

ship one, two, three or four spaces per movement phase. Or, if a maximum move, you can move that ship up to six spaces.

12.3 Effects of Damage on Speed

If damage has reduced a carrier's propulsion, you can only move it up to the speed indicated by the Engine marker on the Engine space. Non-carrier ships which are damaged move at half (½) speed (round up any fractions), whereas a crippled ship of any type may never move.

12.4 Types of Spaces

The map is comprised of several kinds of spaces that affect movement somewhat differently.

High Seas: These are the regular spaces (dot spaces).

Chokepoints: These are treated like High Seas, except that your task force must stop whenever you enter one. You can proceed normally next turn. Add plus one to the number of Incident markers you pick.

Transit Points: These are sea spaces connecting two sea routes, and are treated as normal High Seas spaces (dots), from where you can move your task force in any connected direction.

NATO Bases: You may enter your task force in a NATO naval bases, but you must stop there. You can proceed normally on the next turn.

Note: Once in a Naval Base space, your task force can conduct all game functions there (such as Logistics and launching aircraft, et cetera).

Objective: Your task force may enter Objectives, but must stop there (at which time an extra Incident chit is then picked). You can proceed normally on the next turn.

Soviet Naval Bases: You can enter these, but you must stop there. Then, engage in combat against any coastal defense units. Whenever entering a Soviet Naval Base, you must add two (+2) to the number of Incident markers you pick.

SBG: You can enter these, but you must stop there (including Standoff units, unless no contact occurs, in which case Standoff units may continue to move). Then, engage in combat against that SBG, if contact occurs.

12.5 Out of Lane

You may move via Navigation Lines which are not part of your Mission orders. However, the Incident markers can provide sanctions for doing this (see the Incident Markers Chart).

13.0 SOVIET MOVEMENT

SBG may be required to move by Incident marker explanations. The player must move

USN CARGO CHART

Unit	Logistics Points	Function
Air Squadron		
F/A-18	2	Carrier based advanced fighter-bomber
F-14	2	Carrier based interceptor
F-4	1	Carrier based fighter-bomber
A-6	2	Carrier based bomber
A-7	1	Carrier based bomber
S-3	2	Carrier based antisubmarine warfare aircraft
E2C (E/A)	3	Carrier based electronic warfare, AEW and AWACS aircraft
KA (Refueler)	3	Carrier based refueler aircraft
SH-60	1	Carrier based antisubmarine warfare helicopters, various models
C-3	1	Carrier based utility and cargo aircraft
P-3	3	Land based patrol and attack aircraft
KC (Refueler)	2	Land based refueler aircraft
Crew		
EW	2	+1 to Contact and Intelligence die rolls
Flight Deck	1	+1 to Flight Deck value.
Damage Control	1	+1 to all Damage Repair die rolls for carrier; +1 to all Damage Repair die rolls for aircraft.
Engineering	1	A carrier may move one space more than its current movement allowance (even if otherwise "Dead in the water").
Camera Crew	2	Each time a warship carrying the Camera Crew is involved in a naval battle against Soviet warships which results in any Soviet warships being sunk, roll one die and receive that additional number of VP. This may be done once per battle.
M.E.U. (Marines)	1	See Mission orders
SEALs	1	See Mission orders
Top Gun	See on-line optional rules	+1 Standoff unit contact and combat values
Ship Systems		
Air Defense Reload	1	Raise Air Defensive Weapons value by one.
EW Enhancement	2	Raise starting EW by one.
Task Force Logistics		
Fuel Point	1	Expend to gain maximum movement for non-nuclear ships
Ammunition Point	1	Expend to engage in surface combat
Cruise Missile	2	Anti-ship long range guided missile (standoff weapon)

26.0 CHARTS AND TABLES

MISSION ORDERS CHART

Objective Mission	Instructions	Navigation Line	Number of Turns	Soviet Coastal Defense Units	Soviet Alert Level die roll modifier	Execution	Logistics Points	Bonus for Winning (Campaign Game)
Sea Control	Secure the Denmark Strait	Denmark	7	-	+1	Eliminate all Soviet units in the Denmark Navigation Line; plus occupy the Denmark Strait Objective.	24	Select one additional DDG, DD or FFG at the start of a scenario (at no cost).
Special Ops Support	Special Operations Forces are to be inserted into the Arctic for a highly classified mission.	Arctic	5	1	0	Move into the Arctic Objective, and land a SEAL unit.	16	Add plus one to all Intelligence die rolls.
Attack Soviet Naval Base	Proceed to the Barents Sea and launch an attack which destroys the Soviet naval base at Murmansk.	Murmansk	10	3	+2	Move into the Murmansk Objective; you must destroy all Soviet coastal defense units.	30	Reduce Soviet Alert Level die roll by "one" (to a minimum of one).
Escort	Reinforce NATO's northern flank	Norway	6	-	0	Move into the Norway Objective and land a Marine unit.	20	Gain one die roll of LP.
Amphibious Warfare	Conduct joint NATO amphibious landing behind Warsaw Pact lines.	Baltic	8	3	+2	Move into the Baltic Objective and land a Marine unit.	24	Add one turn to scenarios.
Air Support	Provide air support to NATO ground forces engaged against the Warsaw Pact.	Central Front	4	2	+1	Move into the Central Front Objective; you must destroy all Soviet coastal defense units.	12	Select one additional P-3, F-4 or KC air unit at the start of a scenario (at no cost).
Special Scenario (see rules): Hunt for Rogue Submarine	A Soviet nuclear ballistic submarine (SSBN) is loose in the North Atlantic. You must track it down and destroy it.	Barents Sea-Greenland Sea	6	=	0	Eliminate the Rogue Submarine (SSBN).	12	Select two crews at no cost.

SOVIET INITIAL ALERT LEVEL CHART

Die roll	Level
1 (or lower)	1
2	1
3	2
4	2
5	2
6	2
7 or higher	3

SOVIET ALERT CHART MODIFICATIONS

Event	Effect
First time in a scenario a USN unit enters an Objective	+1
USN initiates a Tactical Sub-routine in a Soviet Base	+1
Combat with each side having at least one warship	+1
Other combats	0
Incident chits	Explained on Incident chits
Intelligence Actions	Explained on Intelligence Table

ACTIONS WHICH CHANGE USN CARRIER LEADERSHIP

Win a Critical Naval Battle	+1 CIC
Lose a Critical Naval Battle	-1 CIC
Win a Critical Air Battle	+1 CAG
Lose a Critical Air Battle	-1 CAG
Campaign Game: accomplish Mission	+1 CIC and CAG
Campaign Game: fail to accomplish Mission	-1 CIC and CAG

SEAD TABLE Roll once for each Hit (used with the online optional rules).

Die Roll Target: Surface ship or Coastal Defense unit

1	No effect
2	SEAD
3	SEAD
4	SEAD
5	SEAD
6	SEAD

USN ESCORT SELECTION TABLE

Die roll	Escorts
1	3 x cruiser*, 1 x destroyer, 1 x submarine
2	3 x cruiser*, 2 x destroyer
3	2 x cruiser*, 3 x destroyer, 1 x frigate
4	2 x cruiser*, 3 x destroyer, 1 x frigate
5	1 x cruiser*, 4 x destroyer, 2 x frigate
6	1 x cruiser*, 3 x destroyer, 2 x frigate, 1 x submarine

*Only one cruiser may be "Aegis" type.

Note: If there are not enough game pieces to provide the quantity of escorts rolled, only as many game pieces that are provided in the game are selected.

VICTORY POINT (VP) CHART

Action	Points Gained	Points Lost
Sink Soviet CV	15	
Sink Soviet BC	12	-
Sink Soviet CG	6	-
Sink Soviet DD or FF	3	-
Sink Soviet SS	6	-
Sink Soviet SSBN	9	-
Damage/cripple Soviet CV	10	
Damage/cripple Soviet BC or CVH	8	-
Damage/cripple Soviet CG	4	-
Damage/cripple Soviet DD or FF	2	-
Damage/cripple Soviet SS	4	-
Damage/cripple Soviet SSBN		
Eliminate Soviet Coastal Defense Unit		
Eliminate Soviet Tu-126 air unit		
Eliminate other Soviet Air units		
Eliminate Soviet missile units		
USN CV sunk		
USN BBG sunk		
USN CG or CGN sunk		
USN DDG, DD or FF sunk		
USN SS sunk		
USN AO sunk		
USN CV damaged		
USN BBG damaged/crippled		
USN CG or CGN damaged/crippled		
USN DDG, DD or FF damaged/crippled		
USN SS damaged/crippled		
USN AO damaged/crippled		
USN F18, F14 or E2C eliminated		
Other USN Air units eliminated		
Other USN units eliminated		
Incidents	See explanations	See explanations
See also Camera Crew	+1D6 VP per each combat victory	-
Damage/cripple Soviet SSBN	6	-
USN CV sunk	5	-
USN CV sunk	3	-
USN CV sunk	2	-
USN CV sunk	0	-
USN CV sunk	-	Game over, man! (you lose)
USN CV sunk	-	-30
USN CV sunk	-	-15
USN CV sunk	-	-10
USN CV sunk	-	-10
USN CV sunk	-	-5
USN CV damaged	-	-2 per reduction in each category
USN BBG damaged/crippled	-	-15
USN CG or CGN damaged/crippled	-	-10
USN DDG, DD or FF damaged/crippled	-	-5
USN SS damaged/crippled	-	-5
USN AO damaged/crippled	-	-1
USN F18, F14 or E2C eliminated	-	-4
Other USN Air units eliminated	-	-2
Other USN units eliminated	-	-

INCIDENT CHART

Marker	Effects
Ambush	(1) Roll one die and draw that number of Soviet Standoff units (regardless of their printed range), then roll a second die and pick that number of Soviet Warships. Then, engage in combat. (2) If you're on a Navigation line other than the one designated by Mission Orders, first raise the Alert Level by "one"; then follow the above procedure.
Confliction	If your CVBG is on a Navigation Line which is not part of the Mission Orders, lose one turn.
Contact Standoff Weapons	Roll one die and draw that number of Soviet Standoff units. If the space where the incident has occurred is farther from the nearest active Soviet base than the range of any Soviet Standoff units, return those Soviet Standoff units to the pool (only retaining the Soviet Standoff units that are printed with a sufficient range to reach that space from the nearest active Soviet base). Then, engage in combat.
Contact Warships	Roll one die and draw that number of Soviet Warship units. Then, engage in combat.
Contact Cruise Missile	Roll one die and draw that number of Soviet Standoff units, returning anything other than the Soviet missile units to the pool. If the space where the incident has occurred is farther from the nearest active Soviet base or Soviet warship with a white cruise missile silhouette, return those Soviet Standoff (missile) units to the pool. Then, engage in combat.
Ice Floes	If your CVBG is on or north of the Greenland Sea-Barents Sea Transit Line, then: roll one die. 1-3 = Avoid , no effect. 4-6 = Evasive Action: expend one Fuel or lose one Turn (if this is the last turn of the game, the game ends immediately).
Limited Visibility	If naval combat occurs in this space in this turn, all defending naval units must be placed in the Inner Zone.
Logistical Failure	If your CVBG has moved at Max Speed this Turn, then roll one die for each ship: on a "6" a carrier loses one Propulsion point; other ships receives one damage. Other results are no effect.
Maskirovka	Roll one die. If the result is less than or equal to the current carrier EW rating, there is no effect. If it is greater than the carrier EW rating, then lose one turn.
Minefield	This is applied only if in a Chokepoint or Soviet base. Roll one die for each carrier in the CVBG: on a "6" it receives one Hull damage. Then roll for each other ship: On a "6" it is damaged. Other results are no effect.

Morale Check	If this is Turn 1, then treat this Incident as <i>Quiet Seas</i> . Otherwise: Multiply the current Turn number by "5". If this number is less than or equal to the current VP total, then for the rest of the turn USN CIC and CAG is reduced by "one". Return this marker to the Pool at the end of the turn.
Intel From HQ	Same as IB or JE on the Intelligence Table. Choose one of them and implement.
Option	This is for future scenario variants; otherwise treat as <i>Quiet Seas</i> .
Quiet Seas	No effect.
Soviets Interdict NATO Bases	Roll one die for each NATO Base. On a "6" place a crippled marker on it. For the remainder of the scenario, it may not be used for logistics, or to launch or land aircraft.
Soviet Indecision	(1) Reduce the Alert Level by one. Then: (2) Choose one Soviet BG via the Randomization Procedure. Roll one die and move that SBG a number of spaces away from the USN CVBG. See Soviet Movement rule. If no Soviet BG on the map, ignore this.
Soviet Aggressiveness	(1) Raise the Soviet Alert Level by one. Then: (2) Choose one Soviet BG via the Randomization Procedure. Then roll one die and move that SBG a number of spaces towards the USN CVBG. See Soviet Movement rule. If no Soviet BG on the map, ignore this.
Soviet Recon	If any USN CVBG is currently located in or adjacent to a Chokepoint or Objective Space, then increase the Soviet Alert Level by "one".
Soviet Reinforcements	Draw one Soviet ship and add it face down to one Soviet BG (picked via the Randomization Procedure). If no Soviet BG is present, ignore this marker instead.
Storm	You may not launch standoff weapons for the remainder of this turn. Ignore any Soviet Standoff Attack markers picked this phase. No surface combat this turn.
USN Reinforcement	Roll one die and receive the following unit type: 1-4 = one P-3 or F-4; 5-6 = one DDG, DD, FF or AO. You select the type. Place aircraft in NATO bases, warships with the CVBG.

REPAIR TABLE

USN Carriers	USN Warships	USN Aircraft
<p>Roll a number of dice equal to:</p> <p>The CIC Level of the carrier; plus One per "Crew" value on the Ship Display; plus One if in the same space as a Replenishment ship, plus Two if in a NATO Naval Base.</p>	<p>Roll a number of dice equal to:</p> <p>One; plus One if in the same space as a Replenishment ship, plus Two in a NATO Naval Base.</p>	<p>Roll a number of dice equal to:</p> <p>The CAG Level of the carrier; plus One per "Flight Deck Crew" value on the Ship Display; plus One if in the same space as a Replenishment ship, plus Two in a NATO Air Base.</p>
<p>A die roll of "6" is a success; Repair one box of any type of damage (of your choice) from a carrier per "6" rolled. A die roll of "1-5" is no effect.</p>	<p>A die roll of "6" is a success. Remove one "Damage" from a warship unit. Crippled markers may not be removed, however. A die roll of "1-5" is no effect.</p>	<p>A die roll of "5-6" is a success. Remove one "Damage" from an air unit. A die roll of "1-4" is no effect.</p>

INTELLIGENCE TABLE

Die roll	Intelligence Value				
	0	1-2	3-4	5-6	7+
1	SI	SI	SI	SI	SI
2	SI	-	-	-	-
3	-	-	-	IR	IB
4	-	-	IR	IB	JD
5	-	IR	JE	JD	JE / IB
6	IR	JE	JE / IB	JE / IB	JE / IB

Intelligence Value =

+ : EW value of carrier
 + 1: EW Crew on ship
 + 0: carrier CIC value = 1-2
 + 1: carrier CIC value = 3-4
 + 2: carrier CIC value = 5-6

INTELLIGENCE OUTCOMES

IR	Intelligence Received. Select one space containing Soviet units and reveal them.
IB	Intelligence Breakthrough. Select two spaces containing Soviet units and reveal them.
JD	Deception: Select one of the following: (1) reduce Soviet Alert by two levels, or (2) add one Turn to the scenario.
JE	Jam enemy. Lower Soviet Alert by one level (but never to less than "1").
JE / IB	Select either a JE or IB result.
SI	Signals intercepted. Raise Soviet Alert by one level.
-	No effect

CONTACT CHART

Die roll	-1(-)	0	1(+)
Outcome	SC	N	UC

Die roll modifiers:

Add:

+ # = EW of one USN unit
+ # = carrier CIC if USN naval units (or naval plus air) battle
+ # = carrier CAG if only USN air units involved battle
+1 if the carrier has one or more EW Crew

Subtract:

- # = Soviet Alert Level
- # = EW of one Soviet unit.
- 1 combat is taking place in a Soviet Base.

Outcome:

SC: Soviets get the Tactical Edge.
UC: USN get the Tactical Edge.
N: No contact. Skip combat.

FIRING TABLE

Die roll	Result
1	-
2	-
3	-
4	-
5	Hit
6	Hit

HIT TABLE Roll once for each Hit

Die Roll	Target: Carrier (USN)	Target: Other Surface Ships or Soviet Carrier
1	No effect	No effect
2	Reduce EW and Air Defense Weapons by one each. Reduce Flight Deck by two.	Withdraw
3	Reduce Hangar by one. Eliminate one aircraft in Hangar.	Damage
4	Reduce Propulsion by one.	Damage
5	Reduce Hull by one die roll. Eliminate one Crew (pick at random).	Cripple
6	Critical Hit: apply results 2, 3, 4 and 5 above.	Explosion

HIT TABLE Roll once for each Hit

Die Roll	Target: Cruise Missile	Target: Aircraft
1	No effect	No effect
2	No effect	No effect
3	No effect	Withdraw
4	Eliminated	Damage
5	Eliminated	Eliminated
6	Eliminated	Eliminated

HIT TABLE Roll once for each Hit

Die Roll	Target: Submarine	Target: Coastal Defense
1	No effect	No effect
2	Withdraw	Damage
3	Withdraw	Damage
4	Damage	Cripple
5	Explosion.	Eliminated
6	Explosion	Eliminated