTION ATTEMPT SIMILAR TO THE TF DETECTION PROCESS.

The TF ships can be detected at detection levels 0-3.

For each TF Counter drawn, attempt to detect the TF Ship if it is within Detection Range.



Use the detection numbers on the Enemy card. Apply the following detection modifiers as appropriate:

- Range (+/-)
- TF Ship NM (-)
- Azimuth (+) – subs only

Roll a die, apply the modifiers, and compare it to the Detection numbers.

Ex: CG Slava is at Range 4 (no range modifier). The TF Ship 1 (Average USS Leyte Gulf) has a NM of 2. I roll a 5 and subtract 2 from the NM. The USS Leyte Gulf is not detected, and I place the counter back in the TF counter cup.



TF Ship 3 (Green USS John Rodgers) has a NM of 1. I roll an 8 and subtract 1 for the NM. The Scott is detected at Level 1. I flip the TF 3 counter to the Detected side and place a Detect 1 counter

under the TF 3 counter.

6.2.4.4 Command and Control (CC) Check

Only Enemy Ships perform a Command and Control Check. This is done each Battle Turn. Subs and Aircraft



operate independently from each other.

To attack a TF ship detected by another Ship, an enemy ship performs a Command and Control Check. At least one detected TF ship must be within weapons range. The Encounter Card or Target card identifies the successful CC value.



Modify the Command and Control die roll using the modifier on the Enemy Ship card.

If the modified die roll is equal to or greater than the CC value on the Encounter or Target card, the Ship is in Command and Control.

Ex: The DDG Udaloy starts its action. The USS John Rodgers has been detected by the CG Slava. The Udaloy has a -1 CC modifier, and the Target has a CC value of 8+. A roll of 9 or 10 is required to be in Command and Control. I roll a 9. The Udaloy attacks the USS John Rodgers.

If multiple TF ships have been detected, the ship attacks the TF ship with the highest Task Force position number.

6.2.4.5 Attack

If the Enemy unit has detected a TF Ship from a previous turn (or in C&C), the TF ship can be attacked by an enemy ship or sub if it is within weapon range. The Ship Attack section on the enemy card identifies the weapon, range [RX-X], and attack numbers.



Weapon Attack

Based on the current range to the TF ship, identify the weapon to use. The Enemy card may contain an Attack note that identifies how many weapons to fire (or it could be based on a die roll).

Attack Modifiers

Roll a d10 and apply the following modifiers as appropriate:

- Range (+/-)
- Azimuth (+) – sub only
- TF Ship MD (-) for missile attack
- TF Ship TD (-) for torpedo attack
- TF Ship Detection Level (+)

Resolve Attack

If the modified die roll is equal to or greater than the first number, then one hit occurs. If equal to or greater than the second number (if applicable), then two hits occur.

Commander Actions can be used to respond to the attack.

Ex: The Udaloy is firing a missile at the John Rodgers (Green) that has a Detection Level of 1 and that has a MD of 0. The Udaloy is at Range 4. The total die modifier for each missile is +1 (+1 detection). I roll a 4 for the missile, which is modified to a 5 (hit).

TF Ship Damage

For each hit a TF Ship takes, draw a Damage Counter from the Damage cup and apply the indicated damage to the ship.

For Stress damage, apply Stress immediately to the ship. For Hull hits, apply a Hull hit counter to the ship. For other damage, keep the damage counter with the ship and apply the indicated damage.

If the number of Hull hits equals or exceeds the amount of hull hits allowed, the TF Ship is sunk. The TF Ship can also be Destroyed based on a Damage counter.

If a TF Ship is destroyed, remove the ship from the Tactical Display and remove the Ship position counters from the Ship TF cup. **If the ship destroyed is the Flagship, the Commander is killed.**

Crew Rescue of Destroyed TF Ship

If a TF Ship is Destroyed, you can rescue the crew during the next turn. Assign a TF Ship to Crew Rescue. It cannot perform any more actions during the Tactical Encounter. If you don't assign a ship to Crew Rescue, all TF Ships suffer 2 Stress points at the start of the next turn.

6.2.5 SLOW TASK FORCE ACTIONS

Slow Ships, Helicopters (launched from a Slow ship), and Slow Command Actions can be performed. Slow Actions can be performed in any order.

6.2.6 DECREASE DETECTION LEVELS

Reduce all Detection levels by 1 for both the TF Ships and the Enemy TF Ships/Subs.



If the Detection level is 0 prior to decreasing the level, then remove the Detection counter. If the Detected Ship was a TF Ship, remove the TF Ship counter and put it back into the TF Ship Draw Cup.

6.2.7 RESET COMMANDER ACTIONS

Reset all of the Commander actions for the next turn.

6.2.8 DECREASE BATTLE TURN COUNTER

If the Battle Turn counter is on 1, the Encounter is over. Otherwise, Decrease the Battle Turn counter.

6.2.9 END ENCOUNTER DECISION

If desired, you can choose to end the Encounter. If remaining Enemy ships or subs are Critical (i.e. have a Star), then the mission is over.

6.3 ENCOUNTER COMPLETE

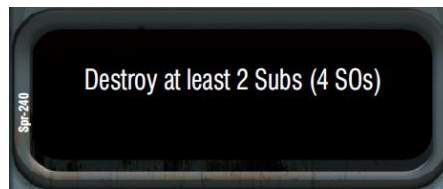
Once the Encounter is Complete, perform the following steps.

6.3.1 DRAW EVENT CARD

Draw an event card and use the event on the bottom of the card.

6.3.2 EVALUATE ENCOUNTER

For a random Enemy Task Force encounter, check to see if you met the Encounter Objective, and if so, earn the Objective Reward.



Ex: I destroyed 3 Subs in the encounter, so I earn 4 SO Points.

If the Target is a Naval Target (ships/subs) without the keyword Improvement, and the Target is NOT destroyed, then discard the Target and it cannot be attacked again.

If the Target has the Improvement keyword, keep the Target card and continue to apply the Improvement penalty until it is destroyed.

If the Target is a Land Target and the Target isn't destroyed, it can be attacked again in a future mission. Record how many hits were applied to the target, and when attacked again those hits are still applied.

6.3.3 REPAIR ATTEMPT

If a TF Ship has suffered Repairable damage, you may attempt to repair the damage prior to the next encounter.

6.3.4 ADD STRESS TO SHIPS/COMMANDER

Add stress to each Task Force ship based on its position (+2 Stress for Screening Force, +1 Stress for Main Force, and -1 Stress for Protected Force).

If the Ship has a Cool value, reduce the stress by the Cool value.

Add 2 Stress to the Commander if the Flagship is a Screening Ship. Add 1 Stress if the Flagship is a Main Force Ship.

6.3.5 RECORD EXPERIENCE

Each Task Force Ship earns 1 XP for the encounter. If the Target was destroyed, each Ship and Commander earns an additional XP.

In addition, a TF Ship earns 1 XP for destroying a Critical (starred) enemy ship or sub.

Add 2 XPs to the Commander if the Flagship is a Screening Ship. Add 1 XP if the Flagship is a Main Force Ship.

Record the experience earned on the Log Sheet.

6.3.6 GROUP PROMOTIONS

Check each Ship and Commander to determine if they have enough XPs to promote to the next level. If so, reduce the number of expended XPs to increase the skill level, and record the new Ship skill level. Find the card that reflects the new skill level and use that on the next encounter.

7 ENEMY AIR ENGAGEMENT PHASE

The following steps (Aircraft Encounter Setup & Aircraft Encounter) are performed to resolve an Enemy Air Engagement.

7.1 ENCOUNTER SETUP

7.1.1 OVERVIEW

An Aircraft encounter involves a squadron of enemy aircraft on the Tactical Display approaching the Task Force attempting to attack TF ships using missiles. You roll each turn (when the aircraft is in range) to see if it attacks. If so, you draw counters to determine which ships it attacks, and then resolve each one. Every turn after an attack, check to see if the Aircraft Returns to Base (RTB), which ends the encounter for that Aircraft. The encounter can also end if all enemy Aircraft are destroyed.

If the Aircraft survives the turn at Range 1, remove the aircraft counter.

NOTE: As a reminder, the TF ships auto detect all aircraft.

7.1.2 AIRCRAFT ENCOUNTER SETUP



Find the appropriate Aircraft counter(s) based on the aircraft attacking the TF (or launched from a Carrier) and place the Aircraft Counter on the Tactical Display at Range 6 or where the Carrier is located.

7.2 ENCOUNTER STEPS

(Repeat Until Encounter is Complete)

Fast Task Force Actions (7.2.1)

Move Aircraft (after the 1st turn) (7.2.2)

For each Enemy Aircraft (7.2.3)

Roll to check for aircraft attack (if in range)

Draw TF Ship counters if attacking

Attack Ship(s)

Resolve Attack

Resolve Attack Damage

Slow Task Force Actions (7.2.4)

Enemy Aircraft Return to Base Check (7.2.5)

Air Encounter Complete Check (7.2.6)

7.2.1 FAST TASK FORCE ACTIONS

Fast Ships and Fast Command Actions can be performed. Fast Actions can be performed in any order.

Ship Actions can be Targeted Weapon Attack, Rescue Crew, and Repair Attempt. See section 1.4.

If a ship is attacking an Aircraft squadron, select the missile, roll the attack die, apply attack modifiers, and determine if it is hit. The Attack modifiers are:

- Skill modifier (+/-)
- Range (+/-)
- Aircraft MD (-)
- Missile Volley (+)

If the Aircraft squadron is hit, reduce the squadron strength from Full Strength to Half Strength, or Half Strength to eliminated. If the Aircraft Squadron is destroyed, the attacking TF Ship earns an XP.



Ex: I fire two missiles at the two YAK-38 Squadrons at a Range of 4, one at each. For the first missile, I roll a 7 modified to 6 due to the MD. I score one hit and flip the Aircraft Squadron counter over. For the second missile, I roll a 10 modified to 9, causing two hits. The

Squadron is destroyed and removed, and the TF ship earns an XP.

Commander Actions can be Move Task Force, Task Force Redeployment, and Ship Action. Each Commander may have additional specialized actions. See section 1.5.

7.2.2 MOVE AIRCRAFT

Move each enemy Aircraft squadron one step closer to the TF after the first turn.

7.2.3 AIRCRAFT ACTIONS

Each enemy aircraft performs the following actions:

7.2.3.1 Check to see if Aircraft Attacks



For each Aircraft Squadron, check to see if the Aircraft is in range to attack. If so, roll a die, apply the range modifier if applicable, and check to see if it attacks.

Ex: The YAK-38 squadron is at range 3 (within Range of R3). I roll a die and compare it to the attack number (6+). I roll a 7, which means it will attack.

7.2.3.2 Perform Attack



If attacking, draw the number of counters based on the number of attacks to perform. If the same ship counter is drawn, then attack the ship for each counter.

Ex: "6/8 x2" performs 2 attacks (x2).

The squadron performs a missile attack against each drawn TF ship.

Roll a die, add the Range Modifier (if applicable), subtract the TF Ship MD, and determine the result. If the TF Ship is hit, draw the appropriate number of damage counters based on the number of hits.

Ex: The YAK-38 Squadron attacks the USS Leyte Gulf (MD = 1) and the USS Scott (MD = 0) at Range 2 (Range modifier +1). I roll a 4 against the Leyte Gulf, which stays at 4 (MD -1 and Range Mod +1). A miss. I roll a 6 against the Scott, which is modified to 7 (Range Mod +1), causing one hit. I draw a Damage counter and apply it against the Scott.

7.2.4 SLOW TASK FORCE ACTIONS

Slow Ships and Slow Command Actions can be performed. Slow Actions can be performed in any order.

7.2.5 ENEMY AIRCRAFT RETURN TO BASE CHECK



If an Enemy Aircraft has performed an attack against a TF Ship in any turn, check to see if the Aircraft Returns to Base.

Roll a die to determine if the Aircraft returns to base (RTB). If the die roll equals or exceeds the RTB value, the aircraft is removed

from the Tactical Display. If the Aircraft is at Range 1 and is advanced, then the Aircraft automatically Returns to Base.

7.2.6 AIR ENCOUNTER COMPLETE CHECK

If all enemy aircraft have been destroyed, moved off the tactical display, or returned to base, the Air Encounter is complete.

Otherwise, return to step 7.2.1.

7.3 ENCOUNTER COMPLETE

If no more aircraft are on the Tactical Display, the Tactical Encounter is over.

If there are still enemy ships and sub units on the Tactical Display, then resolve the Tactical Encounter.

For Aircraft encounters, the TF Ships do not suffer stress or earn XPs after the encounter.

If a TF Ship has suffered Repairable damage, remove the damage counter.

8 MISSION DEBRIEFING

Perform the following steps after the Mission is complete.

8.1 TARGET VICTORY POINTS



If the Target is Destroyed, or the Objective is met, earn the Victory Points (VPs) as shown on the Target Card. Record the VPs earned on the log sheet.

8.2 RESTED SHIPS

All damage on rested ships is removed except for Hull Damage. If a Rested Ship has hull damage, reduce the hull damage by 1.

Rested ships and Commanders also reduce 2 Stress plus Cool.

8.3 DISCARD ORDNANCE

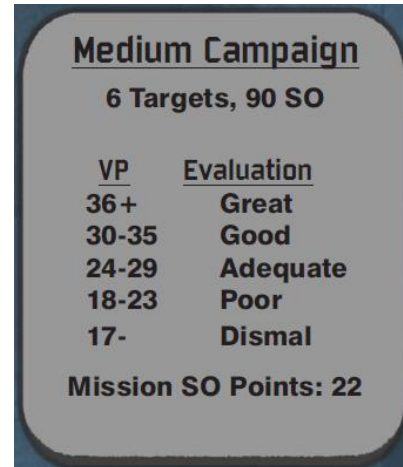
Discard any unused Ordnance. It cannot be used for future missions.

9 CAMPAIGN EVALUATION

The following steps are performed at the end of the Campaign.

9.1 VICTORY POINT TOTAL

Once the Campaign is complete, add up the total Victory Points earned.

A graphic of a campaign evaluation card. The card has a dark blue background with a lighter blue rounded rectangle in the center. The text is white. At the top, it says 'Medium Campaign' and '6 Targets, 90 SO'. Below that is a table with two columns: 'VP' and 'Evaluation'. The table has five rows of data. At the bottom, it says 'Mission SO Points: 22'.

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

Mission SO Points: 22

9.2 CAMPAIGN EVALUATION

Based on the selected Campaign length, compare the earned Victory Points with the Campaign Evaluation criteria and determine your Campaign Evaluation.

10 OPTIONAL RULES

The following lists the Optional Rules that can be applied to add additional features or to make the game a little harder.

10.1 RANDOM GROUP SELECTION

Randomly choose Ships at the game start and when purchasing additional Ships. Only ships that were commissioned the same year or prior to the Campaign year can be selected. You can choose to randomly select a ship from within a desired Ship Type:

- Cruiser
- Destroyer
- Frigate
- Battleship

Receive a bonus of 8 SO points at the Campaign start if this option is used.

10.2 SENSOR PERFORMANCE CARDS

10.2.1 OVERVIEW

Sensor Performance		R1	R2	R3	R4	R5	R6
1-6 SSN: +1		+1	+1	0	0	-1	-6
7-10 SSBN							-2
TA		+1	0	0	-3	-3	-4

The Sensor Performance cards factor in environmental conditions that modify detection for both TF Ships and enemy Ships/Subs detection. The cards also support adding depth to Enemy sub; normal depth (above Thermal Layer), and Deep (below Thermal Layer).

10.2.2 SENSOR PERFORMANCE CARD STEPS

The following describes the updates to the rule steps when using the Sensor Performance cards.

Task Force Ship Detection Attempt (1.4.1): Perform TF Ship detections as follows:

- When attempting to detect an enemy Ship, apply the Ship Detection Modifier.
- When attempting to detect a sub above the thermal layer, apply the Above Layer Sub Detection Modifier based on the current sub range and ignore the maximum detection range.

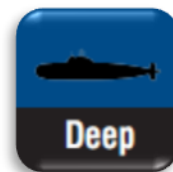
- When attempting to detect a sub below the Thermal Layer with a Towed Array, apply the Towed Array Sub Detection Modifier and ignore the maximum detection range.
- If attempting to detect a sub below the Thermal Layer without a Towed Array, apply the Thermal Layer Modifier and use the maximum detection range.

Helicopter Detection Attempt – MAD (1.6.4): MAD Detection cannot be performed on a Deep sub.

Helicopter Detection Attempt – Dipping Sonar (1.6.4): A Helicopter can spend 2 Helicopter Actions to dip the Sonar below the Thermal Layer and attempt detection. Don't apply the Thermal Layer modifier against a Deep Sub.



Helicopter Detection Attempt – Sonobuoy (1.6.4): A Sonobuoy can be set Deep to place it beneath the Thermal Layer. Don't apply the Thermal Layer modifier against a Deep sub.



Place Sub/Ship Counter (6.1.4.3): When placing an Enemy Sub counter, roll a die, consult the Sensor Performance card Enemy Sub Depth, and determine the sub depth. If below the thermal layer, place a Deep counter next to the sub.

Sub Movement (6.2.3.2): When a Deep sub is at close range and a Move Above Layer entry is at that range, roll to see if the sub moves above the layer. If so, remove the Deep counter, but don't move the sub or roll for sub movement.

Enemy Ship Detection Attempt (6.2.4.3): When an Enemy Ship attempts to detect a TF ship, apply the Ship Detection Modifier.

Enemy Air Engagement (7): If an Enemy Air Engagement is initiated and the Aircraft Impact is "No Aircraft", then do not execute the engagement.

11 GAME CREDITS

Game Design	Dean Brown
Game Development	Kevin Verssen, Dan Verssen, Holly Verssen
Artwork	Ken McElhaney, Darian Jones
Playtesters	Stefano Altar, Peter Ball, Jim Street, Mario Rossi, Tom Konczal, Andrea Magno, Michael Wheal, Andrew Gudgeon, Charles Lauricello, Tim Reece, Brett Grimmond, Tony Graham, Christopher Schall

12 SHIPS AND ORDNANCE

The following describes the US Ships and Ordnance included in Spruance Leader.

12.1 SHIPS

Ships are designed to support a particular mission (ex: ASW), or as a general-purpose ship. There are multiple types of ships available to use in your Task Force.

12.1.1 CRUISERS

Cruisers (CGN or CG) are generally larger guided-missile ships primarily designed to provide air defense and can provide anti-submarine capabilities. They typically have longer-range surface-to-air missiles. CGN cruisers are nuclear powered.

Virginia Class Cruiser



The Virginia Class guided-missile cruiser is a nuclear ship that can fire long-range anti-ship missiles (TASMs), as well as Tomahawk TLAM missiles. It has 2 5" rapid fire guns for close range defense. It has superior ASuW capabilities, and average ASW and AAW capabilities.

Ticonderoga Class Cruiser



The Ticonderoga Class guided-missile cruiser has the Aegis Combat System and AN/SPY-1 radar system to provide a missile defense capability for the entire Task Force against aircraft and ships. Most ships have a Vertical Launch System (VLS) to provide a quick-fire capability, and a Towed Array to support sub detection. It has superior ASuW, ASW, and AAW capabilities.

Belknap Class Cruiser



The Belknap class cruiser is a Command Ship with average ASuW, ASW, and AAW capabilities. The cruiser supports a Helicopter for ASW operations.

Leahy Class Cruiser



The Leahy Class guided missile Cruiser can fire standard anti-ship (Harpoons) and ASW weapons (ASROC and torpedoes). It can fire the long-range SM-2 AAW missile to provide air defense.

12.1.2 DESTROYERS

Destroyers are Fast warships primarily designed to escort larger high-value ships in a Task Force. Guided missile destroyers (DDG) carry weapons to attack aircraft, ships, and subs.

Spruance Class Destroyer



The Spruance Class guided-missile destroyer is the premier ASW escort ship, including support for the SH-3 Helicopter for ASW operations. It also has a very effective anti-ship capability with the TASM VLS system. It only has the short-range RIM-7 SAM.

Kidd Class Destroyer



The Kidd Class guided-missile destroyer provides average anti-ship and ASW capabilities, but does provide the SH-2F Helicopter for ASW operations. It can fire the medium-range SM-1 AAW missile to provide air defense.

Farragut Class Destroyer



The Farragut Class is a small guided-missile destroyer that provides average anti-ship and ASW capabilities. It can fire the long-range SM-2 AAW missile to provide air defense.

Charles F. Adams Class Destroyer



The Charles F. Adams class is a small guided missile destroyer that provides average anti-ship, ASW, and AAW capabilities.

12.1.3 FRIGATES

Frigates (FFG) are smaller guided-missile ships (FFG) that are also used to escort larger high-value ships. Frigates typically have short-range SAMs, and could host Helicopters for ASW operations.

Oliver Hazzard Perry Frigate



The Oliver Hazzard Perry class guided-missile frigates are primarily ASW ships due to its Helicopter and towed array, but lack an ASROC launcher. They can fire medium range SM-1 AAW missiles for air defense.

Knox Class Frigate



The Knox class guided-missile frigates are primarily ASW ships due to its Helicopter, towed array, and ASROC launcher. They only have short range RIM-7 AAW missiles for air defense.

Garcia Class Frigate



The Garcia class frigates are ASW ships with a Helicopter and ASROC launcher. They have limited anti-ship capabilities (short-range guns) and no AAW missiles.

12.1.4 BATTLESHIPS

Battleships (BB) are heavily armored ships with large guns. They have been upgraded to fire missiles and have very limited sub and aircraft defensive capabilities.

Iowa Class Battleship



The Iowa class battleships were built during WW2 and were modernized in the early 1980s by adding radar, TLAM missiles, and Harpoon (RGM-84) missiles. The battleships also have drones that can be used for gunnery spotting.

They can also be used as a Command Ship to add an additional Slow action.

12.2 ORDNANCE

12.2.1 SURFACE TO SURFACE MISSILES



RGM-84 Harpoon: The Harpoon is the primary anti-ship sea-skimming radar-homing missile. The Harpoon can be fired against detected ships, or fired in Search mode against undetected enemy ships.



RGM-109 TASM: The TASM is a long-range anti-ship missile with a heavier warhead than the Harpoon. The TASM can be fired against detected ships, or fired in Search mode against undetected enemy ships.

12.2.2 SURFACE TO SUBSURFACE ORDNANCE

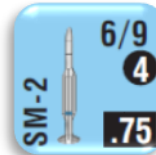


Mark 46 ASROC: The Anti-Submarine Rocket (ASROC) is a standoff ASW weapon that launches a Mark 46 torpedo towards a detected enemy submarine.

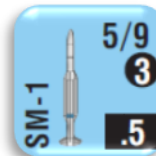


Mark 46 Torpedo: The Mark 46 ASW torpedo is launched from torpedo launchers to attack close range detected submarines. It can use both passive and active acoustic homing modes.

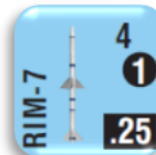
12.2.3 SURFACE TO AIR MISSILES



SM-2 Missile: The SM-2 is a long-range SAM to attack enemy aircraft attacking the Task Force. Target illumination is required for a few seconds when launched to enable the semi-active homing.

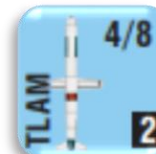


SM-1 Missile: The SM-1 is a medium-range SAM that was used during the Vietnam war.



RIM-7 Sea Sparrow Missile: The RIM-7 is a short-range SAM originally designed as an Air-to-Air (AtA) missile.

12.2.4 LAND ATTACK MISSILES



TLAM: The Tomahawk Land Attack Missile is used to attack targets on land. They are launched from Task Force ships that support TLAM Ordnance.

13 EXAMPLES OF PLAY

The following provides some examples of play for the game.

13.1 TASK FORCE ENCOUNTER

The following shows an example of the setup and first turn of a normal Task Force Encounter.

TARGET ENCOUNTER SETUP

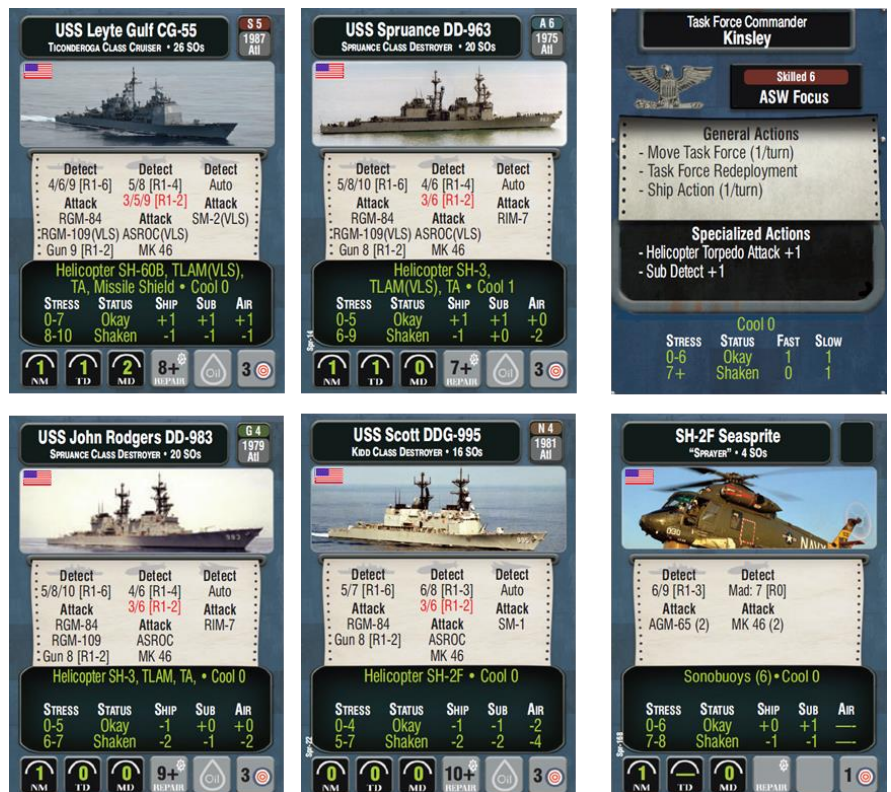
I am attacking Target 14, Enemy ASW Forces. The target consists of 3 enemy ships and a Victor II sub. I will earn 6 Victory Points (VPs) if I destroy all of the ships. I also get to move the Task Force counter one space to the right if destroyed. The Command and Control (CC) value is 8+, meaning that there is a 30% chance of a Soviet ship attacking an already detected Task Force ship.



My Task Force consists of 4 ships, 1 Helicopter, and Commander Kinsley. I put my Cruiser (CG-55) and Destroyer (DDG-995) in my screening force, and my second Destroyer (DDG-23) and Frigate (FFG-36) in the Main Force.



My Ticonderoga Cruiser has the Missile Shield trait, which means I can apply the MD 2 value for all missile attacks against any TF ship.



To setup the encounter, I need to place the 3 enemy ships and the sub on the Tactical Display.

For the CG Slava (Ship 1), for the range roll, I roll a 4, modified to 5 (Placement +1). Based on the Enemy Starting Range table on the Tactical Display, I set the range to 4. For the Azimuth, I roll a 7, so I slide the Ship 1 counter (starred side up) to the 6-7 space at range 4.

I place the other ships, and the Victor II sub following the same procedure.

Based on the placement, I have enemy ships at range 4, 5, and 6, and enemy sub at range 4. The Severomorsk (ship 3) is in Harpoon weapon range, with the remaining ships in RGM-109 TASM missiles.

While I don't need to destroy the enemy sub to destroy the target, it could close on my TF and cause damage. My Task Force is currently in weapons range of the Slava and Severomorsk, so I need to focus on those ships first.



I set the Battle Turn counter on the Battle Turns 5 spot on the Tactical Display.

I draw an Event card, which is Fighter Cover. Since I can't be attacked by an enemy aircraft during the encounter, I don't apply the Event.

ENCOUNTER TURN 1

I don't have any sonobuoys deployed, so I jump right into performing my Fast actions. The CG-55 Leyte Gulf and DD-963 Spruance are in the Screening force, so they operate as Fast. Commander Kinsley also has 1 Fast action.



The three enemy ships are in adjacent azimuth sectors, and I have 2 RGM-109s for my Tico. I decide to fire both missiles in search mode. The first missile gets to Enemy Ship #3, and I roll a 3 (doesn't find the Severomorsk). I roll a 7 for the second ship, which does find the Slava. The Leyte Gulf has a Ship modifier of +1. To hit, I roll a 10, which causes 2 hits, sinking the Slava. For the second missile, I roll a 2 at Enemy Ship #3, and a 4 at Enemy Ship #2. So that missile doesn't find any ship.



I decide to focus the rest of my 2 Fast actions on the Severomorsk. The Spruance attempts to detect the Severomorsk, and I roll a 5 with a +1 Ship modifier a 0 modifier for the Severomorsk NM value for a 6, which detects the ship at detection level 1.

Using the Commander Fast Action, I decide to have Spruance fire two Harpoon RGM-84 missiles. I roll a 1 for the first missile (+1 Ship modifier, +1 detect modifier, -1 Severomorsk MD modifier), which is a miss. For the second missile, I roll a 3 (+1 Ship modifier, +1 detect modifier, +1 volley modifier, and -1 Severomorsk MD modifier), which ends up as a 5, another miss.



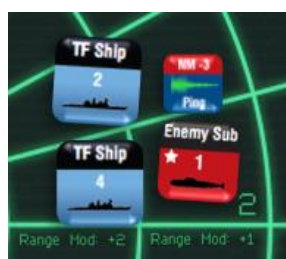
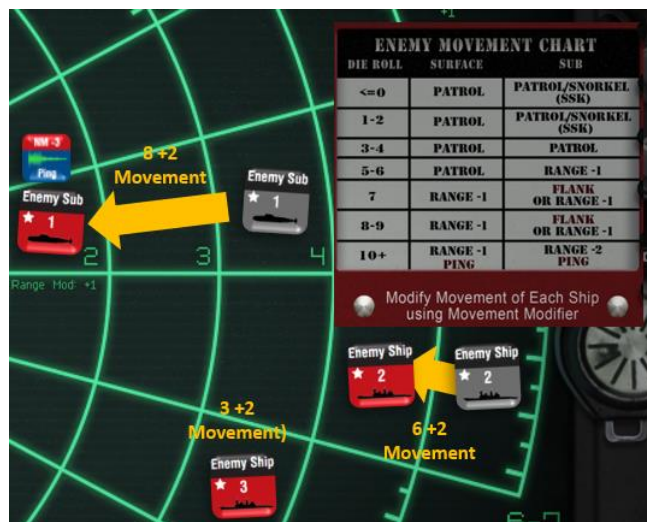
The Enemy Movement Chart on the Tactical Display is used to determine the enemy movement. Each enemy card also has a Movement modifier.

I roll for each enemy ship, apply the ship Movement modifier, and compare the result with the Surface column to see the result. The Udalov at range 6 closes while the Severomarsk stays on Patrol.

For the enemy sub, I roll a die, apply the modifier, and check the Sub column of the Enemy Movement Chart. The movement result is Range -2, meaning the sub moves to Range 2 and starts Pinging.

I now execute the enemy ship and sub actions.

I will start with the enemy Victor sub.

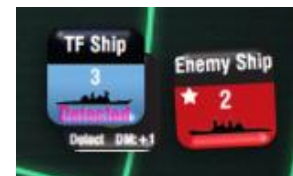


I draw two TF ship counters (Contacts 2) from the counter cup, and draw a TF 2 counter (Spruance) and TF 4 counter (Scott). The Victor attempts to detect the Spruance, which has a NM of 1 (-1 modifier). I roll a 3, modified to a 2. No detection. I put the TF Ship 2 counter back into the cup. The Victor will attempt to detect the USS Scott, which has a NM of 0 (0 modifier). The Sierra has detection numbers of 4/7. I roll a 8, detecting the TF Ship at Detection level 2. I flip the TF Ship 2 counter over to the Detected side and put a Detection 2 counter under it.

Because the Sierra detected the ship at Level 2, it performs one attack this turn. It fires a torpedo with attack numbers of 5/9. The USS Scott has a TD of 0 (0 modifier). Due to its range, the sub gets a +1 Sub Attack modifier, and also gets a +2 modifier for the Level 2 Detection. The total attack modifier is +3. I roll a 5, modified to a 8, causing 1 hit. I draw a Damage counter from the damage cup, which is Stress 2 and Hull hit. I add 2 Stress and a Hull Damage hit to the USS Scott card. I return the Damage counter back into the cup.



Enemy Ship 2 (DDG Udalov) now takes its turn. I draw one TF ship counter (Contacts 1), and draw the TF Ship 3 counter (John Rodgers). My destroyer has a NM of 1 (-1 detection modifier). The Udalov detection numbers are 5/7. I roll a 6 modified to 5, detecting the ship at Detection level 1. I flip the TF Ship 3 counter to the Detected side, and place a Detection Level 1 counter under it.



Enemy Ship 3 (Severomorsk) now takes its turn. Because there is a detected TF Ship, if the enemy destroyer was in weapons range, I would do a Command and Control (CC) check. But because the attack range is 4, and the enemy destroyer is at range 5, I skip the check. I draw one 2 TF Ship counters (Contacts 2), and draw the TF Ship 1 counter (Leyte Gulf) and TF Ship 3 (John Rodgers). The Leyte Gulf has a NM of 1 (-1 detection modifier). The Severomorsk has detection numbers of 4/7. I roll a 3, modified to 2. My ship isn't detected, so I put the TF Ship 1 counter back into the cup. For the John Rodgers detection roll (NM =1), I roll a 4, so I put the TF Ship 3 counter back into the cup.

I perform my Slow actions now. I have the Victor sub and 2 ships to deal with, so I decide to focus on the Victor first. It is at Range 2, so I will use my Active sonar on the John Rodgers to attempt detection on the sub. The Victor has a NM of 2 (-2 modifier), and has a Ping counter which provides a +3 modifier. I roll a 6, which detects the Victor at level 2. I place a Ping counter next to the John Rodgers, and a Detection 2 counter under the Enemy Sub 1 counter.



Because the Victor is detected, and it has detected one of my TF ships, I will have the Scott attack the Victor. My destroyer has a -1 Sub skill modifier, but I get a +2 detection modifier and a +1 Range modifier (+2 total). I fire two ASROC missiles, and roll a 6 and 8, getting two hits and sinking the Victor.

I use Commander Kinsley's Slow action to have the Leyte Gulf attempt to detect the Severomorsk (Ship 3). I roll a 5 with a +1 Ship modifier, detecting the Severomorsk at Detection Level 2. I place a Detection Level 2 counter under the Enemy Ship 3 counter.

I move the Battle Turn counter from 5 to 4. I also decrease all detection levels by 1.

I can choose to end the encounter if I wish, but I decide to keep going.

I now move on to Encounter Turn #2.

13.2 ASW HELICOPTER ATTACK

The following shows an example of using an ASW Helicopter against enemy submarines.

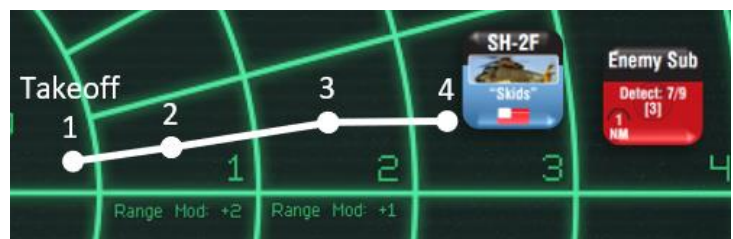
SETUP INFO

The Task Force is facing 2 Unknown enemy submarines. The USS Scott has a SH-2F Seasprite ASW Helicopter loaded with 2 Torpedoes. The enemy subs are out of Weapons range. If the Helicopter is launched when an Enemy ship is on the Tactical Display, the Helicopter could be targeted.



HELICOPTER ENCOUNTER TURN 1

I use my Commander Fast action to have the USS Scott launch "Skids". The Helicopter gets 4 Actions, so I Takeoff, and then move the Helicopter 3 spaces.

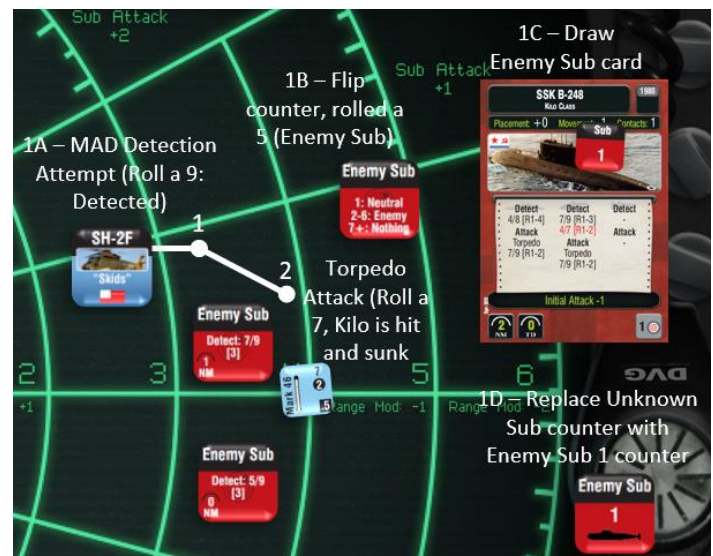


REMAINDER OF TURN 1

In the rest of the first turn, the Unknown Enemy Sub at range 5 moves to Range 4 and both fail ship detection.

HELICOPTER ENCOUNTER TURN 2

My first Action is to move my Helicopter into the same space as the Unknown Enemy Sub. Because I have MAD detection, I can perform a detection check without an action, and I detect the Enemy sub with a roll of 9 (modified to 8 due to Unknown sub NM = 1). Because the Unknown Sub was detected, I flip the counter and roll to see what was detected. I roll a 5, which is Enemy Sub. I randomly draw a Kilo sub from the Enemy sub deck, and replace the Unknown sub counter with Enemy Sub 1 counter (no Star). My next Helicopter Action is to attack the Kilo. I drop my Mark 46 torpedo, and roll a 7, sinking the Kilo.



My next Helicopter action moves it to the other Unknown sub where I fail the Detection. I end my Helicopter actions there.