

BASIC CAMPAIGN SEQUENCE OF PLAY

Mission Setup Phase (4)

Perform Mission Setup for each Target.

Task Force Setup (4.1)

- Priority R&R (4.1.1)
- Target Selection (4.1.2)
- Starting 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 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)

Perform the following steps to setup, execute, and complete a Tactical Engagement.

Encounter Setup (6.1)

- Task Force Deployment Setup (6.1.1)
- 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)
- Reset Commander Actions (6.2.7)
- Decrease Battle Turn Counter (6.2.8)
- End Encounter Decision (6.2.9)

Encounter Complete (6.3)

- Draw Event Card (6.3.1)
- Evaluate Encounter (6.3.2)
- Repair Attempt (6.3.3)
- Add Stress to Ships/Commander (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)
- Decrease Battle Turn (7.2.6)

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)

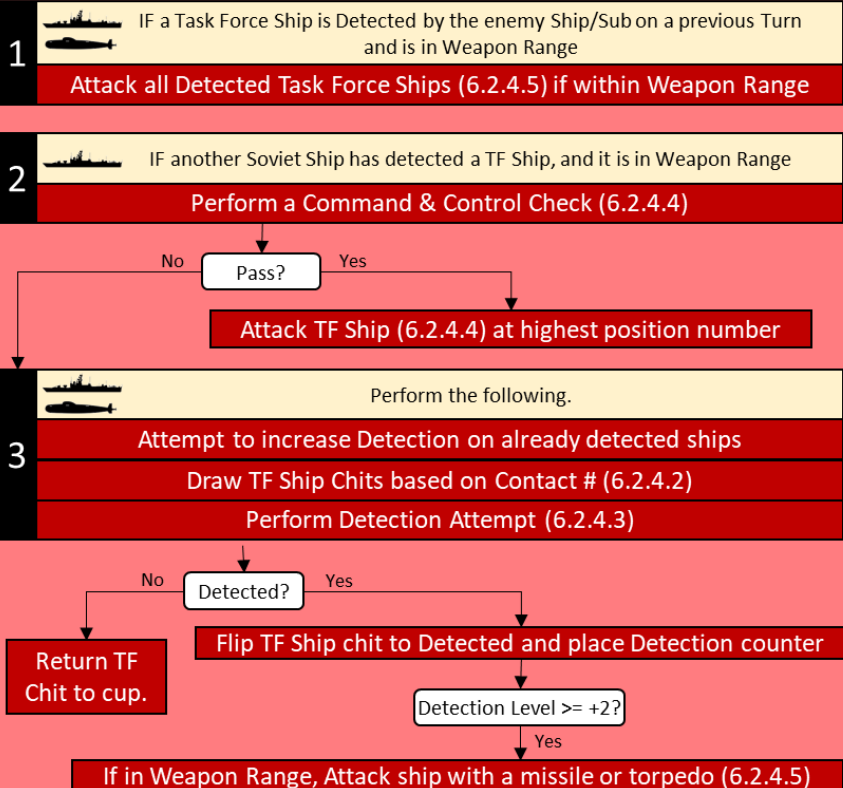
Campaign Evaluation (9)

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

- Victory Point Total (9.1)
- Campaign Evaluation (9.2)

ENEMY ACTION SEQUENCE FLOWCHART

Perform steps for each Enemy Ship and Sub



ACTIONS

SHIP/SUB ACTIONS

Detection Attempt

An enemy ship, sub, or aircraft cannot be attacked until it is detected. There are four detection levels (0-3). The higher the detection level, the higher the attack die modifier (DM) (i.e. attack success is higher).

The ship Detection Attempt action can attempt to detect an enemy ship, sub, or aircraft, or increase the current detection level. The basic process for Detection Attempt is:

- Select ship, sub, or aircraft to attempt detection
- Determine all Detection Attempt modifiers
- Roll a d10 and apply modifiers
- Determine Detection level (if detected)
- Mark Enemy counter with Detection counter (if detected).



Detect
4/6/9 [R1-6]
Detection
 Use Card
 Detection Values

Modifiers
 Skill Modifier (+/-)
 Range (+/-)
 Enemy Ship NM (-)
 Detection Level (+)
 Screening Force (+)
 Damage (+)
 Environment (+/-)

USS Leyte Gulf CG-55
 TICONDEROGA CLASS CRUISER • 26 SOs
 A 5
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 All

Detection Numbers & Range

Detect	Detect	Detect
4/6/9 [R1-6]	5/8 [R1-4]	Auto
Attack	Attack	Attack
RGM-84	RGM-109(VLS) ASROC(VLS)	SM-2(VLS)
Gun 9 [R1-2]	MK 46	

Skill Modifiers

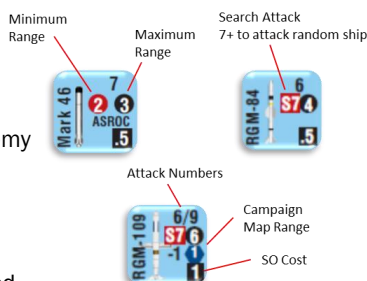
STRESS	STATUS	SHIP	SUB	AIR
0-6	Okay	+1	+0	+0
7-9	Shaken	-1	-2	-2

Targeted Weapon Attack

A ship, sub, or aircraft cannot be attacked until it is detected.

The basic process for an attack is:

- Select ship, sub, or aircraft to attack
- Verify the target is within range
- Decide how much ordinance to use against the enemy unit
- For each ordinance counter, roll a d10 and apply modifiers
- Resolve Attack.
- For enemy ships/subs, determine if unit is destroyed, or apply damage counters as appropriate
- For TF ships, draw damage counter for each hit



Attack
 Use Ordnance
 Attack Values

Attack
 RGM-84
RGM-109(VLS)
 Gun 9 [R1-2]

Modifiers
 Skill Modifier (+/-)
 Range/Azimuth (+/-)
 Ship MD/TD (-)
 Detection Level (+)
 Volley/Spread Fire
 Damage (+)

Missile Volleys
 Fire 2 Missiles (4 with VLS)
 1st Missile (Normal)
 2nd Missile (+1)
 3rd & 4th Missile (+2)

Torpedo Spread
 Fire up to 4 Torpedoes
 1st Torpedo (Normal)
 2nd Torpedo (+1)
 3rd & 4th Torpedo (+2)

Other Actions

- **Missile Search Attack.** Fire missiles to search for ships in 2 contiguous azimuth sectors
- **Launch/Retrieve Helicopter.** Takeoff or land a helicopter
- **Rescue Crew.** Rescue crew from sunken ships (no further actions that encounter)
- **Repair Attempt.** Attempt to repair repairable ship damage

HELICOPTER ACTIONS (4/Turn)

- **Takeoff.** Launch from ship. Add Helicopter chits to TF chit cup.
- **Land.** Lands on original ship. Remove Helicopter chits from TF chit cup.
- **Movement.** Move one area
- **Detection Attempt.** Attempt to detect a ship, sub, or aircraft, drop sonobuoys.
- **Weapon Attack.** Use ordinance or gun to attack a detected ship, sub, aircraft, or target.

COMMANDER ACTIONS

- **Move Task Force.** Open or close the range to/from the enemy ships and subs.
- **Task Force Redeployment.** Adjust Task Force Ship positions. Ships changing positions add 1 Stress
- **Ship Action.** Give an additional Action to a Task Force Ship.
- **Focus Detect.** Use 2 Ship Actions and a Commander Action to get a Detection +3 modifier.
- **Specialized Commander Actions.** Each Commander has specialized actions that it can perform..